

CREDITS

Design

R.A. Salvatore, Jeffrey Ludwig, James Wyatt

Development and Editing

Greg Bilisland

D&D Group Manager

Mike Mearls

D&D Producer

Greg Bilisland

Senior Creative Director

Jon Schindehette

Art Director

Kate Irwin

Cover Illustration

Tyler Jacobson

Interior Illustrations

Ed Cox and Jason A. Engle

Graphic Designers

Leon Cortez, Matthew Stevens, Emi Tanji

Cartography

Mike Schley

D&D Brand Team

Nathan Stewart, Liz Schuh, Laura Tommervik, Shelly Mazzanoble, Chris Lindsay, Hilary Ross, John Feil

Prepress Manager

Jefferson Dunlap

Imaging Technician

Carmen Cheung

Production Manager

Donna Woodcock

Organized Play

Chris Tulach

DUNGEONS & DRAGONS, Wizards of the Coast, *Legacy of the Crystal Shard*, *Heroes of the Fallen Lands*, *Heroes of the Forgotten Kingdoms*, *Player's Handbook*, D&D Encounters, D&D, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the USA and other countries. All Wizards characters and their distinctive likenesses are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental.

Published by Wizards of the Coast LLC. Manufactured by: Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 2 Roundwood Ave, Stockley Park, Uxbridge, Middlesex, UB11 1AZ, UK.

Printed in the USA. ©2013 Wizards of the Coast LLC.

620B10594001 EN

RUNNING THE EVENT

Welcome to D&D Encounters™ Launch Weekend for *Legacy of the Crystal Shard*™! This adventure expands on the opening of *Legacy of the Crystal Shard*, stranding players in the furthest reaches of Faerûn's North just as winter arrives. Ten-Towns is under assault by forces both outside and within, and by the session's end, the players' choices will set them on a path that may tip the balance of power in Icewind Dale in the upcoming D&D Encounters season, in which the full adventure plays out.

Like the *Legacy of the Crystal Shard* adventure product, this scenario is playable using three versions of the DUNGEONS & DRAGONS® game: 3rd Edition (v.3.5), 4th Edition, and the D&D® Next playtest rules. In advance of the Launch Weekend event, please indicate to the organizer what edition of the rules you would prefer to use, or if you're willing to run whichever edition the organizer needs you to.

Players begin the event by creating 1st-level characters. You can help the organizer by providing character creation resources for the edition of the game you're running: the D&D Next playtest packet; *Heroes of the Fallen Lands*™, *Heroes of the Forgotten Kingdoms*™, and the 4th Edition *Player's Handbook*®; or the v.3.5 *Player's Handbook*.

This adventure also includes a poster map containing art from *Legacy of the Crystal Shard* and a tactical map for one of the encounter locations.

INTRODUCTION

Winter has come early to Icewind Dale. The people of Ten-Towns are on edge; with food and supplies scarce, each town looks jealously to its own survival. Beyond the walls, wolves and yetis prowl the wilds, and few travelers brave enough to venture there ever return. To the north, the Reghed tribes whisper stories of the Frostmaiden, manifested in the world to punish those who have strayed from her worship. And on the slopes of Kelvin's Cairn, an old enemy awakens to finish the conquest he started over one hundred years ago.

As the icy hand of winter closes over the dale, one last caravan struggles over the pass through the Spine of the World before the snows choke off all connection to the outside world. Accompanying it is a group of hardy adventurers who suddenly find themselves in a land besieged by three foes, each of whom will stop at nothing to claim dominion over Icewind Dale. Can the players uncover the villains' plots before the people of Icewind Dale are doomed to enslavement and death? Even if they do, can the heroes hold winter's fury at bay long enough to thwart all of their foes, or will they save Icewind Dale from one evil only to watch it slip into the hands of another?

Background

As its title suggests, this adventure is related to the legacy of events told in the novels of R. A. Salvatore, including *The Crystal Shard*, *Passage to Dawn*, *The Silent Blade*, *Servant of the Shard*, and *The Ghost King*, among others. You need not have read any of these books to run and enjoy this adventure, but understanding the role that Akar Kessell and the Crystal Shard play in the history of the region will help the pieces of the adventure fit together.

As related in *The Crystal Shard*, Akar Kessell was a young apprentice of the Arcane Brotherhood. After murdering his mentor, he was abandoned in Icewind Dale by his fellow wizards, who had manipulated him into committing the crime. On the brink of freezing to death on the ice-covered slopes of the Spine of the World, Kessell stumbled upon Crenshinibon, the Crystal Shard—an evil artifact that took control of the wizard and gave him incredible power. Wielding the shard, Kessell created a magical tower, Cryshal-Tirith, in its likeness. He raised an army of savage humanoids from the Spine of the World and threatened to conquer Ten-Towns before he was stopped by an alliance of the people of Ten-Towns and the Reghed tribes. Of course, the aid of Drizzt Do'Urden and his companions—Bruenor Battlehammer; Wulfgar, son of Beornegar, of the Elk Tribe; the halfling Regis; and Catti-brie—was invaluable in stopping Akar Kessell.

The Crystal Shard was eventually destroyed, but its legacy remains. Other crystal towers have since been raised, and where the crumbled dust of their destruction lingers, black ice has formed. Though Crenshinibon's malign intelligence is gone, the black ice retains traces of its deep evil, which slowly corrupts all who come into contact with it.

As the memories of Akar Kessell and his Crystal Shard fade into legend, a young barbarian outcast has accepted the mantle of Auril's Chosen and has pledged to bring the people of Icewind Dale to the worship of the Frostmaiden. With the beasts and the snows at her command, this outcast has become the Ice Witch, visiting her fury upon the barbarian tribes and Ten-Towns. Left unchecked, she will help her mistress cast all of Icewind Dale into an eternal winter.

At the same time, Vaelish Gant—a member of the newly revived Arcane Brotherhood—has insinuated himself into the trade network of Ten-Towns with the aim of gaining a stranglehold on the entire region. Aided by the ruffians and scoundrels of Luskan's Ship Rethnor, Gant has established a protection racket in Bryn Shander, the trading hub of the region, and his agents are spreading throughout Ten-Towns to solidify his hold.

As if these two villainous forces weren't enough, the undead Akar Kessell, freed from a century of imprisonment in the snow and ice, has also returned to haunt Icewind Dale, seeking to finish his conquest

and visit vengeance on all who opposed him. Spreading the influence of the black ice remnants of the Crystal Shard, he hopes to weaken Icewind Dale with infighting, giving himself a clear pathway to its destruction.

Scenario Summary

The heroes' arrival in Icewind Dale has not gone unnoticed. From her tower on the Sea of Moving Ice, the Ice Witch has sensed their caravan as it makes its way down out of the pass along the northern slopes of the Spine of the World. Intent on punishing the people of Ten-Towns, the Ice Witch has sent a band of yetis to destroy the caravan before it reaches its destination.

The scenario includes the following events.

Arrival in Icewind Dale: After an arduous journey, the caravan has reached Icewind Dale and is beginning the final leg of its journey toward the town of Bryn Shander. The travelers discuss what they plan to do when they reach Ten-Towns.

