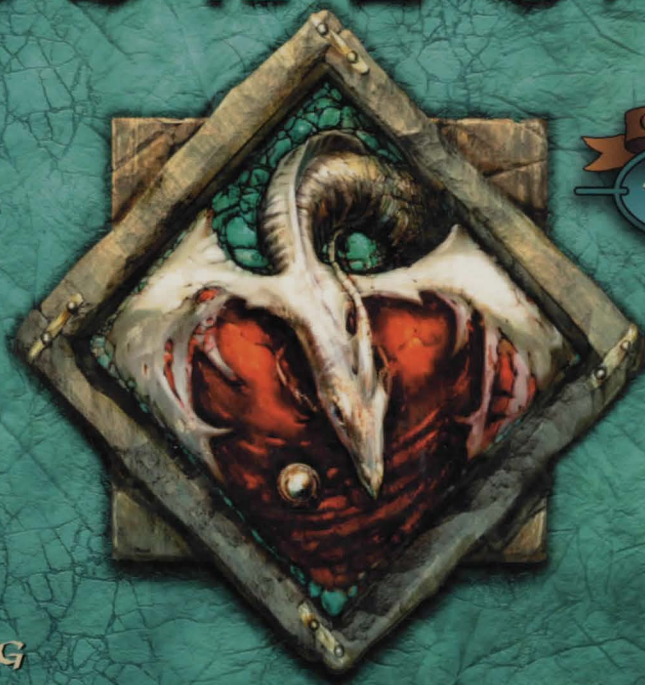


FORGOTTEN REALMS

ICEWIND DALE™



SYBEX
OFFICIAL
Strategies
& Secrets™

DAVID CHONG

HEART OF WINTER™

THE ONLY
OFFICIAL GUIDE FROM
Advanced
Dungeons & Dragons®



BIOWARE AND
INFINITY ENGINE



FORGOTTEN REALMS

ICEWIND D.A.L.E.



SYBEX
OFFICIAL
Strategies
& Secrets

DAVID CHONG

HEART OF WINTER



SYBEX

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FOR my mother, Roze, who has always
stood by to slay the dragons in my path.

Acknowledgments

This guide is the result of many people's special attention and extra efforts. Originally, I'd planned to produce a concise guide to what was expected to be a straightforward expansion to *Icwind Dale*[™]. We figured it'd be perhaps two-thirds the size of a full-blown strategy guide, and thanks to the comprehensive inside info we got from Interplay, we'd have it ready in no time. That was before we really got our hands on *Heart of Winter*[™]. This is no simple expansion! This expansion changes and improves core components of the game, makes broad and sweeping additions to gameplay, and contains a completely new adventure with a deep and rich storyline true to Black Isle's tradition of fine *Forgotten Realms*[™] games. With all these things contained on one CD-ROM, *Heart of Winter* proved to merit—no, *demand*—a full-sized strategy guide.

First, my sincere gratitude goes to the fine people at Sybex: Dan (who is directly responsible for my career as a writer), Steve (for keeping us all on track), and Marisa (who took my words and made them look so very good on the page). My copy editor, Brett Todd, has a special knack for understanding what I meant to say, and for that I am very grateful.

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Finally and most deeply, I thank my best friend, Kathleen, for giving me the warm home and true love that inspire me to write.

A Letter from the Publisher

Dear Reader,

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We can't guarantee we'll respond to every message; but we can promise we'll read them all, take them to heart, and then print them out and use the hard copy to make festive hats for everyone in the building.

Most of all, we'll use your feedback to continuously improve the quality of our books. So please, let us hear from you!

