

STORM KING'S THUNDER

BRYN SHANDER



DM's resources for Bryn Shander in Storm King's Thunder
Chapter 2: Rumbling

RUNNING BRYN SHANDER

The information and resources presented within this document is created to enhance you and your players' experience in the northern town of Bryn Shander (*Storm King's Thunder* page 38 to 44).

INTRODUCTIONS

The campaign book leaves it in your hands to get the party and the playable NPCs introduced before the giants' siege of Bryn Shander begins. For me, I think it makes for a better experience if the players are invested and immersed with Bryn Shander, before they're suddenly tasked with defending it against murderous giants. Below are some suggestions on how to get the party around town, and ensure that they meet as many of the playable NPC's as possible, through minor tasks and sidequests.

ARRIVAL

If the party arrive by Zephyros' airship, which is definitely a possibility considering the remoteness of Bryn Shander, you can have the crazed old giant put them down a mile or so from the city's gates, around late afternoon.

Whether they arrive by foot or by airship, chances are they aren't suitably dressed for the far north. Remark upon the freezing temperatures before your party even enter town. We'll use this later (see 'Yeti Coats' below). As the party come to the outer gates (B1, p. 38) and the 30-foot walls, you can run it pretty much by the book, with the friendly **Augrek Brighthelm** (p. 247) happily throwing off her prepared welcome:

'Well met, travelers! Keep yer fingers and extremities under wraps, lest Auril bite them off! Mind yer tempers,

and you'll be most welcome here! Brought goods to sell? The market lies straight ahead. Craving a warm drink? May I recommend a drop of Firebeard's Firebrandy, sold only at Kelvin's Comfort, located on yer right as you enter the market square!'

If your party got Morak Ur'gray's quest, they'll be looking for Sheriff Southwell to inform him that his sister Semile has passed. If they ask Augrek for directions to the sheriff, she blushes slightly before pointing them towards the town hall in the center of the town, and you can go to the 'Sheriff's Quest' section. Otherwise they might be looking for the market, or a tavern, which takes you to the 'Yeti Coats' section.

SHERIFF'S QUEST

If the party go to see the Sheriff or the Speaker, they'll find them together in either the Speaker's Palace (B5, p. 39) or the Town Hall (B6, p. 40) depending on what building they visit first. The speaker, young **Duessa Shane** (p. 248), is discussing the town's security with the **Sheriff Southwell** (p. 248): *'So what do we do then, Southwell? Just sit around and wait for them to come knocking on the door?'*

The conversation stops as the party approach. If the party tell Southwell about his dead sister, he nods tersely and thanks them for coming to him with this information, hiding his great sorrow under practiced stoicism. If the party ask what the two were talking about, Duessa explains Bryn Shander's predicament.

Over the last few weeks, giant sightings in the region have increased, and several of the other towns in Icewind Dale (p. 92 provides descriptions of these) have been attacked by giants.

OVERVIEW OF BRYN SHANDER'S NAMED NPCs

Area	NPC	Description
B1	Augrek Brightelm (playable NPC)	This friendly dwarf is the sheriff's deputy
B4	Dellvon Ludwig (priest) and Sirac of Suzail (playable NPC)	The priest of Torm hails from Neverwinter. His acolyte is the son of a legendary adventurer who grew up on the streets of Suzail
B5	Duessa Shane (playable NPC)	The young Speaker is charming and loves to debate
B6	Markham Southwell (playable NPC)	The sheriff is a man of few words and great loyalty
B7	Beldora (playable NPC)	The charming harper agent poses as homeless woman
B8	Ogden Flamebeard (commoner) and Sir Baric Nyleaf (playable NPC)	The dwarven proprietor of the town's most popular tavern is a retired miner, and the knight is an order of the gauntlet member on a mission
B9	Garn and Elza (commoners)	The siblings sell poorly-made weapons and adventuring supplies
B11	Barton (commoner)	The proprietor keeps his inn cold and calm
B12	Rendaril (commoner)	The half-elf trader from waterdeep strikes a hard bargain
B13	Scramsax (veteran)	The retired adventurer runs the most expensive inn in town
B14	Myrtle (commoner)	This nosy innkeeper makes everyone's business her business

If you want to, you can have Southwell deliver his quest (p. 43) to the party now, on the basis that the town's militia are not equipped for giant hunting, but the party look like they might be the right sort. You can throw in a reward of 500 gold pieces if they return with valuable information, or 100 gold pieces per giant head they acquire. Southwell also admonishes the party to get some warmer clothers or *'you'll be freezing your southlander arses off before the day's ended'*, which might lead them to the 'Yeti Coats' section. You can still run the giants' assault before the players leave town to hunt giants, or you can have it happen after they return.

If you prefer to keep the party in town for now, the information that giants are sighted in the region works well enough as an omen, and the party have now briefly met two of the playable NPCs.

YETI COATS

This little sidequest – a hunt for yeti coats – works best if you've imprinted upon your party that they need warmer clothes, and if they think the idea of yeti coats is cool. The idea of yeti coats is inspired by the well-written [Guide to Storm King's Thunder](#) by Sean McGovern.

The Marketplace. If the party is looking for warmer clothes or other adventuring gear, or looking for the Kelvin's Comfort tavern, they'll soon find themselves in the marketplace (B7, p. 40). The market is made up of tents, covered wagons and campfires, and isn't overly busy, since traders from the south are rare this far up north.

As the party enter the marketplace, they immediately catch the attention of **Beldora** (p. 249) who shuffles over in her oversized boots and walrus hide gloves. *'Hello there. Ye got the look of a newcomer if e'er I seen one, wearing them fancy-pansy southern clothes. Where ye hail from?'*

Beldora presses them for information, asking them about where they're from, what they're doing in Bryn Shander and everything else she can think of. At some point during the conversation, either when asked about warm clothes, or when the party try to escape her, she tells them: *'If ye're lookin' for something to keep ye warm, ye oughta head over to Kelvin's Comfort. The Comfort's home to a famous yeti-hunter named Sir Baric right now. Just caught himself a yeti, he did – he'll probably sell ye some yeti coats for cheap!'*

Sir Baric isn't really a famous yeti-hunter, which Beldora knows very well, but she enjoys lying as much as she enjoys harassing random strangers for information, as per her character flaw (see p. 249).

Kelvin's Comfort. This cozy tavern is half-filled with people, who are taking cover from the freezing winds and warming themselves with mugs of Flamebeard's Firebrandy (p. 40). The dwarven proprietor Ogden Flamebeard is friendly enough, but has no patients for shenanigans or unruly patrons.

In a corner of the tavern sits **Sir Baric Nylef** (p. 249) in full plate mail, a half-empty glass of Firebrandy in front of him, and his large maul resting against the table. He has large claw marks on his cheek, that look half-healed and like they will leave some gruesome scars.

If the party approach him, he'll welcome the company, and if they don't approach him, he might approach them, looking for any information about the Weevil, the renegade dwarf he is hunting. Either way, Sir Baric has a story to tell. Recently he was outside town looking for information about the Weevil, when he encountered an enraged yeti (who'd been injured by a frost giant, although he doesn't know that).

'Got myself entangled with a yeti a few days ago, outside of town. The beast was already bloodied before it ran into me. One of its arms was broken – can't imagine what can break a yeti's arm. That was Tyr's blessing on me, for I don't think I would have been alive otherwise.'

Sir Baric managed to kill the beast, and brought its pelt back to town, where he donated it to the House of the Triad in return for some healing for his wounds. He suggests the party head to the temple if they're interested in getting some awesome yeti coats.

House of the Triad. If the party go to Tyr, Torm and Ilmater's temple (p. 39), they'll find the priest Dellwon Ludwig in solemn prayer in the middle of the stone temple. Afraid the party might interrupt the priest, **Sirac of Suzail** (p. 247) approaches the party, and bids them welcome. If they ask about yeti coats, Sirac has good news: *'Dellwon set me to work on the pelt. I've been able to produce a handful of serviceable coats from the yeti's hide. Isn't it marvelous, how the courage of one faithful can bring warmth and comfort to many?'*

If the party are friendly, and Sirac takes a liking to them, he might give them each a yeti coat for free, telling them that they look like they need it, but with the demand that they promise to give it someone who looks like they need it more, if the situation arises. If the party don't act or look like the heroic types, Sirac and Dellwon demand 25 gold pieces per yeti coat.

SUSPICIONS

Your party might not be interested in yeti coats at all. That's fine. Assuming that they meet Augrek at the gate, and go to meet Sheriff Southwell and Duessa Shane

because of Morak Ur'gray's quest, you only need them to meet Beldora, Sir Baric and Sirac. That's easily handled. Choose one of the two approaches below, depending on what suits your party composition best.

Sir Baric's Suspicions. Sir Baric approaches the party in Kelvin's Comfort, or somewhere else, if they don't pass by the inn. He asks them suspiciously about the Weevil, especially if any party members are dwarves.

