

CHRISTIAN EICHHORN'S

ICEWIND DALE

NOTICE BOARD SEEDS



ICEWIND DALE: NOTICE BOARD SEEDS

QUEST SEEDS FOR RIME OF THE FROSTMAIDEN AND BEYOND

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2	Auril's Touch, Bloodbeard's Armory, Casimir's Caravanserai, Cowled Trouble
3	Bombardier Beetles, From Below the Ice, Kobold Engineers, The Joy of Painting
4	Crag Cat Cubs, Militia Captains, Mourning Dryad, Uthgardt Expedition
5	Of Ghosts and Firewheels, Reconstruction Efforts, Reghed Expedition, Snow Troll Hunting

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INTRODUCTION

"The beast was as large as three houses—with red eyes, as big as wagon wheels. No way I could defeat it alone, at least, not without destroying half the town. So, I connived a cunning plan. I covered myself in gravy to tempt the beast to gobble me up in one piece. Then, I could stab it from the inside. When I was ready, some shabby adventurers had already taken care of it, stealing the kill. Meddlers!"

— Tobie, fresh recruit in the town militia

The Icewind Dale is a forbidding land where only the desperate and daring deliberately go. Nevertheless, the people of these lands face problems as any others, if not more so. The few adventurers who lose their way and wind up in the Icewind Dale, therefore, have their hands full with more quests than they can handle in a lifetime.

The quest seeds you find hereafter fit for all the Ten Towns, with a few exceptions regarding Bryn Shander—it being the only of the Ten Towns that doesn't lie at the shores of one of the three great lakes. The first notice board contains the quests not fit for the landlocked town and is best suited for a larger town with a proper port, like Targos.

The preparation time for each quest seed varies, depending on the scope and emphasis. To allow you to prepare whichever quest you like, the collection not only includes prepared notice boards, but also the individual notes. These, you can arrange however you see fit.

To run the quest seeds, you need the fifth edition *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. A copy of *Rime of the Frostmaiden* (RFM) is helpful but not necessary.

**WITH NOTES BY ME, THE HUMBLE
MERCHANT POTZBLITZ.' I HAVE SEEN MANY
STRANGE THINGS IN THE NORTH, AND I AM
NOT SHY ABOUT SHARING MY EXPERIENCES.**

- POTZBLITZ

AURIL'S TOUCH

The town searches for interested parties to deliver supplies to the old debtor's tower. The task is dangerous but important. Report to the Speaker's longhouse at your earliest convenience.

BACKGROUND

At a loss as to what to do, the town keeps a young girl named Aris locked in the old debtor's tower, which is located an hour by foot away from town. While blowing through town as a fierce ice storm, Auril touched Aris, imbuing her with the essence of winter. Wherever Aris goes, she summons frost aspects to her side, killing people against her will. Aris's first victims were her parents, tragically frozen in their sleep. Now, Aris wastes away in the tower, waiting for the day of her release.

QUEST

Since this is a dicey topic, the Speaker reluctantly confides in the characters. He tells them the following:

- ✦ The town keeps a conduit of Auril locked away in a ruinous tower, at least that is what the local priest told him.
- ✦ The conduit appears as a young girl, but with beaming blue eyes and white hair. The characters shouldn't be fooled by her appearance, the girl is dangerous.
- ✦ The girl killed her parents and several townsfolk. Out of fear of Auril's retaliation, the Speaker decided to lock her away, instead of a more final solution.
- ✦ The Speaker never calls Aris by her name, only "the girl" or "the conduit."
- ✦ The characters receive 50 gp for the delivery. This entails taking an ox cart with food, water, and fuel to the tower, unlocking the door, and storing everything inside.

When the characters arrive at the tower, several **frost aspects** (see below) attack them. They look like crystalline structures, akin to intricate snowflakes. The monsters have no malice or will, they only attack everything living, including the ox. When carrying the supplies into the tower, Aris approaches and excitedly greets the characters. They learn the following from Aris:

- ✦ She is still her old self, but everybody is afraid of her. Rightfully so, she concedes, since the snowflakes attack everything.
- ✦ The cold doesn't affect Aris, she feels comfortable in freezing temperatures. However, living alone in an old tower is extremely boring.
- ✦ Aris asks if she can't accompany the characters. Clearly, they are capable of handling the monsters.

Everything Aris says is true. Driving Auril's essence from her requires godly intervention or a *wish* spell. If Auril dies before being driven out or Aris, she possesses the girl in earnest and uses Aris's body to wander the world in mortal form, gathering followers and slowly regaining her powers.

ASPECTS

DURING MY TRAVELS, I HAVE ENCOUNTERED MANIFESTATIONS OF DIFFERENT ENERGIES. FROST ASPECTS, FIRE ASPECTS, WIND ASPECTS—WHEREVER THERE IS EXCESS MAGIC SEEPING FROM THE WEAVE, THE ASPECTS APPEAR AND FEED LIKE GNATS ON AN OX.

IF LEFT UNDISTURBED, AN ASPECT GROWS UNTIL THE ENERGY SOURCE NO LONGER SUFFICES TO STILL ITS HUNGER. IT THEN BECOMES AN ABERRANT, SEEKING A RICHER SOURCE AND DESTROYING EVERYTHING IN ITS PATH. UNLESS IT IS SUCCESSFUL, EVENTUALLY IT FIZZLES OUT.

FROST ASPECT

Small construct, unaligned

Armor Class 12 (natural armor)

Hit Points 10 (3d6)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	3 (-4)	10 (+0)	2 (-4)

Damage Immunities cold

Senses blindvision 30 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Innate Spellcasting. The frost aspect's spellcasting ability is Wisdom (+2 to hit, spell save DC 10). The frost aspect can innately cast the following spells, requiring no components:

At will: *ray of frost*

1/day each: *bane*, *hold person*

Actions

Ray of Frost (Cantrip). *Ranged Spell Attack:* +2 to hit, range 60 ft., one creature. *Hit:* 4 (1d8) cold damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Freeze. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) cold damage.

BLOODBEBARD'S ARMORY

Temporary Replacement Wanted!

I must soon leave town to visit Ironmaster. I need a reliable substitute to run my armory during my absence. Visit Bloodbeard's Armory to apply. If you can't read or write, don't bother. I offer a large discount for barbarians though, so come around anyway. Someone please read the last part out loud, otherwise me writing it was kind of pointless.

BACKGROUND

The dwarf Poprin "Bloodbeard" Rockeater prepares to visit his cousin in Ironmaster. Bloodbeard can't afford to close his shop during the absence, but also doesn't know any reliable people in town. So, he turns to adventurers for help.

QUEST

Learning the Ropes. When the characters arrive at the armory, Bloodbeard tests their skills with some simple math problems and roleplaying. A successful DC 10 Intelligence check followed by a successful DC 12 Charisma (Performance) check convinces him that the characters are fit for duty. As payment, he promises the characters five percent of the profits they generate. If the characters ask him about his name, Bloodbeard tells them that he bit off ears and noses in his wilder years, which earned him the nickname. The next day, Bloodbeard departs for Ironmaster, hoping to find his shop, and not a smoldering ruin, upon his return.

Behind the Counter. The characters must tend to the shop for five days. Each day, they make a profit of 200 gp, unless something goes wrong, or the characters earn more using their skills. Consult the Shop Encounters table to see what happens during the week Bloodbeard is gone.

