

THE ICE AND MAGIC COMPENDIUM



Ice dragons, winter spells, enchanted wondrous items,
and more for the world's greatest roleplaying game

A MIDNIGHT TOWER COMPENDIUM



EASTERN FARRAWAY

BASED ON THE ORIGINAL MAPS FROM AURORA GNAMTRIX'S TRAVEL CHRONICLES: EXPLORING EASTERN FARRAWAY REGION



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THE SCHOOL OF WIZARDRY

If you search for knowledge in the field of magic and spellcasting, pay a visit to this prominent school of the arcane arts in Northwind Gate.

Dozens of experienced wizards make their home in these old halls, where they spend their days and nights studying rare magical items, developing new spells, and training aspiring mages.

The school is renowned throughout Eastern Faraway for the many prominent magic-users who have studied here. It is situated in a converted three-storey mansion in central Northwind Gate. It features three large lecture halls, numerous small studies with scribe's desks, and many cosy reading rooms that come fully stocked with good tea and high-quality biscuits. A large shop in the attic stocks many types of material components that mages and students can buy at discounted prices. There is also a small, excellent, and expensive tearoom in the western tower.

Every Wednesday, the school offers a public lecture to all who are interested and can find a seat. Topics range from new cantrips to artefacts and advanced theories. Sometimes, scholars from the Seven Keys Library or the Department for Higher Education among the audience disagree with the lecturer, and heated debates are common. The lectures (or debates) traditionally spill over to the Quill, a nearby tavern, and can last well into the night.

Anyone who wishes to consult one of the resident wizards about magical items or other arcane matters can apply at the school's reception for a meeting.



MAGIC WONDROUS ITEMS



BOOKMARK
OF WIZARDRY

BOOKMARK OF WIZARDRY

Wondrous item, rare (requires attunement by a wizard)

While having this bookmark on your person, you can tap into its powers and regain one wizard spell slot as an action. This property can't be used again until next dawn.

In addition, you can use an action to cast the spell legend and lore from it. When this spell is cast, the bookmark is drained of arcane power and needs 3d6 days to absorb natural background magic before the spell can be cast again.

The bookmark must be kept in a spellbook overnight, or it loses its powers and regains them after 1d6 + 2 days. At the DM's discretion, the bookmark may be sentient and have any alignment.

This bookmark is cut from smooth, skilfully curated wyvern hide. Its red and braided cord is made of dyed silk from the Silver Woodlands. It is embroidered with elvish writing in silver thread and a holy symbol. The words read "study and prosper".

The bookmark is over three hundred years old and has been used by numerous scholars and mages. Over the centuries, the bookmark absorbed magic from the books it has been kept in, and with time it has become a powerful magical item.



CUNNING
QUILL



CUNNING QUILL

Wondrous item, rare

This magical quill pen provides you with a +2 bonus on checks made to add spells to the your spellbook. The quill pen also provides you with a +2 bonus on Deception checks when it is used to create forged documents, and a +2 bonus on Intimidation checks when using the pen to write threats. In addition, the quill pen enables you to cast the spell *illusory script* once per day (recharges at noon).

The quill pen is one foot long and remarkably soft to the touch. The feathers range from pearly white to a honey-like brown and finally a velvety black hue.

It is believed the quill pen derives its magical powers from its feather, which is imbued with mystical powers and comes from a sphinx who was willing to part with it. Most scholars maintain that the *Cunning Quill* was created in the city of Dunn Omaar, a remote sanctuary for sages and those who worship the deity of knowledge. The city is said to be guarded by sphinxes who ensure only those who truly understand the value of wisdom are allowed entrance.



ENLIGHTENING
LANTERN

ENLIGHTENING LANTERN

Wondrous item, rare

This magical lantern is filled with tiny, glittering slow-moving motes that wink in and out of existence. The motes make the lantern shine with bright golden light in a 10-foot radius and dim light for an additional 10 feet. All creatures inside the radius of bright light receive a +1 bonus on Wisdom- and Intelligence-based skill checks.

A verbal command – the gnomish word for “Understanding” – lights the lantern, after which it can remain lit for a maximum of twelve hours per day (recharges at dawn). The lantern doesn’t generate any heat and it can’t ignite objects. If the lantern takes more than 10 damage, its glass shatters, the motes drift away, and the lantern loses its magical properties.

This plain but delicate and precisely crafted lantern is made of grey brushed steel and smooth, crystal-clear glass panes. The symbol of the Seven Keys Library is embossed on the base of the lantern. An engraving in the base of the lantern reads “Do not remove from the library”.

At one point in time, these lanterns were found in the reading rooms at the Seven Keys Library. However, over time some students of dubious moral have removed a number of the lanterns from the library.



MANDROGORAN’S
SIGHT

MANDROGORAN’S SIGHT

Wondrous item, rare

This magical magnifying glass provides you with a +2 bonus on Investigation checks when used as part of the check. The magnifying glass also grants you the ability to cast the following spells once per day: *detect invisibility*, *true sight*, and *identify*. Each spell requires 1 charge.

The magnifying glass has 3 charges, and it regains 1d4 expended charges daily at dawn. If all charges are spent, the magnifying glass is inert for thirty days while it regains 1d4 charges by accumulating low-level magic from its surroundings.

This exquisite magnifying glass is fashioned from steel and features a handle in smooth, polished maple. The thick, perfectly clear lens is made of liquid sand, ground eggshells from silver dragons, and Nefru crystals. The cap at the end of the handle is made of silver and shaped like an owl with its wings spread wide.

Mandrogoran’s Sight was created by Brielle Mandrogoran, a gnome from Coppertown who had the title of Master Tinker at the Eagleberry Workshop, famous for producing research equipment used by mages across the realm.

OTTILA'S
BEWITCHED
BOOKBAG



OTTILA'S BEWITCHED BOOKBAG

Wondrous item, very rare

This shoulder bag is roughly 2 by 2 feet on the outside and has two main features: Storing books, and providing a comfortable, reading-friendly shelter.

Splendid storage. The space inside the bag has been magically expanded and can store up to three hundred and thirty-three books, scrolls, tomes, and many other types of documents.

The bag is partially sentient and has its own mind as to what constitutes an acceptable book or document, and the DM always decides whether or not any given item can be stored.

The bag weighs 5 pounds no matter how many books it holds, and retrieving a book from the bag requires an action. When filled with the maximum number of books, the bag ejects any additional books along with a faint, frustrated sigh. The bag is waterproof, has 200 hit points, and resistance to all types of damage. If it is ruined, all books stored inside materialise in a 15-foot sphere above the remnants of the bag and fall to the ground.

The bag can't be turned inside out.

Placing the bag inside an extradimensional space created by a *Bag of Holding*, a *Handy Haversack*, a *Portable Hole*, or something similar destroys both items and opens a gate to the Astral Plane. All creatures within 10 feet of this gate are drawn through the gate and dumped in a random place on the Astral Plane, after which the gate immediately closes permanently.

Superb Shelter. Once per day, if you whisper the arcane words for "Reading time" (which are written on the inside of the bag's lid) and place the bookbag on a flat surface, the symbols on the bag momentarily glow brighter and the bag unfolds into a large tent in heavy purple canvas. This transformation takes one minute. Two signs appear outside the tent on each side: One of the signs reads "Silence", while the other sign reads "Please do not disturb". The writing on the signs is magical and adapts so that it is readable to all who see the signs and understand at least one language. The tent is 6 by 15 feet and 10 feet tall. It has 150 hit points, resistance to bludgeoning damage, and is unaffected by nonmagical cold, heat, rain, and wind.

Inside the pitched tent are wooden bookcases that contain all the books that were stored in the bag, a cosy reading chair, a small colourful rug, a reading lantern hanging from the ceiling, and a steaming cup of tea on a small three-legged table.

The bookbag is made out of waxed, vibrant purple canvas. A robust leather strap is attached to each end. A length of glowing arcane runes decorates the edge of the lid.

The bookbag belonged to Ottila Wyrren, renowned wizard and head librarian at the Crimson University in Hammersong, who was legendary for her extensive travels and obsessive reading habits. Upon returning to the university after she lost a rare tome to a sudden hailstorm, she co-operated with the city's best artificers to produce a magical item that would let her both collect and protect books during her journeys.



TRICKSTER'S
WAND

TRICKSTER'S WAND

Wand, very rare (requires attunement)

This wand has 7 charges. While holding the wand, you can use an action to expend 1 or more of its charges to cast one of the following spells from it: *mage hand* (1 charge), *disguise self* (2 charges), *darkness* (3 charges), or *silence* (3 charges). The wand regains 1d4 + 1 expended charges daily at dusk. If you expend the last charge in the wand, roll 1d20. On a roll of a natural 1, the wand disintegrates into black ash after the spell has been cast.

Because of the wand's slender shape, Dexterity (Stealth) or Charisma (Deception) checks made to conceal the wand are made with a +2 bonus.

This sleek, elegant wand is crafted from the purple-hued wood of Grovesong trees. Its end cap is made from brushed silver and designed as the head of a dark-eyed cat, while the handle is wound with a ribbed leather cord for a secure grip. The core of the wand holds a strand of hair from its creator.

Coveted by thieves across the realm, this wand was crafted over two hundred years ago by Zeltrana Lamian, an archmage at the Vermillion Court. She presented it as a gift to Wylam Duskcloak, the royal spymaster and a close friend to Zeltrana. The wand's discreet design means it is easy to hide in holsters or inside hollow rods.

ZACKI BUTTERCUP'S MAGNIFICENT TEAPOT

Wondrous item, very rare

This large, elegant teapot was made by Zacki Buttercup, who together with her twin brother is renowned for inventing items that combine sometimes erratic magic with innovative ideas. The teapot is cast in glossy porcelain, with smooth curves and accents in flamboyant green, but its colour depends on what tea it most recently brewed.