A Turn for the Worse: The caravan is attacked by a crag cat while en route to Bryn Shander. One of the wagons is damaged in the ensuing fight, and as the weather worsens, the caravan is forced to press on, even though it means leaving the wagon and its owner behind.

Yetis at the Gate: The yetis catch the caravan just as it is entering Bryn Shander. This encounter takes place in three stages.

1. *Hold Them Back:* The heroes must defend the caravan as the rest of the wagons are brought through the gate.

2. *To the Walls:* The yetis begin scaling the walls, and the heroes must drive them off the ramparts in order to keep the gate from being overrun.

3. *Close the Gate:* With the final wagons safely inside the town, the heroes must drive back the last of the attackers and close the gates.

Work to be Done: Once the yetis are driven off, the heroes are commended for their staunch defense at the gates and are approached by three witnesses to the deed, each of whom hopes to secure the party's aid. Each task will set the party on a different path of adventure in the upcoming D&D Encounters season—a path that will tip the balance of power in Icewind Dale and lead to Ten-Towns' salvation . . . or its ruin.

CONNECTION TO D&D ENCOUNTERS

This play session is a springboard into the upcoming D&D Encounters™ season, *Legacy of the Crystal Shard*. Players who participate in this adventure can transfer their characters, including any XP and treasure earned, to the Encounters season.



Important Characters

The following nonplayer characters appear in this scenario. Use the details below to inform your roleplaying of them as the need arises.

Aldo Fetcher

Aldo Fetcher is a balding, middle-aged man who walks with a slight stoop. His dress is poor, and he is obviously unused to the rigors of the road. Accustomed to having both customers and city officials try to take advantage of him, Aldo adopts a defensive attitude whenever he is confronted by strangers. Accustomed to a hard life, Aldo doesn't expect help when he meets with misfortune, and so doesn't even think to ask for it.

Background: A simple merchant hailing from Fireshear, Aldo Fetcher has spent most of his life selling sundries to the stream of new residents who come to work in the mines. Although he never lacked for business, the profits on Aldo's wares were thin. With the rent on his shop and the license Aldo paid to operate it, he was lucky most years to set anything aside. Recently, it dawned on Aldo that he has spent the best years of his life toiling in Fireshear as miserably as any miner and with almost nothing to show for it, and so he resolved to change his fortunes. Scraping together every bit of his savings and calling in a few debts, Aldo began discretely purchasing small quantities of fine trade goods that were parts of larger shipments bound for ports of call in the cities of the south. Having assembled a miscellany of valuable goods, Aldo sold his shop to an enterprising new arrival and used the proceeds to purchase a wagon and some cart horses, and signed on with the last caravan of the season making its way north to Icewind Dale in hopes of finally making his fortune.

Beorne Steelstrike

Beorne Steelstrike is lean for a dwarf—the result of a lifetime spent mostly on the road. Streaks of gray in his beard belie his age, yet the dwarf has a nearly boundless vitality. He wears his hair long and loose except for his beard, which is pulled neatly into twin braids. While traveling, Beorne wears a broad-brimmed hat that shades his deeply tanned face. He wears simple, sensible traveling gear, including a brown bear-skin cloak for the cold. The only exception to this style of dress is when he travels in a larger city, where he'll ornament himself with a bit of local flair—a colorful pocket square when traveling in Waterdeep, a checkered kerchief in Luskan, or a scrimshaw clasp in Icewind Dale.

Background: A veteran caravanner and a shrewd trader, Beorne Steelstrike knows the highways and byways of the Sword Coast as well as anyone alive. Born to pious and humble parents who worked as simple laborers in the citadel of Candlekeep, the young dwarf was fascinated by stories of the world outside those

cloistered walls, and as soon as he was old enough to barter his services Beorne left on a caravan to Waterdeep, never to return home.

That was over a century ago, and in the years since then Beorne has spent time in nearly every major settlement north of Amn. In his youth, Beorne made and lost fortunes mounting hazardous expeditions and brokering clandestine deals with some of the most famous and infamous characters along the Sword Coast. Age has diminished Beorne's appetite for risk, if not his wanderlust, and so nowadays he makes a comfortable living plying well-worn trade routes and renting himself out as a guide for third-party expeditions.

In his travels, Beorne picked up a wide array of skills and knowledge. Though not a trained warrior, he knows how to handle an axe well enough to make orcs and bandits think twice about pressing their luck. He also speaks half a dozen languages, and understands twice as many—mostly, to avoid being cheated by unscrupulous trade partners. The dwarf is a veritable almanac of local lore, although his knowledge of certain places and events isn't always as current as he makes it out to be.

Helda Silverstream

Helda Silverstream has gray eyes and dreadlocks of long, mahogany hair that she pulls back behind her head. She wears the hooded silver-stitched blue cloak of her clan, fastened with a silver clasp in the shape of a dwarven war axe, marking her as a warrior of the Axe of Mirabar.

Background: Born of the union between clans Silverstream and Battlehammer, Helda Silverstream is a young dwarf who inherited the formidable cunning of her father's kin as well as the bravery associated with her mother's name. Worldly as well as wise, she has already seen more of Faerûn in her sixty years than her uncle has in his many long winters. After spending her formative years hearing about the vaunted clan Battlehammer and the splendor of her mother's clan's seat at Mithral Hall, Helda took it upon herself to travel there at the tender age of thirty-five, defying her parents and the conventions of dwarven society to leave her home at so young an age. Helda's father asked Stokely Silverstream, leader of the Dwarven Valley in Icewind Dale, to forbid her from leaving. The elder Silverstream instead gave Helda his blessing—likely because he regretted never visiting the vaunted Mithral Hall and because nothing he could have said would have swayed the determined young dwarf.

Helda's fiery personality was forged in the valley of Kelvin's Cairn, and her skills were tempered in the bowels of Mithral Hall. There, she learned mining, smithcraft, and the arts of war and diplomacy from her mother's people, displaying the earnestness of a dwarf who had grown up in a harsh land that could ill accommodate the time required to spend so long at study.

Even in their protected valley home, the dwarves of Kelvin's Cairn struggle through each winter, hunting for resources while fending off orcs, giants, and other creatures that would claim the valley's shelter. The clan members in Icewind Dale work hard to survive; they don't have the luxury of a lengthy education.

By comparison, Helda's life at Mithral Hall was geared toward study. The dwarves there have a sense of the great sweep of history that has brought them the wealth and comfort they now enjoy, and they understand that it is not haste—or even hard work—that will ensure their continued prosperity, but the careful study and application of their race's centuries of collective wisdom. Courage might come naturally to the Battlehammers, but patience is a virtue that the dwarves of that clan labor hard to learn.

Helda never intended to spend the rest of her winters in Mithral Hall, so after ten years there, she moved on to Mirabar, to seek a life and a fortune of her own. Though she makes her home in that city, she travels throughout the North, bringing her metalwork and jewelry to customers ranging from Waterdeep to Icewind Dale.