Dan Brodnitz
Associate Publisher

CONTENTS

INTRODUCTION	xiii
------------------------	------

PART 1

FOUNDATIONS OF ADVENTURE	1
------------------------------------	---

CHAPTER 1

A CALL TO ARMS	2
--------------------------	---

YOUR PARTY	2
----------------------	---

Character Class Combinations	3
--	---

A New Adventure	3
---------------------------	---

Character Creation	4
------------------------------	---

Adapting to Winter	5
------------------------------	---

THE CHILL CHALLENGE OF WINTER	6
---	---

Game Settings	7
-------------------------	---

Combat Tactics	7
--------------------------	---

Spells	9
------------------	---

Equipment	10
---------------------	----

CHAPTER 2

THE BEASTS OF WINTER.	13
-------------------------------	----

Understanding the Creature Compendium	14
---	----

COMMON MONSTERS	15
---------------------------	----

Barbarian Shaman	17
----------------------------	----

Barbarian Warrior	18
-----------------------------	----

Barrow Wight	18
------------------------	----

Berg Yeti	18
---------------------	----

Bergclaw	19
--------------------	----

Black Bear Spirit	19
-----------------------------	----

Bone Scavenger	19
--------------------------	----

Bones, Cold	20
Bones, Frozen	20
Bones, Iced	20
Cornugon	21
Drowned Dead	21
Ghost Shaman	21
Greater Snow Troll	22
Greater Werewolf	22
Ice Golem	22
Ice Golem Sentry	23
Mercenary Thief	23
Mercenary Warrior	23
Remorhaz	23
Sahuagin	24
Sahuagin Baron	24
Sahuagin Baronial Guards	25
Sahuagin Chieftain	25
Sahuagin Elite Guard	25
Sahuagin Priestess	25
Sahuagin Royal Guard	26
Sahuagin Underpriestess	26
Scrag	26
Vodyanoi Umber Hulk	26
Wailing Virgin	27
Water Kin Elemental	27
Wolf Spirit	27
Unique Monsters and Adversaries	28
Alpheus	29
Angaar	29
Chalimandren (Vexed Armor Demon)	29
Edion Caradoc	30
Emmerich Hawk	30
Gloomfrost Seer	31
Hjollder	31
Icasaracht	31
Icasaracht's Soul Gem	32
Jorn	33
Mebdinga	33
Polar Bear Spirit	33
Purvis	34

Sahuagin Elite Priestess	34
Sahuagin King	34
Sahuagin Prince	34
Sahuagin Royal Priestess	35
Vaarglan	35
Wylfdene	35
Xactile	36

CHAPTER 3

Tools of the Trade	37
Weapon Attributes	38
Axes	39
Young Rage	39
Bows and Missiles	40
Black Bow	40
Daisy	41
Force Bullet	42
Goblin Arrows	42
Jamison's Sling	43
Quinn's Fancy Sling	44
Storm Bow	44
Zilzanzer's Magnificent Darts	45
Clubs and Flails	45
Debian's Rod of Smiting	46
Evil Spider Crusher of Doom	47
Fist of the Gloomfrost	48
Flail of Mae	48
Love of Black Bess	49
Sceptre of Tyranny	49
Svian's Club	50
Three White Doves	50
Tombsweeper	52
Daggers	52
Fang of the Gloomfrost	53
Gullwyn's Dagger of Safe Harbor	53
Lover	54
Reliance	54

Hammers	55
Blood of the Gloomfrost	55
Hellpick	56
Inconsequence	56
Pole Arms	57
Fayr's Halberd	57
Icon of Power	58
Kinetic Spear	58
Quost's Staff of the Elements	59
Staff of Besieging	59
Staff of Eron	60
Tongue of the Gloomfrost	60
Swords	61
Amaunator's Legacy	62
Blade of Bael	63
Blood Iron	63
Cynicism	64
Hand of the Gloomfrost	65
Kiss of the Gloomfrost	65
Lucky Scimitar	66
Pig's Eye	66
Pikeman's End	67
Singing Blade of Aihonen	67
Sword of Myrloch Vale	68
Talon of the Gloomfrost	69
Trollslayer	69

Chapter 4

Winter Gear	71
Clothing and Armor	72
Belt of Bones	74
Bracers of Blasting	75
Cloak of Invisibility	75
Coral Plate Armor	75
Cyclocone	76
Girdle of Ogre Blood	77
Helm of Shouting	77
Mourner's Armor	77



Namji's Robe	78
Ogi-Luc's Great Robe	79
Ogien's Scale	79
Robe of Armory	80
Rogue's Cowl	80
Sharkskin Armor	81
Sharkskin and Coral Armor	81
Shield of the Revenant	81
Shimmering Sash	82
Stomper's Boots	83
Tiernon's Sundered Shield	83
Vexed Armor	84
Wailing of Virgins	85
Waukeen's Defender	85
Winter King's Plate	85
Magical Items	86
Edion's Ring of Wizardry	87
Jasper's Ring of Shocking Grasp	88
Kossuth's Blood	88
Mirror of Black Ice Amulet	88
Oil of Second Chances	89
Ring of the Will-o-Wisp	89
Scarab of Goodwill	90
Thrym Extract	91
Tiernon's Hearthstone	91
Ulcaster Academy Ring	91
The Unstrung Harp	92