Previous owners of the teapot have been known to order matching sets of cups and saucers, even though the teapot's often whimsical teas and generally unpredictable behaviour mean that it is rarely on display during social events.

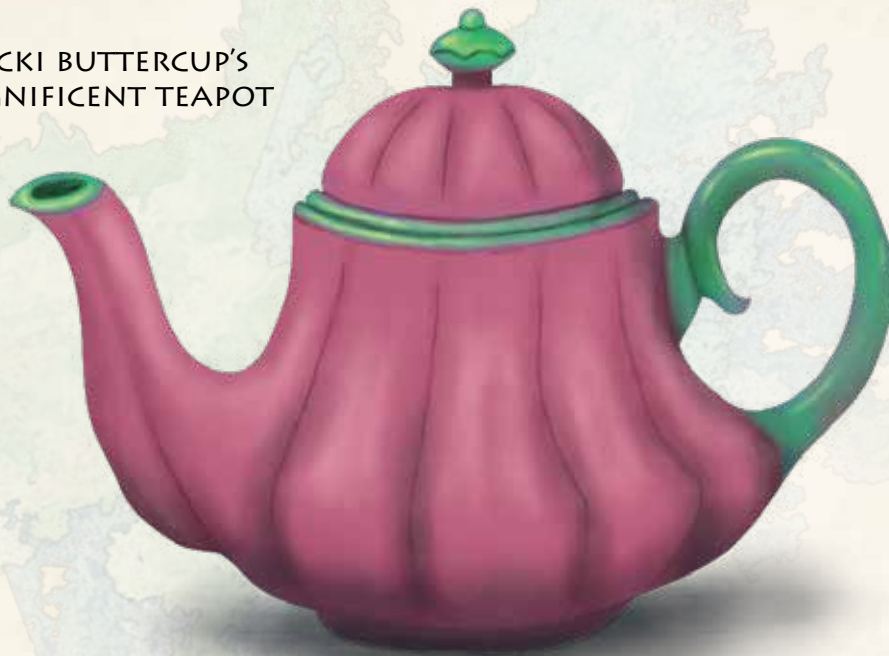
Brewing Tea. The teapot can produce one brewing of tea per day (recharges by teatime). If the teapot is filled with one pint of water, it grows steaming hot and vibrates gently. After 1d4 minutes, the water has been transformed into tea and the teapot grows still. The teapot also changes colour depending on the tea it has chosen to brew (see the Primary Effects table).

One brewing generates enough tea for up to four normal-sized creatures. A creature can be affected by only one cup of tea at any one time. Unless stated otherwise, all effects, including spells learned and boons gained, are temporary and last for 1d4 + 1 days, after which the effects of a new cup of tea can be enjoyed. If an effect grants a creature proficiency in a skill in which the creature already is proficient, the creature can double its proficiency bonus.

After 1 hour, the teapot cools down, transfers any leftover tea to an unknown dimension, and becomes sparkling clean on the inside. Attempts to brew normal tea or store any liquids other than water in the teapot result in the liquids and tea leaves being ejected in a small hissing burst with a 5-foot radius.

The results of drinking the tea it produces are highly variable. When a pot of tea is brewed, roll 1d6 on the Primary Effects table and 1d20 on the Secondary Effects table to see what effects the tea will have on those who drink it.

ZACKI BUTTERCUP'S
MAGNIFICENT TEAPOT



PRIMARY EFFECTS

1. The teapot turns vibrant green with purple accents. The tea tastes of elderflower, with a hint of oak and fern. You gain a +1 bonus to Strength
2. The teapot turns deep purple with yellow accents. The tea tastes of green tea, with a hint of hot spices and smoky herbs. You gain a +1 bonus to Dexterity
3. The teapot turns dark grey with copper accents. The tea tastes of black currant, with a hint of cold iron and dry sandstone. You gain a +1 bonus to Constitution
4. The teapot turns vividly blue with silver accents. The tea tastes of lemon, with a hint of ocean salt and autumn rain. You gain a +1 bonus to Wisdom
5. The teapot turns powdery white with green accents. The tea tastes of mango, with a hint of fresh snow and crushed ice. You gain a +1 bonus to Intelligence
6. The teapot turns bright red with golden accents. The tea tastes of raspberry, with a hint of roses and orchids. You gain a +1 bonus to Charisma

SECONDARY EFFECTS

1. The teapot malfunctions! Roll 1d4 and check the Malfunctions table to see what happens
2. You learn the cantrip *mage hand*
3. You have advantage on Concentration checks
4. Your tongue turns silvery
5. You learn the cantrip *prestidigitation*
6. You gain 1d4 temporary hit points
7. You can add your proficiency bonus to History checks
8. You learn the cantrip *message*
9. You don't need to sleep
10. You gain a +1 bonus to Perception checks
11. You learn the cantrip *mending*
12. You can add your proficiency bonus to Investigation checks
13. You gain immunity to poison damage
14. Your hair turns golden
15. You can cast the spell *comprehend languages* once
16. You learn the cantrip *guidance*
17. You gain resistance against cold damage
18. You immediately know the location of the nearest library
19. You learn the languages Abyssal, Celestial, and Infernal
20. Roll twice on the list (ignoring any rolls of a 20)

MALFUNCTIONS

1. The tea is brown, sludgy, and tastes of mashed slugs. The teapot can't be used for 1d4 days
2. The teapot falls asleep. Any creature who listens closely can hear gentle snoring. Nothing happens to the water. The teapot can't be used again until the next dawn
3. The teapot spins with blurring speed and then teleports to a flat surface up to 15 feet away. The teapot can't be used for two days
4. With a loud bang, the lid falls off and a spray of scalding hot water erupts from the teapot. All creatures within 5 feet must succeed on a DC 14 Dexterity saving throw or take 1d10 fire damage. No tea is produced, and the teapot can't be used again until the next new moon



THE ACADEMY OF ALCHEMY

Come inside the vaults of the Academy of Alchemy, where scholars and artificers use mysterious tools and materials to bestow your equipment with surprising powers.

Located on the fringe of Northwind Gate, the academy consists of several low buildings in timber and masonry around a small courtyard. Many buildings are interconnected by roofed walkways and underground passages. There is also a secure vault for the storage of rare elements and valuable substances.

The academy is a hive of activity day and night. Artificers supervise unpredictable experiments, apprentices study the effects of complex recipes, and dozens of staff operate forges or run errands. Vats, tubes, and bottles on long workbenches bubble and fizz with strange fluids that illuminate the rooms with vivid colours. New and potentially volatile recipes are tested in a special chamber that features walls reinforced with adamantine.

The artificers are assisted by over a dozen imps and pseudodragons, which often are seen perched on the rooftops or circling the academy. Those who wonder how such different creatures can work side by side are told that the familiars have put their differences aside, as they know how unstable some of the ongoing experiments are.

Many come here to reinforce their armour or give their weapons an extra edge. Some examples of frequent customers are adventuring parties that plan to explore the dangerous mountains around Northwind Gate, and bodyguards who travel with merchants' caravans through the wilderness. In addition, artificers from other parts of Faraway often travel here to exchange recipes, insights, and news.

The following alchemy recipes add additional nonmagical properties to weapons and armour.

Each recipe has a typical cost and time

required for the process in the laboratory.

Some recipes are limited to specific materials or types of weapons. The

items treated in the laboratory


must normally be nonmagical,

but at the DM's discretion,

magical weapons may

be treated too.





FLAMETIP OIL

FLAMETIP OIL


This alchemy recipe consists of an oil that can be used on thrown weapons or ammunition. It ignites when it travels through air at high speeds and deals additional fire damage to the target. The oil can coat the tip of one thrown weapon (e.g. javelins and daggers) or up to 5 pieces of ammunition or darts.

The substance is a volatile mixture of lava, refined mercury, and pulverised red dragon teeth. When the flametip oil has been applied to a weapon, the weapon must remain still for five rounds until the oil has solidified or it may ignite by accident.

Ammunition and thrown weapons treated with this oil deal 1d6 additional fire damage to a target upon a hit. A flammable object that is hit ignites if it isn't being worn or carried. In addition, the impact causes a flare that gives creatures with darkvision a -1 penalty on attack rolls until the end of their next turn. The oil is consumed and used up when it ignites.

Cost: 50 gp.

Time required: 2 days.



FROSTFANG

FROSTFANG

This recipe adds rows of sharp, ice-like crystals to the edges of bladed weapons that deal additional slashing damage. The weapon is dipped into a dangerously cold substance that glows radiant blue and causes occasional snowfall in the laboratory. One treatment can be applied to a single weapon that deals slashing damage. The frostfang treatment is permanent.

The crystals grant the weapon a +2 bonus to damage rolls. In addition, the crystals deal an additional 1d10 damage against creatures that have vulnerability to cold damage.

This recipe was devised for the dragonborn barbarian Neimgar Rusk, who leads the Snow Bear Tribe in the Hinterdale Region.

Cost: 500 gp.

Time required: 1 day.

KNIGHT'S FAVOUR



KNIGHT'S FAVOUR

This alchemy recipe turns metal armour magnetic by treating it in a complex laboratory device powered by magical ore mined from the Plane of Earth. One treatment can be applied to one shield or set of armour. The armour or shield must consist mainly of metal.

While the device is in operation, metal objects are prohibited in the laboratory, as these may be caught in magnetic currents and fly around at high speeds. There is a large sign with angry writing next to the device that reminds forgetful alchemists about this ban. Apprentices are not allowed to operate the device.

Armour. Armour treated with this recipe becomes easier to don and doff by removing the need for clasps and straps. Medium armour can be donned in 2 rounds rather than 5 minutes, and heavy armour can be donned in 5 rounds rather than 10 minutes. Doffing both types of armour takes only one round.

Cost: 700 gp.

Time required: 3 days.