Sheriff Markham Southwell

Sheriff Markham is a middle-aged man with close-cut mahogany hair, a mustache, and a goatee. Always on duty, he dresses in supple leather armor and carries a longsword and dagger at his hip, donning a chain shirt only when he expects to be walking into a fight.

Background: Responsible for overseeing the defense of Bryn Shander, Markham Southwell was appointed sheriff by the town's speaker, Duessa Shane, and serves at her pleasure. Responsible for training the town's militia and keeping the peace, Markham is authorized to maintain a standing force of twenty guards, although in times of need he can raise a fighting force of about four hundred townsfolk outfitted with spears and longbows.

Sheriff Markham is also empowered to hire adventurers for missions undertaken in the town's defense (loosely defined as anything that keeps trade coming through Bryn Shander's gates). Such expeditions are meant to be underwritten by the town's exchequer and therefore require the approval of the speaker. Conniving merchants or other interested parties often ask the sheriff to post a job for which they are willing to provide the funding (along with a small administrative fee for Markham, naturally). In such cases, unknowing adventurers take jobs that they believe to be official town business. This leads them to perform dangerous and unscrupulous work—the benefit of which they might otherwise be inclined to question—all the while unwittingly serving the aims of an unknown employer. But the trade to Bryn Shander keeps flowing, and most times neither the speaker nor the adventurers are the wiser.

Despite his willingness to accept coin on the side, Markham takes his duties seriously, and will not stand for anything he feels would endanger the town or the lives of those under his command. Due to the fact that he commonly has cause to employ sellswords (and that many people in Ten-Towns could be labeled as miscreants of one kind or another), Markham is more tolerant of adventurers and the trouble they sometimes get into than the sheriffs in most other towns would be. However, when troublemakers cross the line, Markham is swift and uncompromising in dispensing justice.

STARTING THE SCENARIO

At the start of the D&D Launch Weekend event, players should all receive character sheets and use the materials at the event to create characters for whichever edition of the game is going to be played. This character creation period should take 30 to 45 minutes.

Monsters: The monster statistics required for this scenario are provided on pages 12 - 15 of this booklet. Throughout the scenario, a name in bold indicates a monster that is included on these pages.

Arrival in Icewind Dale

The adventure begins with the characters accompanying a caravan that is on the last leg of its journey to the town of Bryn Shander in Icewind Dale. After nearly a month on the trail, everyone in the caravan is road-weary. The caravan consists of a dozen wagons, an equal number of merchants, and four caravan guards, not including the player characters. The caravan carries mostly food and clothing from the south.

As their destination nears, the travelers talk eagerly of the comforts awaiting them in Bryn Shander's inns and alehouses.

Read or paraphrase the following:

It has been over a month since you signed up as caravan guards for the expedition to Faerûn's far north, the frozen land known as Icewind Dale. The grueling trek up the southern slopes of the Spine of the World was nothing compared to the treacherous crossing over the mountain pass. When the wagon train finally began its descent into Icewind Dale, everyone in the caravan breathed a collective sigh of relief that the journey was nearly at an end. That was five days ago.

The first sight of the dale already seems like a distant memory. Five days of hard travel across the barren tundra has left ache in the legs and rumble in the belly. Frozen winds have scoured memory of warmer climes, and at night, huddled behind the rude shelter of circled wagons, the sound of the groaning breeze is a constant companion.

This morning, however, there is a sense of liveliness as the caravan breaks camp. Beorne Steelstrike, the dwarf leading the expedition, has indicated that the caravan might be able to make its destination before nightfall if everyone pushes

hard today. Not wanting to spend a single night more than necessary in this unforgiving wasteland, everyone hastens to hitch their wagons.

As your fellow travelers make ready, they speak of the comforts that await them at your destination, the trade town of Bryn Shander. "Once I've seen to the wagons, it'll be straight to Kelvin's Comfort for me," declares Beorne, doing a last check up the line. "A cup o' Flamebeard's Firebrandy will warm ye up faster than any hearth fire!" Swinging up into his seat, he gives a shout and cracks his reins, and the caravan rumbles forward.

If you deem it appropriate and time permits, you can roleplay the characters' interactions as they speak with the other travelers. You can take this opportunity to have Helda Silverstream mention her connection to the area and recount the story of Akar Kessell's war against the dale (as related in the Background section), or encourage any players who have read the novels to have their characters do the same. Beorne Steelstrike happily relays information to anyone who will listen, ranging from the geography of the dale to the comparative quality of brews at Bryn Shander's taprooms.

Whenever you're ready to move the story forward, proceed to the next section.

A TURN FOR THE WORSE

Read or paraphrase the following:

As you continue northward, the featureless tundra gives way to a range of low hills. According to Beorne, it is upon the last, and highest, of these hills that Bryn Shander is situated, and at the sight of them the caravan presses forward with renewed determination. The rocky, scrub-covered slopes provide a welcome bulwark against the wind, and as you leave the tundra behind, a gentle snow begins to fall.

These hills are hunting grounds for **crag cats**, a cold-weather breed of tiger that is notorious for hunting humans as prey (a job to which it is uniquely suited thanks to its natural immunity to all forms of detection magic). Normally these predators stalk lone travelers, but the crag cats have recently taken to ambushing even large, well-armed companies due to the growing influence of the Ice Witch. One such creature lies in wait near an outcropping of boulders near the trail that the caravan is traveling. It waits until most of the wagons have passed, attacking the last band in the train.

Ask the players what part of the train their characters are guarding. In addition, if any of the players have indicated that their characters are watching for danger, allow them to make a DC 20 Wisdom check to notice the crag cat.

If the heroes spot the crag cat, read:

As the caravan steers around the base of one hill, you notice movement in a nearby outcropping of boulders. Through the flurries of snow, you can make out the form of a great saber-toothed cat creeping forward, ready to pounce.

The encounter begins with a surprise round. Only the crag cat and any characters who succeeded at spotting the cat roll initiative. If a character attacks the crag cat before it acts, the crag cat attempts to target that character when it takes its turn. If the character is out of reach, or if no one attacks the crag cat, it attacks one of the caravan guards instead, hitting automatically and knocking the guard unconscious. In either event, the crag cat's appearance scares a team of nearby draft animals, causing one of the wagons to crash on its side as the beasts attempt to flee.

After the surprise round, have the rest of the characters roll for initiative and continue with the encounter.



If the heroes do not spot the crag cat, read:

As the caravan steers around the base of one hill, you suddenly hear the scream of horses and the shouting of riders coming from the back of the train. Through the snow, you can make out the figure of a great saber-toothed cat looming over a caravan guard, who is weaponless and pinned to the ground. The teamster of a nearby wagon fights to regain control of his panicked horses, but the beasts pull wildly at their harnesses as they attempt to flee, and with a lurch the wagon tips and crashes to the ground.

Starting Locations: Have the players roll for initiative and describe their characters' response to the attack. No tactical map is provided for this encounter, so you will need to use your judgment in deciding whether the players' desired actions are feasible. As a guideline, any characters near the back of the train can close to melee with the crag cat during the first round of combat, while characters in the front of the train must either use ranged attacks or spend a round moving in order to join the melee during the second round of combat. The snowfall is light enough that it does not hamper visibility or ranged attacks.