Chapter 5

The GRIMOIRE	93
DRUID Spells	94
Level 1 Druid Spells	95
Level 2 Druid Spells	96
Level 3 Druid Spells	96
Level 4 Druid Spells	97
Level 5 Druid Spell	99
Level 6 Druid Spell	99
Level 7 Druid Spells	99

Cleric Spells	100
Level 1 Cleric Spell	101
Level 2 Cleric Spell	101
Level 3 Cleric Spells	101
Level 4 Cleric Spells	102
Level 5 Cleric Spells	103
Level 6 Cleric Spells	104
Level 7 Cleric Spells	105
Mage Spells	106
Level 2 Mage Spell	106
Level 3 Mage Spell	106
Level 4 Mage Spells	107
Level 5 Mage Spells	108
Level 6 Mage Spells	108
Level 7 Mage Spells	108
Level 8 Mage Spells	109

PART 2

Braving the Heart of Winter	110
---------------------------------------	-----

Chapter 6

Lonelywood	111
Lonelywood Proper	112
Whistling Gallows Inn	115
The Shores of Maer Qualdon	118
Oigby, Oolan, and Ooogal	119
The Cartwright's House	121
Quinn, the Halfling Priest	123
Mending the Dunn Family Fortunes	124
Purvis's Simple Shack	126
Emmerich Hawk's Cabin	127
The Callaway Caravan	129



CHAPTER 7

The BARBARIAN Camp	131
A DIPLOMATIC MISSION	132
Hall of the Barbarian King	133
Barbarians at the Gate	135

CHAPTER 8

The BURIAL Isle	137
SCRATCHING THE SURFACE	138
Southeastern Barrow Blues	138
The Necromancer's Tower	142
The Ghost Shamans	143
Wring out the Dead	144
THE BARROWS	146
The Wailing Virgins	146
Vexing Thoughts	148
Wylfdene's Tomb	149
Hjollder's Rescue	150

CHAPTER 9

The GLOOMFROST	151
THE GLOOMFROST	152
Trolling for Enemies	154
Fighting Frost Salamanders	154
Giant Problems	156
Yeti Sightings	158
Polar Bear Poaching	159
The Western Approach	159
THE REMORHAZ TUNNELS	161
Flushing out the Worms	162
Tiernon's Workshop	163
THE SEER CAVES	165
Thawing out the Ice Golem Sentries	166
The Gloomfrost Seer	169

Chapter 10

Return to the Barbarian Camp	171
Confronting Wylfdene	173
Barbaric Battles	174
Aftermath	175
Lonelywood Preparations	176

Chapter 11

Icasarach's Lair	177
The Troll Hordes	178
The Downward Spiral	181
Into the Boneyard	182
Don't Drink the Water	183
Hell, Frozen Over	183
Xactile's Exile	184
The Sahuagin Temple	185
Rats in a Trap	185
The Altar Chamber	186
Staying Icasarach	188

INTRODUCTION

The *Forgotten Realms* campaign world is one of the most richly developed *Dungeons & Dragons*® settings. Created by Ed Greenwood and Jeff Grubb, the magical medieval setting achieved instant popularity with *Advanced Dungeons & Dragons* (AD&D®) players when it was published in 1987. It soon grew to include over a dozen gaming supplements, 50 novels, and numerous computer games.

Based on the popular series of novels written by R. A. Salvatore, *Icewind Dale* and the *Heart of Winter* expansion are the latest in a long line of *Forgotten Realms* computer games brought to you by Black Isle Studios™ and Interplay. The rules used in these games are based on the original *Dungeons & Dragons* game created by E. Gary Gygax and Dave Arneson. Powering the *Heart of Winter* game is BioWare's Infinity Engine, which was also used in the award-winning *Baldur's Gate*™, *Tales of the Sword Coast*, and *Baldur's Gate II: Shadows of Amn*. The Infinity Engine concentrates on one thing: epic battles. The rich storylines underlying each of Black Isle Studios' AD&D releases are revealed through traditional, dialogue-driven role-playing, but you'll never be bogged down by tedious exposition. Combat-driven adventures are at the core of these games, and the adrenaline levels will stay high throughout your epic struggles in the *Forgotten Realms*.

