

REFLECTIONS IN ICE

THE ESSENTIAL
ICEWIND DALE: RIME OF THE FROSTMAIDEN
COMPANION

ICEWIND DALE ENCOUNTERS

Keep your players on their toes with this
module guide for

ICEWIND DALE: RIME OF THE FROSTMAIDEN

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Disclaimer: This isn't your daddy's trip through Icewind Dale. There's no dark elf to swoop in and save you when things go south. You're on your own here, in the cold and dark tundra landscape. So strap on your thermal underwear and an extra pair of socks—we're going to hunt down a goddess.

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ICEWIND DALE ENCOUNTERS

Despite its small size and low population, Bremen proves itself to be one of the more interesting towns in Icewind Dale. However, much of the town's history and detail have been eschewed by the module.

This guide aims to add some of that detail back in, and will also provide additional quests and encounters to help make Bremen feel more alive and meaningful for your game.

VIDEO COMPANION

Watch the [companion video for this chapter](#) on YouTube.

THE CHARDALYN COLLAR

This encounter starts in any part of Ten-Towns. Characters are hired to find a valuable breeding dog for a local kennel, but not everything is as it seems.

The Muth family has been breeding dogs for generations. Their kennels produce the finest working dogs in all of Icewind Dale, and perfect for the protection of people and property. Their specialty is a stocky and muscular black breed called the **Black Ice Hound** (see Appendix B).

The Muth kennels are run by twin siblings Rackard (LE male **commoner**) and Issalda (NE female **commoner**). Rackard is abrasive and rash but weak-willed, while Issalda is headstrong and confident but soft-spoken. Both have long black hair and sharp features, and look as if hewn from the same block of ice.

Rackard and Issalda currently have a problem: their most prized breeding dog, Brunhilde, has run away. They are keen on hiring any adventurers to go after Brunhilde and bring her back.

If the characters make any sort of name for themselves in town, Issalda seeks them out and offers them the job.

A man and a woman, nearly identical in their looks approach you. Their features are as cold and hard as the land of Icewind Dale itself. They have three vicious-looking dogs with them, each one built like an owlbear and black as the night.

"This is pointless—just look at these fools!" the man says. He turns to leave, but is stopped by a gentle touch of the woman.

"Don't pay Rackard any mind. I'm Issalda," she says. "We own Muth Kennels, and we're looking for someone to retrieve our most prized breeding stock. She ran away two days ago. We would go after her, but we can't abandon our kennel. You, on the other hand, seem fit to help and eager for paying work."

Issalda promises 50 gold pieces to each character upon completion of the quest. She also lends them Gunther, one of the three Black Ice Hounds present, whom she claims can pick up Brunhilde's scent anywhere. If asked, she will agree to part with Gunther in lieu of the gold as payment for completing the quest.

After your negotiations with Issalda complete, Rackard, who has been grumbling in the background throughout, throws in: "The dog's already frozen to death, more like than not! If you can't get her back alive, at least bring back her collar so we know what happened!"

Issalda shoots him a sharp glance, and then drags him away without a parting word, her business with you finished.

SECRETS OF SUCCESS

What Issalda doesn't tell the characters is that she and Rackard aren't actually after Brunhilde, but rather her collar, a chardalyn choker. With a successful DC 16 Wisdom (Insight) check, the characters can become aware that Issalda didn't mention once that she wants Brunhilde back alive, and that Rackard's restless interjection at the end seems suspicious.

The Muth kennel's success in breeding borders on the supernatural and they are renowned well beyond Icewind Dale. The well-guarded secret of the family is that there is an infernal element to their success. Their breeding stock is infused with a trickle of empowering magic from the lower planes, siphoned into their prime breeding dog by a collar made of chardalyn. This collar is passed to the strongest dog of each generation by the Muths.

What the Muths don't know is that the chardalyn collar has secrets of its own. The recent rise of Asmodeus' influence in the region, through his puppet Xardorok, has empowered many infernal artifacts in Icewind Dale and awakened the latent magic of the chardalyn collar as well.

