

TRAILBLAZERS

OF THE NORTH



TROY E. TAYLOR



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*NPCs for games set in the North,
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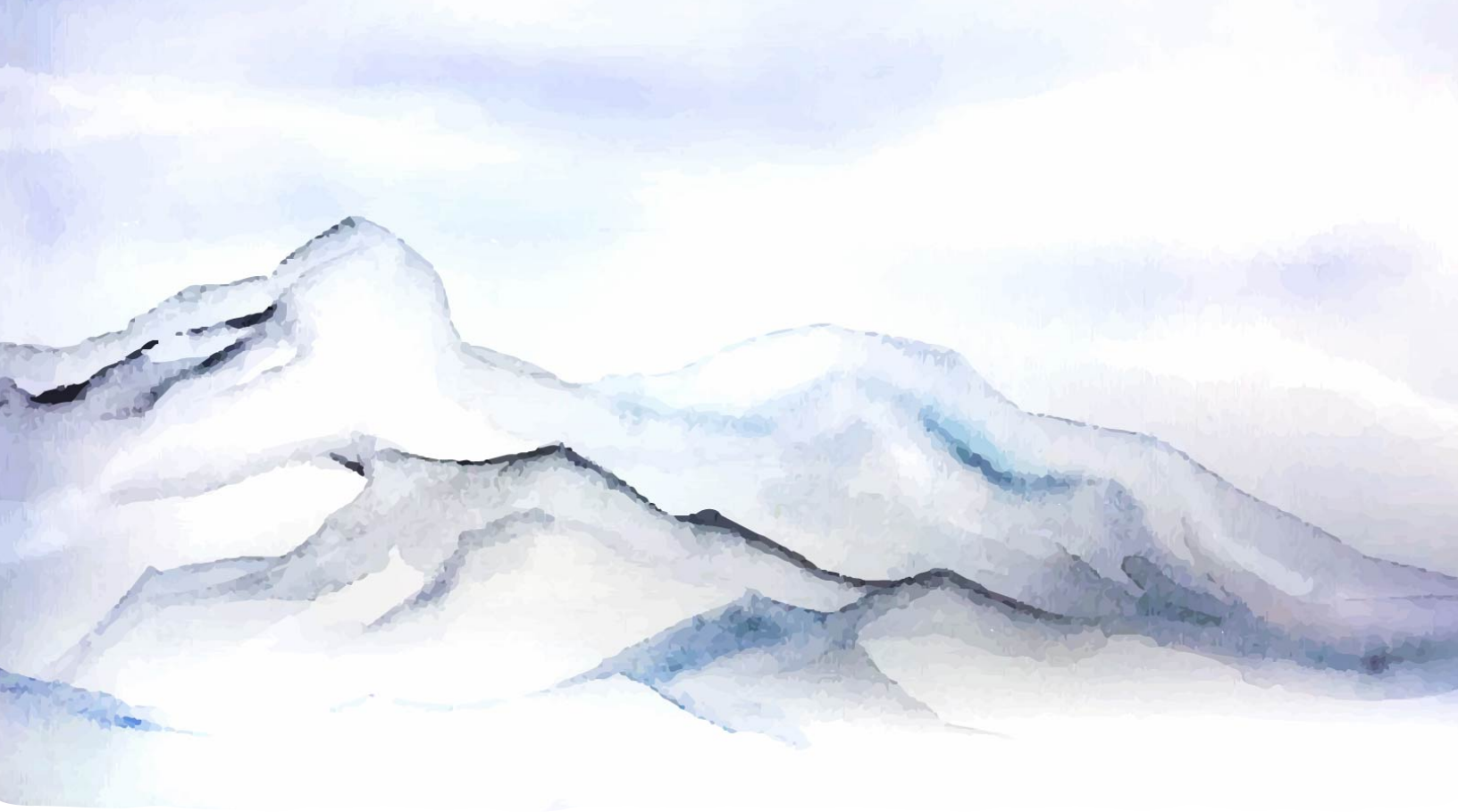
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TRAILBLAZERS OF THE NORTH

The trailblazers of the North have the spirit to match the zeal of any adventurer.
Bring on the cold, they declare.

They share a profound respect for, yet do not fear, the creatures that lurk in the forests or the monsters that cling to the snow-capped mountain range known as the Spine of the World.

Bring on winter's fury, they proclaim!

Their creed is no mere bluster nor bravado. The fur trappers, traders and peddlers of the northern

frontier know they are a lifeline for adventurers on the frontier. They are the last tether to civilization.

NPCs for your game

DM's who set their games in the vast northern reaches — whether it be Icewind Dale, the Savage Frontier or the great dwarf holds — smartly include such trailblazers as nonplayer characters.

More than just figures with legendary and colorful exploits, these men and women of the frontier serve as the vanguard for those who come later — settlers, pioneers, and adventurers.



The Savage Frontier.

They are provisioners when times are tough, rescuers in times of need, and defenders when beasts and monsters attack.

They know the secret places, from sheltering caves to forgotten hunting cabins.

They know the shortcuts and passes, provided one is willing to bear the risks of embarking on the more dangerous trail.

They know the distances between, and conditions of, all the coster houses, trading outposts and trapping shacks on the frontier.

They know all the other men and women of the mountain, especially those who are likely to regard visitors as friend, and, more importantly, those who see everyone as foe.

The Call

For most trailblazers, it is neither heroism nor the desire to accomplish great deeds that sends them forth.

For each one, there came the realization that the wilderness is their place.

The trailblazers respond to the call of these stark vistas: The peaks of the Faerun cordillera, the snow-bound passes traversed only by sled, the spruce-covered taiga and the barren alpine tundra.

Mountain range, valley, boreal forest and frozen grasslands. These are more than just proving grounds. The impetus to explore, to reap, to nurture is wound up in their oneness with them.

The trailblazers do not conquer nature. They are not in contest or conflict with their surroundings. Their discovery is personal.

Even amid hardships that are most certainly harmful — this is the source of happiness. Each daunting step is part of a journey, they are either finding a new path or resurrecting an old one.

It is not a romantic view of the world, despite its primal beauty. The world of the North is harsh and often proves disfiguring or fatal.

It is nourishing in its own way, provided one has the wisdom to recognize trail sign, read the coming weather on the winds and in the clouds, and heed the markings of grizzly bear, yeti, and the rampaging orc. This is all within the wilderness acumen of the trailblazer.

A friend when you need one

The trailblazers of the North can be guides, rescuers, or advisers.

But they can also be an inspiration. Meeting one of these larger-than-life characters could be the first step for a player character's own development. It's more than just providing a mentor or a hero figure. Emulating one of these NPCs could be the early stage of establishing a new legend along the Savage Frontier.



Contents

Part 1: Trailblazers. Pg. 6.

There are descriptions of eight trailblazers. They are:

Maddelena Raudr, Page 6
“Sleetstrider” Shengren Tungadol, Page 10
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Volker Fetch, Page 23
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Each entry includes the NPC's name, moniker, illustration, and a description containing background information and their current whereabouts, allegiances, and allies.

An “at a glance” look at key NPC characteristics — appearance, personality, motivation and roleplaying tips — appears on the opposite page.

A suggested stat block follows. These are either expanded in full or abbreviated (should the NPC be based on one of the standard ones from the *Monster Manual* or *Volo's Guide to Monsters*).

The entry ends with a listing of possible trade goods each NPC is carrying. The DM can select from any of the items listed or create a randomized list.

Part 2: Current Clack, Pg. 37

These are 10 information blocks that describe in rumor recent events in 10 locations in the North. These are keyed to the Current Clack category of each NPC trailblazer's trade goods chart. The validity of the information depends on the DM.

Part 3: Appendix, Pg. 41

This section includes three charts: an NPC worksheet, should a DM wish to build their own trailblazer; a trade good worksheet, should a DM want their own list of goods; and a master chart of trade goods, which can be used to randomly build such a list.



MADDELENA

LEGENDARY MUSHER

Maddelena Raudr has been both fur-trapper and trader in her time, but is best known for her fearless sledding treks across the Spine of the World.

She has been known by many names — all derivations of her given name, Maddelena Raudr. But to the loggers and trappers who know her best, she is “Maddie Red.”

With a team of winter wolves pulling her massive sleigh — made by the Ice Hunters of Oyaviggaton out of gratitude for her heroics — Maddie blazes

trails for other intrepid merchants and peddlers to the most remote and lucrative trading posts. She has been from the Sea of Moving Ice in the west to the Ice Mountains to the east.

She is famed for delivering emergency supplies to the most isolated locations, always arriving at the nick of time, braving the worst of winter storms to aid people before they succumb to deprivations of starvation and exposure.

Appearance

Human woman in a great red cloak with a mane of flame-colored hair whipping behind her.