Shields. A shield treated with this recipe can affect the accuracy of ranged attacks aimed at the wielder. The wielder receives a +1 bonus to their AC against ranged attacks made with weapons or ammunition that are wholly or partly metal (e.g. thrown daggers or arrows).

Cost: 450 gp.

Time required: 2 days.

METALBREATH

This alchemy recipe changes the composition of metal by decreasing its weight. The item is placed inside a gigantic oven powered by an array of copper tubes filled with grey-blue bubbling fluids that originally were collected on the Plane of Air. One treatment can be applied to a single weapon, one shield, or set of armour made primarily of metal.

Weapons. The metalbreath recipe changes the weight and property of a weapon. It turns one heavy weapon into a normal weapon, or it turns one normal weapon into a light weapon. If the recipe is applied to a weapon that already is light, the weapon gains the finesse property. The weapon grants the wielder a +1 bonus on attack rolls, as the weapon is lighter and easier to wield. In addition, the weight of the weapon is reduced by half.

Cost: 300 gp.

Time required: 7 days.

Shields. The metalbreath recipe reduces the weight of the shield to 3 pounds. In addition, you may add your shield's AC bonus to Dexterity saving throws you make against spells and ranged spell attacks.

Cost: 100 gp.

Time required: 4 days.

Armour. The metalbreath recipe reduces the weight of the armour by half, and the Strength requirement for chainmail, splint, and plate armour is removed. In addition, the recipe increases the maximum Dexterity modifier for armours by 1.

Cost: 250 gp.

Time required: 10 days.

THE SEVEN KEYS LIBRARY

Welcome to the Seven Keys Library, pride of Northwind Gate and home to countless books on all subjects imaginable. Founded over a thousand years ago by the Ravenluck Company, a group of prosperous spellcasting adventurers, its halls contain one of the world's largest collections of books, tomes, and scrolls.

The library is made up of six imposing towers (a seventh tower was lost to a firestorm 400 years ago) that are visible from miles away.

Enjoy a cup of cardamom tea in the foyer before you browse the long dark aisles for rare tomes and obscure lore. But keep your voice down, and be gentle with the books – the head librarian has eyes everywhere, and she isn't to be trifled with.

RULES

Visitors can borrow books if they obtain a library card, which requires leaving a magical item as a deposit at the library. Library cardholders may borrow only one book at a time and must pay a fee of 2 gp.

All books have a magical sigil at the back with stern instructions for how to look after the book. The text in the sigil reads “Property of the Seven Keys Library, handle with care! Keep away from fire, rain, damp, acid, ink, and magical potions. Do not tamper with the library sigil!”

If someone meddles with the sigil, the book vanishes in a puff of smoke and rematerialises in an alternative dimension accessible only by a head librarian. In addition, the person who meddled with the sigil loses their deposit and their library card is cancelled.

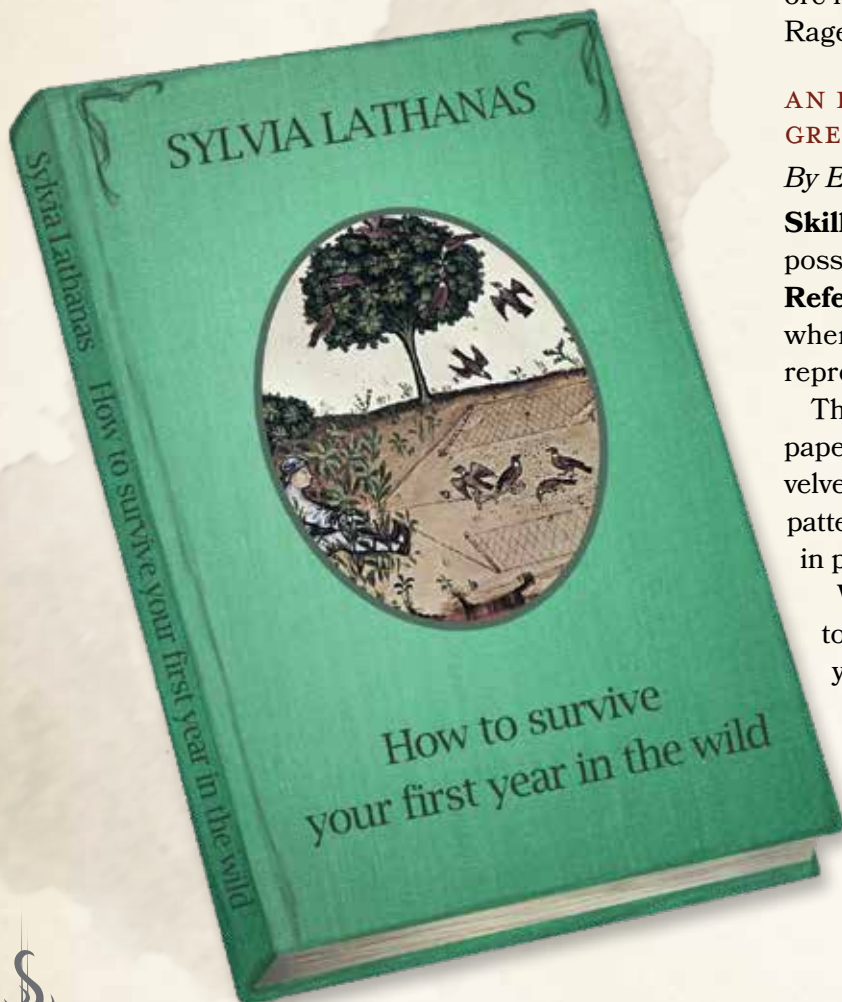


HOW TO USE THE BOOKS

The following books can provide a permanent bonus to a skill check if the text is studied for a minimum of four hours every day for a week. After one week of continuous studying, roll 1d6. On a result of 5 or 6, you gain a +1 bonus to skill checks made for the subject covered by the book. You can only get this bonus once from each book. The bonuses stack with existing bonuses.

On a result of 1 to 4, you learn nothing new or the text was too complicated for you to understand, but you can keep studying the book and make a new roll again after seven more days of continual study have passed. You can only study one subject at a time. All books are nonmagical.

At the DM's discretion, if you have the book on your person, you may also be able to use the books for reference when making certain skill checks. In this case, the book provides you with an additional +1 bonus on the check.



LIBRARY BOOKS

101 WAYS TO TAME BEASTS AND MONSTERS

By Krung Slaytoth (144 pages)

Skill check bonus: The book gives the reader the possibility to gain a +1 bonus to Animal Handling checks.

Reference usage: If you are using the book when trying to identify a beast based on its tracks or sounds, you make the check with advantage.

This book contains a wealth of advice on how to control and train animals of all kinds, ranging from domestic cats to giant elks, using methods such as special ropes, finely controlled body language, and, when needed, manic gesturing.

More a collection of pages loosely bound between two sheets of stiff leather than a proper book, this volume is tattered, scratched, and dog-eared, and features many comments written in orcish the margins.

The book was written by the legendary half-orc ranger Krung while he lived on the fringes of Rageboar Forest.

AN ENCYCLOPEDIA OF THE IMMORTAL: GREAT GODS AND LESSER DEITIES

By Erexit Rhalordin (935 pages)

Skill check bonus: The book gives the reader the possibility to gain a +1 bonus to Religion checks.

Reference usage: If you are using the book when trying to identify what deity a holy symbol represents, the check is made with advantage.

This beautiful book features meticulously cut paper in the best vellum, and a soft cover in purple velvet decorated with a plethora of thin, golden patterns. The embossed title is made from lettering in pure gold from mines in the Distant Peaks.

Written by the scholar Erexit as he returned to the Hallowed Halls in Ganthryria after ten years in exile, the book contains a vast amount of information about deities both well known, somewhat obscure, or never heard of outside the pages of this volume.

HOW TO SURVIVE YOUR FIRST YEAR IN THE WILD

By *Sylvia Lathanas* (464 pages)

Skill check bonus: The book gives the reader the possibility to gain a +1 bonus to Survival checks.

Reference usage: If you are using the book in the wild, you have +2 on checks made to find food and drinkable water.

Filled with useful information and descriptive watercolour illustrations, this book teaches the reader how to survive in the wilderness and covers a wide range of topics, including how to build traps, find water, and light fires without any equipment. In addition, there is an extensive index of edible plants and fungus at the end of the book.

This book is clothbound in rugged but smooth forest-green textile. On its cover is a highly detailed illustration. It is dedicated to Sylvia's late husband with the words "In loving memory of Iniriam Lathanas. May you always find shelter wherever you are now."

This book was written by Sylvia Lathanas, a high elf who taught at the School of Wizardry before she returned south to the Silverwoods.