BRUNHILDE

Brunhilde (see Appendix B) has been granted speech and intelligence, as per the awaken spell, by the surfacing magic of the collar. It has also bound her to Asmodeus and granted her infernal magic of her own, but also plagues her with terrible visions that she does not understand. Horrible visions of Deep Duerra and Xardorok Sunblight haunt her dreams.

All Brunhilde wants is to escape the kennel. She doesn't want to be a simple breeding dog anymore. She is unsure where she fits into this world now, but she is sure she's meant for more. Her immediate goal,

aside from remaining free, is to determine where those awful visions are coming from—and end them.

THE HIDING HOUND

Gunther can reliably find Brunhilde anywhere in Icewind Dale. You may place her hideout wherever you find convenient for your adventure. If there is no particular tie-in you favor, simply have her hide in a cave in the wilderness or an abandoned building on the edge of one of the Ten-Towns settlements.

When discovered, Brunhilde will attempt to parlay instead of attacking.

Gunther is growing more and more agitated, slobber drooling from his chops in long, gooey strings—he finally seems to have found the final stretch of the trail!

He leads you towards a hide-away with a burning bonfire. As you approach, a figure steps through the flames: a hound of Gunther's breed but nearly twice as large, and with an unnaturally menacing aura, and wearing a gleaming black collar.

The hound opens its jaws, but what emerges is no mere bark—it seems to be forming words. The sounds are twisted and snarled, but the hound is clearly articulating something.

Any character who speaks Infernal can understand: “The Muths send you, I know—you have their stench all over you. I will not go back to the kennels—never!”

The confrontation with Brunhilde can conclude in a variety of ways:

Retrieval. The characters overpower Brunhilde and return her (or the collar) to the kennel.

Pact. The characters and Brunhilde might discover their goals align and enter into an alliance. In this case, Brunhilde will follow them, at least until Xardorok is dead.

Parting Ways. The characters and Brunhilde might not come to an accord, but the characters might still decide that they cannot in good conscious bring her back to the kennels.

Gunther is trained well and will turn hostile if the characters take any course of action that clearly would not lead to Brunhilde—or at least her collar—ending returning to the Muth's kennel. If necessary, Gunther tries to tear the collar off Brunhilde and will escape if he falls below half of his hit points to return to the kennel and alert the Muths of the character's betrayal.

THREE ICY GOATS, GRUFF

This encounter finds characters face-to-face with an **ice troll** and a handful of goats. Unlike some classic tales involving trolls and goats, not everything here is quite what one would expect.

Feel free to place this encounter in any of the Ten Towns. Whenever characters enter into a town, or are walking down the street of a town, read the following boxed text:

The muffled sound of a scream reaches your ears, piercing the silence of the chill air. It's coming from one of the buildings nearby.

Suddenly, you hear a crash as the door to the local tavern bursts open, and the sounds of the screams become clearer. Several townsfolk practically climb over one another to escape the building and rush headlong into the icy cold air. Most of them have left their cold winter clothing behind in their hurry. Amidst the screams, one word comes through clearly: Troll!

If any of the townsfolk are questioned about the events inside the tavern, they give a hurried response about an ice troll that has broken into the tavern through a side window. No further details can be ascertained, as every patron was in a hurry to escape the building.

Inside the tavern, characters find a lone ice troll standing behind the bar guzzling as much of the tavern's liquor as it can, as quickly as it can. No bodies or signs of violence can be found, save for a broken window through which the troll entered the building. When the troll notices the characters, read the following:

The troll drops the liquor bottles that he's holding and turns to face you head on, claws upraised. His expression, first fierce and angry, quickly turns to sadness and despair. His slowly lowers his claws to his sides and mumbles, “Come to kill Gruff? Do it then. Gruff is pathetic. Gruff is bad troll.”

If the characters attack Gruff, he does not put up a fight and dies quickly. If the characters parlay with him, however, the troll shares his tale of woe.