Shop Encounters

Day	Encounter
1	A fraudster named Jiral (neutral evil female half-elf acolyte) walks in. She claims to be a famous enchanter, willing to lend her skills to the characters. If they pay her, she enchants an item for the characters, which they can sell for profit. The enchantment only lasts for a day, after which the angry customer returns for a refund—this costs the characters the day's profit.
2	A group of arrogant adventurers walks in, trying to sell bloodied and battered equipment they looted from a goblin hideout. The adventurers don't realize that one item is worth its weight in gold. A successful DC 14 Wisdom (Perception) check by a character proficient with smith's tools spots the valuable item. If the characters notice, they can triple their profit for the day. Otherwise, they resell it below value.
3	A fraudster named Dain (neutral evil male human commoner) walks in, trying to sell a shipment of weapons made from inferior steel. Unless the characters notice, they make no profit for the day. A successful DC 16 Intelligence (Nature) check or DC 12 Dexterity or Intelligence check using smith's tools reveals the subpar quality. If the characters notice or decline, Dain spreads rumors about the characters' obvious worship of Auril, costing them the profit of the following day if they don't shut his mouth.
4	Norn (neutral female half-orc veteran) walks in, proposing a deal to the characters. If they give her a discount, she will advertise the shop for the day. People trust her, she claims, since she is a famous mercenary. If the characters accept, the losses or gains depend on a contested Charisma check—in other words, their haggling skills. On a success, they double the day's profit.
5	Mook (neutral male gnome spy) walks in and surveys the wares, picking out valuables to steal during the night. If the characters don't secure the shop by nightfall, Mook succeeds. The characters must retrieve the stolen goods from Mook's hideout, or don't make any profits that day. A successful DC 14 Wisdom (Perception) check finds tracks that lead them to the basement lair.

BOMBARDIER BEETLES

Attention!

The boarding house is temporarily closed until somebody deals with the bug infestation. Mercenaries and sellswords, you are asked to lend your sword arms to the cause. Report to Harry Krum for details.

BACKGROUND

A swarm of bombardier beetles burrowed their way into the cellar of the town's boarding house. The critters are dangerous, even capable of blowing up the entire building if caught in a chain reaction. Harry Krum, the caretaker of the building, is only aware that there are unwelcome guests in the cellar, but not what kind. He offers 10 gp for the job.

QUEST

The quest is as easy as it sounds. The characters must descend into the cellar like common exterminators and kill the bugs. They face several **bombardier beetles** (see below). Whenever three or more beetles die during the same round, the boarding house's foundation takes structural damage. This doesn't sit well with Harry, who subtracts coins from the characters' final pay.

After the characters' heroic deed, Harry seals the hole in the basement. However, during the coming days, problems with the beetles keep popping up across town. Finally, the true culprit reveals itself—a brain bug (**umber hulk**). The characters must once more go into the breach to kill the menace. This time for higher pay and more gratitude.

BOMBARDIER BEETLE

Small beast, unaligned

Armor Class 14 (natural armor)

Hit Points 6 (1d6 + 3)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	16 (+3)	3 (-4)	9 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Death Burst. The beetle explodes when it drops to 0 hit points. Each creature within 15 feet of it must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) fire damage.

Actions

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

Bombardment (Recharge 6). The beetle shoots reactive liquids from its backside. Creatures in a 15-foot-cone must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

BOMBARDIER BEETLES

BOMBARDIER BEETLES ARE NASTY BUGGERS. THEY CAN WORK THEIR WAY THROUGH SOLID STONE, USING THE LIQUIDS STORED IN THEIR SACKS. NOT EVEN THE BEST-SECURED PANTRY OR GRANARY IS SAFE FROM THEIR ATTACKS.

THE ONLY SAFE WAY TO DISPOSE OF THEM IS TO WAIT THEM OUT AND GET ANY FOOD AS FAR AWAY AS POSSIBLE. AND THEN THERE IS THE FUN WAY, WHICH IS BLOWING THEM UP.

CASIMIR'S CARAVANSERAI

Caravan Guards Needed!

Coincidentally, you must skip town but want to earn a fair bit of gold along the way? Join Casimir's Caravanserai as a caravan guard! Quarter pay up front, the rest on arrival. We don't need no background checks. Carts leave town every other day.

BACKGROUND

Casimir's Caravanserai is a respectable enterprise that seldom dabbles in outright illegal trades. The job offer is a regular one. The aged Casimir (lawful neutral male dwarf **veteran**) always needs muscle to beef up the dwindling ranks. Half of the guards die or desert on each trip if the caravan arrives at all. The pay is 1 gp per character per day and they can choose which caravan to accompany. Casimir services all Ten Towns and Ironmaster. Casimir also offers a special deal; the characters can invest their own coin and gain a share of the profits. Outfitting a caravan costs 1,000 gp. On a successful run, the characters gain ten percent on top of their investment back. The requirement is that the characters ensure all wagons and all wares are intact, otherwise there is no profit to share among the investors.

QUEST

Three horse drawn carts, three drivers (**commoners**) and a complement of ten **guards** make up a caravan. The characters count against the number of guards. Each caravan run goes about differently. Roll on the Caravan Encounters table to determine what the gods have in store for the characters.

Caravan Encounters

d4

Encounter

- 1 The characters spot a raided caravan in the distance. Twenty **goblins** and five **hobgoblins** lie in wait to ambush helpers who might rush to the caravan's aid. In a camp nearby, the goblinoids hold several prisoners, waiting for the cooking pot. Among them is Jormungar (chaotic evil female dragonborn **priest**) who was on her way to meet Klauth.
- 2 The characters spot a dead giant lying on the road. It was a **frost giant** named Irlinster. A diseased dragon attacked the giant, tore open its belly, then laid its eggs inside the carcass. When the characters approach, three malformed **black dragon wyrmlings** spawn and attack. Inside the wyrmlings, the characters find black pearls worth 100 gp each.
- 3 The characters encounter a traveler who wants to join the caravan. It is an albino tiefling clad in black robes named Kara'kur (neutral evil male tiefling **mage**). His **quasit** familiar, Snug, accompanies him. Kara'kur attempts to sell the characters a *ring of warmth* on the cheap. It is "cursed," allowing Kara'kur to teleport the whole group to his side whenever he finds himself in a pickle. If the characters push him around, he casts *fireball* on the caravan and flies away.
- 4 The characters encounter ten **bandits** and three **bandit captains**, disguised as followers of Ilmater. They carry a bare iron chain that links them all together, freezing their flesh. They ask if they can share a fire and food tonight, offering blessings of the Broken God. In the middle of the night, the bandits intend to cut the caravan guards' throats. During the fighting, a ghostly **knight** appears and supports the characters—a helping hand sent by Ilmater. It leaves the characters with one vial of blessed water. A *bless* spell affects the drinker for 1 hour.

CARAVANS

CARAVANS IN THE ICEWIND DALE TRANSPORT FOOD AND NEWS BETWEEN TOWNS, MUCH LIKE BLOOD TRANSPORTS NUTRIENTS IN A BODY.

WHEN HEAVY SNOW OR ROCKFALL CLOG A ROUTE, THE CUT-OFF TOWNS SUFFER, AS DO NECROTIC ORGANS THAT THE BLOOD CAN'T REACH.

COWLED TROUBLE

If you are not afraid to make enemies in high places, like to bash in heads, and like the ring of coin in your purse, meet me behind the shrine of Ilmater at sundown today. Not to tip off the bloodhounds that gnaw on my heels, I must remain anonymous—for now.