Personality

In her element she is fierce and vocal, especially when giving encouragement to her sled team. At a terrible winter storm she shouts defiance. With fellow lumberjacks and trappers, she sings along lustily in their tavern songs.

Motivation

Her greatest joy is being out on the trek; mushing along with her sled team, being a part of the beautiful and inspiring landscape, testing her own resolve and fortitude against the elements.

Roleplaying tips

Outdoors, portray Maddie as “bigger-than-life,” as loud and broad as the North itself. In a personal interaction, she becomes reticent to speak, as if she might say the wrong thing, less comfortable in “proper society.”

Certainly, skalds of Mithral Hall and bards of Silverymoon have embellished Maddie’s deeds into the stuff of legend, crafting trader folklore of her exploits into epic poems and stirring songs. But the storytellers always insist their recitations pale in comparison with the improbable tall tales that lumberjacks and other trappers tell of their beloved “Maddie Red.”

Three of those tall tales include:

- > How she won the trust of Sjöfn, matriarch of the winter wolves, by defending a brood of her pups from Cathal, the crafty dire crag cat of the Khedrun Valley.
- > Her epic quest to secure the pelt of the marauding ice bear Marjukka the Bloodied Snout by first employing cunning and guile to obtain the *Oathbow of the Gray Wolf* tribe from the treasure hoard of Chezzaran, one of the two blue dragons residing at Ascore.
- > There are at least a dozen versions of how she won the rack of megaloceros antlers for her sleigh, though old trackers of Klauthen Vale insist the truth is shared by only three: Maddelena; Jarund Elkhardt, who is the grandfather of the Reghed Tribe of the Elk; and “Old Snarl,” who is the dragon, Klauth the Red.

In legend, “Maddie Red” is in full bloom, possessing all the vigor and attributes of an adult at the peak of her powers. The bards speak of her beauty, strength, and agility, while skalds always mention her ability to endure the elements and her skill at handling the sleigh.

But it takes years to forge a legend.

Few ever associate Maddelena — the fire-haired figure from legend — with “Madds” — the kindly but rugged woman who re-supplies an unadorned sled pulled by malamutes during visits to the markets at Ten Towns, Mirabar, and Dead Snows.

Those that share the secret — the same grizzled band of former traders, trappers and loggers that knew her of old — never give her away. As for Maddelena’s former adversaries, they’ve either been dispatched, or, out of grudging respect, give her a wide berth as she makes trading runs across the Spine of the World.

Yet, in time of great need, Maddelena might once again answer the call. As she did during the Sundering — her deeds in that hour as yet unheralded and unchronicled — she will summon more of Sjöfn’s winter wolf descendents to form a sleigh team and retrieve from a mountaintop shack near Raven Rock her signature panoply, the antlered sleigh and *Oathbow*.



The winter wolves of Sjoft.

Maddelina Raudr

human ranger, neutral good

Armor Class 13 (leather armor)

Hit Points 166

Speed 30 ft

Str 13	Dex 17	Con 16	Int 9	Wis 20	Cha 11
(+1)	(+3)	(+3)	(-1)	(+5)	(+0)

Saving Throws Str +7, Dex +9

Skills Animal Handling +11, Athletics +7, Insight +11, Nature +5, Survival +11

Senses passive Perception 15

Languages Sylvan, Common, Dwarvish, Orc, Elvish

Challenge 18

Spellcasting. Maddelina is a 5th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). She has the following ranger spells prepared:

1st level (4 slots): fog cloud, goodberry, hunter's mark, speak with animals

2nd level (3 slots): locate animals or plants, pass without trace

3rd level (3 slots): flame arrows, protection from energy

4th level (3 slots): freedom of movement

5th level (1 slot): commune with nature

Ranger abilities:

Favored enemies: Giants, Humanoids, Dragons; Favored terrains: Arctic, Forest, Mountain.; Giant Killer; Steel Will; Land's stride; Hide in plain sight.; Volley; Stand Against the Tide; Feral senses

Multiattack. Maddelina can attack twice on her turn.

Oathbow Ranged weapon attack. +11 to hit, range 150/600 ft., one target. Hit: 1d8+3 piercing.

Dagger Melee or ranged weapon attack. +9 to hit, reach 5 ft and range 20/60 ft., one target. Hit: 5 (1d4+3) piercing.

Handaxe Melee or ranged weapon attack. +7 to hit, reach 5 ft. and range 20/60 ft. one target. Hit 4 (1d6+1) slashing.

Maddelina's trade goods

Wares going to market

1	Elk hide
2	Knucklehead ivory
3	Salted trout
4	Yeti fur

Domestic use

1	Brooms, bleach, soap
2	Weaving tools
3	Carpentry tools
4	Pots and pans

Blades and boards

1	Battle axe
2	Shortsword
3	Flail
4	Greataxe

Wares coming from market

1	Ham
2	Maple syrup
3	Beans
4	Wheat flour

Keg and cork

1	Berdusk hard cider
2	Halfling pilsner
3	Zzar fortified wine
4	Zeskoor dark brown ale

Quackery and cures

1	<i>Potion of healing</i>
2	Herbalist kit
3	Antitoxin flask
4	Honey

Exotic goods

1	Paprika
2	Black walnuts
3	Coffee
4	Ginger

Clothing

1	Winter coat
2	Stockings
3	Apron
4	Nightshirt

Adventuring gear

1	Portable ram
2	Crowbar
3	Climbing kit
4	Traveler's clothes

Barrell and basket

1	Animal feed
2	Barley flour
3	Yeast
4	Salt

Bits and bobs

1	Playing cards
2	Ironmonger tools
3	Pen, parchment, ink
4	Candles

Current clack (see Pg. 37)

1	Silverymoon
2	Mirabar
3	Mithral Hall
4	Ironmaster

SLEETSTRIDER

GOLIATH CARAVAN CAPTAIN



Called the “Sleetstrider” for his willingness to brave all weather, the goliath Shegren Tungadol might well be one of the most reliable traders along the Fork Road.

He also might be one of the most fearless. Born to a tribe of his people residing high in the Nether Mountains, Shegren has made blazing trails through treacherous Turnstone Pass his signature.

Shegren takes command of a loaded wagon with armed guards, pioneers, and other trappers at Hawk’s Nest. The caravan is arranged by a halfling purchasing agent named Sesil, who operates there and is in an association with a partner in Silverymoon. (Secil relocated his operation after orc invaders destroyed his original headquarters in Sundabar.)

Appearance

A 7-foot 6-inch tall goliath male with a heavily tattooed face clad in worked leather and furs. As a mountain scout, he prizes his custom-made water-resistant boots.

Personality

He is a romantic by nature. He knows by heart much of the poetry of his people, which describes their place in nature. He likes to receive relevant verses as aphorisms when they are appropriate.

Motivation

A part of a competitive nature that is a trademark of his kind, he considers the trip a "lost experience" if he doesn't get to fight at least one monstrous creature during the crossing of the mountain pass.

Roleplaying tips

He often speaks wistfully or admiringly of the goliath outpost wizard, "Braidweaver" Heileke Olavi-Shan. He hopes to win her hand as a mate. He often asks others' advice on whether a particular trinket would make an appropriate gift for her.

From Hawk's Nest, Shegren takes the caravan east along Silverymoon Pass until it meets the Rauvin Road. Shegren leads the contingent north to trade at Citadel Felbarr. They will pause on the outskirts of Felbarr for several weeks in the event that Uthgardt barbarians want to come down from One Stone or Beorunna's Well to exchange goods.

Barges take the caravan south down the Redrun River, where they will trade at villages along the way. This stop and go will continue until they reach the convergence with the Icespear River. Then it's back on the Fork Road to Newfort, where Shegren trades at the Hero's Reward inn.

Moving on, the caravan takes a long stop at Deadsnows, where Shegren is always welcomed at the fortified abbey, Hospice of Marthammor. The abbess, Kerrilla Gemstar, is most eager for news and Shegren presents her with a bundle of broadsheets Sesil has collected from Waterdeep and Silverymoon since his last visit. For this, the abbey resupplies Shegren for the remainder of his trade run.

The supplies go quickly once Shegren visits farms adjoining the Fork Road near the Vordron and Arn forests. The last of the settlers and trappers depart the caravan, save for a few the hardest who desire the exotic animals that can be found in the Nether Mountains. Shegren sells the wagon

and draft animals, usually to one of the settlers, then turns south and west for the return trip along the Turnstone Pass. Anything they wish to peddle must be carried by pack or dragged by sled.

A goliath with a competitive nature, Shegren considers the journey a disappointment if he doesn't get an opportunity to engage in combat with at least one of the predatory monsters that inhabit Turnstone Pass. Selling the beast's hide and exotic meat in the Hawk's Nest market is always worth some silver.