Such excitement comes from the constant threat to your characters' well-being, however, so you might need some help surviving all the danger that awaits. *Icewind Dale: Heart of Winter: Sybex Official Strategies & Secrets* will help you overcome even your strongest adversaries with detailed and comprehensive strategies. The following pages will teach you how to master the game itself, using concepts and tactics that will earn victory for your adventurers.

How to Use This Book

This strategy guide gives you all the tools you need to conquer *Heart of Winter* on several levels. You can choose your level of assistance, from general lessons on game strategy to specific help with every dungeon and encounter in the game. The book is divided into two major parts. Part 1 provides you with overall strategies, general hints, and comprehensive examinations of the game mechanics and data. Part 2 is a complete walkthrough of the storyline that includes solutions to every quest.

Note

As is often the case with computer game development, some data can be in flux until the very end of a project. Some statistics in this strategy guide may not match the game's final numbers. If that happens, updated information can be found at the Sybex Games Web site at www.sybexgames.com.

Each chapter stands on its own, so you don't need to read the book in order. For example, if you're having trouble in the Seer Caves, simply turn to Chapter 9: The Gloomfrost to get information on exactly what you're facing and specific strategies for overcoming those challenges. If you're going to read just one chapter of this book before embarking on your adventure, read through Chapter 1: A Call to Arms. This section not only provides comprehensive tactics for use throughout the game, but also contains recommendations for specific game settings and play suggestions that will help make

your time in the frozen north both successful and enjoyable.

Changes in the Expansion

Heart of Winter updates *Icewind Dale* with many of the new features and improvements added to the Infinity Engine for *Baldur's Gate II*. Many of these changes affect the way that the game plays. Your game manual lists the specific differences between *Heart of Winter* and *Icewind Dale*, including new character abilities, revamped spell lists, and additional game options. This section is specifically written for experienced players of the original game, and analyzes the effect that these changes have on your existing characters and gameplay style.

Character Balancing

Several revisions have been made to the character classes in the game. Perhaps most notably, all character classes now have valuable assets to offer a party. In the original game, the most powerful parties were generally composed of clerics, fighters, and mages, with some thieves thrown in for special occasions. Now you'll find bards, druids, paladins, and rangers to be much more useful in the mix, as their special abilities have been substantially revamped.

The bard has been greatly strengthened with the addition of new songs. These new song effects are a great complement to the beneficial prayers of a priest, and can be particularly helpful in protecting your characters from the high-powered magic they will face in the expansion. At 9th level, bards can even use their songs offensively to disable opponents for an entire turn.

The new shape-shifting abilities of druids grant them several new combat options. Transforming your druid into a fire elemental, for instance, definitely evens the odds when snow trolls charge your party. Don't forget the healing side effect of shape-changing, which can come in handy in tight spots. Druids have many new offensive spells in their arsenals,

making them fully capable of acting as supporting spellcasters in combat. For specific analysis of the new druid spells, look in Chapter 5: The Grimoire.

Note

Priests have had their spell lists significantly altered. Also, your existing priests will no longer be able to cast spells that have been reclassified outside of their own alignments.

Paladins, rangers, and thieves have each received more minor improvements that help bring them up to par with the other character classes. Paladins have spells available to them earlier in their level advancement. If you're using the walkthroughs in Part 2 of this guide, you won't find much use for the ranger's tracking ability, but if you're going into *Heart of Winter* blind, it can give you an idea of the kinds of creatures you'll be facing in an area. The thief is now easier to use in combat thanks to the Sneak Attack option (selectable in the Configuration screen), and the Crippling Strike makes a thief even more devastatingly.

Defensively, the thief is more survivable now thanks to the ability to dodge area-effect spells.

In addition to the specific class changes, the cap on experience points has been substantially raised. All characters can now reach the 30th level. In order to climb to this superhuman plateau, you'll need to take more than one trip through the game with your characters. The new "Heart of Fury" game mode ups the ante considerably, making all of the monsters in the game much more dangerous. Heart of Fury even works in the original *Icewind Dale* game areas, so you can take your higher-level characters all the way through both the first game and the expansion and still face some tough challenges. The experience point rewards are increased along with the difficulty in Heart of Fury, so you'll probably want to use it after you've conquered the game the first time to get meaningful XP from your combat encounters.