BACKGROUND

Sini Hajji (neutral female human **mage**) is a former Cowled Wizard from Athkatla who escaped to the North to disappear until she could make a safe return. This was thirty six years ago. Deep down, Sini always knew that the day would never come when the City of Coin forgave her misdeeds. Now, Sini's past is catching up to her, with young wizards scouring the town to root her out. Sini has the statistics of a **mage** but only 7 (2d6) hit points due to her advanced age.

QUEST

The characters find Sini waiting behind the shrine, as indicated. She wears a thick, gray mantle with the hood covering most of her face. Sini guides the characters to her home, where they can talk in peace. Her home doubles as a small shop where she sells spell scrolls and choice material components.

Sini tells the characters the following:

- ✦ She has powerful enemies from a city in the south named Athkatla.
- ✦ These enemies have come to take her life, she assumes, albeit there is probably not much time left for her anyway.
- ✦ Her transgression was to sell magic items and spells to outsiders, and to scheme against her leaders.
- ✦ The characters must seek out the Cowled Wizards who reside in the Bootstraps Inn and scare them off or take them out.
- ✦ Since the wizards are dangerous, Sini offers the characters 100 gp and several spell scrolls as payment.

The three Cowled Wizards have come to take Sini prisoner or kill her if she resists capture. Their names are Jawen, Arwa, and Melisan and they have the statistics of **minor wizards** (see below). If the characters talk to them, they offer a reward of 50 gp for information that leads to Sini's arrest. The wizards do not disclose who they are or where their allegiance lies. If the characters disclose that they know their true identity as Cowled Wizards, even in passing, the characters land on their hit list.

MINOR WIZARD

Medium humanoid (any race), any alignment

Armor Class 10 (13 with mage armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	16 (+3)	17 (+3)	10 (+0)	10 (+0)

Saving Throws Int +5, Wis +2

Skills Arcana +5, Investigation +5

Senses passive Perception 10

Languages any three languages

Challenge 2 (450 XP)

Spellcasting. The wizard is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The wizard has the following spells prepared:

Cantrips (at will): *mage hand*, *message*, *ray of frost* (see below), *shocking grasp* (see below)

1st level (4 slots): *mage armor*, *shield*, *thunderwave*

2nd level (3 slots): *detect thoughts*, *invisibility*, *shatter*, *web*

Actions

Ray of Frost (Cantrip). *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 4 (1d8) cold damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Shocking Grasp (Cantrip). *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) lighting damage, and the target can't take reactions until the start of its next turn. The wizard has advantage on the attack if the target wears armor made of metal.

CRAG CAT CUBS

Trackers Wanted!

Smornoff's Exotic Goods is looking to buy several cubs of the common crag cat. The animals are to be delivered to our local shop in excellent condition.

We will not accept damaged specimens. A fine reward waits for you, but time is of the essence.

BACKGROUND

Arba Smornoff runs Smornoff's Exotic Goods in the third generation. It is an earnest export business that supplies rare animals to southern cities. Arba is interested in buying other rare animals, like dragon whelps or yeti pups. However, this time, he is looking for crag cat cubs. The first cub fetches 50 gp, each additional cub 5 gp less.

QUEST

Unless the characters don't bother with Arba and set out immediately, the shop owner tells them that the Spine of the World teems with the beasts. You practically can't turn a corner without getting jumped by a pack or two, Arba jokes. He also warns of the many dangers in the Spine, like yetis, giants, white dragons, and the like. Hence the outrageous price.

Searching and finding a den of crag cats is no challenge to the characters, only a question of time. When they arrive at the den, the characters find the adult crag cats slain and the cubs missing. Crude arrows stick from the cats' corpses and big chunks of meat are missing. Before the characters have a chance to search for the next den, two figures approach. They are Nara and Jara (neutral female half-elf **druids**). The twins are the caretakers of the lands and accuse the characters of poaching.

A successful DC 12 Wisdom (Perception) check finds the tracks of the real poachers. A band of six **goblins**, hailing from a nomadic war camp. They captured four cubs for taming, to raise them as mounts. Nara and Jara support the characters if they decide to raid the camp. Forty **goblins**, six **crag cats** (see RFM or use **panthers**), and one **goblin boss** named Glurschnag call it their home. Afterward, Nara and Jara want to adopt the four cubs.

FROM BELOW THE ICE

Ice Skating Championship!

Townsfolk, the annual ice skating competition starts on coming Sunday. Get your runners sharpened and show up on time. Of course, everybody is welcome to join the fun. Compete against the fastest racers and fiercest players to test your mettle in the local ice arena: Ilmater's Chilblain. This competition is sponsored by Ginny's Meadery.

Ginny's Mead—if you miss the cozy taste of home.

BACKGROUND

The town's ice skating competition is well known and attracts many athletes and onlookers. As the perfect place for mayhem, a servant of Myrkul named Haptor (chaotic evil male human **priest**) plans to wreak havoc during the upcoming festival. Haptor wants to summon undead creatures from below the ice to kill the participants and drag them into a cold grave.

QUEST

During the championship, the characters can participate in various events. Consult the Ice Skating Events table (see next page) to determine what the characters must achieve to win a competition and what they can win. The characters meet several imposing and well-known teams like the Grizzly Biters, the Hoarfrost Eight, the Naked Barbarians, and the Winds of Winter. The latter arriving way too late for everybody's taste.

After the characters have had their fun, Haptor enacts his plan. Hiding among the onlookers, Haptor animates corpses he hid underwater previously. Several undead **polar bears** and lungfish (**swarm of quippers**) break through the thick ice and start mauling the townsfolk. The creatures have the creature type undead and are immune to poison damage. The lungfish have small legs, giving them a speed of 15 feet. Haptor attempts to remain unseen and plans to escape during the panic. He carries a *wand of animate dead* with 5 charges left.

Ice Skating Events

Type	Custom Challenge	Prize
Relay race	DC 16 Constitution (Athletics) group check	10 gp
Figure skating	DC 17 Dexterity (Performance) check	10 gp
Northern hockey brawl	DC 15 Dexterity (Athletics) group check	15 gp
Biathlon	DC 14 Strength (Athletics) check and five out of five hits with a ranged weapon against a target with AC 10	15 gp

GRAVEDIGGER

I need help with some dirty work. Your thirst for action, and most importantly discretion, can earn you a fine sum. Ask for Miranda in the Grateful Halfling Inn.

BACKGROUND

Miranda Vernel (lawful neutral female elf **knight**) is a paladin of Kelemvor. She has come to the North with an important mission, namely retrieving the mortal remains of the long dead necromancer Morgol. The church of Kelemvor received word that his three disciples are on their way to revive him, provided they find some of his bones. Pre-empting their foul desires, the Knights of the Eternal Order sent Miranda to obtain whatever remains of Morgol.

QUEST

When the characters arrive, Miranda shows them her holy symbol, a skeletal arm holding up a balanced scale. A successful DC 12 Intelligence (Religion) check reveals her affiliation with Kelemvor. Otherwise, Miranda goes into more detail to explain herself. She then reveals the quest to the characters, speaking in a hushed voice:

- ✦ According to her findings, there is a chance that the remains of the necromancer Morgol lie in a snow-drifted cemetery not far from town. She needs help digging up the place, there is no way she can manage by herself and time is of the essence.

- ✦ Dark forces are on the move, trying to get their hands on the bones.
- ✦ Miranda has 10 pp with the characters' names on them if they get shoveling and keep everything about the matter on the down low.

Consult the Gravedigger Surprises table to determine what the characters dig up before finding the bones Miranda is looking for, if at all. It lies in your discretion if she is successful that day. Miranda also stresses that the characters should, under no circumstances, loot the graves they dig up. Not only is it dangerous, Miranda would also be forced to hack their hands off.