Where the pass bends, Shegren leads the party to an outpost maintained by his tribe. They guard the pass to prevent intrusion by marauding orcs. The leader of the outpost is a goliath wizard, "Braidweaver" Helieke Olavi-Shan. Shegren and Helieke are in the early stages of a courtship. Their friendship developed because they both live outside goliath norms: Shegren for his wanderings and interactions with smallfolk, Helieke as a practitioner of the Weave. So far, Shegren has not mustered the courage to ask Helieke to accompany him on the trade circuit, nor has Helieke suggested he stay and help guard the pass for a time.

When all is clear, Shegren leads his contingent through the remainder of the mountain pass and back to Hawk's Nest.

Always seeking a challenge, Shegren has thought about expanding his circuit, following the Icespear River to its source where the fire giant forges of Ironslag have been rekindled. It is a journey he would like to have Heleke accompany him on, her magic could prove useful in negotiating with fire giants. Perhaps he will broach the subject with her the next time.

'Sleetstrider' Shegren Tungadol

goliath mountain scout, lawful neutral

Armor Class 15 (leather armor and shield)

Hit Points 16

Speed 30 ft

Str 13 (+1)	Dex 14 (+2)	Con 13 (+1)	Int 11 (+0)	Wis 13 (+1)	Cha 11 (+0)
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Saving Throws —

Skills Athletics +3, Nature +4, Perception +5, Stealth +6

Senses passive Perception 15

Languages Giant and Common

Challenge 1/2

Keen hearing and Sight. Advantage on Wisdom (Perception checks).

Stone's Endurance. Roll a d12+1 and reduce damage by that total. Refresh after a short or long rest.

Powerful Build. Can carry, push, drag or lift as a Large-sized creature.

Mountain Born. Naturally adapted to cold climates.

Multiattack. A mountain scout makes two melee attacks or two ranged attacks.

Longsword. Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 7 (1d8+3) slashing damage.

Longbow. Ranged weapon attack: +4 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8+2) piercing damage.

'Braidweaver' Heleke Olavi-Shan

goliath illusionist. (see Volo's Guide to Monsters).

Stone's Endurance. Roll a d12+1 and reduce damage by that total. Refresh after a short or long rest.

Powerful Build. Can carry, push, drag or lift as a Large-sized creature.

Mountain Born. Naturally adapted to cold climates.



Sleetstrider's trade goods

Wares going to market

1	Knucklehead ivory
2	Yeti fur
3	Venison
4	Salted trout

Domestic use

1	Pots and pans
2	Brooms, bleach, soap
3	Woodcarving tools
4	Lamp

Blades and boards

1	Shortsword
2	Dagger
3	Handaxe
4	Sickle

Wares coming from market

1	Mirabar distilled spirits
2	Maple syrup
3	Onions
4	Buckwheat flour

Keg and cork

1	Berdusk hard cider
2	Annasker pale ale
3	Zzar fortified wine
4	Dragonbite bitter

Quackery and cures

1	Antitoxin flask
2	Holy water
3	Potion of healing
4	Herbalist kit

Exotic goods

1	Basil
2	Nutmeg
3	Paprika
4	Saffron

Clothing

1	Jacket
2	Gloves
3	Stockings
4	Cloak

Adventuring gear

1	Hunting trap
2	Arcane focus crystal
3	Climber's kit
4	Ram, portable

Barrell and basket

1	Barley flour
2	Animal feed
3	Wheat flour
4	Salt

Bits and bobs

1	Length of chain, 10 ft.
2	Children's toys
3	Dice
4	Pen, parchment, ink

Current clack (see Pg. 37)

1	Bryn Shander
2	Fireshear
3	Mithral Hall
4	Citadel Adbar

QUINTELLA

HALF-ORC TRAILBLAZER

As a merchant trader, Quintella Shears ventures where few human traders dare. Up the icy waters of the River Subrin, past the human settlement at Rivermoot, across the Dwarfhold ruled by the Queen of Mithral Hall, and into the wilderness domain of the orcs, where the Kingdom of Many Arrows once held sway.

Quintella was raised with the benefits of education and finery that a prosperous merchant family — now in its third-generation in Waterdeep — can provide. In that cosmopolitan city, her family's half-orc ancestry was accepted more than it might have been in other places.



Appearance

She is a female half-orc. In Waterdeep, she wears the latest in fashionable clothes, befitting the daughter of a prosperous merchant. During a trade mission up the River Subrin, it's rugged furs of the sort preferred by her orc kin.

Personality

She is dutiful and devoted to her family responsibilities, though she fulfils them on her terms. She can also be stubborn and determined, a trait that has served her well on expeditions into orc territory.

Motivation

She wants accomplishments that outshine her siblings. She wants to do something daring, certainly different than the role of a cultured sophisticate that she's been groomed for.

Roleplaying tips

Whether preparing for business negotiations, a ballroom dance, or the harsh conditions of the North, her advice is to "forge ahead." She hates indecision, so she will take a stance and declare her intentions forcefully and clearly.

While Quintella's experience was not just tea parties and debutante balls — all Shears were expected to pull their weight in the family business — she was something of a sensation on the social circuit. Her family's money drew its share of suitors and overtures of alliance, but being educated, witty, and steadfast won her even more genuine respect and friends.

So it was a surprise to all her friends that Quintella — with all her charm, refinement, and desire to be adorned in the latest fashions — volunteered to be the first of her family to lead a trade mission to Many Arrows Keep.

Her father, Sabron, had thought she'd be the one to pave the family entry into the upper echelons of Waterdeep society. But he'd been ignoring Quintella's desire to accomplish something daring, a challenge as physical as it was intellectual. He agreed, though not without first taking some precautions. The expeditions were to be caravans heavily guarded by mercenaries and led by experienced rangers.

It was on that first journey northward that Quintella gained an affinity for the wilderness, learning woodcraft from a wizened and wily scout, the half-orc Braktooth.

But it wasn't until they were north of Rivermoot that Quintella gained the companionship of a black bear cub whose mother they found slain. The adult bear had been peppered with goblin

arrows, but while she had eluded their pursuit, she'd protected the cub with her own life.

Quintella named the she-cub, Antonia. This connection has proved to be a lasting one.

Quintella's initial interactions with the scattered tribes of the former orc kingdom were unsuccessful. Not only were the orcs reluctant to trade any furs, the caravans were subject to raids and banditry. After four years of losing money and merchandise, Sabron gave his daughter one more season to turn a profit or he would abandon the enterprise. And, she would give up being an adventurer and be the family's sophisticate in negotiations with human partners.

Quintella, insisting their approach was wrong, would take only two wagons and two half-orc merchants picked for their knack at persuasion (not their fighting ability) and a cook. A ranger in her own right, Quintella would serve as scout. A grown Antonia would be all the protection the expedition would need.

This last-ditch effort encountered even more difficulties than before — including fierce winter storms that claimed the life of one of the merchants and delayed their advance upriver. During a layover at Mithral Hall, the dwarves said they admired her tenacity, but as they had firsthand experience at seeing relations with the Kingdom of Many Arrows sour over time, they bid her to return to Waterdeep.



Many Arrows Keep on the River Subrin.

More determined than ever, Quintella forged ahead with only Antonia, as the other merchant had taken ill and stayed at Mithral Hall to recuperate.

Driving her cart into the Many Arrows Keep, Quintella stood alone and challenged its inhabitants.

“You know me. I am Quintella Shears of the Shears Trading Company from Waterdeep. For four years, you have run me off, attacked my caravans, robbed me of my goods. You are worse than raiding parties of Uthgardt barbarians. Well, you can do that again. But if you chase me off this time, I will never return! I thought my people were honorable, like our great king of old, Obould Many Arrows. This is what I told the people of Waterdeep. You have made me a liar!

You have brought me dishonor. The stain of your thievery touches my soul. And why? Because you are too stupid to trade me your furs and your orc crafts — the things you discard season to season. I have Waterdeep-forged blades, their metal pans, their fine cloth, their sacks of grain, their stout brews! I have dwarven gems and TenTowns scrimshaw. Trade with me, and these treasures will be yours.”

The impassioned plea and her demonstrative courage, attracts her first tentative clients. She spends the better part of the season winning over others. But, in the end, she is successful. She has established the Waterdeep to Silvermoon to Many Arrows trade route.

Quintella Shears

half-orc frontier merchant, chaotic neutral

Armor Class 15 (leather armor and shield)

Hit Points 117

Speed 30 ft

Str 20 (+5)	Dex 15 (+2)	Con 17 (+3)	Int 10 (+0)	Wis 12 (+1)	Cha 15 (+2)
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Saving Throws Str +8, Dex +5, Con +6

Skills Athletics +11, Intimidation +5

Senses passive Perception 11; Darkvision 60

Languages Common and Orc

Challenge 5

Relentless Endurance. Reduced to 0 hit point but not killed outright, drop to 1 hit point instead. Refresh after a long rest.