If they manage to convince him that they've nothing to do with the brigand dwarf – and especially if a party member is an Order of the Gauntlet Member – Sir Baric asks the party to help him figure out what's up with *'that weird homeless woman Beldora, who's always asking questions in the marketplace'* and *'that odd young priest's acolyte Sirac, who's most certainly not a true northerner'*.

Sir Baric wants to know what they're up to, and especially if they've anything to do with the Weevil. He hasn't been able to get a word out of them, and they're both suspicious, as far as he's considered. He'll pay 50 gold pieces for information on each, but admonishes the party not to use violence or trickery, as he doesn't condone that.

Beldora's Suspicions. Beldora approaches the party in the marketplace, or anywhere on the streets of Bryn Shander. She'll still ask them a tons of questions about where they're from and what they're doing. If they stay friendly towards her – and especially if a party member is a Harper member – she asks them to find out what's up with that *'stern-looking knightly-type at the Kelvin's Comfort'* and the *'odd little fellow Sirac down by the House of the Triad'*. She's been trying to figure out what the two newcomers are doing in Bryn Shander for a while now, and if they have nefarious purposes, but neither will answer her questions. She doesn't have much in way of coin, but'll offer the party to put a good word in for the party with *'her people'* (the Harpers) who's all around the Savage Frontier, or maybe even offer them a secret they'll definitely won (you can give them her quest if they complete her task, sending them to Hundelstone with the purpose of getting information about teleportation circles. Just remember to spring the giants' attack first!)

Getting the information. Beldora is a born liar, who actually really enjoys not telling the truth. At first, she'll tell the party everything between heaven and earth, except the actual truth, unless she realizes a party member is also a Harper. If the party persists, and they don't believe her lies, she'll eventually offer to trade a secret for a secret. If the party can tell her something interesting, and succeed on a DC 13 Charisma (Deception, Intimidation or Persuasion) check, she'll reveal that she's a Harper

agent, as long as she doesn't suspect any of them of being a Zhentarim member.

Sir Baric is the opposite – he absolutely detests lying. However, that doesn't mean he has to tell the truth. If the party asks uncomfortable questions about his affiliations or his purpose in town, he'll go quiet or say *'I can't speak to that, I'm afraid. My purpose's my own,'* unless there's an Order of the Gauntlet member in the party. However, Sir Baric is a sucker for Flamebeard's Firebrandy, so given a few rounds and some pleasant conversation, the party can get the truth out of him with a DC 10 Charisma (Deception or Persuasion) check: that he's an Order of the Gauntlet agent looking for a dwarven brigand called the Weevil that has been raiding caravans.

Sirac doesn't enjoy talking about his parentage, so any strangers who come in asking him what his gig is, he'll brush off with vague statements like *'I grew up far from here'* or *'I don't like talking about it'*. However, it isn't really a big secret, so if the party press him and make a DC 13 Charisma (Deception, Intimidation or Persuasion) checks, he'll tell them his story (taken from *STK* p. 39): Sirac knows that he's a son of the immortal Artus Cimber and thus carries the Cimber bloodline, not that it has ever benefited him. Artus's immortality, it is said, comes from a magic ring-a ring that Sirac has never seen. Sirac's parents gave him up as a baby; he was raised in an orphanage and learned his survival skills as a teenager living on the streets of Suzail. He traveled west with a caravan to Baldur's Gate, then sailed up the Sword Coast to Neverwinter. He came to Icewind Dale three months ago to try his hand at knucklehead trout fishing, and ended up befriending Dellwon Ludwig.

CONCLUSION

Whether the party speaks to all playable NPCs, get themselves some cool yeti coats, go hunting for some giant heads, or just go around town asking questions, they should be allowed to spend a little time in town (maybe even a day or two, if they have a mind to) before the giants attack. Either way, when you're ready you can spring the frost giant attack – which is actually pretty easy to run, if you start it as the party are near or going towards the city gates, as you'll see in the next section.

ATTACK ON BRYN SHANDER

The attack on Bryn Shander is probably the most manageable and simple of the three possible scenarios in Chapter 2. That's obviously a good thing, and it makes your job quite a bit easier. Below I'll give my take on how to handle this attack, so that it becomes as easy for you as possible, while still being fun for your players.

THE OVERVIEW

Okay. So as we can read on page 41 of *Storm King's Thunder*, the **frost giant** leader Drufi parade up to the southwest gate with two **winter wolves** and two **frost giant** bodyguards, while nine other **frost giants** encircle the town at a 100 feet distance from the town's walls. Drufi demands that the town turn over Artus Cimber – Sirac's father, who isn't there – and if they don't immediately, she and her bodyguards begin destroying the gate, while the other nine giants throw stones over the walls from 100 feet away.

How this encounter plays out depends a lot on where your players are when it begins, and what your players do. If you start the encounter while the players are in the middle of town (so in locations B6 through B12) they will have to make a choice of whether they go for the encircling giants, or the giants at the gate.

Alternatively, if you want a shorter encounter, you can spring it while the party are leaving or entering town, so that they all start near the southwestern gate. This way the players will almost certainly go for Drufi and her band, and won't have to deal with the giants encircling the town. This is advisable if the idea of the party going hunting from giant to giant outside the gates stresses you out.

No matter where the adventurers are when the encounter starts, read or paraphrase them the text on *Storm King's Thunder* page 41, before going to one of the sections: 'Middle of Town', 'The Walls' or 'The Gates'.

MIDDLE OF TOWN

If your party are in the middle of town, such as by Kelvin's Comfort, the town hall or the marketplace, you can have Beldora come running up to the party, telling them that giants have taken places around the town, and are getting ready to throw stones over the wall. The giants are separated, which should make them easy to pick off. Simultaneously, Sirac of Suzail comes running up from the temple to tell the party that there's giants at the gate, and that he thinks they might be looking for him. Sir Baric also approaches the party, apparently waiting for their cue, or offering a suggestion for the strategy you most prefer.

Your party might decide to all go to the walls to deal with the stonethrowing, or they might decide to all go to the gates, to deal with Drufi. As a third option, they might choose to split up.

If the party wants to split up, that's perfectly fine. You can either run two (or more) encounters simultaneously (which requires a lot of work on your part, but is doable because of the relatively low number of enemy creatures involved) or you can run one encounter first and then another.

If you choose the latter option, make sure that your party is divided so that each player has either their main character or an NPC in each group. For example, if you have four party members, and two of them want to go check out the giants encircling the town, while two wants to go for the gate, tell the party that Sir Baric and Beldora joins the two who are going for the wall. Give control of these two NPCs to the two players who headed for the gate. Likewise, give the two players who headed for the wall control over Augrek and Sheriff Southwell, who are both at the gates. Now every player is involved in both encounters, and no one is sitting bored on the sidelines.

THE WALLS

If the party heads for the walls to attack the giants that have positioned themselves around the town, they'll arrive to find guards standing nervous on the parapets. If the giants are already throwing boulders, several guards and citizens lay flattened under heavy stones, and a hole has been made in the large wall, allowing the characters to easily slip out. If the wall is still intact, they can climb the ladder onto the parapets, and go down using a rope or a DC 10 Strength (Athletics) check.

Outside the walls, they might be able to sneak up on a frost giant if they take their time with it. The giant is a 100 feet away from the wall, so allow them a group Stealth check (each player rolls, if half or more succeed it's a success) against the frost giant's passive perception of 13 each time they move 30 feet towards it. The first check is made with advantage (from 100 feet to 70 feet) and the last check is made with disadvantage (from 40 feet to melee range).

If your players haven't brought too many NPCs, or have split the party in half, it might be wise to give them the aid of a few **guards** with heavy crossbows, that fires at the giant from the wall. This way you ensure they will get to fight more than just a single frost giant.

However, since nine different encounters against nine different lone giants would probably end up being pretty boring, you can have one of the frost giants the party encounters go run for Drufi at the gates. If the party

follows, they'll find several frost giants and a multitude of guards dead at the gates, and a pitched battle between the giants and the town's defenders. Go to 'The Gates'.

Alternatively, if the party are going from giant to giant, you can end the encounter at any time by bellows (in giant) of 'Drufi's dead! Flee!' sounding out. Go to 'Developments'.

THE GATES

If your party starts here, or goes here immediately after they hear Drufi bellowing for Artus Cimber, they can interact with the giantess before the attack begins in earnest. Her demands are fairly simple: give up Artus Cimber and his belongings, or we tear down your walls and come get him. If the party engages her in conversation, she sticks to the point and doesn't waste time with explanations or details.

This might be a good time for Sirac of Suzail to arrive (as well as Beldora and Sir Baric, if your entire party is at the gates), if he isn't already there. Mustering his courage, he tells the party that Artus was his father, and that he doesn't know where the old adventurer is. If the party gives this information to Drufi, she demands that they hand over Sirac, but as soon as she discovers that he knows nothing about Artus or the Ring of Winter, she'll go right back to screaming and yelling for Artus Cimber.