Mastering Magic

Priests and mages ported from the original game have some serious new factors to consider before installing the *Heart of Winter* software. The opposition schools have been reworked, which means that specialist mages have had their spell restrictions changed. Specialist mages who have already learned a spell that has been newly placed in an opposition school will keep these spells after installing the update, but will not be able to learn any new spells from the opposition school.

This makes preexisting specialist mages potentially more powerful (or at least more diversified) than those created after the installation of the expansion pack. So if you really want a spell that will be reclassified into an opposition school after *Heart of Winter* is installed, scribe it into your spellbook before installing the expansion.

Another change in the magic system involves alignment restrictions. These new rules require that a character be of a certain alignment in order to cast certain spells. Characters who do not meet the alignment conditions will not be able to cast restricted spells (good priests cannot cast Unholy Word, for example, and evil priests cannot cast Holy Word).

Therefore, the alignment of your spellcasters has an all-new significance and should be considered during character creation.

Gameplay Changes

Several changes have been made to the engine that benefit gameplay in general, making the game easier to play. Interface upgrades include mouse wheel support, the ability to purchase multiple items in stores, and a key command (Alt) that highlights items, doors, and containers. All these tweaks reduce the amount of time wasted dragging the mouse all over the screen looking for objects. Also, be sure to take advantage of the new auto-pause options (examined more fully in Chapter 1: A Call to Arms), which help reduce exploration times.

Containers are one of the greatest new tools for the successful adventurer. Gem bags, potion bags, and scroll cases help your party consolidate all those odds and ends that previously cluttered up your characters' inventories. Purchase these containers wherever you find them—you really can't have too many of them on hand. Don't be afraid of stuffing useful items away and being unable to find them; while the game is paused, you can access your containers instantly and use their contents without any game time passing.

Changes to the Original Game

Some of the areas, encounters, and characters in the original *Icwind Dale* adventure are changed if you install the *Heart of Winter* expansion. Note that some of the encounters will be decidedly more difficult after the expansion is completed, which means there is a decision to be made. You can play through the old game on normal difficulty without completing the expansion, which will keep the original (easier) encounters, but you will not have access to the new spells, character abilities, increased level cap, containers, or any of the other handy additions in the expansion. Alternatively, you can install the expansion immediately and enjoy all the new features, with the trade-off of new spell restrictions and the potential for increased encounter difficulty. There's no "right" or "wrong" decision here; it depends entirely upon which option will be of greater enjoyment to you and greater benefit to your party.

Note

You'll find some new items for sale in Conlan's Smithy and Orrick's Tower in Kuldahar following the installation of the expansion. Be sure to pick up these containers and new spell scrolls while you're in town!

Listed below are the specific areas in the original game that are affected by installing the expansion. These changes take effect under two conditions: if the game is set to "Hard" mode (or higher) or if you have beaten the *Heart of Winter* expansion. Note that even on "Normal" difficulty, all the original areas of *Icwind Dale* will be harder to beat. Your enemies can now call for help from their offscreen comrades, eliminating the old "creep and kill" tactic of controlling the fog of war. Beware of this especially in monster-ridden areas like Dragon's Eye!