Gravedigger Surprises

d6	Findings
1	The characters unearth a grave that contains three swarms of bats , all undead.
2	The characters find a grave that contains a cursed spell book. Attuning to it reduces the character's Intelligence score to 1.
3	The characters find a grave that contains a silver tongue worth 100 gp.
4	The characters find a grave with claw marks on the coffin's inside with the following message: " <i>Kill Orban and avenge me.</i> "
5	The characters find an animated armor that gets up, climbs out of the grave, and walks away. It won't be the last time the characters encounter the armor.
6	The characters unearth a grave that contains a moonblade. Determine its properties by rolling on the associated tables. In the characters' hands, it is nothing but a mundane sword that talks and ridicules them, for now. One day, the characters might prove their worth and the blade allows them to attune to it.

######

KOBOLD ENGINEERS

Supply Run!

Hello fellow humanoid. We need the following items delivered to the crossroad south of town:

- Three dungeoneer's packs
- Six miner's picks
- Six shovels
- 500 pounds of sheet metal
- Ten times 50 feet of hempen rope
- Ten block and tackles
- Twenty buckets
- An ox drawn cart with one ox

When you arrive, yell loudly. We will pay double whatever you paid!

BACKGROUND

Three kobolds named Morn, Kerry, and Osin want to set up an automated mining complex in the nearby mountains. Being afraid of the town dwellers, they don't dare buy the equipment themselves. Under the cover of darkness, Kerry only snuck into town to post the note, then high-tailed out of the settlement.

ICEWIND DALE KOBOLDS

ONLY THE DAY BEFORE YESTERDAY, MY KOBOLD FRIEND RIVIX SHOWED UP TO BUY FIFTY VIALS OF ACID, PLIERS, AND A SINGLE TURNIP.

I NEVER ASK WHAT SHE IS PLANNING; IT IS BETTER THAT WAY. MY NEPHEW CALLS IT "PLAUSIBLE DENIABILITY." TALK IS SILVER, SILENCE IS GOLDEN. GOLDEN INDEED.

QUEST

If everything goes according to the kobolds' plan, the characters park the cart with the loaded goods at the crossroads and give the sign. The kobolds then shoot an arrow into the ground near the characters. A note bound to the arrow describes the location of a diamond worth 500 gp, hidden in a tree trunk. If the characters follow the treasure map, they indeed find it. If the characters take off with the wares or attempt any other trick to rip off the kobolds, they retrieve the gem via a quicker route. The kobolds aren't completely against meeting the characters in person. Should the characters attempt to start a conversation, the kobolds answer and reveal themselves after a successful DC 12 Charisma (Persuasion) check.

A successful DC 12 Wisdom (Survival) check allows the characters to follow the tracks of the cart after everything is said and done. They find the kobolds setting up camp and surveying the mountain.

The characters can do all sorts of quests in connections with the kobolds to continue the adventure at a later point:

- ✦ The kobolds dig too deep, too greedily. They unearth and unseal a **lamia** that beguiles Morn and Kerry and starts rebuilding its cult. Osin is having none of it and runs to the characters for help.
- ✦ The kobolds build an army of mining constructs (**animated armors**) that go haywire and threaten the nearby town. The only way out is to ask the characters for help. The characters can reprogram the constructs to serve as town guards, return them to the mine, or kill them.
- ✦ A **hill giant** named Umph attacks the kobolds' camp, squatting in their caves and destroying their livelihood. The kobolds run to the characters for help. The characters can persuade Umph to work for the kobolds in exchange for food—or kill it.
- ✦ The kobolds find a cursed gem that turns them into **white dragon wyrmlings**. The kobolds fly to the characters for help, attracting unwanted attention on their way. Dragon hunters are hot on their tails.

MERFOLK RECLAMATION

Attention!

We had another break-in at the warehouses. Several crates of scrimshaw stolen, gone without a trace. We offer a reward of fifty gold coins for the capture of the thieves. We want them alive, just so you know. Ask for Lemmy in the house of the Carvers' Guild.

BACKGROUND

A taskforce of merfolk and giant crabs raid the warehouses at night to reclaim the scrimshaw and return it to the sea. Using an *eversmoking bottle*, the raiders obscure their advance and knock out the guards. They see the scrimshaw as wrongful loot and a violation of their culture. Not only do the surface dwellers deplete their hunting grounds, they also sell the bones to deprive the seas of nutrients.

ICEWIND DALE MERFOLK

THE MERFOLK HAVE LIVED IN THE LAKES SINCE LONG BEFORE THE FIRST SETTLERS ARRIVED. THEY ARE HARDIER THAN THEIR SOUTHERN KIN; THEY HAVE TO BE. DURING THE LONG WINTERS, THEIR WORLD SHRINKS, AS THE ICE CREEPS CLOSER TO THEIR SETTLEMENTS.

IN THE SUMMER, WHEN THE ICE BREAKS AND SHIPS CAN TRAVEL FREELY, THE SAILORS SOMETIMES TRADE WITH THE MERFOLK RIGHT THEN AND THERE ON THE WATER. FRESH FISH FOR WARM MEAD, A FANTASTIC BARTER.

QUEST

Lemmy introduces the situation like so:

- ✦ It all started around a tenday ago. Punctured locks, stolen crates. The Carver's Guild lost many hundred gold pieces worth of scrimshaw that way. Not to mention the damages.
- ✦ After the first incidents, Lemmy set guards.
- ✦ The guards were surprised by a sudden fogbank rolling into town, then something doused the guards' torches. An unknown assailant always knocked the guards unconscious and walked away with the trade goods.
- ✦ Nobody has died yet, only a few lacerations and broken bones.

In the warehouses, the characters can find the following clues:

- ✦ A successful DC 12 Wisdom (Perception) check finds unusual, circular tracks. A successful DC 13 Intelligence (Nature) check identifies the tracks as those of giant crabs.
- ✦ A successful DC 14 Intelligence (Investigation) check finds colorful fish scales in the warehouse that differ from those of the knucklehead trout. A successful DC 15 Intelligence (Nature) check identifies the scales as those of merfolk.

The characters can catch the culprits in the act while watching a warehouse or take the fight to the merfolk village in the center of the lake—obviously at its bottom. The characters can solve the problem by killing the task force, brokering an agreement between the lake's abutting owners, or eradicating the entire merfolk population.

MILITIA CAPTAINS

Official Proclamation!

The old Militia Captain Farnsworth recently kicked the bucket, may the gods treat his soul kindly. Unfortunately, he let the reins too loose during the bygone years. Until an adequate replacement shows up, we need some part-timers to run the joint and whip the soldiers into shape. Potential candidates shall report to the Speaker.

BACKGROUND

Militia Captain Farnsworth was entirely unsuitable for his position due to his advanced age, but he held the title for life, and the Speaker was too lazy to find an aspirant in time. Now, the Speaker just accepts the first person who shows up—enter the characters.

For a tenday or two, they must run the local militia and must do their best to bring them up to speed. The Speaker promises the usual pay, 1 gp per day per head, as well as free board and lodging. In the end, the characters shall receive a bonus depending on their performance.

LAZY GUARDS

I NEVER, ONCE IN MY LIFE, MET A COMPETENT GUARD. THEY ARE IMPOLITE, STAND AROUND WITH THEIR MOUTHS OPEN, OR PRESS BRIBES FROM HONEST FOLK.

LUCKY FOR ME, THEY NEVER FOUND MY SMUGGLED WARES.