Combat. Regardless of what the party attempts, Drufi probably loses her patience sooner or later, and blows her mammoth tusk horn, signaling the attack. The giants around the town start throwing boulders over the walls, and Drufi and her giants try to breach the city. The giants first allow the wolves to breathe their frostbreath on the heavy gates, before Drufi and one of the bodyguards start laying into it with their greataxes. The third frost giant sees that there's not enough room by the gates, and starts trying to climb the wall instead.

Balancing the Encounter. Three CR 8 frost giants and two CR 3 winter wolves isn't a trivial encounter. Luckily, your party is behind fortifications when the encounter starts. Breaking down the gates (AC 15, 200 HP, damage threshold 10) will take the giants and wolves 1-3 rounds, depending on their attack rolls. Climbing the 30-foot wall takes at least a round with a good Athletics check. The wolves won't be a factor until the gates are broken down.

Even with all this in mind, the party will probably still need some help. Depending on how many party members and NPCs are present, it's recommended to put between 5-15 **guards** with heavy crossbows on the parapets. Instead of rolling for all these guards, you can assume that each guard does an average of 3 damage on its turn. If you find that your party are getting demolished, you can have

a squad of guards join the fight, and if you find the encounter getting too easy, you can have one of the giants kill a handful of guards with a single well-placed boulder, or one of the other frost giants show up to wreak havoc.

If your party arrives after combat breaks out by the gate – if they headed for the walls first, for example – you can have some of the combatants be wounded or dead already. Depending on how many resources your party has already spent, one or two of the giant bodyguards and one or both of the winter wolves might already be dead when they arrive. Remember to assign any available playable NPCs to any player who haven't gotten any, or have already lost theirs, if you want to.

Ending the Encounter. When the encounter is over – when Drufi dies – the party can hear giants' bellowing all around the town (and a character who knows giant will understand the word: 'Retreat!'). You can go to 'Developments'.

DEVELOPMENTS

This encounter ends when Drufi dies, since she'll stubbornly fight on until the death.

Captive. Your party might catch one of the other giants alive, in which case they can interrogate it. Drufi's underlings know nothing about The Ring of Winter or Artus Cimber, except that Jarl Storvald – the frost giants' lord – wants them. If you would like your party to head straight for Svardsborg, you can have the frost giant give them directions to the giants' stronghold. If you would prefer that the party doesn't, the giant can either be a zealot that'll rather die under duress than spill the beans, or a landlocked frost giant that has never been to the recently conquered Svardsborg, and doesn't know how to get there.

Celebration. Whether the attack was devastating to Bryn Shander, or merely a minor skirmish, the townspeople will be glad for the party's help, and might even throw a party to celebrate the town's successful defense, after burning their dead. You can then present your party with any quests you would like them to pursue.

PLAYABLE NPCs

Before you run the attack on Bryn Shander you first need to decide how you are using the playable NPCs. You might choose to not use all of them, either because you dislike them, or you have less than six party members. Remember, you can also choose to use none of them, if you feel that it will clutter the battlefield too much.

Below are my take on each NPC, where I judge them on simplicity and power. Good advice is to give simple NPCs to new players, or players who are already playing complicated characters.

AUGREK BRIGHTHELM

The sheriff's deputy is fairly straightforward to play, not very strong, and conveniently placed by the front gate. I would definitely use her – your players might even have some fun with her infatuation with Sheriff Southwell, while controlling her during the encounter.

- **Simplicity** – 5/5
- **Power** – 3/5

SIRAC OF SUZAIL

The acolyte of Torm's offensive potential is minimal, but he's decently strong defensively, with a fair amount of hit points and a parry reaction. He's tucked away at Bryn Shander's temple, halfway between the town gates and the center, which means he probably won't be in the thick of combat right from the start.

- **Simplicity** – 3/5
- **Power** – 3/5

DUVESSA SHANE

The town speaker is an important character, but obviously wasn't elected for her fighting prowess. She's simple enough to play, but has low hit points, low AC and a very weak attack. Players controlling Duessa might find themselves most concerned with keeping her out of combat – which could be hard, since she starts at the city gate. I would probably skip her, if five NPCs are enough for the party.

- **Simplicity** – 3/5
- **Power** – 1/5

MARKHAM SOUTHWELL

The sheriff is strong, with high hit points, AC and two melee attacks each turn. He's also really simple to play, so I wouldn't hesitate to utilize Markham.

- **Simplicity** – 4/5
- **Power** – 5/5

BELDORA

The harper agent is par for the course when it comes to power, having a low AC with a reaction boost, mediocre hit points and a single, simple attack. She's tucked away near the town's centre, which might make her harder to get to, depending on how the battle goes.

- **Simplicity** – 3/5
- **Power** – 3/5

SIR BARIC NYLEF

The knight of the Order of the Gauntlet has a very high AC, lots of hit points and a strong attack. That makes him a very strong NPC with good offensive capabilities, while still being simple to play. There's not a reason not to use him.

- **Simplicity** – 5/5
- **Power** – 5/5

THE QUESTS

Below are my take on each NPC quest that can be given in Bryn Shander, as well as recommendations for which ones to emphasize, and which ones to maybe skip. The quests are color-coded with my choices: green quests are those I'm excited for, blue those that I am so-so about, and red are those that I've deemed skippable.

AUGREK'S QUEST

The dwarf deputy wants the party to fetch reinforcements from Ironmaster, so that she can impress Sheriff Southwell. When the party does, they're rewarded with a 100gp gemstone each and information about a griffon trainer in Fireshear.

The quest is pretty dull – travel a few days west and speak with a guy – but the reward is decent, and the griffon information could lead to some excitement with your players. All in all it's a decent little sidequest.

SIRAC'S QUEST

Sirac wants the party to speak with some nobles in Waterdeep to find his father and the Ring of Winter, and wants to accompany them. In Waterdeep they meet Zelraun Roaringhorn, who can't offer any information about Artus' whereabouts. He does give the party some magic items (a B each).

This quest is kind of odd, since it has the potential to be really exciting, but when it comes down to it, is actually pretty boring. Your party will probably go for this one, if its presented to them, which could lead to a long and potentially fun journey south, but in the end it's a fool's errand. I don't like this one as it is, so if I were to use it, I would probably change the quest to either have a different premise or a different outcome.

DUVESSA'S QUEST

Okay, so this one has a lot of steps. Duversa offers the party free passage on her aunt's ship the Dancing Wave, but the ship turns out to have gone missing. A captain of another ship, Osk Thunderhale, might have more information – the party can find him in Waterdeep. Here they first have to fight him, and then he becomes a friend and will help them find the Dancing Wave, which he thinks might be destroyed by a giant ship.

This one leaves a lot in the hands of the DM. What happened to the Dancing Wave? What will the characters find if they sail up and down the Sword Coast? It could be a really exciting quest, if you think your party would enjoy some sailing around, and could also easily connect to the

main plot. It will require some work on your part, however.

SOUTHWELL'S QUEST

The Sheriff wants the party to wander about Icewind Dale in search of frost giants. If they agree, and return with some proof of killing frost giants, he'll give them titles as Defenders of Icewind Dale. This'll prompt Zhentarim agents to approach the party and ask them to find the Weevil.

This one is also decent, trekking around the Icewind Dale for a day or two allows you to throw some interesting encounters at the party (such as the ancient white dragon Arveiatrace on *STK* p. 93), and the Weevil quest can also be pretty fun, if given some work.