Meanwhile, Beorne Steelstrike, Helda Silverstream, and the other three caravan guards try to calm the animals while keeping an eye out for more cats.

Crag Cat Tactics: If ever on the crag cat's turn it has no one engaging it in melee, it performs a coup de grace and kills the fallen guard. The creature then attempts to drag the body back to the outcropping of boulders. Otherwise, the crag cat stands its ground, attacking anyone who engages it in melee. It shows no interest in attacking the draft animals or any non-humanoid prey, and prefers to target small or lightly armored foes. Once reduced to a quarter of its hit points, the crag cat attempts to flee.

Once the crag cat is defeated, read:

Although the beast is gone, the havoc it wrought remains. The toppled wagon is clearly damaged, and dozens of crates and cartons lie scattered on the ground, a few of them having burst and spilled their contents across the new-fallen snow. The wagon's driver curses as he tries to untangle the thrashing horses, but the nearby guards make no move to help him; instead, they eye the surrounding hills warily, now seeing danger in every shadow and crevice.

A grunt from behind you draws your attention to Beorne Steelstrike. The dwarf's weathered face is turned skyward, and a thin layer of snow frosts his beard. "It's falling faster," he mutters. With another grunt, he turns to face the struggling wagon-driver. "Leave it!" Beorne shouts. "We'll be snowed in by nightfall if we don't move on."

The driver bristles at Steelstrike's order. "After having come all this way, I'll not leave my cargo to be ransacked by brigands so close to Bryn Shander's walls! If you'll not help me set my wagon right, at least let me load my goods onto the rest of the train."

Beorne casts a doubting eye at the weather, then shakes his head grimly. "We'll need every hour o' daylight to make it to Bryn Shander, an' the other wagons cannot afford the extra load. I'll not risk bein' caught in the snows. If ye can get yer wagon righted, follow us as quick as ye may. Otherwise, we'll send a party back to find ye once the weather clears. Moradin keep ye."

As Beorne turns his back on the stunned wagon-driver, he notices you looking on. "I've other lives to think about besides that fool man's," he says in a low grumble, but his stern demeanor softens slightly. "Still, the gods call each of us to a different task. Stay an' help him if ye will, though I'd rather have ye with the train in case there's more o' those beastly cats about."

Beorne and the rest of the caravan move on, taking the wounded guard (if still alive) with them, while leaving the driver of the damaged wagon and his remaining guard behind.

Healing the Guard: The ambushed guard's wounds are severe, and if not properly tended they claim the guard's life before the caravan reaches Bryn Shander. If the heroes go with Beorne, any character can tend to the guard's wounds, making a DC 15 Wisdom check to do so. Success means the guard will live. If at any point, either during the combat or afterwards, the guard receives magical healing, he gets back on his feet and is able to participate in the next encounter.

Staying with Aldo: The wagon-driver, Aldo Fetcher, refuses to leave until his cargo is loaded, his wagon is righted and repaired, and the animals are calm enough to resume pulling the cart. Have each of the players describe what his or her character does to help, or prompt them using the following suggestions. Each failed check delays the departure by 5 minutes, which could have consequences on the party's arrival in Bryn Shander (explained further below.)

- ◆ Calming and untangling the draft horses (DC 10 Wisdom or Charisma).
- ◆ Righting the wagon (DC 15 Strength).
- ◆ Repairing the wagon (DC 15 Intelligence or Strength).
- ◆ Reloading the fallen crates (DC 10 Strength).
- ◆ Finding and collecting the crates' contents (DC 10 Intelligence).

A successful DC 20 Charisma check persuades Aldo to leave at least some of his cargo behind in order to avoid delay; it takes a DC 25 Charisma check to convince him to leave all of it.

Use your discretion when adjudicating the characters' actions, granting them bonuses to their checks or even automatic successes if it seems appropriate. If the party succeeds in getting Aldo back on the trail in twenty minutes or less, they can catch up with the rest of the caravan before it arrives in Bryn Shander, and can still attempt to tend to the wounded guard (if they haven't done so already). If it takes longer for Aldo and the heroes to get moving, they arrive at the gates of Bryn Shander to find the caravan already under

attack (see the next section for details). If the heroes do not stay to help Aldo, or abandon him before his tasks are complete, he and his guards never catch up to the caravan and end up trapped by the snows about a mile from Bryn Shander, playing no further role in this scenario. (If the heroes return at a later date to try to find Aldo, his fate is left for the DM to decide.)

YETIS AT THE GATE

This section sets up a multi-stage combat encounter. Present the encounter with the following readaloud text based on what happened earlier the adventure. Then run through the three numbered events in sequence.

If the heroes are with the caravan, read:

The snow begins to fall more heavily, and the wind resumes its plaintive moan. The teams struggle to pull their loads through the growing drifts of snow, while the sky above darkens. Finally, the lead wagon begins to ascend one of the hillsides, and the broad walls of Bryn Shander come into view.

A guard from the tower hails your company, and as the gates swing open the caravan lets out a ragged cheer. Slowly, the wagons begin to file through, with the drivers in back calling out impatiently as those in front pause to greet the townsfolk who have come out to greet you. Suddenly, the calls in back give way to desperate shouts and muffled screams. The caravan is under attack!

If the heroes are not with the caravan, read:

The snow begins to fall more heavily, and the wind resumes its plaintive moan. Aldo pushes his team hard through the growing drifts of snow, desperate to reach Bryn Shander before nightfall. Finally, through the growing gloom, you see the walls of Bryn Shander rising ahead of you, and the tail end of the caravan's wagon train snaking up the hill into the gates.

Carried on the wind, you can hear the calls of impatient wagon drivers waiting to enter the town. Suddenly, monstrous figures appear from out of the storm and rush towards the wagons, and the drivers' calls give way to desperate shouts and muffled screams. The caravan is under attack!

This encounter makes use of the tactical map provided with the adventure. In addition to the heroes, there are three **human guards** present—two just inside the gate, and one on the tower—as well as two caravan guards (also **human guards**). If the heroes provided magical healing to the wounded guard, add another **human guard** to this encounter. If the heroes helped Aldo reach Bryn Shander, add another **human guard** to the encounter.

Features of the Area

Weather: Visibility is poor due to the darkening sky and driving snow. The weather conceals creatures more than 40 feet away (D&D Next—lightly obscured; 4th

Edition—partial concealment; 3rd Edition (v.3.5)—concealment). Also, the driving wind extinguishes small, unprotected fires such as torches.

Buildings: The doors and windows of the buildings are unlocked, allowing entry. A character attacking through a window can potentially gain some cover against attackers outside a building. Climbing the outside of a building requires a DC 15 Strength check. The eaves of the roofs are 15 feet above the ground.

Figure in the Snow: Even after the attack, the storm continues to rage, and any character attempting to follow the yetis out into the snow is soon forced to turn back. However, anyone climbing the wall or venturing out into the snow might catch a glimpse (Wisdom DC 15) of a woman dressed in white robes, apparently crowned with the antlers of an elk, standing in the middle of the storm. The woman quickly disappears, and any character attempting to track her finds no trace of her passage. (The figure is the Ice Witch's simulacrum, through which she calls the storm and directs the yetis. Its purpose achieved, the figure crumbles back into the snow.)