QUEST

The characters find the barracks in deplorable condition. The roof is leaking, the toilets are clogged, and the ale stores are drier than a cat on bath day. Unbelievably, the recruits are in even worse shape. Consult the Challenges table for information about the recruits.

The trial by fire arrives near the end of the characters' tenure in the form of an orc raiding party. Twenty **orcs** set fire to an outlying grain silo to distract the townsfolk. Meanwhile, they sneak into town, slaughter stragglers, and pillage their homes. The characters must deploy the militia and deal with the threat.

Challenges

Name	Details
Digby Fugger	The right hand of the former captain. A bootlicker when superiors are concerned; a pretentious elitist in regard to subordinates. Completely inept and a threat to society.
Robert Olm	Wants to be a cook, but his parents forced him into the militia. He can't tell a sword from a spear but is a below average archer at least.
Stanis	The son of the Speaker. A lazy and pampered individual who commands others to do his work, threatening them with his father's wrath.
Mira Cain	A young orphan who swore to eradicate all goblins after they mutilated and killed her family. She is reckless and doesn't value her life.
Ranvi Urar	A warrior with little regard for her comrades. She excels at single combat and ridicules the others who are less skilled. She doesn't listen to orders and breaks formation on a whim.
Eric the Mad	A genius when it comes to building dangerous or useless contraptions. Wants to improve the town's defenses with his inventions, but lacks a mentor who can teach him.
Freya Lorn	A skilled healer but also a craven. She wants to support her comrades in battle, but is mortally afraid of spiders and rats, let alone goblins and orcs. At the first sign of trouble, she hides.
Martha Hallstrom	Drunkenly signed up for the militia and never showed up for duty. Works in the Barnes & Noble Inn. Very charismatic and skilled, would make a fine squad captain.

MOURNING DRYAD

Attention!

The latest delivery of logs is definitely cursed. By day and night, there is wailing coming from the pile. We searched half a day without result before it became too spooky to continue. If you know something about ghosts or some such matters, please visit Wokmar near the storage.

BACKGROUND

A dying **dryad**, named Bealei, is trapped inside a tree and is responsible for the wailing. Loggers felled the immense tree a second after Bealei stepped into it, trapping her inside. Now, Bealei has only a few days left before she withers, potentially turning into a dark dryad.

QUEST

Wokmar is in a real peeve about the situation. His workers ran off, the ungrateful chickens, and he alone can't move the wares. He promises the characters 5 gp each if they can solve the matter.

Searching the premise, the characters soon find an immense trunk from which the wailing emanates. A successful DC 15 Intelligence (Nature) check suggests that a dryad is responsible, as they can walk through trees. The characters can only establish a dialog if they speak Elvish or Sylvan. Otherwise, Bealei ignores them, thinking the characters are just another load of evil humans and the like.

Talking to Bealei, she tells the characters there is only one way to save her: Transporting the dead tree to within 60 feet of a large tree so she can leave. Failing at that, she begs the characters to reduce the tree to ashes, so she dies and does not turn into a dark dryad.

Unless the characters are located in wooded areas like Lonelywood, finding a tree that fits the description is easier said than done. To move the tree, the characters must rent several draft horses and brave the challenges of the Icewind Dale. During their trip, **winter wolves** attack to snack on the characters or their animals. If the characters succeed, Bealei weaves them a wooden *ring of warmth* as a reward.

OF GHOSTS AND FIREWHEELS

Attention Wizards, Magicians, and Sorcerers!

The Firewheel Festival is just around the corner and we are still looking for some talented folk who can support us with magic trickery throughout the night. Small explosions, some spraying colors, illusions of fiery dragons, you name it! Visit Gwen in the Speaker's house to put your name on the list.

BACKGROUND

Every year, the town celebrates another one survived by rolling burning, hay-stuffed wheels down a hill. It is a joy for the young, and nostalgic for the old. Before the ceremony, the adults drink themselves silly and the young watch the show Gwen organizes, the quality depending on who is available that year.

QUEST

If the characters join the festival, either as special effects experts or otherwise, they can meet persons of interest according to the Performer table.

After the show follows the festivity's climax. However, during the descent of the burning wheel, the fire turns blue and becomes a jet of flames. The bystanders first assume it is a last trick of the entertainers, but gasp when the ghost of Orad, a paladin of Tempus emerges from the flames. The figure issues an overwhelming roar. Creatures within 300 feet must succeed on a DC 14 Dexterity saving throw or fall prone. Orad has the statistics of a **knight** but is incorporeal and has the following additions:

- ✦ **Speed** 0 ft., fly 40 ft. (hover)
- ✦ **Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
- ✦ **Damage Immunities** cold, necrotic, poison
- ✦ **Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Orad loudly challenges the attendants to a duel. The strongest may step forward to face him in single combat. Orad intends to finally die during the duel, giving him the chance to move on—as he died from poison in his sleep, not in battle. He won't kill his opponent, only knock them unconscious. If a character wins, they gain Orad's *greatsword*, +2. Orad remains as long as there are challengers. If the characters don't manage to take him down, he appears again at a later time, when they have honed their skills.

Performer

Name	Description
Saladin	Saladin (neutral male elf mage) is a travelling merchant, well over 500 years old, who spends his remaining years on the road. Plagued by unbidden thoughts that he catalogues in a small notebook, he feels his end fast approaching. He impresses the crowd with illusions of terrible monsters and beautiful fey.
Zazhigat	Zazhigat (neutral male dwarf inventor , see below) is a traveling craftsman who seeks knowledge and explosive recipes. Born and raised in Citadel Adbar, he is a staunch drinker and reliable mate. He impresses the crowd with bombastic explosions and his foul speech.

ICEWIND DALE FESTIVALS

WE PEOPLE OF THE NORTH
LOVE OUR FESTIVALS. DURING
THE WINTER BIRTH FESTIVAL,
THE PEOPLE OF BRYN SHANDER
PLANT A SINGLE SEED IN THE
SNOW, HOPING THAT IT GROWS
INTO A FIELD THE NEXT YEAR.

WHAT YOU CAN'T AFFORD
TO MISS IS THE FIREFLY
FESTIVAL OF TERMALAIN. THE
TOWNSFOLK BUILD SMALL AIR
BALLOONS AND SEND BURNING
CANDLES FLYING INTO THE SKY.
A BREATHTAKING SIGHT.

INVENTOR

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	17 (+3)	9 (-1)	10 (+0)

Saving Throws Int +5

Senses passive Perception 9

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Combat Tinker. As a bonus action, the inventor makes a DC 15 Dexterity check using tinker's tools (+4 to roll), attempting to cobble together a glue or fire bomb, recharging the Glue Bomb or Fire Bomb ability early.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 4 (1d4 + 2) piercing damage.

Glue Bomb (Recharge 6). The inventor throws a glue bomb at a point within 30 feet of it. The ground in a 20-foot-radius around the point becomes difficult terrain for 1 minute. When a creature enters the affected area for the first time on a turn or starts its turn there, it must succeed on a DC 13 Strength saving throw or its speed becomes 0.

Fire Bomb (Recharge 6). The inventor throws a fire bomb at a point within 30 feet of it. Creatures within 20 feet of the point must succeed on a DC 13 Dexterity saving throw or take 3 (1d6) fire damage and an extra 3 (1d6) thunder damage.

Reactions

Exploding Dust. The inventor blinds an enemy that attacks the inventor with a melee attack using exploding dust. The attacker has disadvantage on the attack roll.

RECONSTRUCTION EFFORTS

Temple Reconstruction!