BELDORA'S QUEST

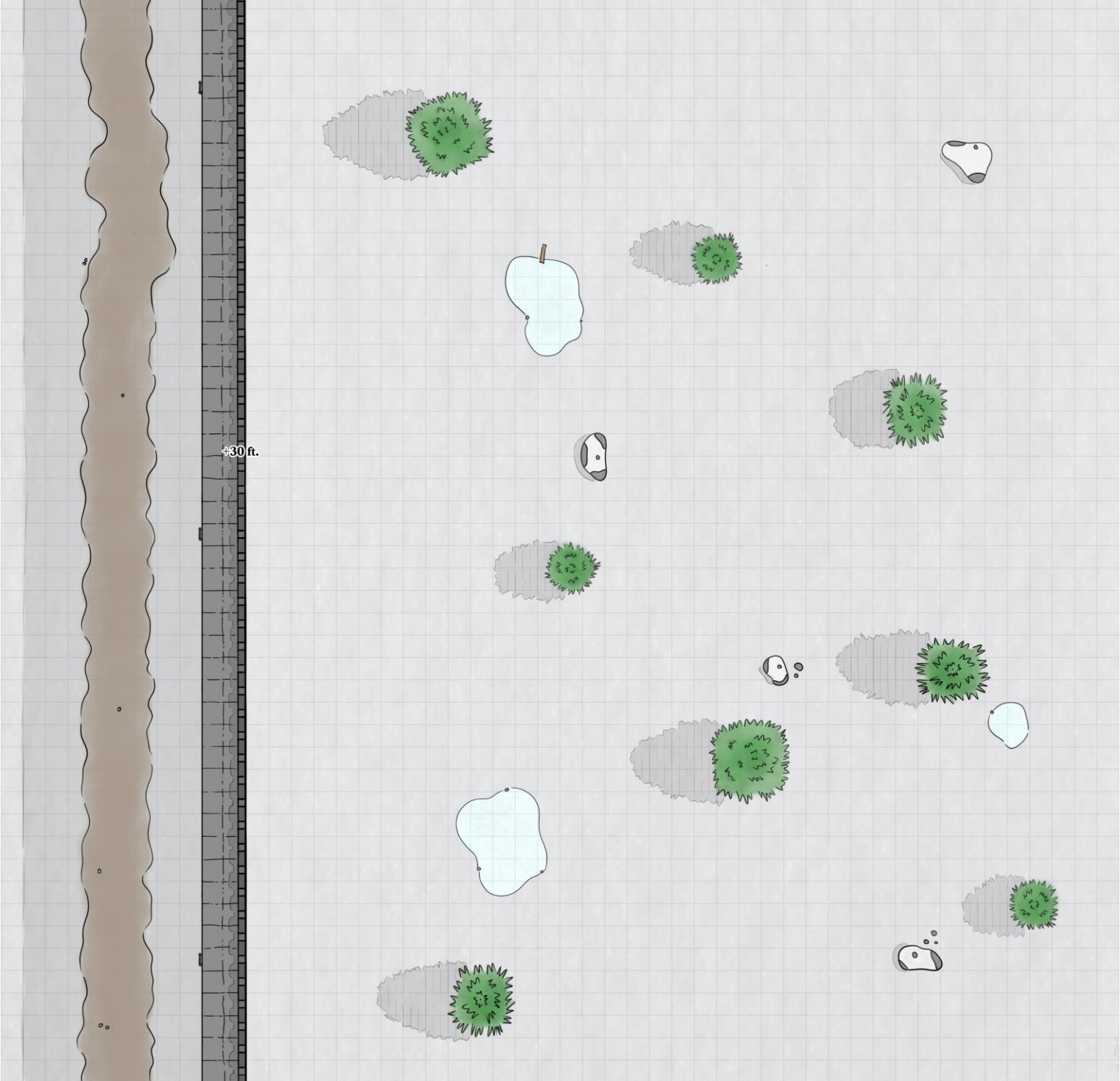
This one is barely a quest – just a suggestion to go meet with some random gnome in Hundelstone, a few days south of Bryn Shander. The gnome gives them a clockwork dog and can send them toward the Harpers in Everlund, where they can find the Inner Circles (see page 117).

If it wasn't for the fact that Hundelstone is probably on the way back from Bryn Shander, this one would be red. As it is, your party will very likely pass by Hundelstone either way, so they might as well pick up a clockwork dog and a hot tip about some nifty teleportation circles.

BARIC'S QUEST

The knight wants the party to go speak with one of his fellow knights, Sir Lanniver in Neverwinter. Sir Lanniver can tell them that he's worried about his colleague Sir Dannika, who's joined a splinter faction of the Order of the Gauntlet, that resides in Helm's Hold. Additionally, he gives his cloak of protection to an Order of the Gauntlet member.

The incentive for this quest is pretty weak, the reward is worthwhile if you have an Order of the Gauntlet member, and the information about Helm's Hold isn't really a quest. However, if the party does go to Helm's Hold, they can get involved in a frost giant hunt, and even fight with frost giants aboard a frost giant greatship, which seems like a lot of fun. If I were to use this one, I would probably have Sir Baric Nylef in Bryn Shander offer the party a pouch of gold for their help, and Sir Lanniver in Neverwinter give the party his cloak if they agree to go check on Dannika. This makes the odds better that the party doesn't just skip over this one entirely.



MAP 1 – BRYN SHANDER WALL

The stone walls of Bryn Shander protect the town from the brunt of the frigid winds, as well as most of the many dangers that make Icewind Dale their home.

Snowy Ground. The ground is covered in several inches of snow, and is considered difficult terrain for any Medium or smaller creature that isn't wearing snowshoes.

The Wall. The wall is 30 feet tall with crenellations that ranged attackers can use to take cover behind when firing upon creatures outside of Goldenfields.

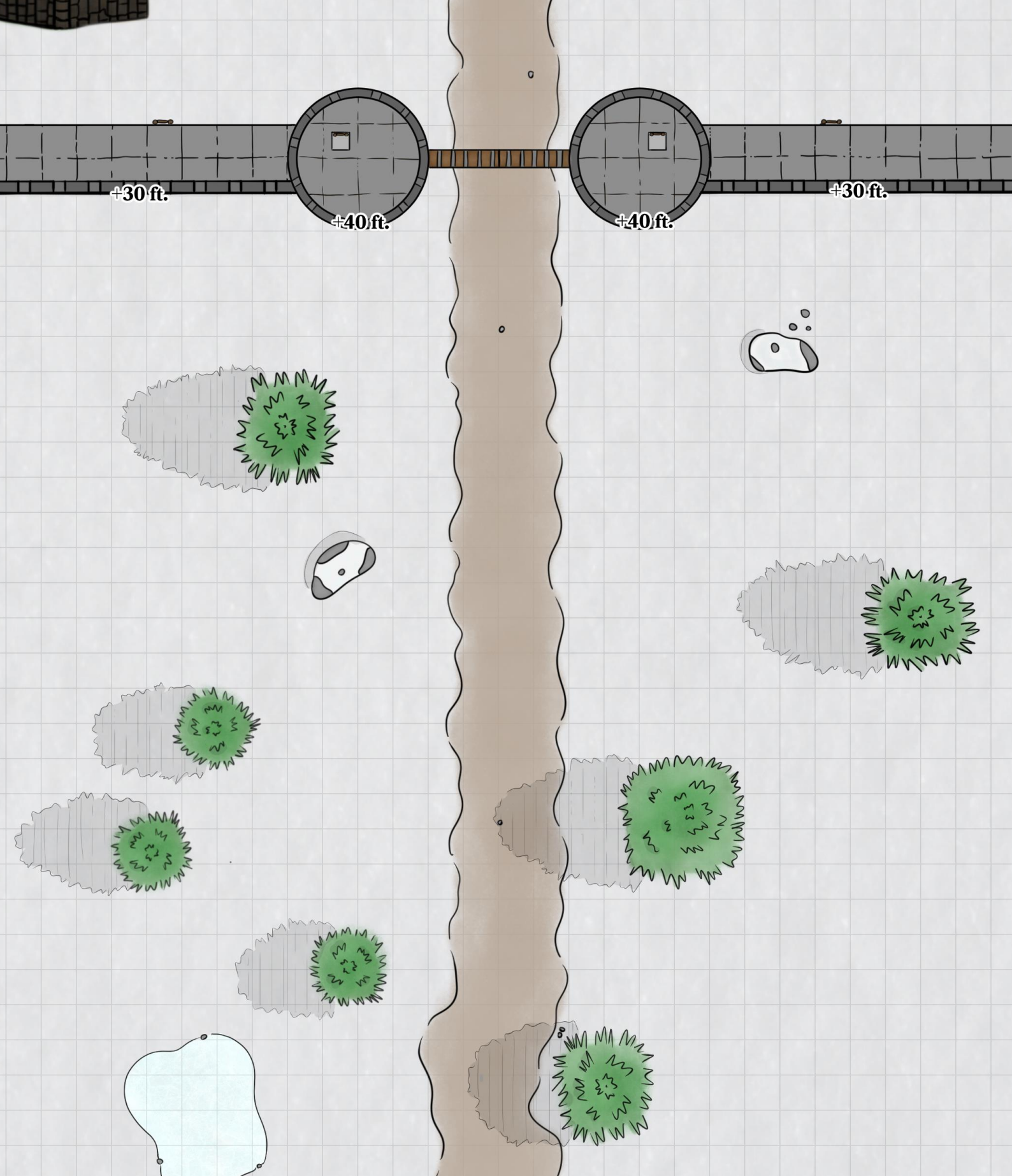
Ladders. Evenly spaced wooden ladders scale the wall on the inside. A creature can climb these as difficult terrain without having to make a check, but if a creature

wishes to scale them at their normal move speed, they must succeed on a DC 13 Strength (Athletics) check or fall 30 feet to the ground, and take 3d6 bludgeoning damage.

Trees. The large pine trees scattered in the snow outside of Bryn Shander can provide cover and concealment to combatants.

Stones. The larger stones are between 3 and 5 feet tall, and can provide half- or three-quarters-cover to combatants.

Frozen Lakes. The small pools of water are completely frozen over. When a creature moves onto the slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone. If the weight on a single square of ice exceeds 200 pounds, the ice breaks.



