



RIME OF THE FROSTMAIDEN



Night has fallen upon Icewind Dale and the sun hasn't risen for two years. The frozen north's thin connection to the Sword Coast has been cut off and now the people of Ten Towns and the Reghed tribes must fend for themselves. A divine force has locked the land in frozen night. Rumors whisper of shadowy figures forging a devastating weapon in the mountains. Remnants of ancient power awoken deep beneath the ice.

FROZEN TRUTHS OF ICEWIND DALE

- The sun hasn't risen for two years.
- The two-year night has cut off the frozen north from the rest of the Sword Coast.
- The Children of Auril demand sacrifices from the people of Ten Towns in the Frostmaiden's name.
- Ancient and powerful secrets lie under the ice.
- Shadowy figures lurk in the mountains hammering upon strange black metal.

THE HEROES WE HAVE

Cut off from the outside world, the people of Ten Towns must rely on themselves to face the dangers upon and below the frozen tundra. The characters are people of Ten Towns, either natives of the land or travelers who arrived years ago and stayed. You and the rest of the people of Ten Towns have been hardened by the brutal cold of the land but the eternal night eats away at everyone. No heroes are coming from the Sword Coast to save the people of Ten Towns. Only you can save yourselves.

YOU BEGIN IN Bryn Shander

Largest of the Ten Towns, Bryn Shander is a walled town perched atop a cold, lonely, wind-lashed hill. Bright lanterns suspended over narrow streets twist in the wind and add flecks of color to the town's otherwise drab surroundings. Speaker Duessa Shane leads the city of a thousand souls. Once a trading hub with the north, trade has suffered since the coming of the night as has the humor, camaraderie, and goodwill of the people.

Notable locations include the **Blackiron Blades smithy**, the **House of the Morninglord**, and the **Northlook Inn and Tavern**.

YOUR CHARACTER IN THE WORLD

Characters begin at **1st level**. You can choose character options from the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*. In addition to core *Player's Handbook* races you can choose the **goliath** and **firbolg** races.

You can use the "Customizing Your Origin" feature from *Tasha's Cauldron of Everything*. There are no other house rules for this campaign.

Your character has joined with your companions to help the people of Ten Towns survive the icy dangers in the endless night.

Build well-rounded characters able to interact with the denizens of Icewind Dale, survive the frozen tundra, and battle the beasts hunting in the darkness.

YOUR GROUP PATRON

Your characters have come together on the request from a notable patron of Icewind Dale. As a group, during our first session, you can select from one of the following group patrons.

Vellynne Harpell. Member of the prestigious Harpell family and of the Arcane Brotherhood. The mysterious spellcaster seeks to learn more of the power under the ice.

Sheriff Markham Southwell. Sheriff of Bryn Shander who commands the town's militia. The sheriff has conscripted civilians to help him in matters beyond the capabilities of the town's militia on behalf of the town's speaker, Duessa Shane.

Hlin Trollbane. Retired shield dwarf bounty hunter who came to Icewind Dale some time ago escaping a dark past and now has taken it upon herself to bring justice where it has failed in the night.

Dannika Graysteel. A half-elf scholar who has come to Ten Towns to investigate the mystical nature of the land. She wishes to study the strange magic that has brought the long night to Icewind Dale.

SAFETY TOOLS

The adventure features themes of darkness, extreme cold, murder, isolation, and paranoia.

Lines. This game will not contain physical violence towards children, unwanted sexual contact, animal abuse or cruelty, party-initiated torture, inter-party violence, or inter-party betrayal.

Veils. Cannibalism, mental assault, ritual sacrifice, kidnapping, consensual sex, enemy-initiated torture, or parasitic invasion will be "veiled" off-screen.

If at any time you don't feel comfortable with the content or direction of the game, say "**pause for a second**" in voice chat and we will stop the game and address your concerns.