Savage Attacks. On a critical hit with a melee weapon attack, roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Multiattack. A mountain scout makes two melee attacks or two ranged attacks.

Spear. Melee or Ranged weapon attack: +8 to hit, reach 5 ft. and range 20/60 ft., one target. Hit 12 (2d6+5) piercing damage if used with two hands to make a melee attack.

Shield bash. Melee weapon attack: +8 to hit, reach 5 ft., on creation. Hit: 10 (2d4+5) bludgeoning damage. If the target is a medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Antonia

black bear (see *Player's Handbook* entry)

AC 11, hp 19, Spd 40; Bite +3 1d6+2; Claws +3 2d4+2

Quintella's family

Quintella Shears is the grandchild of a human merchant, Destonus Shears, and his bride, the half-orc farmer's daughter Ohnka Throak. They met when Destonus was selling his wares to farmers in the Delimbiyr Vale.

His efforts had been lucrative, so he moved his trading operation to Waterdeep and established the Shears Trading Company with several well-placed investors. Destonus and Ohnka had several children, all of whom were born with distinctive orcish and human traits. Their second-oldest son, Sabron Shears, fell in love with Kama Sephonk, the human daughter of another Waterdeep merchant family.

Sabron and Kama's third child was Quintella Shears, a wild child if ever there was one. But as she matured, she became a paragon of refinement, education, and culture. Quintella has two brothers, Varka and Vance, who are older and married, both holding full shares in the company. Two subsequent brothers died in childbirth. She has two younger sisters, Quantalace and Quoramelle. The latest addition to the family is a toothy adventurous toddler, Voranta, but who's already earned the nickname "Pug."

Quintella's trade goods

Wares going to market

1	Knucklehead ivory
2	Salted trout
3	Deer skin
4	Elk hide

Domestic use

1	Dishes and silverware
2	Brooms, bleach, soap
3	Lamp
4	Leatherworking tools

Blades and boards

1	Battleaxe
2	Greataxe
3	Maul
4	Sickle

Wares coming from market

1	Elven yew
2	Wheat flour
3	Lamp oil
4	Ham

Keg and cork

1	Berdusk hard cider
2	Zeskoor dark brown ale
3	Zzar fortified wine
4	Dragonbite bitter

Quackery and cures

1	Healer's kit
2	Antitoxin flask
3	Holy water
4	Herbalist kit

Exotic goods

1	Cinnamon
2	Cloves
3	Saffron
4	Black walnuts

Clothing

1	Apron
2	Coat
3	Gloves
4	Cloak

Adventuring gear

1	Arcane focus rod
2	Climber's kit
3	Bullseye lantern
4	Merchant's scale

Barrell and basket

1	Animal feed
2	Rye
3	Wheat
4	Barley flour

Bits and bobs

1	Scrimshaw sewing needles
2	Children's toys
3	Candles
4	Books

Current clack (see Pg. 37)

1	Luskan
2	Silverymoon
3	Fireshear
4	Citadel Felbarr

ALLYN WHEATLIER

TEN TOWNS GNOME PEDDLER



Allyn Wheatlier and his company of gnome peddlers are fixtures in Icewind Dale markets. The locals look forward to seeing the band of cheerful traders out of Hundelstone.

Ill-mannered competitors have been known to sneer at or chuckle at the expense of the company of wee-folk, thinking them poorly suited to the rigors the land's harsh winters. Many have underestimated the capacity and tenacity of Allyn's team.

The seasoned merchants know that Wheatlier's Company is always up to the task. In fact, when Ten Trail and the Northern Means are snow covered, merchants in Bryn Shandyr and Luskan will count on Wheatlier's crew getting through while more prudent traders stay huddled close to the fireplace.

Appearance

Diminutive, but lean and wiry for a rock gnome. Like all members of the company, Allyn wears colorful clothes that contrast against the white backdrop as a safety precaution.

Personality

It's rare that Allyn and his company aren't in good cheer. They find joy in their work and greet others accordingly. In moments of misfortune they are respectfully composed.

Motivation

For the most isolated of folk in Icewind Dale, Allyn and his crew are their only source for supplies, a charge they take seriously. They work to support their families. Plus, riding dogs is amazingly fun!

Roleplaying tips

Allyn has an open manner. He smiles broadly and says a lot of encouraging things. His mantras: "Stick together!" and "Pack the essentials."

That's partly because even though they are traders, Wheatlier insists on them traveling light. "Pack the essentials," is a mantra among Allyn's team, as is the follow up phrase: "Stick together."

For the Wheatlier company, goods are carried in backpacks or on small sleds pulled by their mastiff mounts. As rock gnomes, they also offer their services as tinkers, helping repair items, especially for those people who live farther from towns and can't always get to a smith. Allyn's specialty is making clockwork toys, which he will give to children along his route.

Wheatlier's dedication comes from an understanding that for some of his customers, such as the out-of-the-way coach houses and isolated farmsteads, his company is often one of their few supply links during the winter. He is determined not to let them down.

What makes Allyn's company unique is their use of longhaired alpine mastiffs for mounts. The burly dogs are suited to the climate, and truth be told, probably match their masters in their dedication to delivering their wares.

Allyn's current alpine mastiff companion is Ghunbiorg, the most faithful and fearless of his many mounts over the years. There has been many a time that Ghunbiorg has trudged ahead, either to rescue some stranded traveler, or to safely lead Allyn and the rest of the company through a snowstorm to suitable shelter.

Allyn Wheatlier

gnome peddler and acolyte of Garl Glittergold, lawful good

Armor Class 10

Hit Points 9

Speed 25 ft

Str 10 (+0)	Dex 10 (+0)	Con 11 (+0)	Int 10 (+0)	Wis 14 (+2)	Cha 11 (+0)
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Saving Throws. **Gnome cunning.** Advantage on Intelligence, Wisdom and Charisma saving throws against magic.

Skills Medicine +4, Religion +2

Senses passive Perception 10; Darkvision 60

Languages Common and Gnomish

Challenge 1/4

Spellcasting. As an acolyte, Allyn's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy
1st level (3 slots): bless, cure wounds, sanctuary.

Club. *Melee weapon attack:* +2 to hit, reach 5 ft., one target. Hit 2 (1d4) bludgeoning damage.

Ghunbiorg

alpine mastiff (see Player's Handbook entry)

AC 12, hp 5, Spd. 40, Keen hearing, smell, Bite +3 1d6+1



Caer-Konig on Lac Dinneshere.

Dodging danger in Luskan and Ten Towns is no simple thing, but Allyn has learned to trust his gut -- managing to avoid confrontations with folks predisposed to violence. As for bandits, Allyn's company has a knack for outrunning most pursuers.

Allyn and his fellow peddlers live in a rock gnome enclave in Hundelstone. Among their own people they are viewed strangely -- venturing forth in bad weather to trade with tall folk is ill-advised behavior. (Perhaps akin to what the common folk of Luskan think of whalers who leave the comfort of town to pursue a dangerous occupation.) Even so, nearly all of Allyn's company are either married or in a longterm relationship with a supportive partner.

Allyn's own partner is Jarvis Stickpin, an priest of Garl Glittergold who maintains a small house of worship on the town's lower end. They reside in the parsonage and have adopted three children who were each orphaned separately. The youngest was the daughter of couple who were traders in Allyn's company who met misfortune on the trade road a few years back.

Though less devout than his partner, Allyn also is an acolyte in the Glittergold fold and has been blessed with minor spellcasting abilities.

Allyn is not sure what motivates the other traders in his company, but for him, returning home to a family that loves and depends on him is his inspiration.

Gnome company trade goods

Wares going to market

1	Yeti furs
2	Dwarven axe heads
3	Whale oil
4	Venison

Domestic use

1	Pots and pans
2	Knives and cleavers
3	Brooms, bleach, soap
4	Leatherworking tools

Blades and boards

1	Handaxe
2	Shortsword
3	Dagger
4	Sickle

Wares coming from market

1	Mirabar distilled spirits
2	Cold weather gear
3	Wheat flour
4	Dried berries

Keg and cork

1	Gnome brandy
2	Annasker pale ale
3	Belbuck halfling pilsner
4	Zzar fortified wine

Quackery and cures

1	Treacle
2	Honey
3	Needle and thread
4	Salves

Exotic goods

1	Cloves
2	Ginger
3	Coffee
4	Paprika

Clothing

1	Breeches
2	Nightshirt
3	Stockings
4	Cloak

Adventuring gear

1	Arcane focus, rod
2	Traveler's clothes
3	Crowbar
4	Bullseye lantern

Barrell and basket

1	Chick peas
2	Rye
3	Wheat
4	Barley flour

Bits and bobs

1	Coiled rope, 50 ft.
2	Length of chain, 10 ft.
3	Books
4	Children's toys

Current clack (see Pg. 37)

1	Luskan
2	Silverymoon
3	Citadel Felbarr
4	Sundabar



VOLKER FETCH

FRONTIER BOUNTY HUNTER

The mining town of Mirabar is no stranger to conflict. Hardworking miners toil in difficult conditions. And they drink and play hard in response. Money, love, and faith is won and lost in the cities' dens of vice. Tempers invariably boil over in such a cauldron. Some of the violence turns to killing.