MAP 2 – BRYN SHANDER GATE

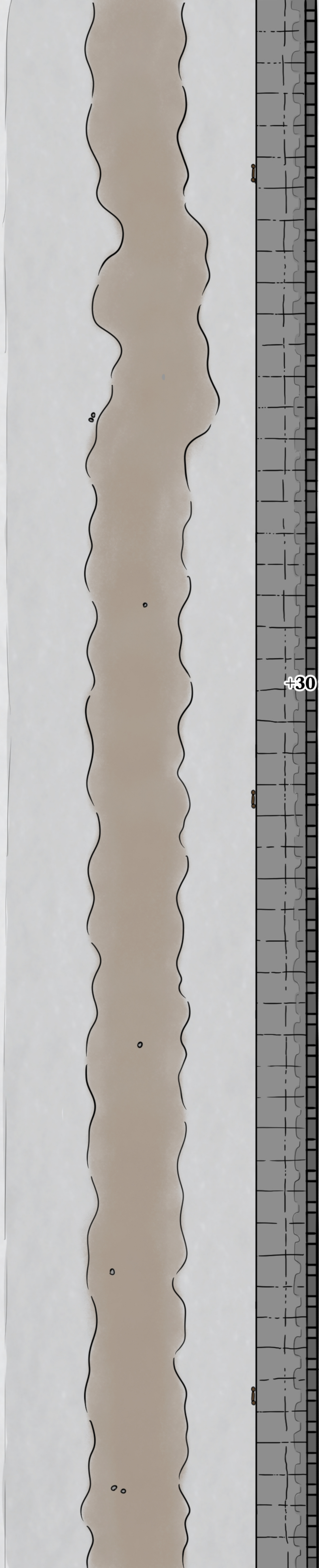
This map has the same statistics as Map 1, with the addition of the following:

The Gates. Bryn Shander's gates are 15 feet high, and are heavy iron-banded hardwood beams. They have AC 15, 200 hit points and a damage threshold of 10, as well as immunity to psychic and poison damage.