Town Walls: The walls stand 30 feet high and consist of stone and wood facades filled with rubble. The walls are topped with a walkway and battlements. Climbing the walls requires a DC 20 Strength check.

Towers: The towers stand 40 feet high and are constructed from timber and stone. A character can enter either of the towers from the base of the tower or the walkway. Ascending a tower's stairs up to the top requires 80 feet of movement from ground level or 20 feet of movement from the entry along the battlements.

1. Hold Them Back

Read or paraphrase the following:

Monstrous figures—as tall as men, but with bodies coated in thick, white hair—rush the wagons and leap through the gate, lashing out with deadly claws.

“Yetis!” cries the guard on the tower, waving frantically to warn away townsfolk come to welcome the caravan. Then, rising above the clamor of battle, you hear Beorne Steel-strike's commanding voice: “We need to get the rest of the wagons inside the gate. Hold them back!”

Place wagons and horses along the road as you see fit. Have the players place their characters on the map—inside the town if they arrived with the caravan, or just outside the gate if they arrived with Aldo. Then add four **young yetis** in the yard just inside the gate.

Have the players roll for initiative. You should roll initiative for the yetis and the guards. The guards do their best to help the heroes hold back the yetis.

You can have all the yetis act on the same initiative count, and all the guards act on the same count, or break them into groups. You can also speed up the combat by not rolling damage when the yetis and

guards attack each other. Assume that it takes one hit from a young yeti to slay a guard, and two hits from a guard to slay a young yeti.

Young Yetis: The yetis are bloodthirsty combatants, whipped into a fervor by the Ice Witch. They eagerly engage any heroes or guards attacking them in melee. Otherwise, they rampage through the street, terrorizing horses, smashing carts and troughs, and slaughtering townsfolk. At this point, the monsters are less concerned with attacking the heroes than they are with wreaking general mayhem, and the DM is encouraged to describe the creatures' various acts of destruction as the fight progresses. All of the yetis fight until slain.

Wagons and Horses: The wagons aren't moving when combat starts. A character can climb atop a wagon without a check. Once atop a wagon, a character must make a DC 10 Dexterity check any time the wagon moves. Failure indicates the character falls prone in an adjacent square.

The horses are panicked by the presence of the yetis and are not easily controlled. They are attempting to flee but have nowhere to go. A character can spend an action to make a DC 10 Charisma check to scare a horse into moving or to gain control of the horse and guide its movement.

Beorne Steelstrike: Beorne does not participate in the battle, concentrating instead on trying to move the remaining wagons through the gate (initiative count 0). Describe each round how he helps to bring another wagon through, and have him shout encouragement to the heroes as they fight.

Moving On

At the end of the third round, or when the last young yeti falls, go to "To the Walls" below.

2. To the Walls

Read or paraphrase the following:

"Almost there!" cries Beorne as another wagon moves through the gates. The town's defenders, alerted by the screams and sounds of fighting, rush along the wall to join the battle. Meanwhile, more yetis clamber over the battlements and past the gates, overwhelming the guards.

"We'll be hard pressed to hold the gate with those beasties droppin' down on top of us," growls Steelstrike. "Quick, to the walls!"

Several yetis enter the city and begin rampaging around, keeping the town guards busy. Meanwhile, the characters must deal with the yetis on the walls. Place two **young yetis** on the wall—one at each end, next to the edge of the map—and roll initiative for them. At the start of the next three rounds of combat, another **young yeti** joins the battle, entering from one of the side walls.

Yeti Tactics: The yetis focus their attacks on any enemies on top of the walls or towers. If there are none,

the yetis could climb on top of the towers and begin tearing stones from the wall, hurling them down at enemies in the yard (+4 vs. AC; 1d4 + 2 [bludgeoning] damage). A yeti on the wall might also leap onto an enemy below (a normal claw attack that knocks both creatures prone on a hit).

Moving On

At the end of the sixth round, or when the last young yeti falls, go to "Close the Gate" below.

3. Close the Gate

Read or paraphrase the following:

Another wagon lurches through the gate, this one with Helda Silverstream beside it. Her axe and shield are spattered with blood. As she falls back she calls out, "That's the last of the wagons! Close the gate!"

No sooner does she speak than a hulking figure steps out of the storm—an ancient yeti with claws like obsidian knives and cruel eyes that promise a cold death. The creature lets out a terrifying howl as it plants itself athwart the gate, while more yetis rush in behind it. If the gate isn't barred soon, the townsfolk will surely suffer.

Place **Helda Silverstream** and two more **human guards** in the yard, and one **yeti** just inside the gate. Roll initiative for the new combatants, or add them to an existing initiative group. At the beginning of each round until the gates are barred, another **young yeti** enters from the edge of the map outside the gates and joins the combat.

Depending on how events 1 and 2 have played out, the heroes may be reaching the limits of the endurance by this point. If the party doesn't have the wherewithal to meet this new threat, you can have more **human guards** arrive periodically throughout the battle to reinforce the heroes, ideally occupying the yetis to give the heroes a chance to close the gates (rather than closing the gates for them).

Closing the Gates: The gates are a pair of 15-foot tall heavy wooden doors. An adjacent creature can open or close one door by spending an action to make a DC 10 Strength check. If one or more creatures are attempting to prevent a door from being opened or closed, add their Strength modifiers to the DC.

Barring the Gates: Once both gates are closed, a pair of wooden beams can be slid into place to bar the gate. Each beam is located at ground level in one of the towers. A single character can carry the bar, which weighs about 60 pounds. Sliding a bar into a gate requires an action, though. One bar is sufficient to keep the yetis from breaking through the gate.

Yeti: The yeti tries to prevent the heroes from closing the gate, blocking it physically and attacking anyone who gets near. If the heroes manage to push the yeti back and close the doors, it spends its action

to make a Strength check to try to push the doors back open (so long as they haven't already been barred). The yeti fights to the death.

Young Yetis: The young yetis charge into the yard, engaging as many enemies as possible in melee. They particularly focus their attacks on any characters attempting to close the gate. Any yetis remaining from events 1 and 2 run off the map into the town, where they're eventually dispatched by guards.

Guards: If directed by the heroes, the guards will attempt to help close the gates. Otherwise, they focus on engaging the yetis in combat.

Helda Silverstream: Helda focuses on fighting the yetis, renewing her calls for the heroes to close the gates. Helda has a further part to play in this adventure, so if reduced to 0 hit points during this encounter she is not killed but simply knocked unconscious.

Moving On

Once the gates have been shut and barred, the yetis' attack is thwarted, and you can move on to "Work to Be Done."

If there are still yetis left alive in the yard, you can either let the fight play out or simply narrate their eventual demise as the rest of the town guard arrives on the scene. If you decide to let the fight play out, try to wrap it up quickly, since the danger—and the excitement—has now passed.