HUMANOID ANATOMY: A BRIEF GUIDE FOR BEGINNERS

By *Alvinus Ricknor* (1,255 pages)

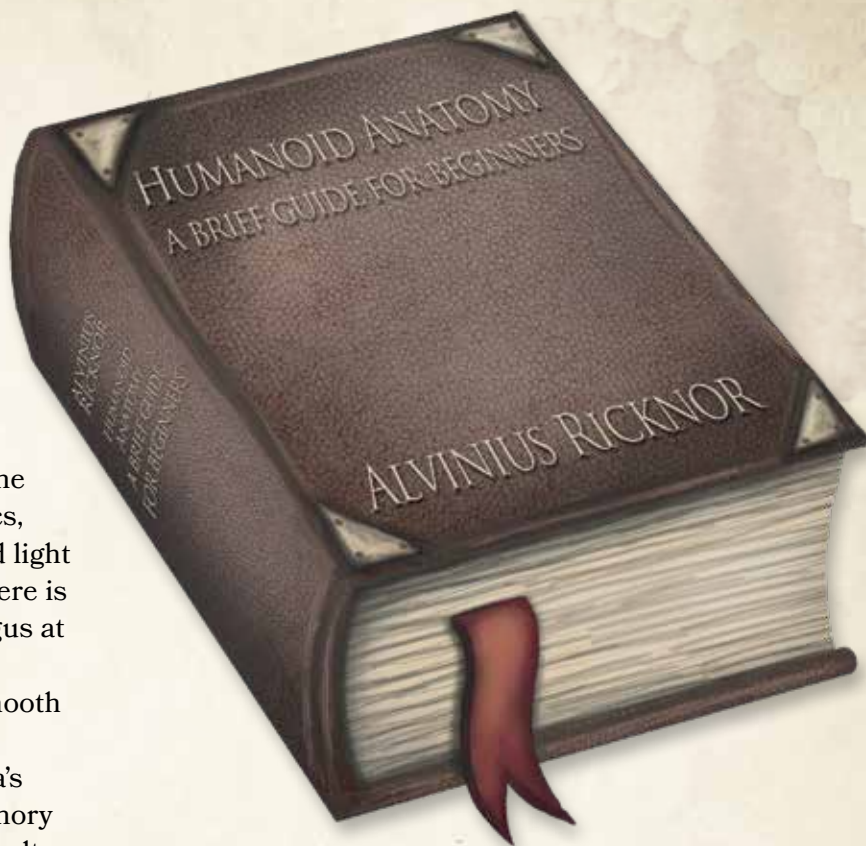
Skill check bonus: The book gives the reader the possibility to gain a +1 bonus to Medicine checks.

Reference usage: If you use the book when attempting to stabilise a creature with 0 hit points, you don't need to make a Wisdom (Medicine) check.

This tome contains detailed information about the anatomy of many different types of humanoids, with the main focus on humans, dwarves, and elves.

It is bound in brown leather reinforced with brass metal corners, suggesting it is designed for travel and frequent use. Its title and the name of the author are printed in thin golden letters. A red bookmark in worn leather has been left between the pages by the previous owner.

The book was written by the scholar Alvinus Ricknor, who for over a century had the role as archchancellor at the Department for Higher Education at Northwind Gate.



INTERMEDIATE STUDIES OF ARCANE MAGIC AND THE GREAT BEYOND, VOLUME XII

By *Octavia Dragonborn* (800 pages)

Skill check bonus: The book gives the reader the possibility to gain a +1 bonus to Arcana checks.

Reference usage: If you are using the book when deciphering a magical symbol, you receive a +2 bonus to the check.

This hefty book is filled with numerous colourful, vivid, and often somewhat unsettling illustrations of strange monstrosities, peculiar patterns, and bizarre magical components. At the back of the book is a large index that covers a multitude of symbols frequently used in spellcasting. Many of Octavia's notes, penned in elegant, flowing lines, still mark its pages.

The book is bound in fine, lustrous black leather and features the author's name in neat silver lettering on the cover. If viewed in the light of flames, the letters shimmer bright red due to an alchemic powder mixed with the silver. The leather binding also gives the book resistance against fire damage.

THE HISTORY OF WINTERHOLD AND ITS SURROUNDING AREAS

By Edna Hellmund (1,088 pages)

Skill check bonus: The book gives the reader the possibility to gain a +1 bonus to History checks.

Reference usage: The Dwarvish glossary in the appendix allows you to translate ancient Dwarvish runes to Common (no check required).

This book gives a detailed picture of the history of Winterhold and its surrounding areas. It also features previously unpublished material and translated documents, as well as meticulously detailed copies of original maps covering the regions of Northstar and the Buckwild.

Featuring thick, yellowing pages bound in a strong walnut-brown hide, the heavy book is held together with a broad leather band and a hefty metal clasp.

The author of the book, Edna Hellmund, is a leading expert on ancient dwarven history and head of the Department of Archaeology, Mining, and History in Winterhold.

WISDOM OF THE WILDS

By Rowen Archryder (367 pages)

Skill check bonus: The book gives the reader the possibility to gain a +1 bonus to Nature checks.

Reference usage: You can spend one hour crafting wards and drawing up symbols to predict the weather for the next 24 hours or change the weather locally for 8 hours. The change is limited to increases or decreases in temperature, wind, precipitation, cloudiness, and fogginess. The DM determines the exact effects. (It isn't possible to cause highly destructive or extreme conditions.) The change takes effect in a one-mile-radius sphere centred on the character and lasts for 2d6 hours.

Alternatively, you can spend one hour reading the book which enables you to cast the cantrip *druidcraft* once during the next 24 hours.

This book features a huge collection of traditional rites and rituals used for centuries by wise women, village elders, and hermits to predict and to some extent change the weather.

The pages are made thick vellum and decorated with thin, faded decorations made out of natural colours and carefully pressed flowers and plants. The covers are made out of oak, and the book is traditionally kept in a waterproof sleeve of waxed leather.

Rowen Archryder was a druid who spent four decades exploring Easter Faraway before settling in a hamlet near Redbridge.

OTHER BOOKS

FIFTY-FIVE FLAWLESS WAYS TO BEMUSE AND BEFUDDLE

By Lousille "Glamourglitter" Dafoy (198 pages)

Skill check bonus: +1 to Sleight of Hand checks.

Reference usage: If referenced when sewing concealed pockets to a garment, Sleight of Hand checks made to hide items in the pockets are made with a +2 bonus.

HIDING IN PLAIN SIGHT, 2ND EDITION

By Shren Braivhine (352 pages)

Skill check bonus: +1 to Stealth checks.

Reference usage: If studied for at least 15 minutes before scouting for a hiding place in urban or crowded environments, the subsequent Stealth check is made with a +2 bonus.

MINDS AND HOW TO BEGUILE THEM

By Glory Layzholt (490 pages)

Skill check bonus: +1 to Deception checks.

Reference usage: If studied for at least 30 minutes when preparing to pose as a noble, the check is made with a +2 bonus.

MOVING LIKE THE WIND: HOW TO STAY STEALTHY

By Niven "Zephyr" Roverson (275 pages)

Skill check bonus: +1 to Stealth checks.

Reference usage: If studied for at least 2 minutes before attempting to cross a surface likely to give

off sounds, e.g. gravel or floorboards, the Stealth check is made with a +2 bonus.

STEADY IN THE SADDLE, VOLUME I—III

By Edville Scaradon (232 pages)

Skill check bonus: This book can grant a +1 bonus to Animal Handling checks made to control a mount that you are riding. Each volume focuses on a different type of mount: Volume I concerns land-based mounts, volume II covers aquatic mounts, and volume III concerns flying mounts.

Reference usage: If studied for at least 30 minutes before you attempt to tame a wild creature that can be used as a mount, the Animal Handling check is made with a +2 bonus.

THE DEVILS ARE IN THE DETAILS

By Inspector Bathillimon Featherwax (488 pages)

Skill check bonus: +1 to Investigation checks.

Reference usage: If referenced when studying a crime scene involving a murder, the Investigation check is made with a +2 bonus.

TIGHTROPES AND TUMBLING: THE ART OF DARING BALANCE ACTS

By Braastand Rodenspur (400 pages)

Skill check bonus: +1 to Acrobatics checks.

Reference usage: If studied for at least 5 minutes before attempting a series of difficult leaps, you receive a +2 bonus on the Acrobatics check.

TOUGH DOORMEN AND STUBBORN GUARDS: HOW TO WIN THEM OVER

By Nimbra Phoenixstar (367 pages)

Skill check bonus: +1 to Persuasion checks.

Reference usage: If studied for at least 10 minutes before attempting to gain access to a location through negotiation, the Persuasion check is made with a +2 bonus.

UNDERSTANDING THE LOGIC & MACHINATIONS OF REALITY

By Professor Laurene Solmundsten (1,450 pages)

Skill check bonus: +1 to Insight checks.

Reference usage: If referenced when attempting to solve a puzzle or a similar challenge, the Insight check is made with a +2 bonus.



ICE DRAGONS

The ice dragon is a type of ancestral dragon that predates current chromatic and metallic dragons. Other ancestral dragons include fire dragons, sun dragons, and storm dragons, but these have been absent from the Material Plane for aeons.

Ice dragons have pale eyes, graceful bodies, and translucent wings. Their heads and tails are studded with long spines that resemble icicles. They are born with opaque, milky-white scales, which change in colour as the dragons grow older to a brilliance akin to that of ice crystals. It is this radiance that has given rise to the dragon's name. Some speculate that ice dragons hibernate underground for centuries while their scales transform, but this has never been verified.

Ice dragons are the ancestors of white dragons, but larger, shrewder, and more strategic than their descendants. Rather than hunting relentlessly or relying solely on physical might, ice dragons draw up strategies, make effective use of allies, and coerce other creatures – including dragons of different types – into obedience. They are native to the Plane of Ice and prefer wintry climates.

Calculating Predators. Ice dragons are patient, efficient predators who rarely let their impulses guide them. Ice dragons also kill and eat other dragons for food or to display their superiority in a conflict. They savour the hearts of dragons that they have slain, and devour these with reverence, although the reason for this behaviour is unknown.

Ice and Magic. Ice dragons have a natural affinity for the arcane and illusions. While they prefer to accomplish their goals through manipulation, deals, and alliances, they frequently use powerful magical spells and creations to bewilder and sway the will of other creatures.

Shapeshifter. Ice dragons can assume the form of any type of humanoid, and often do so to negotiate deals, deceive rivals, and gather information.

Superior by Nature. Ice dragons are commanding creatures who crave power above all. Although evil at heart, their lawful alignment makes them superb leaders. They forge alliances with evil humanoids and other dragons to increase their influence, but rarely share their power once it has been attained.

Weak creatures that back out on deals or resist submission are destroyed without mercy. Creatures that try to trick or intimidate ice dragons often meet swift and brutal ends.