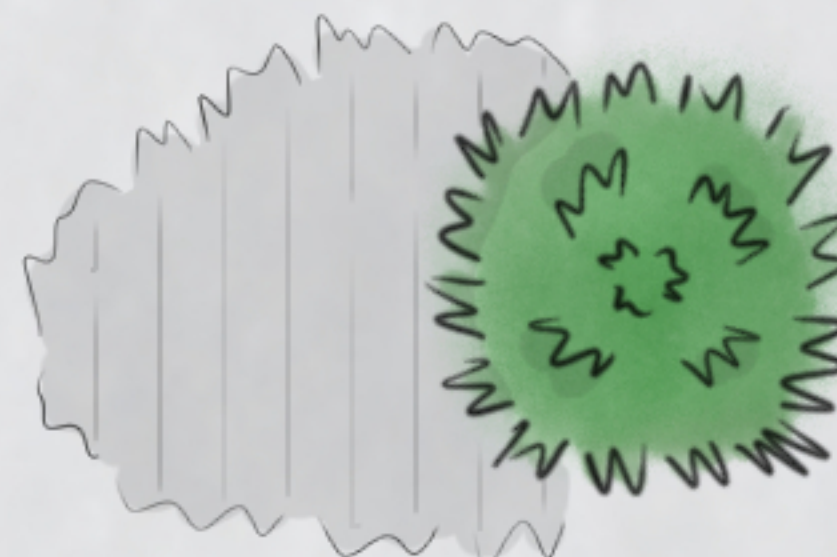
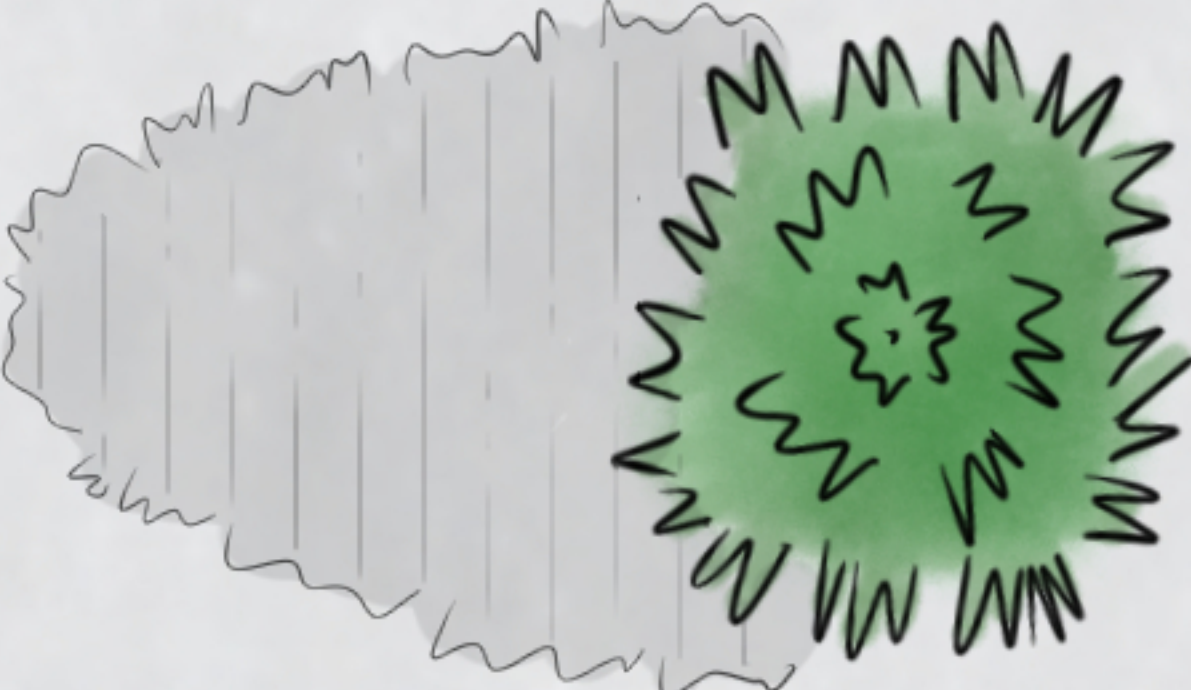
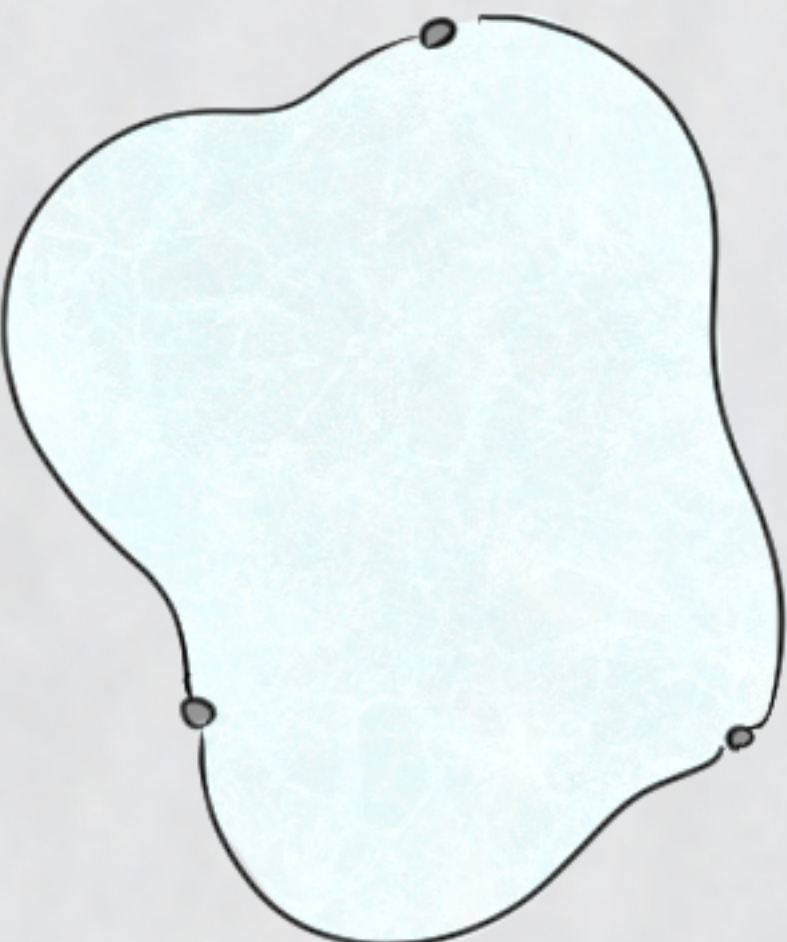
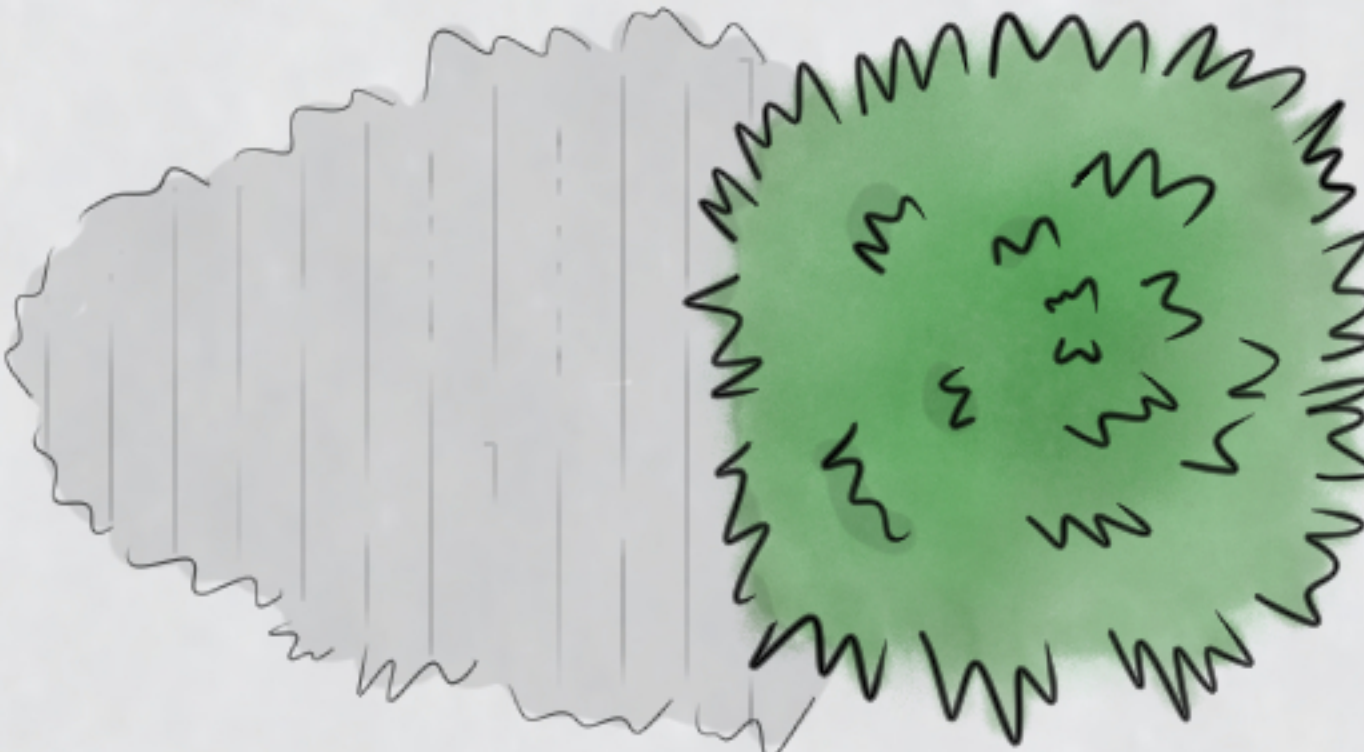
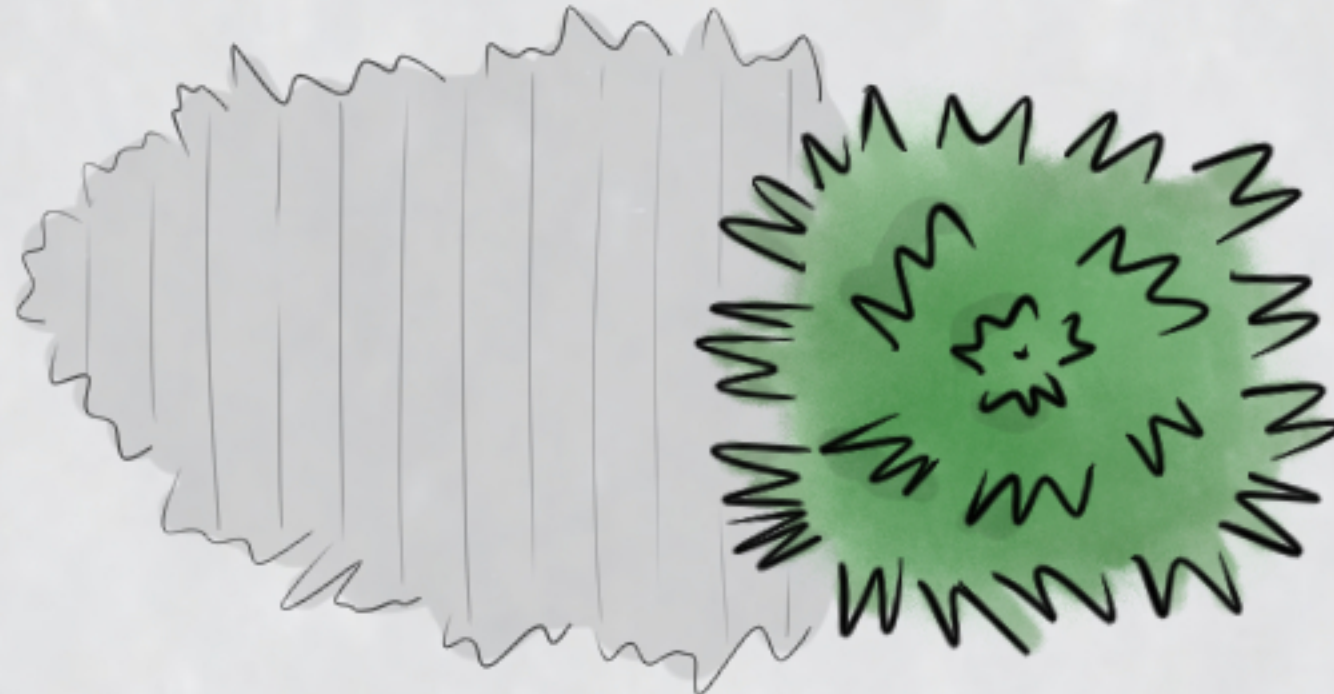
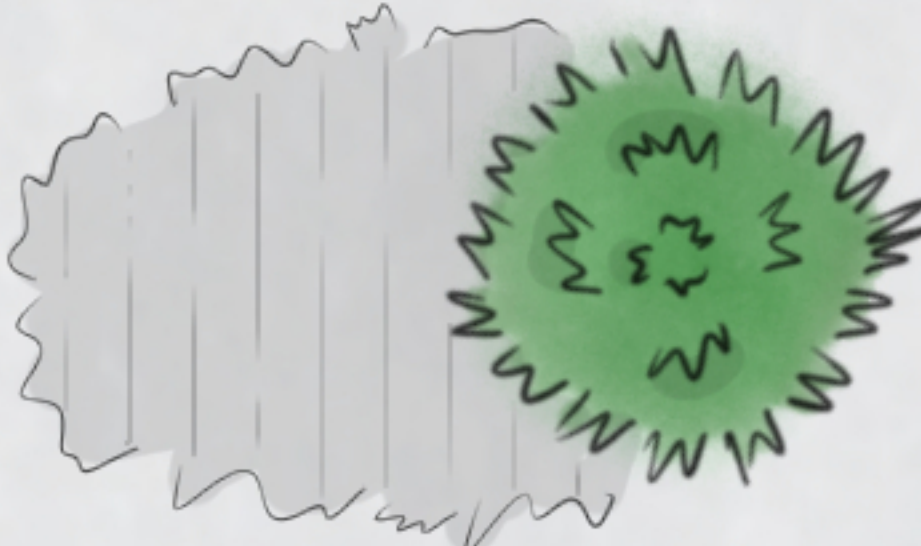
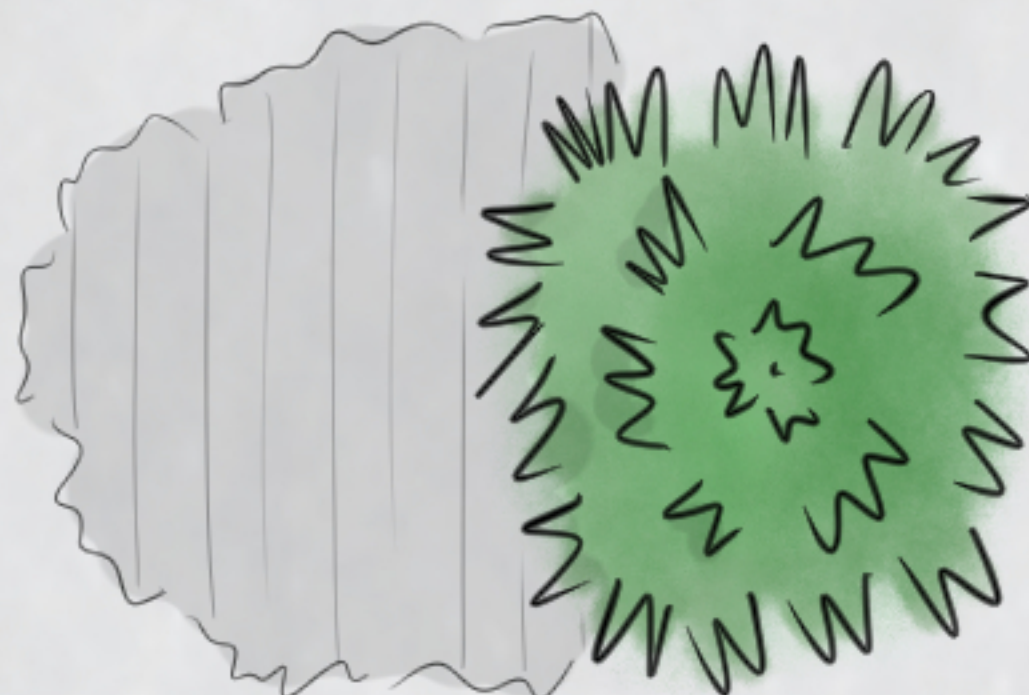
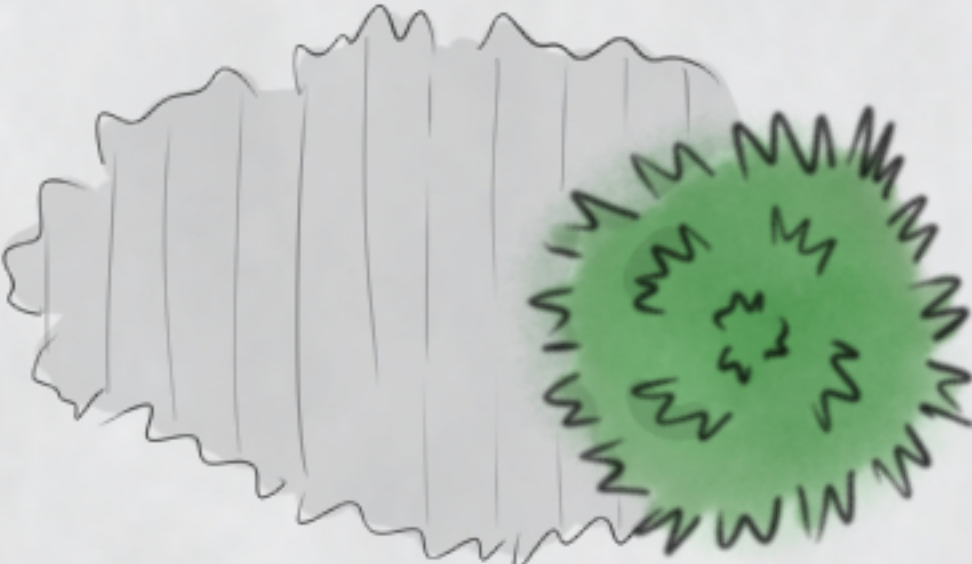
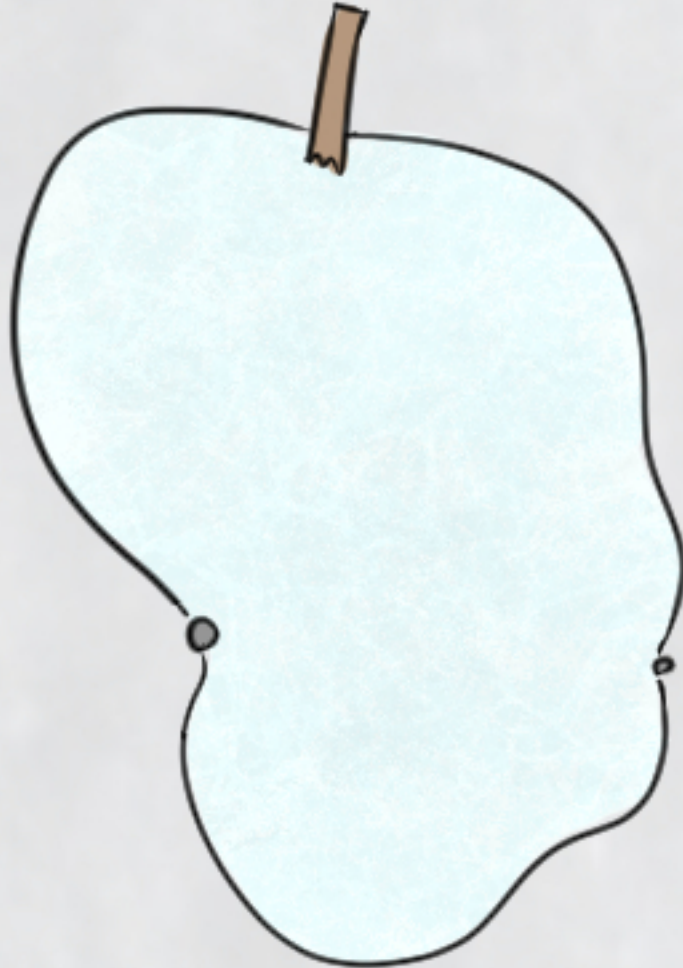
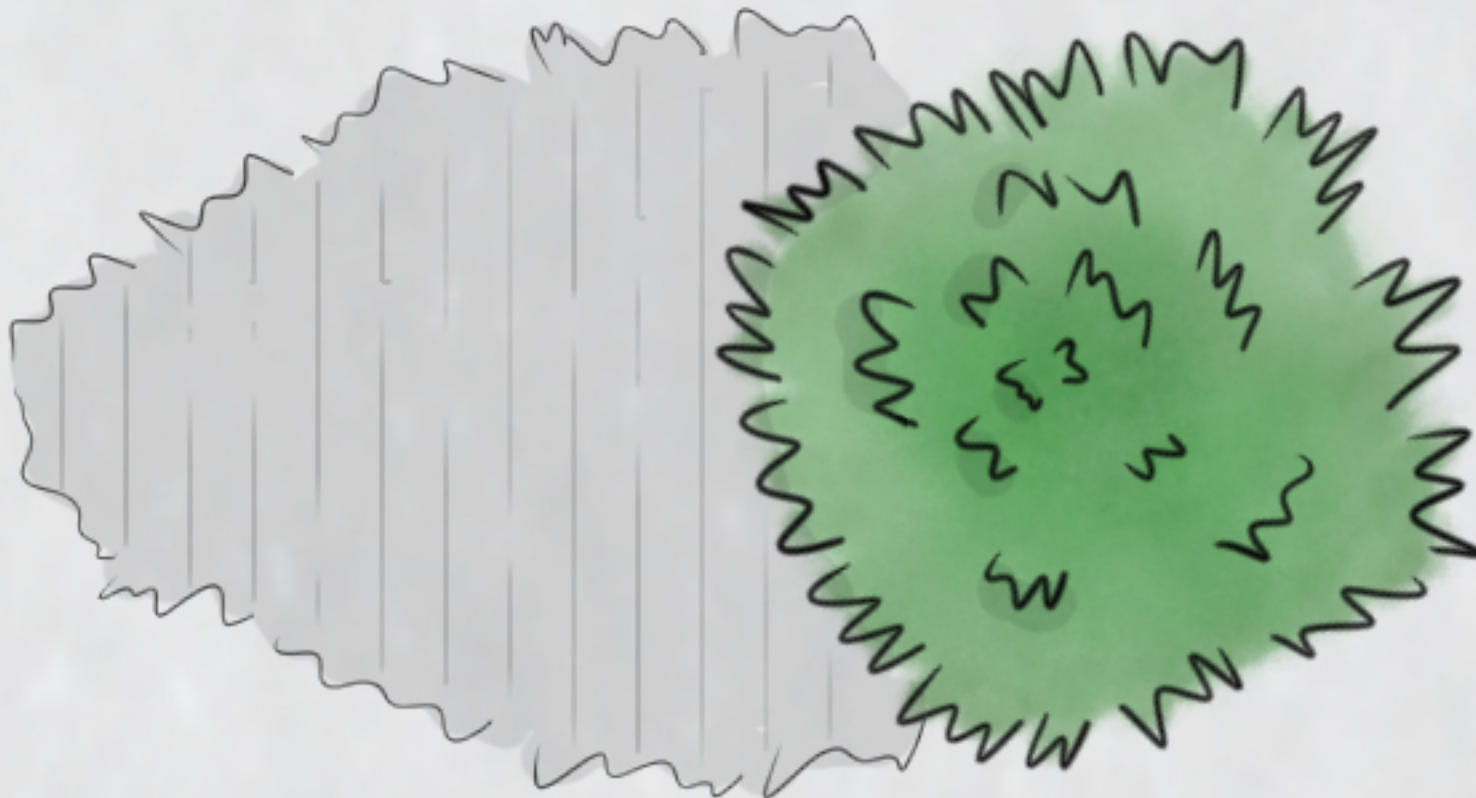
Guardtowers. The two guardtowers stand at 40 feet – 10 feet higher than the rest of the wall – with long ladders leading up to the top. There are two floors beneath the top, each with bunk-beds, tables and chairs for the guards, as well as small windows a character can fire out from, while enjoying three-quarters cover. The towers are crenellated like the rest of the wall.