For decades, Gruff has lived underneath a stone bridge several miles out of town. Like most trolls, he demanded a toll from those who wanted to cross the bridge. Unlike most trolls, however, Gruff charged an affordable rate of five silver and saw to the bridge's maintenance and upkeep. He also extracted his toll with a minimum amount of violence. Because of this, most locals happily paid the troll his fee and went on their way. Some merchants even praised his ability to keep the bridge in working order so that their ship-

ments could arrive on time.

All of that changed two days ago with the arrival of a family of goats. Gruff had intended to eat the goats as they crossed the bridge, but his plan was thwarted when the goats revealed their true nature. What had appeared to be normal mountain goats were, in fact, two **dire goats** and a **frost goat** (see Appendix B). The goats attacked Gruff, who barely retreated with his life and eventually made his way into the tavern where the characters find him.

Should the characters listen to Gruff's recounting of the tale—told with as few syllables as possible—he asks them for help in liberating his bridge and will accompany them to help drive off the goats.

GRUFF'S BRIDGE

Gruff's bridge is located several miles outside of town and spans a small river valley. The bridge is ten feet wide and fifty feet long, and is covered in drifts of snow and ice that make the bridge difficult terrain. Thirty feet below the bridge flows a partially frozen river. The ice covering the river is several inches thick, and is safe to walk on. However, a creature falling from the bridge has a good chance of breaking through the ice into the frigid water below. The walls of the valley are steep and slick with ice, and require a DC 15 Athletics check to scale without climbing gear.

When characters arrive at the bridge, the three goats are surrounding a traveling merchant and his dog-sled (NG male **commoner**) in the middle of the bridge. They attempted to extract a toll from the merchant, but one that is many times the price of Gruff's. The merchant was unable to pay the new toll, and the goats are preparing to kill him, and have already killed the dogs.

If the goats notice Gruff or the characters, they break off their harassment of the merchant and attack. Each one fights until dead and uses the slick terrain of the bridge to their advantage.

Should the merchant survive his encounter with the goats, he expresses his gratitude to the characters by giving them a Stone of Good Luck, and asks to accompany them back to the nearest town.

CHARDALYN CHASE

The duergar of clan Sunblight are chasing down chardalyn for their despot, Xardorok, all over Icewind Dale. Some chardalyn can still be found in its raw, natural state—but quite a lot of it has been worked into various objects, some imbued with magic, some mere trinkets.

Zilly Blackpipe. A courier by trade, the rock gnome Zilly Blackpipe (NG female **commoner**) is in possession of a particularly finely worked pipe made of chardalyn—a prized possession that has been in her family for generations, even giving them their name! She makes a living by transporting goods, messages, and passengers throughout Icewind Dale with her trusty pair of dogsleds. One sled is run by her, the other by her partner Hartha (N female **goliath**).

Zilly and Hartha tend to be quite a spectacle wherever they go, with Zilly standing barely 3 feet tall and sporting a pink mohawk, and Hartha towering at almost 8 feet and bald. Zilly speaks for the team and it is difficult to get more than an “uh-huh” or “nuh-uh” out of Hartha.

The pair can be encountered anywhere in Icewind Dale; in one of the towns while making a delivery or out in the icy wilderness sledging from place to place.

INVISIBLE THREAT

When the party encounters Zilly and Hartha, read or paraphrase the following, adjusting for whether this is an encounter in Ten-Towns or the wilderness of Icewind Dale:

As you trek along, good and ready for a rest, you become aware of a campfire, not too far in the distance. There seem to be two large dog sleds next to it. A rather gigantic figure looms beside them... a yeti, perhaps, or a verbeeg? With relief you realize that it just seems to be a halfling or gnome standing on the shoulders of a goliath!

Zilly's bright pink mohawk stands out against the drab tundra like a lighthouse signal, as she eagerly waves you over, a long pipe between her grinning lips, black as the night. “Zilly Blackpipe, pleas'd ta' meet'cha!” she shouts, as she puffs on the pipe with pride.