Treasure and Tokens. Ice dragons are attracted to coins and items made of pure silver. Similarly to white dragons, ice dragons also collect diamonds, but they find equal pleasure in blue, purple, and aquamarine gems. In addition, they keep tokens from fallen enemies, such as magical swords and sets of armour, as well as rings, pipes, quills, and other personal effects of lesser value.

AN ICE DRAGON'S LAIR

The typical lair of an ice dragon consists of large ice blocks sculpted and merged into large structures and enchanted with impressive illusions. The few bold adventurers who have entered an ice dragon's lair and lived to tell the tale speak of huge, splendid ice castles filled with paintings, tapestries, and artworks. The area around a lair is often protected by magical defences designed to make people avoid the region or forget they ever visited it.

Ice dragons often make their lairs in locations previously settled by humanoids, such as old ruins or abandoned castles, ideally located at high altitudes. Sages have speculated that this preference is related to the ice dragon's inclination to assume humanoid shapes.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the effects below. When engaged in combat, ice dragons are innately aware of all creatures inside its lair and can target creatures outside of its line of sight. The dragon can't use the same effect two rounds in a row.

- **Thundersnow.** A 15-foot-radius sphere within 120 feet of the dragon is filled with a thunderous snowstorm shot through with searing lightning. The storm spreads around corners, and its area is heavily obscured. Each creature in the storm must make a DC 12 Constitution saving throw, taking 2d6 cold damage and 2d6 lightning damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the storm takes an additional 2d6 cold damage. The storm lasts until the dragon dismisses it, uses another lair action, or dies.
- **Mirage.** Spectacular, bewildering illusions flicker and flash inside a 30-foot cube within 120 feet of the dragon. Each creature in the area must succeed on a DC 12 Wisdom saving throw or be Charmed until initiative count 20 on the next round. Charmed creatures are Incapacitated and have a speed of 0.

- **Arctic Husk.** The air around one creature within 60 feet of the dragon solidifies to a shell of ice. The creature must succeed on a DC 13 Strength check or take 1d6 cold damage and become encased in ice until initiative count 20 on the next turn. An encased creature is Incapacitated.

REGIONAL EFFECTS

A region containing a young, adult, or legendary ice dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Huge translucent illusions appear fleetingly within 6 miles of the dragon's lair. The illusions resemble radiant palaces and soaring towers in shimmering ice and are seen only for seconds before they dissolve and vanish. Alternatively, the dragon can choose to hide its lair behind life-like illusions that resemble the natural landscape.
- Surfaces of ice within 1 mile of the dragon's lair function as lenses through which the dragon can monitor the surroundings. Creatures in this area have disadvantage on Stealth checks that depend on visibility. A pale dragon's eye is occasionally visible in the ice. The dragon can also project an image of itself in the ice and communicate with other creatures.
- Land within 6 miles of the dragon's lair is prone to sudden, furious blizzards that last for 1d6 hours. A successful DC 20 Wisdom (Nature) check reveals that the snowflakes in these blizzards are unusually large and reflective.

If the dragon dies, these effects fade over 1 week or less, but the area may still be affected by heavy snow for another year.



ANCIENT ICE DRAGON

Gargantuan dragon, lawful evil

Armour Class 21 (natural armour)

Hit Points 566 (28d20 + 272)

Speed 40 ft., fly 90 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	27 (+9)	23 (+6)	21 (+5)	30 (+10)

Saving Throws Dex +8, Con +15, Wis +14, Cha +19

Skills Arcana +17, History +9, Insight +11, Perception +15, Intimidation +17, Persuasion +15

Damage Vulnerabilities bludgeoning, force

Damage Immunities cold

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 30

Languages Common, Draconic, telepathy 120 ft.

Challenge 26 (90,000 XP)

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

Change Shape. The dragon can magically polymorph into a humanoid or back into its true form as a bonus action. Any equipment it wears or carries is absorbed or borne by the new form (the dragon's choice). Its statistics, other than its size, speed, and attacks, are the same in each form. It reverts to its true form if it dies.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). It can innately cast the following spells once per day, requiring no material components:

At will: *minor illusion, prestidigitation*
1/day each: *disguise self, identify, illusory script, arcanist's magic aura, invisibility, suggestion, hypnotic pattern, major image, hallucinatory terrain, programmed illusion, magnificent mansion, mirage arcane, project image, symbol, dominate monster*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: One with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 2d12 + 15 piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 2d8 + 15 slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 2d8 bludgeoning damage and 3d8 piercing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 26 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Glacial Breath (Recharge 5–6). The dragon exhales a hail of ice shards and freezing air in a 90-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 8d10 piercing damage and 8d10 cold damage on a failed save, or half as much damage on a successful one.

A creature that rolls a natural 1 on a saving throw against the ice dragon's glacial breath attack must immediately make a DC 12 Constitution saving throw. On a fail, the creature is slain and frozen solid.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 2d8 + 12 bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ADULT ICE DRAGON

Huge dragon, lawful evil

Armour Class 20 (natural armour)

Hit Points 276 (19d12 + 153)

Speed 40 ft., fly 90 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	23 (+6)	21 (+5)	19 (+4)	28 (+9)

Saving Throws Dex +6, Con +13, Wis +11, Cha +17

Skills Arcana +14, History +6, Insight +8, Perception +14, Intimidation +15, Persuasion +14

Damage Vulnerabilities bludgeoning, force

Damage Immunities cold

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 26

Languages Common, Draconic, telepathy 120 ft.

Challenge 21 (33,000 XP)

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

Change Shape. The dragon can magically polymorph into a humanoid or back into its true form as a bonus action. Any equipment it wears or carries is absorbed or borne by the new form (the dragon's choice). Its statistics, other than its size, speed, and attacks, are the same in each form. It reverts to its true form if it dies.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells once per day, requiring no material components:

At will: *minor illusion, prestidigitation*
1/day each: *disguise self, identify, illusory script, arcanist's magic aura, invisibility, suggestion, hypnotic pattern, major image, hallucinatory terrain, programmed illusion, magnificent mansion, mirage arcane*



ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: One with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 2d12 + 10 piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 2d10 + 10 slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 1d12 bludgeoning damage and 2d8 piercing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Glacial Breath (Recharge 5–6). The dragon exhales a hail of ice shards and freezing air in a 60-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 7d10 piercing damage and 7d10 cold damage on a failed save, or half as much damage on a successful one.

A creature that rolls a natural 1 on a saving throw against the ice dragon's glacial breath attack must immediately make a DC 11 Constitution saving throw. On a fail, the creature is slain and frozen solid.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 2d8 + 8 bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



YOUNG ICE DRAGON

Large dragon, lawful evil

Armour Class 19 (natural armour)

Hit Points 199 (19d10 + 95)

Speed 40 ft., fly 90 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	19 (+4)	19 (+4)	16 (+3)	22 (+6)

Saving Throws Dex +6, Con +8, Wis +11, Cha +13

Skills Arcana +10, History +4, Insight +7, Perception +12, Intimidation +11, Persuasion +11

Damage Vulnerabilities bludgeoning, force

Damage Immunities cold

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 22

Languages Common, Draconic, telepathy 120 ft.

Challenge 12 (8,400 XP)

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

Change Shape. The dragon can magically polymorph into a humanoid or back into its true form as a bonus action. Any equipment it wears or carries is absorbed or borne by the new form (the dragon's choice). Its statistics, other than its size, speed, and attacks, are the same in each form. It reverts to its true form if it dies.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells once per day, requiring no material components:

At will: *minor illusion, prestidigitation*
1/day each: *disguise self, identify, illusory script, arcanist's magic aura, major image, hallucinatory terrain, programmed illusion, magnificent mansion*

ACTIONS

Multiattack. The dragon makes three attacks: One with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 2d10 + 10 piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 2d8 + 10 slashing damage.

Glacial Breath (Recharge 5–6). The dragon exhales a hail of ice shards and freezing air in a 30-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 6d10 piercing damage and 6d10 cold damage on a failed save, or half as much damage on a successful one.

A creature that rolls a natural 1 on a saving throw against the ice dragon's glacial breath attack must immediately make a DC 10 Constitution saving throw. On a fail, the creature is slain and frozen solid.

ICE DRAGON WYRMLING

Medium dragon, lawful evil

Armour Class 18 (natural armour)

Hit Points 80 (8d8 + 44)

Speed 40 ft., fly 80 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	17 (+3)	14 (+2)	19 (+4)

Saving Throws Dex +3, Con +5, Wis +6, Cha +8

Skills Arcana +4, Insight +4, Perception +8, Intimidation +9, Persuasion +8

Damage Vulnerabilities bludgeoning, force

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 18

Languages Common, Draconic, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

Change Shape. The dragon can magically polymorph into a humanoid or back into its true form as a bonus action. Any equipment it wears or carries is absorbed or borne by the new form (the dragon's choice). Its statistics, other than its size, speed, and attacks, are the same in each form. It reverts to its true form if it dies.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 12, +6 to hit with spell attacks). It can innately cast the following spells once per day, requiring no material components:

At will: *minor illusion*

1/day each: *disguise self*, *arcanist's magic aura*, *invisibility*, *hypnotic pattern*

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 1d12 + 8 piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2d6 + 8 slashing damage.

Glacial Breath (Recharge 5–6). The dragon exhales a hail of ice shards and freezing air in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 3d10 piercing damage and 3d10 cold damage on a failed save, or half as much damage on a successful one.

A creature that rolls a natural 1 on a saving throw against the ice dragon's glacial breath attack must immediately make a DC 8 Constitution saving throw. On a fail, the creature is slain and frozen solid.

ICE DRACONIC HERITAGE

DRAGONBORN

Dragonborn who are related to ice dragons usually have blue-white eyes and pale, translucent scales with a prismatic sheen. They make the following adjustments to their features:

Size. You are slightly smaller and lighter of build compared to other dragonborn, usually standing around 6 feet tall and averaging 200 pounds. Your size is Medium.