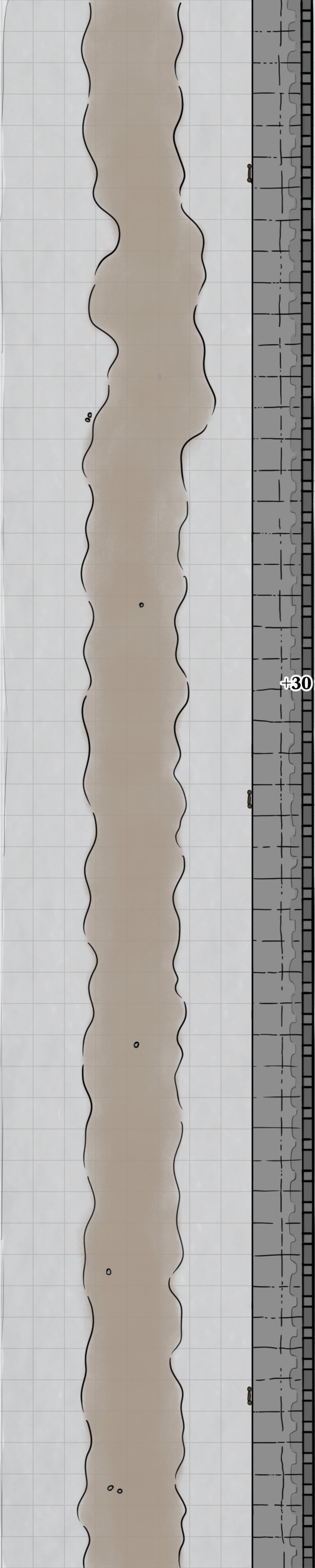
<p>COMMONER <i>Medium humanoid (any race)</i></p> <hr/> <p>Armor Class 10 Hit Points 4 (1d8) Speed 30 ft.</p> <table> <tr> <th>Str</th><th>Dex</th><th>Con</th></tr> <tr> <td>10 (+0)</td><td>10 (+0)</td><td>10 (+0)</td></tr> <tr> <th>Int</th><th>Wis</th><th>Cha</th></tr> <tr> <td>10 (+0)</td><td>10 (+0)</td><td>10 (+0)</td></tr> </table> <p>Senses passive Perception 10 Languages any one language (usually Common) Challenge 0 (10 XP)</p> <hr/> <p style="text-align: center;">Actions</p> <hr/> <p>Club. <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target. <i>Hit:</i> 2 (1d4) bludgeoning damage.</p>	Str	Dex	Con	10 (+0)	10 (+0)	10 (+0)	Int	Wis	Cha	10 (+0)	10 (+0)	10 (+0)	<p>GUARD <i>Medium humanoid (any race), any alignment</i></p> <hr/> <p>Armor Class 16 (chain shirt, shield) Hit Points 11 (2d8 + 2) Speed 30 ft.</p> <table> <tr> <th>Str</th><th>Dex</th><th>Con</th></tr> <tr> <td>13 (+1)</td><td>12 (+1)</td><td>12 (+1)</td></tr> <tr> <th>Int</th><th>Wis</th><th>Cha</th></tr> <tr> <td>10 (+0)</td><td>11 (+0)</td><td>10 (+0)</td></tr> </table> <p>Skills Perception +2 Senses passive Perception 12 Languages Common Challenge 1/8 (25 XP)</p> <hr/>	Str	Dex	Con	13 (+1)	12 (+1)	12 (+1)	Int	Wis	Cha	10 (+0)	11 (+0)	10 (+0)	<p>VETERAN <i>Medium humanoid (any), any alignment</i></p> <hr/> <p>Armor Class 17 (splint) Hit Points 58 (9d8 + 18) Speed 30 ft.</p> <table> <tr> <th>Str</th><th>Dex</th><th>Con</th></tr> <tr> <td>16 (+3)</td><td>13 (+1)</td><td>14 (+2)</td></tr> <tr> <th>Int</th><th>Wis</th><th>Cha</th></tr> <tr> <td>10 (+0)</td><td>11 (+0)</td><td>10 (+0)</td></tr> </table> <p>Skills Athletics +5, Perception +2 Senses passive Perception 12 Languages Common Challenge 3 (700 XP)</p> <hr/>	Str	Dex	Con	16 (+3)	13 (+1)	14 (+2)	Int	Wis	Cha	10 (+0)	11 (+0)	10 (+0)
Str	Dex	Con																																				
10 (+0)	10 (+0)	10 (+0)																																				
Int	Wis	Cha																																				
10 (+0)	10 (+0)	10 (+0)																																				
Str	Dex	Con																																				
13 (+1)	12 (+1)	12 (+1)																																				
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16 (+3)	13 (+1)	14 (+2)																																				
Int	Wis	Cha																																				
10 (+0)	11 (+0)	10 (+0)																																				
	<p style="text-align: center;">Actions</p> <hr/> <p>Spear. <i>Melee or Ranged Weapon Attack:</i> +3 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 4 (1d6 + 1) piercing damage.</p> <p>Heavy Crossbow. <i>Ranged Weapon Attack:</i> +3 to hit, range 150/600 ft., one target. <i>Hit:</i> 6 (1d10 + 1) piercing damage.</p>	<p style="text-align: center;">Actions</p> <hr/> <p>Multiattack. The veteran makes two longsowrd attacks. If it has a shortsword drawn, it can also make a shortsword attack.</p> <p>Longsword. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8 + 3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands.</p> <p>Shortsword. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage.</p> <p>Heavy Crossbow. <i>Ranged Weapon Attack:</i> +3 to hit, range 100/400 ft., one target. <i>Hit:</i> 5 (1d10) piercing damage.</p>																																				