WORK TO BE DONE

Read or paraphrase the following:

The town guards move quickly to reclaim the battlements, their slings and arrows driving the attackers back from the wall, and you can hear the creatures' howls of defeat as they disappear into the wild. As you look about you, the amount of destruction wrought by the creatures in just a few short minutes is staggering. Smashed crates and overturned carts choke the street, while nearby buildings have holes torn in the walls from the creature's claws and scorch marks from the fires they started, while all about lie the mangled bodies of men and horses. The townsfolk around you seem stunned, as if unsure whether to count themselves cursed for having been visited by such ruin or lucky for having survived it. However, those guards who catch your eye give you solemn nods of respect. They know how much worse it might have been.

Striding through the wreckage, you see a man with a stern countenance and an air of authority stop to question one of the guards, who points to you in response. The man approaches and, resting his hand on the pommel of his sword, gives a curt nod. "Greetings, friends. My name is Markham Southwell, sheriff of Bryn Shander, and it seems we are in your debt. If not for your brave actions here today, I warrant this destruction would have been far worse. You have my thanks. I will see to it that the speaker hears of your deeds; perhaps she will see fit to reward you for your service to the town."

A call from one of the guards draws the sheriff's attention away. "And now, I pray that you will excuse me," says Markham as he turns to leave. "Even after the fighting, there's always work to be done."

In the immediate aftermath of the attack, events in Bryn Shander can propel the characters in different directions for act 1 of the adventure. The adventurers can't help but notice the hysterical apothecary, and their actions after the encounter can determine whether they overhear the grumbling guards or speak to Helda Silverstream. The intent here is to put the adventurers at the start of three different paths, representing the three portions of act 1, and let them choose which one to start down. These various threads of the story are carried forward in the *Legacy of the Crystal Shard* adventure, available in stores.

The Hysterical Apothecary: An apothecary named Rierdon is in hysterics over the damage that the yetis did to his shop, situated just inside the town gate. He wails about the money he paid for protection, crying, "Where was that bastard Slim to protect my shop when it mattered?" If the adventurers talk to him, or if he notices them helping other people, he asks them to help him recover the money he gave to someone he calls "Slim," saying, "I'll need it to repair this damage!" He offers to give them half of what he gets back from Slim; the original amount was 150 gp. In addition, he promises them a discount at his shop, which offers simple remedies for blisters, rash, and fever, as well as

antitoxins and special unguents to protect against the cold. If the characters accept his offer, Rierdon asks them to meet him that night at the Northlook, the inn where Slim is known to hang out.

If the adventurers meet Rierdon at the Northlook, or later decide to investigate Slim and his protection racket, see “The Arcane Brotherhood” in the *Legacy of the Crystal Shard* adventure, and specifically the section “Helping Rierdon.”

The Grumbling Guards: The adventurers overhear a pair of guards muttering about the attack, saying things like “Damn barbarian led them straight to us.” If questioned, the guards tell the adventurers that a barbarian from the Reghed tribes was caught stealing something earlier in the day. Like many other Ten-Towners, the guards believe the Reghed barbarians are somehow to blame for the harsh and early winter and the beast attacks, and the barbarian tribesman in question is a convenient scapegoat for all his people. “No matter,” one guard says, “he’ll pay for what he’s done.” The tribesman, Hengar Aesnvaard, is currently chained to a post in the marketplace at the center of town, where he will surely die from exposure overnight.

If the adventurers decide to talk to the barbarian or investigate his crime, see “Tribe of the Elk” in the *Legacy of the Crystal Shard* adventure.

The Dwarf Merchant: Helda Silverstream, the owner of one of the wagons in the caravan, thanks the adventurers for their efforts in protecting the caravan from the yetis. She offers to pay them (20 gp each) to accompany her and her wagon to her final destination—the dwarven valley on Kelvin’s Cairn—to help keep her safe from further attacks. She plans to visit her uncle, Stokely Silverstream, and hopes to acquire some of the black ice carvings she’s heard about. The attack on the caravan makes her unwilling to make the journey alone.

If the adventurers want to pursue other tasks or leads before leaving Bryn Shander with Helda, she is willing to wait as long as five days. If their attention strays for too long (for example, if they deal with the thugs in Bryn Shander and then accompany Hengar to his tribe), she hires a different group of mercenaries and sets out without the heroes.

If the characters accompany Helda to the dwarven valley, see “Halls of Black Ice” in the *Legacy of the Crystal Shard* adventure.

The Sense of the Town: Everyone in Bryn Shander knows that attacks by wild beasts and monsters like the yetis are nothing new. Similar attacks on travelers have plagued Icewind Dale for weeks, since soon after the early storm that marked the start of this harsh winter, but this incident is the first time they’ve been brave enough to get so close to any of the towns in the dale. Normally, tundra yetis don’t venture south of Kelvin’s Cairn, and the wolves and bears of the wilds stay well clear of Ten-Towns and human travelers.

CONCLUSION

At the end of the session, award the following XP to each character based on which edition you’re using: 400 XP (v.3.5 or 4th) or 100 XP (D&D Next).

The next step to playing out *Legacy of the Crystal Shard* is to run the adventure, either in stores during the next D&D Encounters season or at home. Encourage players to return next Wednesday to follow up on the adventure path they chose. See the instructions in the *Legacy of the Crystal Shard* store kit for guidelines on running the adventure as a series of D&D Encounters sessions.

D&D NEXT

CRAG CAT

Large Beast

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

Senses low-light vision

Str 17 (+3)

Dex 15 (+2)

Con 14 (+2)

Int 4 (-3)

Wis 12 (+1)

Cha 8 (-1)

Alignment unaligned

Languages —

TRAITS

Keen Senses: The cat gains a +5 bonus to all ability checks to detect hidden creatures.

Snow Stealth: The cat can attempt to hide against a snowy or icy background, or while obscured by falling snow or ice. It has advantage on Dexterity checks to hide in such conditions.

ACTIONS

Melee Attack—Bite: +4 to hit (reach 5 ft.; one creature). Hit: 8 (2d4 + 3) piercing damage.

Melee Attack—Claw: +4 to hit (reach 5 ft.; one creature). Hit: 6 (1d6 + 3) slashing damage.

Pounce: If the cat moves at least 10 feet and ends its movement so that at least one creature is in its reach, it makes two claw attacks. If both attacks hit the same Large or smaller target, the target also falls prone.

ENCOUNTER BUILDING

Level 3

XP 120

HELDA SILVERSTREAM

Medium Humanoid (Dwarf)

Armor Class 13 (hide, shield)

Hit Points 17 (2d10 + 6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 16 (+3)

Dex 12 (+1)

Con 17 (+3)

Int 10 (+0)

Wis 14 (+2)

Cha 11 (+0)

Alignment neutral good

Languages Common, Dwarvish

TRAITS

Dwarven Resilience: Helda has advantage on saving throws against poison and resistance to poison damage.

ACTIONS

Melee Attack—Battleaxe: +4 to hit (reach 5 ft.; one creature). Hit: 7 (1d8 + 3) slashing damage.

ENCOUNTER BUILDING

Level 2

XP 30

YETI

Large Monstrosity

Armor Class 12

Hit Points 30 (4d10 + 8)

Speed 35 ft., climb 35 ft.