- ❖ Many areas are stocked with more enemies, and they have combat stats that are better than those listed in Chapter 2: The Beasts of Winter.
- ❖ In the Orc Cave, an extra ogre appears next to the first and an extra orc archer appears next to the others. If you're playing on "Insane" difficulty, you'll face *three* extra ogres and *three* more orc archers.
- ❖ When you battle Presio on the third level of Dragon's Eye, her apprentice, a 6th-level mage, appears with the poison zombies in the north. The mage attacks if any of the zombies or imbued wights inside the lair are disturbed. Also, a 5th-level fighter named Warrior appears next to Presio. If Presio or her team is disturbed, the fighter emerges with a crossbow, fires a few times, and then attacks in melee.
- ❖ When you face Yxunomei on the bottom level of Dragon's Eye, three 9th-level yuan-ti mages appear behind the party when the battle starts. The mages cast protective spells and then close for offensive spellcasting.
- ❖ Four 9th-level yuan-ti mages appear on the fourth level throughout the eastern half of the caves in Dragon's Eye. They cast protective spells and then move into melee. Six yuan-ti archers also appear and attack with bows until they have exhausted their arrows. Once out of ammunition, they too will fight hand-to-hand.
- ❖ The Wyrms' Tooth glacier has extra enemies scattered throughout the area.
- ❖ In the aquarium in Wyrms' Tooth, Kerish is joined by four more frost salamanders.
- ❖ Joril in the frost giant caves in Wyrms' Tooth is defended by two extra frost giant guards.
- ❖ In the greater forge in Lower Dorn's Deep, a few 13th-level drow priest-mages of Vhaeraun are next to Maiden Ilmadia. The drows cast tons of protective spells and then close in for melee.
- ❖ On the third level of Marketh's Palace in Lower Dorn's Deep, four 15th-level kraken society mages appear in the halls and near the great bell when Marketh is attacked. The mages first cast protective spells and then attack with powerful offensive spells.
- ❖ When you fight the (real) Malavon in Malavon's Dome in Lower Dorn's Deep, a 16th-level dark elf mage named Ilair appears in the northeastern dome. He casts protective spells and then wanders around attempting to find and kill the party. Be careful not to get caught between him and Malavon's area-effect spells! Also watch out for six invisible stalkers on the level that intend to kill the party.
- ❖ In the end game, Belhifet is joined in the final battle by two cornugons that emerge from the opened portal during the cut scene. You can find the statistics for these cornugons in Chapter 2: The Beasts of Winter.

HEART OF WINTER



PART I: FOUNDATIONS OF ADVENTURE

Part 1 consists of five chapters, all of which provide general strategies that will assist you throughout the entire game. Chapter 1 offers comprehensive strategies for party formation and character creation, as well as a discussion on the differing challenges of the expansion and the original game. You'll also learn indispensable battlefield tactics that can help you survive combat and ways to augment your party's combat power.

Chapter 2 presents a complete list of all the new monsters, creatures, and personalities you'll face in *Heart of Winter*. Each entry includes a detailed description and combat analysis.

Chapters 3 and 4 list the new items and equipment in the expansion, with tips on how best to use them.

Chapter 5 is dedicated to all things magic in the *Heart of Winter* expansion, and it features details on the more than 50 new spells available to your characters. In this chapter, you'll find a detailed analysis of every new spell, including its strengths and weaknesses, when to use it, and how it compares to other spells.



CHAPTER

1

A CALL TO ARMS

The dangerous frozen wastes of Icewind Dale are twice as deadly in the Heart of Winter, and your party of adventurers must be prepared from the very beginning if they are to survive the perils that lie before them. Everything comes down to the capabilities of your characters, so you must have a group that is greater than the sum of its parts, with the skills of all members complementing and enhancing each other.

This chapter will help you create a new party or adapt your existing one to handle the challenges of the Heart of Winter expansion pack. With your formidable group of adventurers gathered, you'll go on to learn some of the finer points of winning gameplay in the latter section of this chapter.

YOUR PARTY

Unless you are beginning with a fresh installation of both *Icewind Dale* and *Heart of Winter*, you probably have a party of seasoned adventurers already plying the northern wastes. The challenges in the expansion pack are designed for high-level characters. Continuing characters who have not yet reached 9th level will be unable to access the expansion until they reach 9th level. Don't worry if you don't, however, as you can begin the expansion pack with the creation of a new party. Your party will start its new adventure by meeting Hjollder in the abandoned house in Kuldahar (see Figure 1.1).

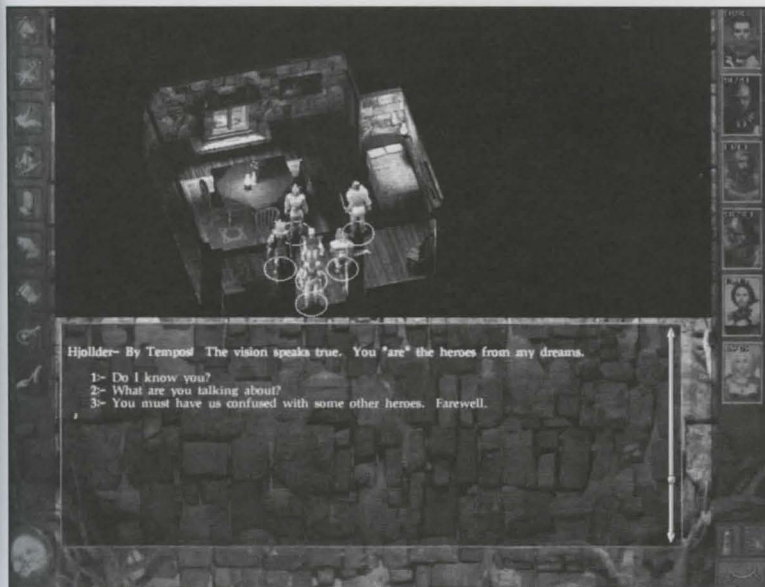


Figure 1.1:
Your *Heart of Winter*
adventures all begin
with Hjollder in
Kuldahar.