<h2>FROST GIANT</h2> <p><i>Huge giant, neutral evil</i></p> <hr/> <p>Armor Class 15 (patchwork armor) Hit Points 138 (12d12 + 60) Speed 40 ft.</p> <table><tr><th>Str</th><th>Dex</th><th>Con</th></tr><tr><td>23 (+6)</td><td>9 (-1)</td><td>21 (+5)</td></tr><tr><th>Int</th><th>Wis</th><th>Cha</th></tr><tr><td>9 (-1)</td><td>10 (+0)</td><td>12 (+1)</td></tr></table> <p>Saves Con +8, Wis +3, Cha +4 Skills Athletics +9, Perception +3 Damage Immunities Cold Senses passive Perception 13 Languages Giant Challenge 8 (3,900 XP)</p> <hr/>	Str	Dex	Con	23 (+6)	9 (-1)	21 (+5)	Int	Wis	Cha	9 (-1)	10 (+0)	12 (+1)	<h2>WINTER WOLF</h2> <p><i>Large monstrosity, neutral evil</i></p> <hr/> <p>Armor Class 13 (natural armor) Hit Points 75 (10d10 + 20) Speed 50 ft.</p> <table><tr><th>Str</th><th>Dex</th><th>Con</th></tr><tr><td>18 (+4)</td><td>13 (+1)</td><td>14 (+2)</td></tr><tr><th>Int</th><th>Wis</th><th>Cha</th></tr><tr><td>7 (-2)</td><td>12 (+1)</td><td>8 (-1)</td></tr></table> <p>Skills Perception +5, Stealth +3 Damage Immunities Cold Senses passive Perception 15 Languages Common, Giant, Winter Wolf Challenge 3 (700 XP)</p> <hr/> <p>Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.</p>	Str	Dex	Con	18 (+4)	13 (+1)	14 (+2)	Int	Wis	Cha	7 (-2)	12 (+1)	8 (-1)
Str	Dex	Con																							
23 (+6)	9 (-1)	21 (+5)																							
Int	Wis	Cha																							
9 (-1)	10 (+0)	12 (+1)																							
Str	Dex	Con																							
18 (+4)	13 (+1)	14 (+2)																							
Int	Wis	Cha																							
7 (-2)	12 (+1)	8 (-1)																							
<h3>Actions</h3> <hr/> <p>Multiattack. The giant makes two greataxe attacks.</p> <p>Greataxe. <i>Melee Weapon Attack:</i> +9 to hit, reach 10 ft., one target. <i>Hit:</i> 25 (3d12 + 6) slashing damage.</p> <p>Rock. <i>Ranged Weapon Attack:</i> +9 to hit, range 60/240 ft., one target. <i>Hit:</i> 28 (4d10 + 6) bludgeoning damage.</p> <p>Weighted Net. <i>Ranged Weapon Attack:</i> +5 to hit, ranged 20/60 ft., one Small, Medium, or Large creature. <i>Hit:</i> The target is restrained until it escapes the net. Any creature can use its action to make a DC 17 Strength check to free itself or another creature in the net, ending the effect on a success. Dealing 15 slashing damage to the net (AC 12) destroys the net and frees the target.</p>	<p>Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.</p> <p>Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.</p> <h3>Actions</h3> <hr/> <p>Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.</p> <p>Cold Breath (Recharge 5–6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.</p>																								



+30 ft.





+30 ft.