And when killers flee justice, the authorities turn to the red-bearded wonder with the warhammer — Volker Fetch — to bring them back.

Appearance

Rugged, bearded and clad in furs. At 6-foot 6-inches, he towers over most men. He has a thoughtful countenance, like someone always trying to figure things out.

Personality

Blessed with a natural curiosity, he's good at developing a rapport with anyone he is questioning. In a fight, he gets his blood up and rouses righteous anger.

Motivation

Bounty hunting was something he fell into and over time he got better and better at it. He knows it won't last forever, so he's learning the trading game at the same time. He's unlikely to ever want to "settle down" though.

Roleplaying tips

Play up his inquisitive nature and his affability with good folk. He has some rough edges, lacking a few social graces, let them surface from time to time.

As a man-catcher, Volker is tireless and fierce. His legs are like those of a sprinter, able to close the distance with his target with quick, powerful strides. And when wielded by his strong arms, one swing of his warhammer is usually sufficient to knock the vinegar out of even the meanest ol' cuss.

Volker's tracking skills leave something to be desired — he'd be hard-pressed to distinguish a hoof-print from paw-print, let alone other trail sign. But he has a knack for getting into an outlaw's head, of surmising their next move. His instincts have proven so good he's sometimes arrived at a fugitive's destination ahead of them.

And if that fails, he's good at asking questions, getting witnesses to remember a face or a particular trait. A good description, not just what a fugitive looks like, but their manner as well — has enabled Volker to round them up.

While bounty hunting pays the bills, Volker has found that frontier towns are suspicious when a stranger comes around looking for a fugitive. But those same folks are disarmed when a smiling merchant guides a rambling trading cart laden with goods into town. And besides, trading is not without its charm.

And in terms of prospects, when they day comes he'll be too old to track down wanted men and women, it will be good to have something to fall back onto.

Volker Fetch

bounty hunter, lawful neutral

Armor Class 15 (studded leather)

Hit Points 65

Speed 30 ft

Str 15 (+2)	Dex 16 (+3)	Con 14 (+2)	Int 14 (+2)	Wis 11 (+0)	Cha 14 (+2)
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Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages Common and dwarven

Challenge 2

Multiattack. He makes two melee or ranged attacks.

Warhammer. Melee Weapon attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) bludgeoning damage. Used two-handed it is Hit 8 (1d10+3) bludgeoning damage.

Dagger. Melee or ranged weapon attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit 5 (1d4+3) piercing damage.

Longbow. Ranged weapon attack: +4 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8+2) piercing damage.

Volker always carries two pair of shackles with him and keeps the key tucked in the inner lining of his left boot.



Giving chase along the Spine of the World.

Volker is familiar with many of the twisting back roads and cart tracks that lead to all the outposts in the foothills of the Spine of the World. There are few of these way stations he doesn't know about.

Like many people who are more comfortable on the road than at home, Volker finds many aspects of the settled life, well, unsettling. Meeting Volker at his home is like meeting someone who can't get their bearings, who is off-balance and out-of-sorts. But put him on the trail of a killer, and suddenly he's in his element.

He's never been able to develop any lasting relationships. He has many acquaintances, but that's as far as it ever goes. Yet, even as a lifelong bachelor, he does accept being "adopted" by many couples and families of Mirabar. He is welcome in their home and he is on his best behavior with these favored few. He is especially close to those who were helped by him in the past, those he made secure by tracking down a criminal who had done them wrong.

Volker Fetch's trade goods

Wares going to market	
1	Wirework
2	Whale oil
3	Venison
4	Deer skin

Domestic use	
1	Knives and cleavers
2	Brewing supplies
3	Woodcarving tools
4	Lamp

Blades and boards	
1	Battleaxe
2	Greataxe
3	War pick
4	Shield

Wares coming from market	
1	Mirabar distilled spirits
2	Picks, snowshoes
3	Maple syrup
4	Bacon

Keg and cork	
1	Old Dark stout
2	Dragonbite bitter
3	Dwarfhead stout
4	Elven mead

Quackery and cures	
1	Potion of healing
2	Honey
3	Needle and thread
4	Salves

Exotic goods	
1	Cinnamon
2	Cloves
3	Paprika
4	Pipeweed

Clothing	
1	Boots
2	Jacket
3	Nightshirt
4	Cloak

Adventuring gear	
1	Arrows
2	Climber's kit
3	Traveler's clothes
4	Bullseye lantern

Barrell and basket	
1	Animal feed
2	Chick peas
3	Rye
4	Barley flour

Bits and bobs	
1	Length of chain, 10 ft.
2	Jeweler's tools
3	Ironmonger's tools
4	Playing cards

Current clack (see Pg. 37)	
1	Fireshear
2	Mithrall Hall
3	Citadel Felbarr
4	Sandabar

OSIRION THRESH

ARCANE BROTHERHOOD SUPPLIER

For mages who are deep into the study of the arcane, there are few places better to be than the North.

The land boasts not only eldritch secrets, but ancient runes of giantkind and its resident dragons are some of the most powerful spellcasters in the Sword Coast.

From the Hosttower of the Arcane — home of the Arcane Brotherhood — comes the wizard Osirion Thresh.

While many wizards of the Arcane Brotherhood are loathe to leave their comfortable and warm seats by the Hosttower's fireplaces, Osirion is not one of them.



Appearance

Bald save for a well-groomed goatee. He is of small stature, but still cuts an impressive figure in his jeweled mantle and fine robes. He gives the impression of someone more youthful than his advanced middle years.

Personality

He is someone with whom you can make a deal. His sense of honor is self-evident. He prefers to work alone, so he brusks with any partners who have been assigned to him, hoping they will leave of their own accord.

Motivation

For some time he has realized that he could gain more riches and prestige for himself as a trader than as an arcane go-between if he were not shackled to the Arcane Brotherhood. He is looking for a way to leave the order without forfeiting his life.

Roleplaying tips

Talk knowledgeably about subjects without assuming a condescending or know-it-all tone. Show no patience to an assigned partner — his desire is to be free of a Brotherhood minder as soon as possible.

He relishes the opportunity to leave Luskan behind. Loading up a cart with arcane supplies, Osirion goes up the Northern Means to the market squares of Bryn Shander, Termalaine, and East Haven. There he trades with the resident arcanists, providing for them the components and materials needed for ritual casting, brewing potions, crafting items of magic and scribing spellbooks, and scrolls. There are also chemical elements, spellbooks, and pouches among his wares.

Osirion's enterprise is done wholly under the supervision of the Brotherhood, which always assigns some lowly practitioner to accompany him on these journeys. Just as often, this deskbound curator of small magic proves to be inadequate to the task and runs off. On those many occasions, Osirion finishes the job alone.

In addition to providing components to spellcasters, it is also an opportunity for Osirion to exchange messages with Brotherhood members in those towns. Such correspondence is always coded, if not rigged in containers dedicated to the task of keeping such items safe. Osirion learned long ago, however, that ignorance is no guarantor of safety. He usually finds the means to unlock the message case and read its contents before delivering it. More than once this has saved his life, especially on those few occasions he has delivered a notification of a death sentence to a Brotherhood transgressor.

No longer content with serving as a trader for spellcasters in the vicinity of Ten Towns, he is now considering extending his run easterly toward Silverymoon.

While there are fewer brotherhood members as the roads wind east, there are spellcasters that hail from Silverymoon's tradition along that road. Picking up their business could prove profitable.

Osirion Thresh

Arcane Brotherhood supplier; Mage (see Monster Manual appendix B: Nonplayer Characters)

AC 12 (15 w/ mage armor), hp 40, Spd. 30, 9th level spellcaster, spell save DC 14 +6 to hit; dagger +5 (1d4+2)

Favorite spells.