Senses low-light vision

Str 16 (+3)

Dex 15 (+2)

Con 14 (+2)

Int 8 (-1)

Wis 13 (+1)

Cha 7 (-2)

Alignment neutral

Languages Giant

TRAITS

Chilling Surprise: Any creature surprised by a yeti must succeed on a DC 10 Wisdom saving throw or become frightened for 1 minute and paralyzed while frightened in this way. A creature can repeat the saving throw at the end of each of its turns to end the effect early.

Immunities: The yeti is immune to cold damage.

Protected Eyes: Windblown particles, such as snow or sand, cannot cause the yeti to be blinded.

Snow Stealth: The yeti can attempt to hide against a snowy or icy background, or while obscured by falling snow or ice. It has advantage on Dexterity checks to hide in such conditions.

Vulnerability: The yeti is vulnerable to fire damage.

ACTIONS

Multiattack: If the yeti has no creature grappled, the yeti makes two claw attacks. If the yeti hits one Medium or smaller target with both claw attacks, the yeti can hold the target grappled, and it is restrained while grappled. If the yeti has a creature grappled in this way, the yeti can use its claw attack only against that creature. In addition, whenever a creature ends its turn grappled in this way, it takes 5 (2d4) cold damage. A yeti can grapple only one creature at a time.

Melee Attack—Claw: +4 to hit (reach 5 ft.; one creature). Hit: 5 (1d4 + 3) slashing damage.

ENCOUNTER BUILDING

Level 3

XP 110

HUMAN GUARD

Medium Humanoid (Human)

Armor Class 11 (leather)

Hit Points 9 (2d8)

Speed 30 ft.

Str 12 (+1)

Dex 11 (+0)

Con 11 (+0)

Int 10 (+0)

Wis 10 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

ACTIONS

Melee Attack—Long Sword: +3 to hit (reach 5 ft.; one creature). Hit: 5 (1d8 + 1) slashing damage.

Ranged Attack—Light Crossbow: +2 to hit (range 80 ft./320 ft.; one creature). Hit: 4 (1d8) piercing damage.

ENCOUNTER BUILDING

Level 1

XP 10

YOUNG YETI

Medium Monstrosity

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 35 ft., climb 35 ft.

Senses low-light vision

Str 15 (+2)

Dex 15 (+2)

Con 13 (+1)

Int 8 (-1)

Wis 13 (+1)

Cha 7 (-2)

Alignment neutral

Languages Giant

TRAITS

Immunities: The yeti is immune to cold damage.

Protected Eyes: Windblown particles, such as snow or sand, cannot cause the yeti to be blinded.

Snow Stealth: The yeti can attempt to hide against a snowy or icy background, or while obscured by falling snow or ice. It has advantage on Dexterity checks to hide in such conditions.

Vulnerability: The yeti is vulnerable to fire damage.

ACTIONS

Grapple: If the yeti has no creature grappled, he yeti tries to grapple the target. If it has a creature grappled, the yeti can use its claw attack only against that creature. In addition, whenever a creature ends its turn grappled in this way, it takes 2 (1d4) cold damage.

Melee Attack—Claw: +3 to hit (reach 5 ft.; one creature). Hit: 4 (1d4 + 2) slashing damage.

ENCOUNTER BUILDING

Level 1

XP 20

4TH EDITION

Crag Cat		Level 3 Soldier	
Large natural beast		XP 150	
HP 49; Bloodied 24	Initiative +7		
AC 19, Fortitude 16, Reflex 15, Will 14	Perception +8		
Speed 8, climb 4	Low-light vision		
STANDARD ACTIONS			
⬇ Bite ♦ At-Will			
Attack: Melee 1 (one creature); +8 vs. AC.			
Hit: 2d6 + 4 damage, and the target is grabbed (escape DC 15).			
⬇ Puncturing Fangs ♦ At-Will			
Effect: Melee 1 (one creature grabbed by the cat); 2d8 damage.			
Skills Stealth +10			
Str 18 (+5)	Dex 19 (+5)	Wis 15 (+3)	
Con 17 (+4)	Int 2 (-3)	Cha 11 (+1)	

Helda Silverstream		Level 2 Striker	
Medium natural humanoid, dwarf			
HP 34; Bloodied 17; Healing Surges 9	Initiative +2		
AC 16, Fortitude 16, Reflex 14, Will 15	Perception +3		
Speed 5	Low-light vision		
Saving Throws +5 against poison effects			
TRAITS			
Stand the Ground			
Whenever Helda is pulled, pushed, or slid, she can move 1 square less than the effect specifies.			
Steady-Footed			
Helda can make a saving throw to avoid falling prone when an attack would knock her prone.			
STANDARD ACTIONS			
⬇ Battleaxe (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 1d10 + 4 damage, or 1d10 + 7 damage if Helda has combat advantage against the target.			
Str 16 (+4)	Dex 12 (+2)	Wis 14 (+3)	
Con 17 (+4)	Int 11 (+1)	Cha 11 (+1)	
Alignment good		Languages Common, Dwarven	
Equipment hide armor, light shield, battleaxe			

Human Guard		Level 2 Minion Brute	
Medium natural humanoid		XP 31	
HP 1; a missed attack never damages a minion.		Initiative +1	
AC 14, Fortitude 14, Reflex 13, Will 14		Perception +2	
Speed 6			
STANDARD ACTIONS			
⬇ Longsword (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 6 damage.			
↘ Crossbow (weapon) ♦ At-Will			
Attack: Ranged 15/30 (one creature); +7 vs. AC			
Hit: 6 damage.			
Str 12 (+2)	Dex 10 (+1)	Wis 12 (+2)	
Con 12 (+2)	Int 10 (+1)	Cha 10 (+1)	
Alignment unaligned		Languages Common	
Equipment leather armor, longsword, crossbow, 20 bolts			

Yeti		Level 4 Controller	
Large natural beast		XP 175	
HP 58; Bloodied 29	Initiative +5		
AC 18, Fortitude 16, Reflex 15, Will 16	Perception +11		
Speed 6 (ice walk), climb 6	Low-light vision		
Resist 5 cold			
TRAITS			
Chilling Wail (fear, psychic) ♦ Aura 3			
Any enemy that ends its turn in the aura takes 5 psychic damage and takes a -2 penalty to defenses until the end of its next turn.			
STANDARD ACTIONS			
⬇ Claw ♦ At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 1d6 + 5 damage.			
↖ Fearsome Howl (fear, thunder) ♦ Encounter			
Attack: Close blast 5 (enemies in the blast); +7 vs. Will			
Hit: 1d8 + 4 thunder damage, and the yeti pushes the target up to 3 squares.			
↖ Piercing Shriek (thunder) ♦ Encounter			
Attack: Close burst 3 (enemies in the burst); +7 vs. Will			
Hit: 1d10 + 5 thunder damage.			
Effect: Any enemy that ends its next turn in the yeti's aura also takes 5 thunder damage.			
Str 18 (+6)	Dex 16 (+5)	Wis 18 (+6)	
Con 18 (+6)	Int 10 (+2)	Cha 15 (+4)	
Alignment unaligned		Languages –	