If the characters have seen chardalyn before, they can immediately tell the material of the pipe. Zilly is always happy to share the story of how one of her ancestors won it off a wizard in a rigged game of dragon chess. Zilly is eager to break the monotony of her duties by meeting other travelers, so she invites the party to share camp with her. Hartha is much less inclined to conversation and a bit disapproving of Zilly's unconcerned nature, but she also trusts Zilly and is used to following her lead. Zilly is interested what the

characters are doing out here and if they are adventurers—she loves to hear or tell a good story!

After a while, with everyone just about ready to go to rest, the night takes a sudden turn:

Zilly is still laughing from her latest joke, her pipe almost falling out of her mouth—when, suddenly, something violently knocks her to the ground! Hartha is by her side before you can even blink, but her legs give out as if something just hammered her into the knee pits and then her head hits the frozen ground with a thud. At the same time, two hooded broad figures with long white beards appear, pummeling the two couriers into the ground—while Zilly’s black pipe floats in mid-air, bobbing quickly towards one of the sleds! The two duergar are after it and on the sled before you can even react, surprised and unprepared as you were for this assault.

THE CHASE IS ON

Zilly runs over to her unconscious companion. Holding her bloodied mouth, she spits out a tooth. Zilly points at her other sled and shouts at the characters:

“We’ll be fine! Five hunner’d gold if ye’ get me pipe back! And bring me dogs back alive!”

The sled can hold up to six medium or smaller creatures, two at the back to steer, two at the mid point of the sled, and two at the front behind the dog team. Characters at the front of the sled soon discover that being so close to the running dogs poses its own problems—kicked up snow and dirt means they have disadvantage on all attacks and ability checks that rely on sight.

Whoever is steering the sled must use their action every turn to control the sled’s direction. When doing so, they must succeed on a DC 12 Wisdom (Animal Handling) check to gain 30 feet on the duergar as they egg on the dogs; if they fail on the check, the distance remains the same. If they roll a 1, they lose 30 feet. Characters proficient with land vehicles can add their proficiency bonus to the roll. A character standing beside the driver can use their action to help operate the sled, granting them advantage on the check. If the driver does not take an action to control the sled, it continues straight in the direction they are currently going, but the dogs begin to slack off and the sled loses 30 feet on the duergar that round. They can also take an action to slow the sled, losing 60 feet on the duergar each turn they do so; it takes 2 rounds to bring the sled to a halt.

The chase starts with 90 feet separating the characters and the duergar. There are three duergar on the opposing sled, one steering, one beside them at

the back of the sled, and one on the freight section. The duergar steering the sled remains invisible, while the other two are visible only after they attack. Each duergar can innately cast two level 1 spells per day, which have been infused into their being by frequent handling of tainted chardalyn (spell save DC 12, +4 to hit with spell attacks).

During the chase, the duergar take their turns on initiative counts 25 (the one steering), 15, and 10 (losing all ties). The characters go in order of initiative rolled. Otherwise, run this exactly as you would run a combat situation; any character can take actions as they please.

If the characters’ sled draws even with the duergar, run it as if the two sleds are right next to each other, separated by a 5-foot gap.

On initiative count 20 (losing all ties), a complication can occur—some of which can also be a chance to close the gap! Have the players roll for a complication in turn and then consult the Sled Chase Complications Table. Feel free to pick a complication that seems most appropriate or replace one complication with another in case of re-rolls.

The chase has ends if one of the following conditions occurs:

- The characters get the duergar sled to stop.
- The characters get Zilly’s chardalyn pipe into their possession. If this happens while the duergar are not incapacitated, they cut their losses and run rather than face the characters in open combat.
- After 8 rounds, the duergar sled reaches a 20-foot-wide ravine. The duergar have a unique spell that conjures a temporary ice bridge just wide enough for their own sled, which allows them to cross the ravine before it crumbles one round later. The characters must stop their own sled or plummet into the ravine.