CHARACTER CLASS COMBINATIONS

Balance and combined arms are the keys to party creation in *Heart of Winter*. The new spells and abilities added in the expansion have made the formerly weaker character classes (bard, druid, paladin, ranger, and thief) substantially more effective, so your original *Icwind Dale* party may be somewhat outdated. Furthermore, some substantial changes to the magic system bear consideration when choosing your magic users. Overall, it is important to have a wide range of complementary talents in your party.

We have found the following combinations of characters to work well, though this list is by no means exclusive. In fact, infinite combinations of character classes can achieve victory in *Heart of Winter*. Note that dual-classing supporting characters (druids, clerics, etc.) is often advantageous because it grants characters multiple weapon proficiencies and extra hit points early in the game.

- ❖ Two fighters, a dual-class fighter/mage, a specialist mage, a thief, and a dual-class fighter/cleric
- ❖ A paladin, a fighter, a dual-class fighter/cleric, a bard, a druid, and a mage
- ❖ Two fighters, a dual-class fighter/druid, a bard, a cleric, and an offensive specialist mage

A New Adventure

It's possible to begin a new adventure straight from the beginning of the expansion pack adventure. You'll have an extremely difficult time with the expansion pack, however, if you use all new characters. To have any chance of survival, it's best to use a few of the premade characters included with the game. These characters are already seasoned veterans and

come complete with inventories of weapons, armor, and equipment that befit their experience levels.

Tip

You can filch some high-level equipment from the premade characters by importing them into a party, transferring their items to one of your regular party members, and then deleting them from the party. The save file will keep the items with your pre-existing character. You can also use this method to stock up on gold: just import new characters and sell off their goods!

To add these veteran characters to your party, select an empty character slot on the Party Formation screen, click one of the Create Character buttons, then click Import on the Character Creation screen. You'll see a list of established adventurers suitable for taking on *Heart of Winter*. You should recruit at least four of the ready-made characters and round out the party with two new adventurers of your own creation. Note that you're not allowed to alter the attributes, stats, and inventories of the ready-made characters in *Heart of Winter*, but you can still make them your own by customizing their appearances, names, and biographies.

CHARACTER CREATION

You probably shouldn't create more than two new characters to challenge the trials of *Heart of Winter* if you want to have any hope of surviving. Fighters have the best chance of living long, productive lives in this expansion. If you were hoping to play a different class, consider creating a human who begins a career as a fighter and then dual-class that character after perhaps 4th level. In this way, your character will get an early boost in combat skills and hit points, while still reserving enough long-term game time for advancement in the class in which you ultimately want to excel. While struggling through those early levels, relegate your fledgling character to a supporting role with a sturdy bow.

Tip

To help them survive the first few levels, your new adventurers should borrow some of the high-powered equipment in the possession of the seasoned premade characters.

Some character classes have been enhanced in the *Heart of Winter* expansion, and like all new features, these changes are retroactive throughout the original *Icewind Dale* game. In particular, druids have received extensive balancing through the addition of powerful new spells and shape-changing abilities. Bards have had a few new songs added to their playlists, improving their usefulness to a party. Overall, these two character classes in particular should be far more useful than in the original game. Paladins, rangers, and thieves have also been tweaked, albeit to a lesser degree, with slight modifications to their special abilities.

The particulars of your new character's stats and attributes are especially important if you want to dual-class later on. Make sure that you begin the game with qualifying scores

in the prerequisite attributes of the second class. For example, if you want to dual-class to a mage, be sure that your Intelligence is maxed out at 18. Remember that you can continually reroll your character's attribute scores, and that these individual scores are not as important as the total points since you can adjust the points from one attribute to another. When rolling, add up the total number of points that your character has accumulated. Keep rolling until you've got a total of approximately 85 points, as in Figure 1.2. At this number, you have enough points to redistribute them so each of your prerequisite scores is 18.