Young Yeti		Level 1 Soldier	
Medium natural beast		XP 100	
HP 28; Bloodied 14	Initiative +3		
AC 17, Fortitude 14, Reflex 13, Will 11	Perception +5		
Speed 6 (ice walk), climb 6	Low-light vision		
Resist 5 cold			
STANDARD ACTIONS			
⬇ Claw ♦ At-Will			
Attack: Melee 1 (one creature); +6 vs. AC			
Hit: 1d6 + 1 damage.			
⬇ Grab ♦ At-Will			
Effect: The yeti uses claw twice. If both attacks hit the same target, the yeti grabs the target (escape DC 12).			
↘ Howl of Challenge (psychic) ♦ At-Will			
Attack: Ranged 5 (one creature); +4 vs. Fortitude			
Hit: 1d8 + 2 psychic damage, and the target is marked until the end of the yeti's next turn.			
Str 14 (+2)	Dex 13 (+1)	Wis 10 (+0)	
Con 12 (+1)	Int 9 (-1)	Cha 11 (+0)	
Alignment unaligned		Languages –	

3RD EDITION (v.3.5)

CRAG CAT

CR 4

N Large animal

Init +2; **Senses** low-light vision, scent; **Listen** +3, **Spot** +3

Languages –

AC 13, touch 11, flat-footed 11

(+2 Dex, +2 natural, -1 size)

hp 45 (6 HD)

Fort +8, **Ref** +7, **Will** +3

Speed 40 ft. (8 squares)

Melee 2 claws +9 each (1d8+6) and bite +4 melee (2d6+3)

Base Atk +4 **Grp** +14

Atk Options improved grab, pounce, rake

Space 10 ft.; **Reach** 5 ft.

Abilities Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6

Feats Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw)

Skills Balance +6, Hide +3*, **Listen** +3, **Move Silently** +9, **Spot** +3, **Swim** +11

Advancement 7-12 HD (Large); 13-18 HD (Huge)

Improved Grab (Ex): To use this ability, a tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Skills Crag cats have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of snow or rock, the Hide bonus improves to +8.

YETI

CR 3

N Large monstrous humanoid (cold)

Init +1; **Senses** low-light vision, **Listen** +1, **Spot** +1

Languages –

AC 14, touch 10, flat-footed 13

(-1 size, +1 Dex, +4 natural)

hp 22 (4 HD)

Immune cold

Fort +2, **Ref** +5, **Will** +5

Weakness vulnerability to fire

Speed 40 ft. (8 squares)

Melee 2 claws +7 each (1d6+4)

Space 5 ft. **Reach** 10 ft.

Basic Atk +7; **Grp** +9

Attack Options improved grab, constrict

Abilities Str 18, Dex 13, Con 12, Int 9, Wis 12, Cha 11

Feats Power Attack

Skills **Climb** +10, **Hide** +2, **Move Silently** +6, **Wilderness Lore** +7

Advancement 4-8 HD (Large); 9-12 HD (Huge)

Improved Grab (Ex): To use this ability, a yeti must hit with a claw attack. If it achieves a hold against a Medium-size or smaller creature, it can constrict.

Constrict (Ex): A yeti deals 1d6+4 points of damage with a successful grapple check against Medium-size or smaller creatures, plus an additional 2d6 points of cold damage from the heat-absorbing effects of the creature's fur.

Skills The yeti's white fur gives it a +15 bonus on Hide checks in snow.

HELDA SILVERSTREAM

CR 2

Female dwarf expert 3

hp 22 (3 HD)

CN Medium humanoid

Init -1; **Senses** darkvision 60 ft., **Listen** +0, **Spot** +0

Languages Common, Dwarven

AC 13, touch 9, flat-footed 13

Fort +3 (+7 against poison), **Ref** +0, **Will** +3; +2 against spells and spell-like effects

Speed 20 ft. (4 squares)

Melee battleaxe +4 (1d8+2)

Base Atk +2; **Grp** +4

Combat Options Quick Draw

Abilities Str 14, Dex 9, Con 14, Int 10, Wis 11, Cha 12

SQ stability, stonemasonry

Feats Quick Draw, Toughness

Skills **Appraise** +5, **Craft** (weaponsmithing) +5, **Diplomacy** +8, **Heal** +3, **Jump** +1, **Knowledge** (architecture and engineering) +6

Possessions hide armor, light wooden shield, battleaxe

HUMAN GUARD

CR 1/2

Female or male human warrior 1

hp 8 (1 HD)

N Medium humanoid

Init +6; **Senses** **Listen** +1, **Spot** +1

Languages Common

AC 14, touch 12, flat-footed 12; **Dodge**

Fort +2, **Ref** +2, **Will** +1

Speed 30 ft. (6 squares)

Melee long sword +1 (1d8)

Ranged light crossbow +2 (1d8)

Base Atk +1; **Grp** +1

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 13

Feats Dodge, Improved Initiative

Possessions leather armor, long sword

YOUNG YETI

CR 1

N Medium monstrous humanoid (cold)

Init +1; **Senses** low-light vision, **Listen** +1, **Spot** +1

Languages –

AC 13, touch 10, flat-footed 12

(-1 size, +1 Dex, +3 natural)

hp 11 (2 HD)

Immune cold

Fort +0, **Ref** +3, **Will** +3

Weakness vulnerability to fire

Speed 30 ft. (6 squares)

Melee 2 claws +3 each (1d4+2)

Space 5 ft. **Reach** 5 ft.

Basic Atk +3; **Grp** +6

Attack Options improved grab

Abilities Str 14, Dex 13, Con 12, Int 9, Wis 12, Cha 11

Feats Power Attack

Skills **Climb** +6, **Hide** +2, **Move Silently** +6, **Wilderness Lore** +3

Advancement 4-8 HD (Large); 9-12 HD (Huge)

Improved Grab (Ex): To use this ability, a yeti must hit with a claw attack.

Skills The yeti's white fur gives it a +15 bonus on Hide checks in snow.

3RD EDITION (v.3.5)

PLAYABLE WITH
3rd EDITION (v.3.5)
4th EDITION
D&D[®] NEXT

DUNGEONS & DRAGONS ENCOUNTERS

EVIL STIRS IN ICEWIND DALE

The people of Icewind Dale are hardy and have long stood against the perils of the North. The events that shook the region a hundred years ago are now a distant memory. But what **was defeated** was not destroyed. Now, as forces converge on Ten Towns, the people of the North face their greatest trial yet. To overcome these **threats**, **adventurers must once again rise to challenge evil.**

This **DUNGEONS & DRAGONS[®] Roleplaying Game** adventure is designed to kick off the November 2013-February 2014 season of the **D&D Encounters[™]** official play program. The adventure comes with one full-color battle map, a short introductory **scenario**, information on the **D&D Encounters** program, and statistics to play the adventure using 3rd Edition (v.3.5), 4th Edition, or the **D&D[®] Next** playtest.

For use with *Legacy of the Crystal Shard* and any official **DUNGEONS & DRAGONS** 3rd Edition (v.3.5), 4th Edition, and **D&D Next** products.