CONCLUSION

There are two main conclusions to the chase. Either the characters get back Zilly’s pipe, upon which she thanks them profusely and pays them 500 gold pieces, or the characters don’t get back her pipe, upon which she promises them that she will pay if they can get it back to her in the future.

In either case, Zilly shares with them that their assailants were duergar, and that she has heard of several similar attacks in the past, but she didn’t take any precautions because it didn’t make sense to her. All they seem to be after are objects made of chardalyn, such as her pipe. “Why would anyone try to hoard that stuff?”

d12 Dogsled Chase Complication

- 1 Snow Gust.** The sled you're chasing bursts through a snow flurry and icy shards rain down on you. Everyone on the sled must succeed on a DC 14 Constitution saving throw or become blinded until the start of their next turn.
- 2 Frozen Pond.** As the sled passes over a pond covered slippery ice, the dogs have trouble keeping it steady. Everyone on the sled must succeed on a DC 12 Dexterity saving throw or skip their next turn as they hang on for dear life.
- 3 Young Remorhaz.** The sled runs straight over a group of young remorhaz under the snow. Annoyed, they burst out and flare up with heat. The sled catches fire. Putting out the fire requires the actions of three characters. If the fire is not out after two rounds, the ropes connecting the sled and the dogs will be destroyed.
- 4 Elk Herd.** A stampeding herd of elk runs perpendicular to the sleds and is in danger of crossing paths—but which sled will they cross? The duergar are making scary motions and are shouting to steer them towards you! If the group succeeds on a DC 11 group Wisdom (Animal Handling) check, the elk cross the duergar's path—otherwise, they cross theirs. Whichever sled's path they cross lose 30 feet in the chase, as they have to frantically maneuver around the elk.
- 5 Snow Ramp.** The duergar just went around a ramp of snow—if you go over it instead of around, you might gain on them! The party must succeed on a DC 14 group Strength (Athletics) or Dexterity (Acrobatics) check if you attempt to go over it to keep the sled steady during the jump. On a success, you gain 30 feet; on a fail, you lose 30 feet.
- 6 Ice Shards.** The duergar burst through a sheet of ice! The shards are peppering your sled. Everyone must succeed on a DC 13 Dexterity saving throw or take 7 (3d4) piercing damage.
- 7 Ice Ravine.** The chase leads you through a narrow ice ravine that curves steeply downward. If you succeed on a DC 13 group Strength (Athletics) check, you manage to hold onto the sled well enough so the dogs can use the momentum to gain 30 feet; on a fail, you lose 30 feet as the dogs need to compensate for your tossing around and can't go full speed down the ravine.
- 8 Chwingas.** A group of chwingas is cheering on the race! They just don't seem to quite know whom to support, however. If the characters succeed on a DC 10 group Charisma (Persuasion) check, the chwingas support them and their cheers motivate the sled dogs to make up 30 feet on the duergar.
- 9-12** No complications.

APPENDIX B - CREATURES

BLACK ICE HOUND

Medium beast, neutral evil

Armor Class 14 (Natural Armor)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Strength +5

Skills Perception +3

Damage Resistances Cold

Senses Passive Perception 14

Challenge 2 (450 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Restrain. A creature hit by an attack by the hound must succeed on a DC 13 Strength saving throw or be knocked prone or grappled (the hound's choice).

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

BRUNHILDE

Medium beast (awakened Black Ice Hound), neutral

Armor Class 14 (Natural Armor)

Hit Points 60 (8d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Strength +6

Skills Perception +3

Damage Resistances Cold, Fire

Senses Passive Perception 14

Languages Infernal

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Restrain. A creature hit by an attack by the hound must succeed on a DC 13 Strength saving throw or be knocked prone or grappled (the hound's choice).

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) piercing damage.

Hellish Bark (3/day). Brunhilde lets out a terrifying and vicious bark. Each creature in a 30-foot cone must succeed on a DC 13 Wisdom saving throw or drop whatever it is holding and become frightened. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful, the target is immune to Brunhilde's Hellish Bark for the next 24 hours.