Ability Score Increase. Your Intelligence score increases by 1, and your Charisma score increases by 2.

Breath Weapon. You can use your action to exhale a burst of ice shards and freezing air in a 10-foot cone. When you use your breath weapon, each creature in the area of the exhalation must make a Dexterity saving throw, the type of which is determined by your draconic ancestry. The DC

for this saving throw equals 8 + your Constitution modifier + your proficiency bonus.

A creature takes 2d4 piercing damage and 2d4 cold damage on a failed save, and half as much damage on a successful one. The damage increases to 3d4 piercing damage and 3d4 cold damage at 6th level, 2d8 piercing damage and 2d8 cold damage at 11th level, and 2d12 piercing damage and 2d12 cold damage at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. You have resistance to cold damage.

Natural Illusionist. You know the cantrip *minor illusion*. Charisma is your spellcasting modifier for it.

Arcane Perception. You have advantage on saving throws and skill checks caused by spells that belong to the school of illusion.

SORCERER

Sorcerers who have ice draconic bloodlines have the following special features:

Shared heritage. You have advantage on saving throws against a dragon's Frightful Presence.

Natural Illusionist. You know the cantrip *minor illusion*. Charisma is your spellcasting modifier for it.

The sorcerers also make the following adjustments to their features as they are gained through level advancement:

Draconic Ancestry. Whenever you make a Charisma (Intimidation) check when interacting with a dragon, you have advantage on the check. In difference to other sorcerers with draconic bloodlines, you have no bonuses on other Charisma checks when interacting with dragons.

Shared heritage. You have advantage on saving throws against a dragon's Frightful Presence.

Draconic Resilience. The patches of protective scales that emerge on your body are pale and slightly translucent.

Elemental Affinity. You can add your Charisma modifier to the damage of spells that deal piercing or cold damage, and you can spend a sorcery point to gain resistance to cold damage.

Dragon Wings. You gain dragon wings at 15th level, and your flying speed is equal to your current speed + 10 feet. The wings are crystalline and almost transparent.

Draconic Presence. Dragons have a -2 penalty and dragonborn have disadvantage on the saving throw against this effect. Ice dragons and their descendants are exempt from these penalties.

EVIL NON-PLAYER CHARACTERS

Northwind Gate is a large town, and while most inhabitants are good, honest people – or at least have a neutral worldview – some are evil or aligned with malevolent forces. Here are six dark-hearted NPCs with detailed backgrounds, traits, and agendas.

MORDIUS SHARHOLT

Mordius is a male tiefling **mage** (CE). He is pale and lean, with solid dark red eyes and gently curved horns. Mordius wears ragged robes that once were purple and a long frayed cloak. He has an intense and obsessive nature and views all he meets as potential opponents.

Resident in Northwind Gate, Mordius studies arcane magic and necromancy with abandon in hope of outdoing all other local wizards. His foul temper, combined with an interest in macabre experiments, have resulted in that he has abandoned his previous house and moved his research to an underground lair.

Currently, Mordius and his familiar, an imp called Xaar, are on the brink of completing a series of trials that will bring an enormous flesh golem to life. Unbeknownst to Mordius, the golem hungers for human flesh and will turn on its creator when it awakens.

Trait: I'm sarcastic, impatient, and dismissive of other people's views.

Ideal: Supremacy. Power unlocks the world, and one can never have enough. (Chaotic)

Bond: Nothing is more important than to impress my former teachers who took me for a fool.

Flaw: I will risk anything and anyone to reach my goals, regardless of the cost.

WELMA STENBERG

Welma is a female dwarf **commoner** (NE). She is tall for a dwarf, with braided hair and nut-brown eyes. Welma usually wears studded leather armour, a tailored coat in green velvet, matching trousers, and a laced shirt.

Welma grew up as a thief in the slums of Coppertown. After her gang robbed a rich merchant, she increased her share by ratting out her companions and claiming the loot for herself. Most of her former friends are currently in prison, but some have recently escaped and look for revenge.

Welma has since moved to Northwind Gate, changed her last name, and established an antiques shop that sells various stolen items. Through shrewdness and dubious deals, Welma's shop has increased in size over the years.

She recently bought a shipment of unknown origin that contains several valuable jade statuettes in an auction. What Welma doesn't know is that one of the statuettes is cursed and will eventually summon a glabrezu.

Trait: I'm fidgety and prone to boast about my collection.

Ideal: Greed. If there's coin to be made, I never ask any questions. (Evil)

Bond: I hoard wealth and items to make up for years of owning nothing.

Flaw: Sometimes I steal small items simply for amusement.

MERRIN DALE

Merrin is a male gnome **cult fanatic** (NE). He has thick, curly hair, friendly eyes, and a broad nose. He wears brass spectacles and a brown robe with patched elbows. Born with an incurable limp, he uses a walking stick to support him.

Merrin is a scholar and lecturer at the Department for Higher Education in Northwind Gate. During the daytime, he teaches history and advanced arcane theory to his students, who are fond of their kind if whimsical teacher. They would never guess that Merrin has sworn a pact with infernal powers, or that his kindness is only an act.

Lately, small animals and a few street urchins have disappeared around Northwind Gate. They have been taken by Merrin and are currently locked in the basement of an old tower, where Merrin is preparing a ritual to please the powerful fiend that he serves.

Trait: I am a great deceiver and easily make people like me.

Ideal: Might. With great glory comes great sacrifices – of others. (Evil)

Bond: My mentor taught me all I know, but when he learned about my pact, I had to get rid of him.

Flaw: I have an arch-enemy. One day we will clash, and only one will survive.

NINIANN ENVINDRA

Niniann is a female half-elf **archmage** (LE). She is willowy of build, with small graceful ears and long, straight blonde hair. As Head of the Seven Keys Library, she wears white robes and seven silver chains around her neck. Each chain holds a key to one of the library's towers. Her familiar, a monkey named Lizzy, sometimes helps her sort books.

Niniann has governed the library for over seventy years and knows almost all its secrets. She has a perfect memory for texts, details, and order. Thanks to donations over the years, she has greatly expanded the library's collection.

Among her recent purchases is a number of old books from the late Lord Ledrirow's estate. Niniann doesn't know that one of these books is the *Tome of Endless Corruption*, an artefact sought after by evil mages and cult fanatics throughout Faraway.

Trait: I can spend hours sorting books and adjusting them neatly. Disorder and damaged tomes can make me lose my temper.

Ideal: Knowledge. The more you know, the better decisions you make. (Lawful)

Bond: The library I run is my treasury, and I protect it tirelessly.

Flaw: I believe all others are less educated and intelligent than I am.

DRAHBON WYLDER

Drahbon Wylder is a male human **berserker** (CE) and a brawny man of few words. His unwashed hair is gathered in an uneven braid, and he wears worn hide armour and rugged winter clothes.

Drahbon's violent temper made him an outcast. He was forced to leave the tiny village where he had grown up, and he now leads a nomadic

life together with Tindra, his loyal **black bear** companion. They tend to avoid civilisation and people, but occasionally they will attack and kill unwary travellers to steal any useful items that they may carry. Drahbon and his bear companion never stay long in one place.

Currently, Drahbon has struck camp near the road between Northwind Gate and Wolfberg Pass, where he waits patiently for his next victims.

Trait: I prefer not to talk and tend to avoid others.

Ideal: Force. The stronger prey on the weak, and the strongest always win. (Evil)

Bond: My companion, Tindra, is the only one who understands me: She is as vicious and merciless as I am.

Flaw: I have a dark thirst for violence.

CANTHIA ASTRANIS

Canthia Astranis is a female elf **assassin** (NE). She has bushy honey-coloured hair and a heart-shaped face with large innocent eyes. Canthia poses as a member of the nobility and wears wide dresses in pastel colours together with a hefty dose of strawberry-scented perfume.

Canthia claims to have left the court to prevent a duel from taking place between two young men who were both violently in love with her. She travelled to live with her uncle in Northwind Gate, but sadly he passed away shortly after she arrived. In truth, Canthia is a trained assassin and spy, who ruthlessly disposed of the rich silk merchant with whom she has no relation.

Recently, a veiled man approached Canthia and offered her a huge sum of money in return for the silent death of Captain Osil Twoaxe in Winterhold.

Trait: Flirting and flattery is my preferred trick for getting whatever I want.

Ideal: Power. I like to play with people's lives and their futures as if they were marionette dolls. (Evil)

Bond: My disabled sister is the only person in the world whom I care about.

Flaw: Vanity is my only weakness.

WINTER SPELLS

SPELL LISTS

BARD SPELLS

Cantrips (0 Level)

Shard caltrops (evocation)

1st level

Ice armour (abjuration)

CLERIC SPELLS

1st level

Ice armour (abjuration)

2nd level

Chill smite (evocation)

3rd level

Snow lantern (abjuration, ritual)

DRUID SPELLS

1st level

Ice armour (abjuration)

Ogna's winter shelter (evocation)

2nd level

Chill smite (evocation)

3rd level

Snow lantern (abjuration, ritual)

5th level

Stellar oracle (divination, ritual)

PALADIN SPELLS

1st level

Ice armour (abjuration)

2nd level

Chill smite (evocation)

RANGER SPELLS

1st level

Ice armour (abjuration)

Ogna's winter shelter (evocation)

2nd level

Chill smite (evocation)

3rd level

Snow lantern (abjuration, ritual)

5th level

Stellar oracle (divination, ritual)

SORCERER SPELLS

Cantrips (0 Level)

Shard caltrops (evocation)

1st level

Ice armour (abjuration)

3rd level

Hester's icicle trap (conjuration)

Snow lantern (abjuration, ritual)

5th level

Stellar oracle (divination, ritual)

9th level

Blizzard (conjuration)

WARLOCK SPELLS

Cantrips (0 Level)

Shard caltrops (evocation)

1st level

Ice armour (abjuration)

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Blizzard (conjuration)

WIZARD SPELLS

Cantrips (0 Level)

Shard caltrops (evocation)

1st level

Ice armour (abjuration)

2nd level

Glaze (conjuration)

3rd level

Hester's icicle trap (conjuration)

Snow lantern (abjuration, ritual)

5th level

Stellar oracle (divination, ritual)

9th level

Blizzard (conjuration)



SPELL DESCRIPTIONS

BLIZZARD

9th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a small snowflake made of glass, which is pulverised when the spell is cast)

Duration: Instantaneous

A thunderous blast of snow, hail, and arctic air erupts from a point you choose within range and expands to fill a 60-foot-radius sphere.