We are searching for masons, carpenters, cooks, and painters to help restore an abandoned temple of Ilmater. Upstanding mercenaries are welcome as well. Although our faith will shield us from evil, sword and axe might help deal with threats not impressed by prayers. Ask for Painbearer Wheyoun in the Headless Horse Inn for more information.

BACKGROUND

The temple Painbearer Wheyoun intends to restore lies near the Ten Trail, halfway up a steep mountain. Although, in the past, the temple offered food and healing for weary travelers, they first had to endure the ascent on slippery stone steps, called the “Staircase of Tears” by the priests.

Currently, the surface structure lies ruined and abandoned. Only a few walls remain standing. A dragon cult made the subterranean part its home, expanding the cellars and creating a fine hideout.

QUEST

Painbearer Wheyoun (neutral good female human **priest**) quickly assembles the needed personnel. Funding the project is no issue—Wheyoun has access to deep coffers, sent from the great temple in Keltar. Each person receives 100 gp for the trip, 10 gp up front and 90 after a few weeks of work. If the characters have practical skills, they can attempt the following checks to improve the temple, earning the respect of Painbearer Wheyoun and additional rewards at your discretion:

- ✦ A successful DC 15 Wisdom or Intelligence check using cook’s utensils creates outstanding food that strengthens the workers’ resolve and keeps them well-nourished during the arduous time.
- ✦ A successful DC 16 Strength or Intelligence check using mason’s tools creates interlocking walls with above average strength, able to withstand the harsh climate for several decades at least.

- ✦ A successful DC 17 Dexterity or Intelligence check using carpenter’s tools creates an innovative roof truss, able to support a high tower that shines a beacon far and wide.
- ✦ A successful DC 18 Dexterity or Charisma check using painter’s supplies creates ceiling paintings that capture Ilmater’s suffering better than any other within hundreds of miles.

At some point during the construction, the workers discover a sealed entrance. It leads into the dungeons below the temple where the dragon cultists dwell. The characters must face twenty **cultists**, two **cult fanatics**, and at least one **white dragon cult leader** (see below).

WHITE DRAGON CULT LEADER

Medium humanoid (any race), chaotic evil

Armor Class 15 (breastplate)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	10 (+0)	13 (+1)	18 (+4)

Saving Throws Con +4, Cha +6

Senses passive Perception 11

Languages Common, Draconic

Challenge 4 (1,100 XP)

Ice Walk. Difficult terrain composed of ice or snow doesn't cost the cult leader extra movement.

Spellcasting. The cult leader is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): *message*, *minor illusion*, *ray of frost*

1st-5th level (three 5th-level slots): *armor of Agathys*, *cone of cold*, *counterspell*, *dimension door*, *dream*, *enthrall*, *fear*, *hold person*, *ice storm*, *modify memory*, *scrying*, *sleet storm*

Actions

Ray of Frost (Cantrip). *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 13 (3d8) cold damage, and the target’s speed is reduced by 10 feet until the end of its next turn.

REGHED EXPEDITION

A Noble Quest!

Last week, a barbarian—most likely one of the Reghed—stumbled into town and died in the street. We do not know her name nor purpose. I hope that some upstanding adventurers volunteer to return the few possessions of the woman to her tribe and bring them news of her demise. Come to the shrine of Lathander and ask for Ima.

BACKGROUND

The dead woman's name was Svirna, one of the Elk tribe's shamans. She was on a quest to converse with the spirits when bandits attacked and mortally wounded her. Dawnbringer Ima, who takes care of the shrine of Lathander, gave Svirna the last rites and put her to rest. The members of the Elk tribe wait for Svirna's return, fretting the cause of her overlong quest.

QUEST

Dawnbringer Ima asks the characters to take a look at the personal items the Reghed woman left behind. The shamanic focus and several totems give clues that Svirna was a member of the Tribe of the Elk. As a reward for the quest, Ima promises the characters 10 gp each and six flasks of holy water.

Finding the migratory Reghed takes the characters several days, during which they encounter shivering travelers and ferocious beasts. Arriving at the camp, the Reghed treat the characters with suspicion but are not unkind. When they learn the reason for the characters' visit, they are saddened and start a celebration of Svirna's life. As the messengers, the Reghed tell the characters that it is now upon them to fulfill Svirna's quest.

The Reghed king Jarund Elkhardt personally asks the characters to travel where the wind takes them, consult the great elk spirit, and re-tell what it discloses to them. There is no rush to this spirit quest, the characters must only be aware that the world now looks much different. Indeed, the characters witness otherworldly spirits floating about. At a convenient time, either immediately or later in the campaign, the characters finally encounter the great elk spirit.

It tells them one of the following messages, intended for the Tribe of the Elk:

- ✦ The time to war against the Tribe of the Bear has come. They abandoned the way and now follow winter incarnate, spelling doom for the great bear and its domain in the spirit world.
- ✦ The time to settle has come. The Tribe of the Elk must elect a suitable location to build a durable town, abandoning their nomadic life. They shall build the town from stone, to be traded from the dwarves, and metal, to be traded from the humans, and song-shaped wood, to be traded from the elves.
- ✦ The time for the great migration has come. The Tribe of the Elk must wander east, across the mountain tops, through ancient dales, across the desert, to the land of frozen moors.

THE REGHED

ON MY TRAVELS, I OFTEN SEEK OUT REGHED TRIBES. THEIR STORIES AND LEGENDS WOULD FILL HUNDREDS OF BOOKS, SO I HAVE STARTED RECORDING THEM. IN EXCHANGE FOR IRON TOOLS AND SPIRITS, WHICH THEY USE AS SMOKELESS FUEL, THEY SHARE THEIR WISDOM AND THROW IN A FEW PELTS TO BOOT.

SNOW TROLL HUNTING

Searching Audacious Hunters!

Greetings, my name is Potzblitz, a traveling trader with a big need for hearts. Snow troll hearts to be precise. If you think you can handle a common snow troll, drop by for a visit and we can talk business. My cart stands smack in the middle of the market square, hard to miss.

BACKGROUND

Potzblitz (neutral male gnome **commoner**) is a well-known merchant who travels the Ten Towns. He needs snow troll hearts to create common magic items, which is his forte. Since the beasts are heavy hitters, Potzblitz offers 50 gp per heart. Luckily, a snow troll has three hearts.

QUEST

When the characters visit Potzblitz, he tells them the following:

- ❖ Snow trolls are fearsome beasts that the characters should not underestimate.
- ❖ There are ways to deal with them: only engage one specimen at a time and hit it with fire. Fire does wonders against trolls, and especially so against snow trolls.

Spending enough time, it is no challenge for the characters to find the lair of a **snow troll** (see below) in a secluded cave. Depending on their preparations, the fight is drawn out or over and done with quickly. Roll on the *Dungeon Master's Guide's* Treasure Hoard: Challenge 5-10 table (chapter 7), rerolling results higher than 80, to determine what the characters find in the troll's lair.

After the dust settles and the characters want to depart, three **scouts** wait at the cave mouth. They are hunters and want to trick the characters into giving up their gains. The hunters lie, telling the characters that ten more scouts hide in the snow dunes, waiting for a signal to pepper the characters with arrows. Unless they hand over the spoils, that is. A successful DC 12 Wisdom (Insight) check reveals this to be a lie.

SNOW TROLL

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 138 (12d10 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	23 (+6)	7 (-2)	13 (+1)	4 (-3)

Saving Throws Con +9

Damage Immunities cold

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 7 (2,900 XP)

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes two Claw attacks and uses its Breath of Winter, if available.