Cantrips (at will) chill touch, light, minor illusion, ray of frost
1st level (4 slots): disguise self, expeditious retreat, longstrider

2nd level (3 slots): gust of wind, locate object

3rd level (3 slots): counterspell, leomund's tiny hut, sleet storm

4th level (3 slots): ice storm, Mordenkainen's faithful hound

5th level (1 slot): cone of cold, hold monster

Osirion's trade goods

Wares going to market

1	Knucklehead ivory
2	Mithral fishhooks
3	Venison
4	Elk hide

Domestic use

1	Pots and pans
2	Dishes and silverware
3	Brewing supplies
4	Lamp

Blades and boards

1	Greataxe
2	Maul
3	Warpick
4	Sickle

Wares coming from market

1	Maple syrup
2	Cooking oil
3	Lamp oil
4	Ham

Keg and cork

1	Berdusk hard cider
2	Zeskoor dark brown ale
3	Zzar fortified wine
4	Elven mead

Quackery and cures

1	Treacle
2	Herbalist kit
3	Salves
4	Ointments

Exotic goods

1	Ginger
2	Nutmeg
3	Saffron
4	Paprika

Clothing

1	Belt
2	Surcoat
3	Gloves
4	Stockings

Adventuring gear

1	Hunting trap
2	Climber's kit
3	Crowbar
4	Portable ram

Barrell and basket

1	Animal feed
2	Lentils
3	Rye
4	Barley flour

Bits and bobs

1	Children's toys
2	Jeweler's tools
3	Playing cards
4	Pen, parchment, ink

Current clack (see Pg. 37)

1	Silverymoon
2	Mirabar
3	Sundabar
4	Ironmaster

VIKTORIYA

RASHEMAN REFUGEE



As Viktoriya Pivtorakozhukha came of age, her family was enmeshed in a blood feud between two rival *wychlaran* — the “wise old women” who serve in positions of authority in old Rasheman.

The Pivtorakozhukha family’s allegiance to the witch Nadezhda Usyk proved their undoing.

The rival, also a powerful spellcaster, Yuliya Zbirak, gained the upper hand. Zbirak and a *fyrre* — “warlord” — called Wasyl the Butcher, hunted down Usyk’s allies as a means to draw her into a showdown duel of magic.

At the risk of revealing herself to her pursuers, Usyk accompanied Viktoriya, now the last of the Pivtorakozhukhas, on a harrowing journey west on the Great Road. The plan to save the last of this family was to hire a ship sailing west from the Eastling Reach and put Viktoriya on it.

Though they eluded many of Wasyl’s assassins, Zbirak — by means of magic — was waiting for them at the port of Uthmere. To cover Viktoriya’s escape on the departing ship, Usyk engaged Zbirak in magical combat on the Uthmere docks.

Appearance

Tall, fair-haired and lean with taut muscle, she has the bearing of a warrior. Her blue eyes are piercing. Though all agree she is attractive, her imposing manner has kept most would-be suitors at bay.

Personality

She has a strong streak of stubborn pride. She is guided by a strong sense of right and wrong. Her hard exterior shelters a gentle soul who longs for family, a home and simpler comforts.

Motivation

She knows she cannot go home until she has the means to defeat a spellcaster of Zbirak's stature. In the meantime, she will work hard for the Stag Trading Company and prepare for the day a voyage east is possible.

Roleplaying tips

Nearly an adult when she fled, she retains the heavy accent of the Rashemen people. She presents a fierce posture — she is proud and unafraid.

The *wychlaran* exchanged salvos of fire, flame and lightning, setting ablaze other ships and a portion of the wooden platforms. From the escaping ship, Viktoriya watched through the billowing haze and smoke as the two witches struck each other.

Viktoriya never learned the outcome of that confrontation. Neither her friend, Usyk, nor the enemy, Zbirak, ever came for her. She continued her escape westward. Gold from a pouch that Usyk gave her provided her the means to continue the journey. Given a letter of introduction by Usyk, she presented it to Taern Hornblade, high mage of Silvermoon. But there was little to be done, and those were dire times in the North as it was. Viktoriya was given the means to establish herself in Silvermoon, but nothing else.

Now far from her homeland, but in a place that is also familiar with its mountain vistas, tall evergreens, powerful magic, Viktoriya hired herself out as a caravan guard. A novice when she



started, she practiced with the pole arm until she was proficient with it.

It didn't take long for Viktoriya to establish herself as a capable member of any trade caravan she hired on with. Good fortune, steadfastness and courage in the face of danger elevated her importance. The Stag Trading Company took her on as a full partner — soon she was planning and leading trading expeditions of her own to sites across the North using Silvermoon as a hub.

Viktoriya calls out greed and selfishness when she sees it. Just as her family would not yield to the vengeful Yuliya Zbirak, Viktoriya has earned the enmity of a powerful adventurer. Viktoriya has accused Xara Tantlor, the charming and friendly proprietor of Silvermoon's popular magic shop, The Shining Scroll, of being a burglar, a plunderer of tombs and a betrayer of adventurers. Xara's pattern of joining a company, but being the lone survivor of an always prosperous expedition is all too apparent to Viktoriya. She also suspects that the Xara's raven familiar, Villynk, is more than he appears.



Nadezhda Usyk

Xara has laughed off the accusations -- everyone knows the heartbreak she experienced at those failed expeditions of the past, of how she laments the loss of so many good friends. And the assertion that Villnyk is not a raven, why that is preposterous!

Xara has done more than just undermine Viktoriya’s social standing however. Privately, Xara has warned Viktoriya that if any more accusations rise to the level above annoyance, if they start to cut into her “real” business — and she’s not talking about the shop — then she can expect retribution. Xara’s threat to Viktoriya: She should sleep with one eye open. There are a lot of chances for something “unfortunate” to occur during those long trading missions along the Rauvin Road. “No one will miss, or care, about the death of some poor immigrant girl on that lonesome road,” she adds.

None of this has stopped Viktoriya’s intrepid leadership of trading caravans. And she has gained allies on that “lonesome road,” probably more than Xara realizes. The witch that serves Zymorven Hall recognizes Viktoriya as a kindred spirit. Viktoriya’s made many friends at the Flaming Flagon tavern in Olostin’s Hold, each of whom would vouch for her character. And the Keeper of the Bridges in the mercantile-minded city of Everlund has become a mentor: Kythora Shen, a retired soldier who also hails from the Unapproachable East, is responsible for overseeing the city watch and the conduct of commerce in the city.

Viktoriya Pivtorakozhukha

Rashemen refugee, caravan captain, lawful good

Armor Class 17 (splint)

Hit Points 64

Speed 30 ft

Str 16 (+3)	Dex 13 (+1)	Con 14 (+2)	Int 10 (+0)	Wis 11 (+0)	Cha 10 (+0)
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Saving Throws. —

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 3

Multiattack Viktoriya makes two attacks with the pike.

Pike. Melee weapon attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d10+3) piercing damage.

Victoriya's trade goods

Wares going to market

1	Knucklehead ivory
2	Salted trout
3	Mithral fishhooks
4	Elk hide

Domestic use

1	Knives and cleavers
2	Dishes and silverware
3	Carpentry tools
4	Weaving tools

Blades and boards

1	Flail
2	Maul
3	Dagger
4	Shield

Wares coming from market

1	Good Mead brew
2	Carrots
3	Lamp oil
4	Sausage

Keg and cork

1	Bardusk hard cider
2	Old Dark stout
3	Zeskoor dark brown ale
4	Zzar fortified wine

Quackery and cures

1	Honey
2	Needle and thread
3	Salves
4	Ointments

Exotic goods

1	Basil
2	Paprika
3	Pipeweed
4	Black walnuts

Clothing

1	Belt
2	Coat
3	Gloves
4	Stockings

Adventuring gear

1	Arrows
2	Crowbar
3	Bullseye lantern
4	Grappling hook

Barrell and basket

1	Barley
2	Animal feed
3	Chick peas
4	Lentils

Bits and bobs

1	Scrimshaw sewing needles
2	Jeweler's tools
3	Ironmonger tools
4	Books

Current clack (see Pg. 37)

1	Luskan
2	Bryn Shander
3	Mirabar
4	Ironmaster

SAPHIER DENK

ZHENTARIM ARMS DEALER

The Long Road attracts all sorts of folk, many who are down on their luck and who think that in the frozen North, they might, at last, get their share.

Ten years earlier, Saphier Denk fell into that category. He was angry and resentful about his lot as a lifelong resident of the Desserin Valley. Rejected by past loves and business partners alike, he cursed the lot of them and headed north.

Penniless, however, he reached Xanthlar's Keep. Denk threw himself at the feet of the fur-cloaked Tethyre merchant named Koran Darslip and begged for work. Little did Denk know that Darslip was a Zhentarim agent with his fingers in many pies across the region.

Quickly, Denk proved himself, not only as a loyal, hardworking employee, but as someone capable of taking care of himself in a scrape, killing if necessary. The latter attribute made him a prime candidate for admittance into the mercantile faction.

STORM

Appearance

Wearing a hooded cloak and dark-hued leather, he cuts an intimidating figure. His assortment of daggers are worn openly — a warning to any would-be thieves to stay away. Other merchants see it as a signal that they shouldn't try to cheat him.

Personality

He knows what it means to be reduced to nothing. But he also has seen Zhentarim agents with false bravado and an ill-advised sense of superiority brought low. So, he keeps his emotions in check. His affection for Dellinar is testing that. He yearns to express his feelings to her.

Motivation

So far, he's only gotten a taste of the success that allegiance to the Zhentarim can bring. He remains ambitious, and wants to be more than just an enforcer-trader. No job is too small, no journey too arduous — so long as he gets his take in the end.