The area becomes heavily obscured, and each creature within the affected area must make a Constitution saving throw. On a failed save, the creature takes 6d6 cold damage and 6d6 piercing damage and is covered with a rigid coating of ice that leaves them Paralysed for 1 minute. On a successful save, the creature takes half as much damage and isn't Paralysed.

Creatures who are Paralysed can attempt another Constitution saving throw at the end of each of their turns. On a successful save, the ice melts away and the creature is no longer Paralysed.

This spell snuffs out all nonmagical fires in the affected area. Magical fires, including flames on magic weapons, are suppressed for 1 minute.

CHILL SMITE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams white and becomes coated with ice crystals the moment before you strike. The hit then deals an extra 2d6 cold damage to the target.

A creature that is hit must make a Constitution saving throw. On a failed save, the creature's wound is covered with frost that deals an additional 1d6 cold damage at the start of the next turn and each following round for the duration of the spell. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the extra initial damage increases by 1d6 for each slot level above 2nd.

GLAZE

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small round mirror)

Duration: 1 minute

The ground in a 15-foot circle centred on a point within range turns into smooth, slippery ice. The ice is difficult terrain, and creatures in the area have a -2 penalty to Dexterity saving throws.

In addition, any creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone and take 1d4 bludgeoning damage. Creatures with claws have advantage on the save.

HESTER'S ICICLE TRAP

3rd-level conjuration

Casting time: 1 action

Range: 30 feet

Components: V, S, M (a handful of shattered glass)

Duration: Until dispelled or triggered

You conjure a 5-by-5-foot cluster of icicles that grow from an overhanging structure in an unoccupied space of your choice that you can see within range.

The trap is activated when one or more creatures pass beneath the icicles. Anyone who enters the area below the icicles must make a Dexterity saving throw. On a failed save, the creature takes 5d8 cold or piercing damage (your choice when you cast the spell), or half as much damage on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 4th Level or higher, the damage of the icicles increases by 1d8 for each slot level above 3rd.

ICE ARMOUR

1st-level abjuration

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

Range: Self

Components: V, S, M (a small piece of metal mined in an arctic region)

Duration: 1 hour

The air around you shimmers and a thick layer of ice moulds itself around your body like a suit of armour.

If you already wear armour, the ice reinforces it.

The ice grants you temporary hit points equal to your level + your spellcasting ability modifier. In addition, you have resistance to cold damage. The armour is magical and doesn't affect spellcasting, skill checks, or other abilities. You don't have to be proficient in wearing armour to use this spell.

The spell ends if the target dons or doffs armor, or if you dismiss the spell as an action.

OGNA'S WINTER SHELTER

1st-level evocation

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a tiny dome made from quartz)

Duration: 10 hours

You conjure a 10-foot-radius dome of pale, opaque, and magically reinforced ice that offers shelter from adverse weather. The dome has a single opening that is 5 by 5 feet and level with the ground. A blueish ambient glow fills the inside of the dome and provides dim light.

The dome has AC 18 and 100 hit points. It is vulnerable to fire damage and immune to cold damage. It remains where it was cast until it is dispelled or the spell ends.

Up to ten creatures of no larger than Medium size can enter the dome. The atmosphere inside the dome is always balmy warm and pleasant. Completing a long rest inside the dome removes two levels of exhaustion in creatures who have suffered exhaustion due to cold conditions.

SNOW LANTERN

3rd-level abjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a twig gathered at sunrise from the top of a birch tree)

Duration: 8 hours

You draw an ancient symbol on the ground and a small snow lantern appears in its place. The flickering light of the snow lantern causes dim light in a 30-foot radius, and anyone within its light can't be affected by exhaustion from cold weather. In addition, if any creature suffers from exhaustion, they regain one level of exhaustion per hour they spend within range of the snow lantern.

Any creature within the range of the spell has resistance to cold damage for up to one hour after leaving the snow lantern. At the end of the spell, the snow lantern thaws and melts away.

SHARD CALTROPS

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a glass needle)

Duration: 1 minute

A solid surface in a 5-foot-square area within range is covered with small, sharp ice shards.

Creatures that enter the area must succeed on a DC 12 Dexterity saving throw or stop moving and take 1d4 + 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is also reduced by half.

STELLAR ORACLE

5th-level divination (ritual)

Casting Time: 1 hour

Range: Self

Components: V, S, M (a small crystal sphere)

Duration: 1 minute

You can consult the infinite wisdom of the stars by having them answer up to three questions. All questions must be asked out loud and possible to answer with a simple yes or no. The answers are always correct. If a question can't be answered accurately, for example because it depends on future events, the stars remain silent and the question is wasted.

Alternatively, you can ask the stars for a specific favour. This favour must come to pass within one year and one day. As nature strives for balance, the favour will come at a cost that matches the magnitude of the requested favour. The DM decides if the stars grant the request, how it is realised, and its cost.

This spell works only when cast under a starry night-time sky. It is especially effective if cast under northern lights (the DM decides the effect). The spell must be prepared by lighting seven candles in a circle.

NEW MONSTERS

RAZOR ICICLE

A razor icicle is the larva form of an arctic roper, a predatory monstrosity that is related to ropers but found in regions with freezing temperatures. They are widely feared among rangers and others who travel through icy caves or frozen woods. Large numbers of razor icicles often gather to form colonies that range from 5 to 40 creatures, but clusters of up to 100 of these creatures have been discovered.

Hidden in Plain Sight. Semi-transparent and scentless, razor icicles closely resemble normal icicles even when they are inspected up close. As a result, unwary adventurers who think they are exploring a seemingly empty glacial tunnel may too late realise that they are walking beneath dozens of enemies.

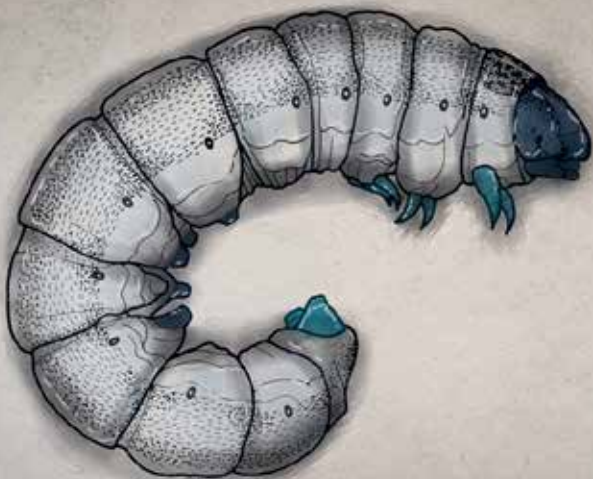
Hermaphrodites. After mating, arctic ropers leave their fertilised eggs at suitable locations, such as deep in chilly caves or at the base of trees. Once the razor icicles have hatched, they crawl to the ceiling of the cave or the lower branches of a tree and wait for a victim. The survival rate of the eggs depends on how low the temperature is.

Death from Above. Razor icicles are patient and deadly hunters that often drop onto their targets in synchronisation to maximise damage. Being completely blind, they rely on detecting vibrations or noise from potential victims, yet their finely honed tremorsense means they can attack with fatal precision.

For the Cluster. Although they are individual creatures, razor icicles display an altruistic behaviour as they sacrifice themselves by shattering into hundreds of shards if they miss their target. Each of these shards is razor-sharp, which is how the creature has earned its name.

Travellers beware!
If you ever enter a cave filled with icicles,
be careful. It could harbour razor icicles,
deadly creatures that have slain
more than one unwary explorer.

Aurora Gnamtrix,
Author of "Aurora Gnamtrix's Travel Chronicles:
A Journey Through Eastern Faraway"
and other books.



RAZOR ICICLE

Medium monstrosity, unaligned

Armour Class 14 (natural armour)

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	16 (+3)	7 (-2)	5 (-3)	7 (-2)

Skills Stealth +7

Damage Resistances cold

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

False Appearance. While the razor icicle remains motionless, it is indistinguishable from a normal icicle.

Spider Climb. The razor icicle can climb difficult surfaces, including hanging upside down on ceilings, without needing to make an ability check.

ACTIONS

Deadly Drop. *Melee Weapon Attack:* +5 to hit, on one creature directly underneath it. *Hit:* 1d10 piercing damage for every 10 feet that the razor icicle has fallen before the impact (max 6d10). *Miss:* The razor icicle shatters and deals half damage in a 10-foot radius. This immediately kills the razor icicle.

RAZOR ICICLES LARVAE, HIDING IN THEIR NATURAL HABITAT AMONG REAL ICICLES

SNOW FOX

Also known as the “Northern Fox” or “Nordreäv” in the Hinterland region, the snow fox is found in the northernmost parts of Eastern Faraway.

Named after their powdery white winter fur, snow foxes are inquisitive, clever, and easily domesticated. As such, they are popular as familiars, companions, and riding animals for small creatures such as halflings.

SNOW FOX

Medium beast, unaligned

Armour Class 11 (natural armour)

Hit Points 19 (3d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Skills Stealth +4, Perception +5

Senses passive Perception 14

Languages —

Challenge 1/2 (100 XP)

Keen Senses. The snow fox has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Wilderness Camouflage. The snow fox has advantage on Dexterity (Stealth) checks when hiding in the wild.