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

Breath of Winter (Recharge 5-6). The troll exhales freezing air in a 15-foot cone. Creatures in the affected area must succeed on a DC 15 Constitution saving throw or take 28 (8d6) cold damage and have their speed reduced by 20 feet until the end of their next turn.

SNOW TROLLS

THE PEOPLE OF THE TEN TOWNS FEAR SNOW TROLLS, ALTHOUGH THEY SELDOM LEAVE THEIR CAVES. SOME TRAVELERS COVER THEMSELVES IN DUNG TO MASK THEIR SCENT, OTHERS WEAR LUMPS OF CHARCOAL AROUND THEIR NECKS. THAT HUMBUG WON'T HELP YOU IN THE SLIGHTEST, ONLY A RAGING FIRE KEEPS A SNOW TROLL AT BAY.

THE PLAGUE PRIEST

Official Warning!

A ship ran ashore, not far south of town. The Speaker advises all folk to stay clear of the wreck as already several looters wound up dead and added themselves to the growing number of shambling undead. Adventurers approach at their own risk.

BACKGROUND

The source of the troubles is a former ship crew who, one by one, bit each other to death and turned undead. A disciple of Talona named Karmina (chaotic evil female half-elf **plague priest**, see below) spread a sickness among the crew by poisoning their rations. In the church, she ranks as a plague priest, an agent who travels the world to spread disease and misery. Karmina already entered the town by foot three days ago and is working on spreading the same corruption there.

QUEST

The Speaker offers no official reward for clearing out the threat, but the characters can negotiate a fair price for their help with the Speaker's right hand. Naturally, the characters may claim all transported goods, and receive 100 gp on top.

Ten bloated corpses (**ogre zombies**) mill about the wreck. On the hull, the characters find the name Northern Winds. A character who dies fighting against the undead immediately rises as a **zombie** and turns into an ogre zombie after one day of wandering around in the water.

Inside the ship, the characters find spoiled trade goods in the cargo hold. Only in the captain's cabin do they find things of interest:

- ✦ Navigator's tools worth 25 gp
- ✦ Cartographer's tools worth 15 gp
- ✦ Spyglass worth 100 gp
- ✦ A chest containing 50 gp
- ✦ A passenger list showing one name: Karmina

A successful DC 12 Intelligence check using alchemist's supplies or a poisoner's kit reveal that the provisions are foul, containing a magical poison.

In the background, Karmina works on destroying the town like she did with the ship. After the first undead appear in town, the Speaker orders a general lockdown. Guards patrol the streets while Karmina poisons wells, fresh catches, and grain deliveries.

PLAGUE PRIEST

Medium humanoid (any race), chaotic evil

Armor Class 10

Hit Points 42 (12d8 - 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	9 (-1)	13 (+1)	18 (+4)	9 (-1)

Saving Throws Wis +6

Skills Medicine +6, Nature +3

Damage Immunities poison

Senses passive Perception 14

Languages any two languages

Challenge 5 (1,800 XP)

Miasma. When the priest casts a spell, creatures within 10 feet of it must succeed on a DC 15 Constitution saving throw or take 14 (4d6) poison damage and are poisoned until the end of their next turn.

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The priest has the following spells prepared:

Cantrips (at will): *light, resistance, thaumaturgy*

1st level (4 slots): *bane, guiding bolt, inflict wounds*

2nd level (3 slots): *augury, spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse, speak with dead*

4th level (3 slots): *blight, confusion*

5th level (1 slots): *cloudkill, contagion, insect plague*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

THE JOY OF PAINTING

I am on a journey. A holy quest to avert the destruction of this realm. I need help on my next steps. Your help. Seek Anaiel in the locality named Jornin's Rest. I am waiting for you, praying for your timely arrival.

BACKGROUND

Anaiel (neutral good female aasimar **priest**) is a painter who travels the world to capture its beauty on paper. Simultaneously, she places a ward on the region to prevent evil from seeping into the Prime Material Plane. Dark forces follow Anaiel wherever she goes, attempting to thwart her ambitions. Because of this, she needs the characters' help.

QUEST

Anaiel treats the characters to herbal tea when they arrive; a special blend, brought all the way from Calimport. She explains that the characters can—no, must—help her paint Kelvin's Cairn. The characters need only protect her while she works the canvas with her magic. Anaiel keeps an ominous air about her, talking about demonic powers, the gears of destruction, and ancient obligations.

Unfortunately, Anaiel can offer the characters no reward but her company and the painting for safeguarding once it is completed.

Anaiel leads the characters to a hill from which she has a good view on Kelvin's Cairn. The journey taking however long it must. Anaiel sets up her easel and paint and starts drawing once the characters signal their readiness. During the process, several waves of demons spawn from portals that open randomly within 300 feet of the characters. The strength of the demons escalates, the closer Anaiel comes to the painting's completion. It starts with **manes**, then **dretches**, then **quasits**. Shake things up and offer the characters a worthy fight, topping it off with a final encounter with one strong demon like a **barlgura**. Anaiel only supports the characters with healing spells, otherwise she must concentrate on the painting.

After the picture is finished, a disembodied laugh shakes the hill. The demonic voice proclaims in Abyssal:

"You win again, fake angel. I am looking forward to continuing the dance, the sooner the better."

In the end, Anaiel hands the characters the painting. It is a masterpiece worth 1,000 gp. She encourages the characters to keep it safe, jeopardizing the Icewind Dale should it be destroyed.



UTHGARDT EXPEDITION

Searching Donors and Adventurers!

A warband of the Black Raven tribe recently crossed the Spine and journeys across the Icewind Dale. We are outfitting an expedition to cross their path. This is not a punitive expedition, at least not outright. We first want to make contact, see if they are interested in trade and exchange. If not, we eradicate the whole lot of them. Visit the stables and ask for Tarmon if you want to join.

BACKGROUND

The Uthgardt are brutal raiders and pillagers, the Black Raven tribe especially so. The warband already put some minor settlements to the torch, carving a bloody trail through the Icewind Dale. Tarmon (neutral good male half-orc **thug**) intends to do as he spelled out on the note. Either buy the Uthgardt off or drive them back across the mountains.

QUEST

The characters arrive to find armed and tense people in the stables; many young and inexperienced northerners who want to draw first blood, ill-equipped but eager; also tempered veterans for whom this is business as usual; and finally, Tarmon, the organizer.

He tells the characters that the expedition soon departs eastward, hoping to encounter the Uthgardt. If the characters want to join, Tarmon promises 25 gp per head, more if the trade is successful, and part of the loot if worst comes to worst. Consult the Expedition Members table for information about interesting comrades.

The expedition reaches the Uthgardt after a tenday of uneventful travel. It consists of the people according to the Expedition Members table, fifteen **guards**, and ten **scouts**. The warband consists of forty **barbarians** (see below), the leader of the Uthgardt Einjor (neutral evil male human **berserker**), and one shaman apprentice (**cult fanatic**).

This is how the Uthgardt react:

- ✦ The Uthgardt see the expedition as a worthy challenger, hoping for a good fight.
- ✦ A successful DC 20 Charisma (Persuasion) check lets the Uthgardt see reason. They agree to a trade, which heavily favors the Uthgardt as they only carry pelts and other personal effects. Afterward, they pack their things and return home.
- ✦ Hilda challenges Einjor to a duel if the Uthgardt want to depart without a fight.
- ✦ Failing to persuade the Uthgardt, the encounter results in hostilities. Depending on the characters' conduct, they either challenge them to a duel to decide who is strongest, or simply charge the expedition's lines.