Roleplaying tips

He speaks with an even, businesslike tone. He tries to work a deal to his advantage if he senses that his appearance and demeanor are intimidating to the other party.

Denk maintains his cover as one of the many merchants who frequent the Long Road — and other places in the North — selling his wares in markets from Triboar to Mirabar. If the Zhentarim requires him to utilize his more lethal skills, he adjusts his route accordingly.

In Silverymoon, he is a wanted man, for a particularly bloody bit of business that got out of hand and resulted in the killing of a guard. Though only an alias — “Sesser Dark” — and not his true name was associated with the crime, his likeness on the wanted poster is unmistakable. For this reason, he no longer accepts assignments to Silverymoon.

If his “special services” are needed in the east, he has to go around the city.

In Mirabar, he's gotten sweet on a lass 15 years his junior, Dellinar Crisp, the daughter of a gem merchant, Kristolpher Crisp. Denk's connections to the Zhentarim are unknown to Dellinar. The father is aware that some of Denk's associates in Mirabar are shady. The father has acted on his suspicions and has sent out inquiries as far south as Red Larch as far east as Silverymoon. So far, Kristolpher has not liked what he has heard. Though he is still gathering evidence against Saphier, he hasn't yet attempted to squash the romance by revealing all this to his daughter.

Though there are few towns and cities of the frontier capable of enforcing laws on illicit goods, a lot of Denk's merchant activities would qualify as smuggling elsewhere on the Sword Coast. Denk largely circumvents ordinances requiring special taxes on weapons, armor and liquor, usually by setting up shop just outside a local lord's jurisdiction or by arranging private sales.

It's not just the authorities in Silverymoon who want Denk. As a Zhentarim agent, he's earned the enmity of a few others. Some are “friendly” rivals, such as the do-gooder Harper agent, Tofas Gilt in Olostin's Hold. Others are earnest in their desire to make Denk bleed for past wrongs. That latter category includes the Reghed huntress Myta Hart, the sheriff in Red Larch, and the burly half-ogre fur-trader Onk the Slicer.

Saphier Denk

Zhentarim arms dealer; Assassin (see Monster Manual appendix B: Nonplayer Characters)

AC 15, hp 78, Spd. 30, multiattack with shortsword or dagger, shortsword +7 (1d6+3), dagger +7 (1d4+3), light crossbow +7 (1d8+3)

Assassin abilities: assassinate, evasion, sneak attack 1/turn.

Saphier's trade goods

Wares going to market

1	Dwarven axe heads
2	Venison
3	Deer skin
4	Elk hide

Domestic use

1	Pots and Pans
2	Knives and cleavers
3	Carpentry tools
4	Lamp

Blades and boards

1	Flail
2	Maul
3	Warpick
4	Handaxe

Wares coming from market

1	Elven yew
2	Maple syrup
3	Good Mead brew
4	Rye flour

Keg and cork

1	Berdusk hard cider
2	Old Dark stout
3	Dragonbite bitter
4	Dwarfhead stout

Quackery and cures

1	Healer's kit
2	Herbalist kit
3	Honey
4	Salves

Exotic goods

1	Cinnamon
2	Ginger
3	Paprika
4	Black walnuts

Clothing

1	Apron
2	Pants
3	Gloves
4	Cloak

Adventuring gear

1	Arcane focus: crystal
2	Crowbar
3	Grappling hook
4	Portable ram

Barrell and basket

1	Animal feed
2	Chick peas
3	Lentils
4	Oats

Bits and bobs

1	Coiled rope, 50 ft.
2	Children's toys
3	Jeweler's tools
4	Dice

Current clack (see Pg. 37)

1	Silverymoon
2	Mirabar
3	Mithral Hall
4	Sundabar



*Bryn Shander fishing
boats moored in the
predawn light.*

CURRENT CLACK

INFORMATION TRADING

The trailblazers of the North pack many useful things on their carts and sleds. But the commodity that is most prized is information. On the following pages are rumors and stories tied to a particular locale in the North, corresponding to the appropriate section of each trailbazer's trade goods chart.

1. Luskan

After a ship arrived from Ironmaster, its hold loaded with ambergris for the perfume trade, a fight broke out among factions of sailors and dockhands. The brawl spread, soon involved all of First High Captain Beniago Kurth's pirates on Closeguard Island. After the bloody business was done, Kurth survived, but he is said to have lost a handful of key lieutenants and more than a quarter of the First Ship's membership was killed or banished.



Druid songstress Gayle Greensprig was the surprise winner of the Greengrass festival.

2. Bryn Shander

Scrimshaw dealers are lining up at The Hooked Knucklehead. A tiefling dealer from Amn — Aldym Gasparante — is buying many scrimshaw carvings at top price, so long as the seller can provide the maker's name. Strange that an experienced dealer in scrimshaw requires that information, unaware that most artisans have a creator's mark on most pieces.

3. Silverymoon

An otherwise splendid Greengrass festival was soured when a new entrant in the bard contest, the beguiling druid songstress, Gayle Greensprig, was judged the winner. She bested two perennial favorites, the gnome troubadour Vlessen Tittlemound and the half-elf bard Belle Massron, in the final round. The losers made quite the scene, accusing Gayle of using magic to enhance her performance (as if those two bards themselves knew nothing of enchantments and glamor weaves) and vowing revenge. The display was such the judged disqualified Vlessen and Belle from participating at next year's Greengrass.

4. Mirabar

Some master burglar is at work, robbing the homes of the richest Mierren dwarves of their most valued paintings and sculptures. But, you can't fence stolen goods of that sort in Mirabar itself, so somehow the thieves are managing to move the merchandise out of the city undetected. The thief only strikes once or twice per month and, strangely, never swipes gems, which are plentiful and easier to resell. One rumor is an art collector in Waterdeep is behind it all, another rumor claims rival dwarven clans are robbing each other — but that's just talk.

5. Fireshear

An agent named Marhk Flescoco has established a Zhentarim outpost to rival the three ruling merchant companies in town. Things have escalated to violence quickly — all four parties have hired enforcers to protect their interests. Don't be surprised if the Zhent company gets pushed into the sea when all is said and done.



Rock gnomes are building a community among the surface ruins of Sundabar.

6. Mithral Hall

Her majesty, Dagnabbet Waybeard, first of her name, has proclaimed a contest for the next Midwinter Festival. She will judge the person with the most magnificent beard in all the North. Style, length, fullness, adornment and color all will be taken into account. The contest is open to all, one need not be a dwarf though one suspects that dwarves will be judged favorably. The prize will be a token of sentimental value to the queen, a scrimshaw comb carved by the halfling, Regis. However, the winner will also be awarded a chain shirt of mithral. The queen promises the festival will be a time of celebration and feasting and has invited traders and merchants from across the North to attend.

7. Citadel Adbar

There are whispers of something amiss, and some speculate that the Great Wheel that powers the forge is experiencing some sort of mechanical problem. King Harnoth is so concerned he sent diplomatic missions to both Mithral Hall and Citadel Felbarr requesting they send their best engineers. But the real problem is that after the rival dwarven kingdoms responded to request, sending their best and their brightest

forgewrights, both expeditions were waylaid in the tunnels between the cities. Someone has kidnapped all these great engineers, and now Mithral Hall and Citadel Felbarr blame King Harnoth. Tensions are high and all believe the engineers' lives are in peril.

8. Sundabar

Several families of rock gnomes, as a group about 100 strong and originally hailing from the Western Heartlands, have arrived. They say they are on a quest to find the Ladies of the Golden Hills, the so-called female deities that abandoned the gnome pantheon. Their quest has led them to the surface ruins of Sundabar. Now, the resident dwarves hold no love of humans and elves after allies failed to come to their aid in the face of a destructive orc horde, and they've kept the door shut. But they haven't yet taken action against the gnome squatters, either. For the gnomes' part, they keep offering their skills as tinkers, alchemists and engineers if granted permission to move in with the dwarves.



Kora Rimecrystal is leading a contingent of seekers beyond Ironmaster hoping a priest of Auril will answer their call to establish a parish.

9. Citadel Felbarr

All know that the marriage of the warrior Queen Tithmel and her statecraft-minded co-ruler, King Morinn, was a political union between rival clans. Though Morinn has made romantic overtures, Tithmel has not reciprocated. Those hoping the union produces an heir are growing concerned. It is said the skalds from both families of Felbarr's ruling monarchs have concocted a scheme to spark romance in the heart of their queen. Somehow this involves a retreat to "sunny" Silverymoon, a paladin of Moradin, a lady-in-waiting who is in on the conspiracy, and an elf bard named Crinkleleaf. All that's needed is a willing group of adventurers.