Bounding Leaps. The snow fox is unaffected by difficult terrain caused by snow.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 piercing damage.



LEGEND & LORE: VITTRA SPRINGS



Vittra Springs are located near Cragtown Hamlet in Eastern Farraway. The interconnected hot springs make for a pleasant climate in the immediate area, and their waters are famous for their restorative powers. However, the scenic location has a spectacular and violent history.

THE BATTLE FOR EASTERN FARRAWAY

According to legend, the nearby mountains once saw a huge battle, as General Ulric Lightbourne, leader of the White Paladins, and his soldiers clashed with undead forces led by a shrewd and powerful lich king.

The mortal army was outnumbered by their ghastly opponent but fought with tremendous zeal, and for good cause. If General Lightbourne and his soldiers gave way, the undead horde would swarm through the countryside, kill thousands of innocents, and leave only destruction in its wake. The very fate of Eastern Farraway was at stake.

During the battle, the general was mortally wounded. Many soldiers despaired and fell back, but one young woman refused to give up. Known as Muriel (or Emurielle, depending on the source of the legend) she ran into a copse of trees and prayed to Eir, the goddess of healing. Upon ending her desperate plea, she drove her sword deep into the ground.

AN UNEXPECTED BLESSING

To Muriel's surprise, crystal-clear water welled up and pooled around her sword. After tasting the water and finding it icy cold but intensely refreshing, she filled her waterskin and brought it to General Lightbourne.

At this point, the general teetered on the brink of death and was barely able to move. However, after a few sips, his eyes flew open. To the amazement of those gathered around General Lightbourne, he slowly stood up, took up his shield, and raised his weapon.

The other injured paladins drank from the water and quickly recovered from their wounds. Shortly afterwards, the general once again led the army into battle. The paladins fought with

renewed fervour, defeated the undead army, and destroyed the lich king. The young soldier, Muriel, was later knighted and went on to become an inspiring commander of great renown.

A LASTING LEGACY

Since that day, Vittra Springs has been a magnet for healers and worshippers of many different deities, and the healing abilities of its balmy waters are surpassed only by the most skilled priests.

Each year, hundreds of clerics and paladins travel to Vittra Springs in search of enlightenment. According to some stories, Muriel's spirit can still be glimpsed near Vittra Springs as she guides other knights to the sacred place. A few bards claim that her phantom also guards the springs against unwanted intruders.

THE HIDDEN SOURCE

Close to Vittra Springs is a cave called Eir's Sanctum, where a memorial to the goddess has been erected. The cave also hides an entrance to a tunnel that leads to the source of Vittra Springs, which is a magical well located deep underground.

Only a few of those who have set out to find the well have returned. Legends say that the well can be found only by those who are thoroughly good-hearted and survive one or more challenges set by the goddess Eir.

Exactly what these trials entail is unknown. According to popular belief, they test the bravery, wit, and brawn of those who search for the source, and failure means certain death. It is also widely known that the underground domains in the region are unsafe, as dark elves and many other subterranean dangers roam the darkness there.

All who have come back after finding the source refuse to share what they saw and experienced. However, there are many reports of how their magical abilities increased greatly after visiting the sacred well.

There is also a persistent rumour that a few adventurers have entered the secret tunnels, found the source, and emerged as devoted priests with surprising healing powers.

MORE ADVENTURES IN NORTHWIND GATE

The wilderness around Northwind Gate is full of dangers and curiosities, and the town itself is brimming with intrigues and mysteries! These short quests can be used to start off more adventures after the heroes have completed the *Rise of Ice Dragons* trilogy.

MONSTER AHOY, CAPTAIN!

Quest: During the last week there have been several reports of an alarming nature: A sea monster lives in the river that runs through Northwind Gate!

The town's guards are investigating the rumour, but the crew of the paddleboat The Floating Taproom, a popular inn (which temporarily is closed for business), are getting increasingly desperate to get their customers back and the river secured.

What the characters don't know: The sea monster is actually the result of an experiment that was carried out by a former student in Northwind Gate many years ago. The monster is currently gaining size and will lay hundreds of eggs within the next couple of days, which in turn could pose a great threat to Northwind Gate and the surrounding area.

Encounter: One **aboleth**. CR 10 (5,900 XP).

Treasure: 100 gp and drinks on the house for one year at The Floating Taproom.

LOST IN TRANSITION

Quest: The ranger Oгна has lost her animal companion, Krell, a curious lynx with a knack for finding tracks, game, and all kinds of trouble. When Oгна woke up early in the morning after midwinter solstice, Krell was nowhere to be found. Oгна tracked him easily to the middle of the nearby ruins, where Krell's tracks mysteriously disappeared.

Oгна has found a wizard called Zack Ventilon who has agreed to help her. However, in return he wants someone to collect yellow troll moss, which grows at Vittra Springs. Zack studies rare mosses and magical components at the School of Wizardry.

What the characters don't know: During the night when Oгна was asleep, Krell was woken

up by a strange light at the old ruins. Intrigued, Krell padded over to investigate. The air hummed with magic energy, and the ruins lit up in vibrant violet colours, and suddenly a magical portal that usually is dormant opened – and Krell was instantly teleported to the Plane of Shadow. (The DM can change the destination.)

Currently, Krell has found shelter in a dead crooked tree, but four wights prowl the shadows beneath him and wait for a chance to strike.

What's more, a hydra has recently taken up residence in Vittra Springs and will attack anyone who ventures too close to the water.

Encounters: One **hydra**. CR 6 (3,900 XP). Four **wights**. CR9 (5,600 XP).

Treasure: If Oгна is reunited with Krell, she rewards the characters with all her money (6 sp and 2 cp), five pieces of smoked rabbit meat, and a *Ring of Feather Falling* that she found on the corpse of an unfortunate traveller a few years ago. Zack Ventilon grudgingly parts with one *Potion of Supreme Healing* if the players collected the yellow troll moss for him.

A HEIST MOST HYPOCRITICAL

Quest: You have heard a rumour that Crooked Vinheed Fastfinger (the brother of William Fastfinger) is in town and searches for potential partners for a night-time job of a shady nature.

Crooked Vinheed has acquired a map of the Seven Keys Library's vault, which is famed throughout Eastern Faraway for the expensive magical items that are kept there. The vault is equally known for its dangerous monsters and lethal traps.

What the characters don't know: Crooked Vinheed has been tricked. A group of master thieves, led by Zartinne Grey, has deliberately made sure that Vinheed got hold of the map as a part of their heist. Zartinne's group plans to arrive at the vault disguised as guards and arrest Crooked Vinheed, but when they leave, one of them will stay behind. Later, the person who stayed behind will raid the vault.

Encounters: One **assassin** and three **veterans**. CR 14 (12,000 XP).

Treasure: If the characters manage to get Zartinne or a member of her group arrested, they receive 100 gp each and a letter of recommendation from Niniann Envindra, Head of the Seven Keys Library. If the characters steal something from the vault, roll 1d6 and check the table below to find out what they steal.

STOLEN ITEM	
1.	<i>Armour of Invulnerability</i>
2.	<i>Cubic Gate</i>
3.	<i>Defender (Shortsword)</i>
4.	<i>Iron Flask</i>
5.	<i>Ring of Djinni Summoning</i>
6.	<i>Deck of Many Things</i>

FIRE IN THE HILL!

Quest: A handwritten note on a noticeboard reads “Research assistants wanted urgently! No experience needed! Apply to Professor Nokhtrina Aliss at the Department for Higher Education.”

Nokhtrina is a visiting professor who studies geology in Eastern Faraway. Her previous apprentice failed to return from a field trip to Ilde Volcano. Nokhtrina believes her apprentice is delayed due to bad weather, and desperately needs someone who can travel to the volcano and calibrate a gnomish stabilisation device, which measures geological activity. The device has malfunctioned and has shown only strange readings during the last couple of days.

What the characters don't know: The volcano has recently had a partial eruption. Because of the unstable magic in the area, the eruption summoned several fire elementals and magma mephits.

Nokhtrina's apprentice was surprised by harsh weather while travelling and is currently hiding at Frostcliff Outpost, which is being attacked by the raging elementals.

Encounters: Four **magma mephits** and two **fire elementals**. CR 11 (8,000 XP).

Treasure: The captain of the guard at Frostcliff Outpost rewards the characters with 250 gp and

a battered *Warhammer +1* in dark bronze for coming to their aid. In addition, Nokhtrina offers the characters a *Scroll of Control Weather* for helping her.

PERILOUS POTIONS & DANGEROUS DRINKS

Quest: The potionmaker Helge Åsklippa has made a terrible mistake! Helge works at the Academy of Alchemy, but also makes potions as a side job in the evenings and nights.

Recently, he sold a *Philter of Love* to Almindra Cunningham, who is the youngest daughter of Lord Cunningham. Helge later realised that instead of a love potion, he had accidentally sold Almindra an experimental and extremely toxic weed-killing potion that he had worked on.

Almindra had mentioned that she would use the potion to secure the love of the young Lord Bilbertius Warblington at the yearly Crystal Ball that is held at Warblington Court. This is one of the finest balls of the year, and only members of the upper class are invited.

Helge now desperately seeks someone to find Almindra and swap the potions in secrecy, as the life of Bilbertius and Helge's position at the Academy of Alchemy are at stake.

What the characters don't know: Almindra's worst enemy and rival, Reanne Neville-Fitzray, is also invited to the ball and also has a love potion. However, she will accidentally pour the love potion into the wrong glass, and one of the characters will drink it.

Encounters: Four **guards**, two **nobles**, and two **knights**. CR 7 (3,000 XP).

Treasure: Helge offers 25 gp and one potion of any kind (up to very rare) to each character who helps him prevent a disaster and keep his job.

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