Expedition Members

Name	Description
Tarmon (neutral good male half-orc thug)	The leader of the expedition who has the well-being of the Icewind Dale at heart. Grew up in Bryn Shander and worked as muscle before joining the good fight.
Brom (neutral good male dwarf acolyte)	A dwarf from Ironmaster. His parents wanted him to work in the family smithy, he wanted to become a priest. So, he left home and started his training as a cleric of Berronar Truesilver.
Hilda (chaotic neutral female human berserker)	Hilda lives for battle and looks forward to fighting the Uthgardt. She would go as far as to sabotage the negotiations to get her will.
Kalina (neutral evil female half-elf spy)	Kalina is an opportunist who is more interested in Tarmon than the cause. She hangs around to get to know him better—and for the coin.

BARBARIAN

Medium humanoid (any race), any alignment

Armor Class 15 (hide armor, shield)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Str +5, Con +3

Skills Athletics +5, Perception +4, Survival +4

Senses passive Perception 14

Languages Bothii or Reghed

Challenge 1/2 (100 XP)

Cut Through. If the barbarian makes a successful Battleaxe attack, it can use a bonus action to make another Battleaxe attack against a different target within 5 feet of it.

Hardened. Whenever the barbarian takes slashing, piercing, or bludgeoning damage from nonmagical attacks, the damage is reduced by 1.

Actions

Battleaxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.



Help Wanted!

We need some helping hands over in
Grogmar's Garum Fermentary.
We are looking for smooth talkers,
thimblerriggers with quick fingers, or
people with some magic tricks up
their sleeves.

ne number of ghos
damn high. We need
off immed
contact the mayor
lower quarters

I need help with some dirty work. Your thirst for
action, and most importantly discretion, can earn you
a fine sum.

Ask for Miranda in the Grateful Halfling Inn.

Visit lei in the woodpile for further information.

Official Warning!

A ship ran ashore, not far
south of town. The Speaker
advises all folk to stay clear
of the wreck as already
several looters wound up
dead and added themselves
to the growing number of
shambling undead.
Adventurers approach at
their own risk.

Attention!

We had another break-in at
the warehouses. Several
crates of scrimshaw stolen,
gone without a trace.

We offer a reward of fifty
gold coins for the capture
of the thieves. We want
them alive, just so you
know.

Ask for Lemmy in the house
of the Carvers' Guild.

The town searches for interested parties to deliver supplies to the old debtor's tower.

The task is dangerous but important. Report to the Speaker's longhouse at your earliest convenience.

If you are not afraid to make enemies in high places, like to bash in heads, and like the ring of coin in your purse, meet me behind the shrine of Ilmater at sundown today. Not to tip off the bloodhounds that gnaw on my heels, I must remain anonymous—for now.



Temporary Replacement Wanted!

I must soon leave town to visit Ironmaster. I need a reliable substitute to run my armory during my absence. Visit Bloodbeard's Armory to apply. If you can't read or write, don't bother. I offer a large discount for barbarians though, so come around anyway. Someone please read the last part out loud, otherwise me writing it was kind of pointless.

CARAVAN GUARDS NEEDED!

COINCIDENTALLY, YOU MUST SKIP TOWN BUT WANT TO EARN A FAIR BIT OF GOLD ALONG THE WAY? JOIN CASIMIR'S CARAVANSERAI AS A CARAVAN GUARD! QUARTER PAY UP FRONT, THE REST ON ARRIVAL.

WE DON'T NEED NO BACKGROUND CHECKS.

CARTS LEAVE TOWN EVERY OTHER DAY.

Ice Skating Championship!

Townsfolk, the annual ice skating competition starts on coming Sunday. Get your runners sharpened and show up on time. Of course, everybody is welcome to join the fun. Compete against the fastest racers and fiercest players to test your mettle in the local ice arena:

Ilmater's Chilblain. This competition is sponsored by Ginny's Meadery.

Ginny's Mead—if you miss the cozy taste of home.

I am on a journey. A holy quest to avert the destruction of this realm. I need help on my next steps. Your help.

Seek Anaiel in the locality named Jorin's Rest. I am waiting for you, praying for your timely arrival.

Attention!

The boarding house is temporarily closed until somebody deals with the bug infestation.

Mercenaries and sellswords, you are asked to lend your sword arms to the cause.

Report to Harry Krum for details.



Supply Run!

Hello fellow humanoidz. We need the following items delivered to the crossroad south of town:

- Three dungeonier's packs
 - Six miner's picks
 - Six shovels
 - 500 pounds of sheet metal
 - Ten times 50 feet of hempen rope
 - Ten block and tackles
 - Twenty buckets
 - An ox drawn cart with one ox
- When you arrive, yell loudly. We will pay double whatever you paid!

Official Proclamation!

The old Militia Captain Farnsworth recently kicked the bucket, may the gods treat his soul kindly. Unfortunately, he let the reins too loose during the bygone years.

Until an adequate replacement shows up, we need some part-timers to run the joint and whip the soldiers into shape. Potential candidates shall report to the Speaker.



Crackers Wanted!

Smornoff's Exotic Goods is looking to buy several cubs of the common crag cat.

The animals are to be delivered to our local shop in excellent condition. We will not accept damaged specimens. A fine reward waits for you, but time is of the essence.

SEARCHING DONORS AND ADVENTURERS!

A WAR BAND OF THE BLACK RAVEN TRIBE RECENTLY CROSSED THE SPINE AND JOURNEYS ACROSS THE ICEWIND DALE. WE ARE OUTFITTING AN EXPEDITION TO CROSS THEIR PATH.

THIS IS NOT A PUNITIVE EXPEDITION, AT LEAST NOT OUTRIGHT. WE FIRST WANT TO MAKE CONTACT, SEE IF THEY ARE INTERESTED IN TRADE AND EXCHANGE. IF NOT, WE ERADICATE THE WHOLE LOT OF THEM.

VISIT THE STABLES AND ASK FOR TARMON IF YOU WANT TO JOIN.

Attention!

The latest delivery of logs is definitely cursed. By day and night, there is wailing coming from the pile. We searched half a day without result before it became too spooky to continue.

If you know something about ghosts or some such matters, please visit Wokmar near the storage.

Temple Reconstruction!

We are searching for masons, carpenters, cooks, and painters to help restore an abandoned temple of Ilmater. Upstanding mercenaries are welcome as well. Although our faith will shield us from evil, sword and axe might help deal with threats not impressed by prayers.

Ask for Painbearer Wheyoun in the Headless Horse Inn for more information.

A NOBLE QUEST!

LAST WEEK, A BARBARIAN — MOST LIKELY ONE OF THE REGHED — STUMBLED INTO TOWN AND DIED IN THE STREET.

WE DO NOT KNOW HER NAME NOR PURPOSE. I HOPE THAT SOME UPSTANDING ADVENTURERS VOLUNTEER TO RETURN THE FEW POSSESSIONS OF THE WOMAN TO HER TRIBE AND BRING THEM NEWS OF HER DEMISE.

COME TO THE SHRINE OF LATHANDER AND ASK FOR IMA.



Attention Wizards, Magicians, and Sorcerers!

The Firewheel Festival is just around the corner and we are still looking for some talented folk who can support us with magic trickery throughout the night. Small explosions, some spraying colors, illusions of fiery dragons, you name it!

Visit Gwen in the Speaker's house to put your name on the list.

Searching Audacious Hunters!

Greetings, my name is Potzblitz, a traveling trader with a big need for hearts. Snow troll hearts to be precise. If you think you can handle a common snow troll, drop by for a visit and we can talk business. My cart stands smack in the middle of the market square, hard to miss.