10. Ironmaster

The faith of Auril the Frostmaiden is gaining acceptance among a small but reformist faction of dwarves within Ironmaster. Who can say what extent of turmoil this is causing in the community? The dwarves of that mining town are so isolationist and xenophobic they have never allowed non-dwarves into the town. However, a contingent under the command of Seeker Kora Rimecrystal has left the city and is criss-crossing the North seeking a priest of Auril — a dwarven one, to be certain — to lead a temple there.

APPENDIX

NPC WORKSHEET

See *Dungeon Master's Guide*, Chapter 4, Creating Nonplayer Characters.

Name		
Occupation		
History		
Appearance		
Race		
Gender		
Abilities	High:	Low:
Talent		
Mannerism		
Interaction Traits		
Useful Knowledge		
Ideals		
Bonds		
Flaws or Secret		
NPC stat block	Source:	Page
Hangout or home base		
Trade or trapping route		
Weapons		
Magic		
Gear or trinkets		
Allies or faction		
Enemies		

Trade goods worksheet

Wares going to market	
1	
2	
3	
4	

Domestic use	
1	
2	
3	
4	

Blades and boards	
1	
2	
3	
4	

Wares coming from market	
1	
2	
3	
4	

Keg and cork	
1	
2	
3	
4	

Quackery and cures	
1	
2	
3	
4	

Exotic goods	
1	
2	
3	
4	

Clothing	
1	
2	
3	
4	

Adventuring gear	
1	
2	
3	
4	

Barrell and basket	
1	
2	
3	
4	

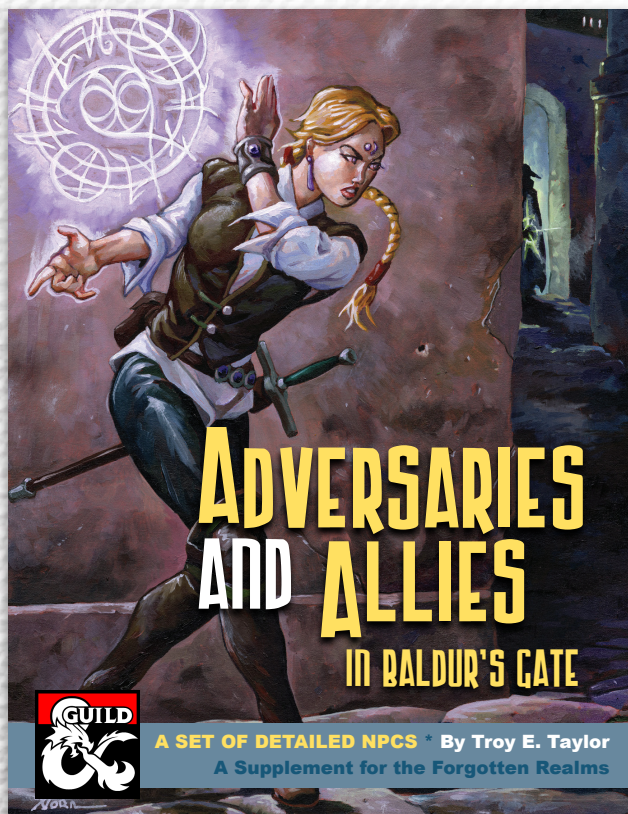
Bits and bobs	
1	
2	
3	
4	

Current clack	
1	
2	
3	
4	

Trade Goods master chart

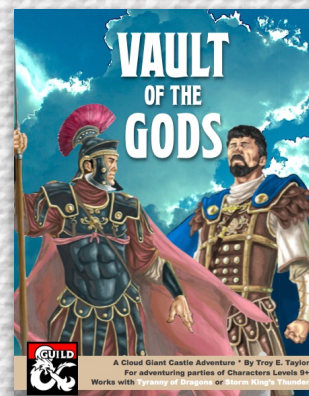
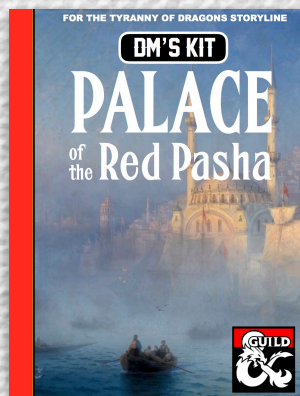
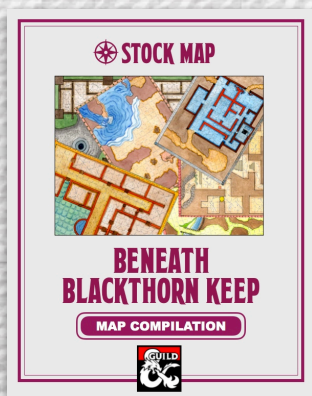
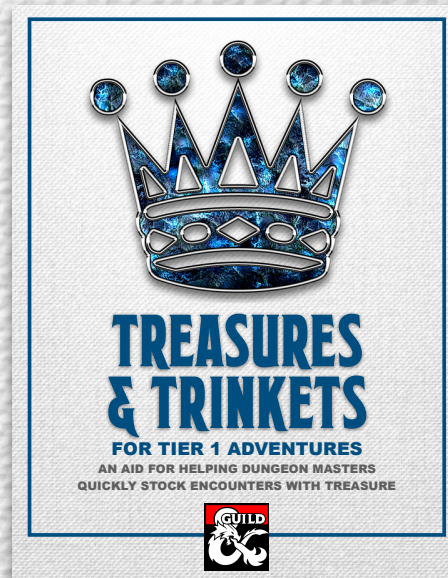
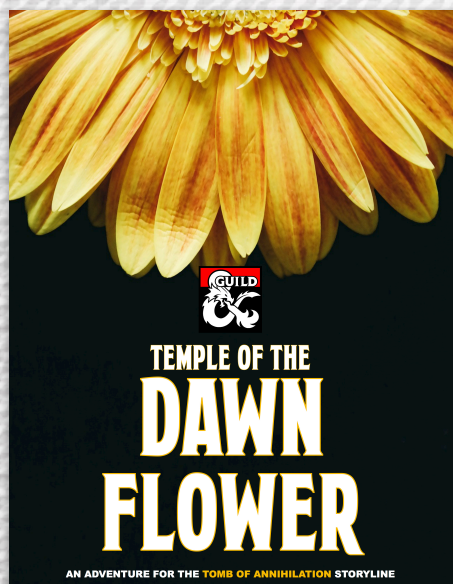
d10	Wares to market	Wares from market	Exotic goods	Barrel and basket	Domestic use	Keg and cork
1	Knucklehead ivory	Mirabar distilled spirits	Basil	Barley	Pots and pans	Berdusk hard cider
2	Salted trout	Elven yew	Cinnamon	Animal feed	Knives and cleavers	Old Dark Stout
3	Wirework	Picks and snowshoes	Cloves	Chick peas	Dishes and Silverware	Annasker pale ale
4	Yeti furs	Maple syrup	Ginger	Lentils	Brooms, bleach, soap	Belbuck halfling pilsner
5	Mithral fishhooks	Good Mead brew	Nutmeg	Oats	Brewing supplies	Zeskoor dark brown ale
6	Dwarven axe heads	Barley, buckwheat, rye or wheat flour	Saffron	Rye	Woodcarving tools	Zzar fortified wine
7	Whale oil	Apples, carrots, berries, beans, peas or onions	Coffee	Wheat	Carpentry tools	Dragonbite bitter
8	Venison	Cooking oil	Paprika	Barley flour	Weaver tools	Dwarfhead stout
9	Deer skin	Lamp oil	Pipeweed	Salt	Lamp	Elven mead
10	Elk hide	Beef, bacon, ham or sausage	Black walnuts	Yeast	Leather-working tools	Gnomish golden light

d10	Clothing	Bits and Bobs	Blades and board	Quackery and cures	Adventuring gear	Current clack
1	Apron	Scrimshaw sewing needles	Battleaxe	Healer's kit	Hunting trap	Luskan
2	Belt	Coiled rope 50 ft.	Flail	Antitoxin flask	Arrows	Bryn Shander
3	Boots	Length of chain, 10 ft.	Greataxe	Treackle	Arcane focus, crystal, orb, rod, staff or wand	Silverymoon
4	Breeches/pants	Children's toys	Maul	Holy water	Climber's kit	Mirabar
5	Coat or jacket	Jeweler's tools	Shortsword	Potion of healing	Traveler's clothes	Fireshear
6	Hat, cap or hood	Ironmonger's tools	Warpick	Herbalist kit	Crowbar	Mithral Hall
7	Gloves	Candles	Dagger	Honey	Bullseye lantern	Citadel Adbar
8	Nightshirt	Card games or dice	Handaxe	Needle and thread	Grappling hook	Sundabar
9	Stockings	Books	Sickle	Salves	Merchant's scale	Citadel Felbarr
10	Cloak	Pen, parchment and ink	Shield	Ointments	Portable Ram	Ironmaster



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