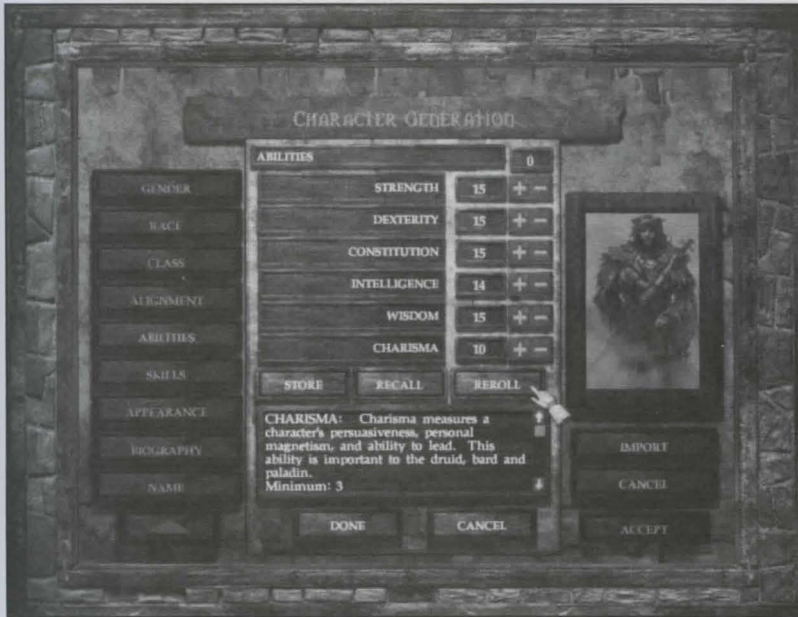


Figure 1.2:
Keep rolling until you get a set of high attribute scores. It may take several minutes to roll well, but remember that these scores are permanent.

If you need to make sacrifices, cut down Charisma first, as it's not often used in the game. Only your leader needs to have a high Charisma score, since it affects some dialogue options as well as prices at the stores. Technically, any member of your party can be the one with a high Charisma score, but it is tedious to have to specifically select your charming character to do the talking and dealing. Furthermore, several encounters in the game do not allow you to choose the character who does the talking. If you still need points after dumping your Charisma, you can scrap your Wisdom score if you aren't a priest.

Adapting to Winter

If you are using your own characters and they have already reached 9th level or above through their adventures in *Icewind Dale*, you need only adapt to the greater challenges of *Heart of Winter*. If you have a character who isn't critical to the party, it's time to think about a substitution. The challenges of the expansion pack are enormous, and you have no room on your roster for a character who can't directly contribute to your party's offensive or defensive potential.

Note

You can assemble an all-star party of your best characters ever by exporting them from their save games and then importing them into a brand-new party. You can even find saved characters available online on Interplay's Web site at <http://www.interplay.com/icewind/links.html>.

If you have saved games, choose a character who would best complement the party you intend to take into *Heart of Winter* and export him or her for transfer. If you don't have another party, you can create a new one and a new character along with it. You can also import one of the ready-made experienced characters included with the game. Either way, you'll have to start a new expansion-only game in order to get a low-level character into the adventure (see Figure 1.3).



Figure 1.3: New characters must be protected and nurtured by more experienced party members until the new members can hold their own in combat.

The Chill Challenge of Winter

Heart of Winter offers your high-level characters new adventures, foes, and areas to explore. The expansion pack will force your characters to employ new tactics and tools to survive these new challenges. Fortunately, along with all the new quests come new spells, weapons, and items for your characters' use. The following sections give you some insight into overcoming the intense challenges of the expansion pack.

Game Settings

Icewind Dale offers several game settings that are almost universally beneficial, both in the original game areas and the expansion adventure. First and foremost, turn the Maximum HP/Level option on at the very beginning of the game. This will always give your characters the most hit points they could possibly gain each time they gain a level, which is critical to survival. Another useful setting is to set the auto-pause feature to stop the action automatically under the new option “When Enemy Sighted.” This new expansion pack feature will relieve much of the drudgery of crawling through the fog of war, inch by inch. Just click on through and count on the auto-pause to stop the game when you come across a bad guy.

If you have a thief in the party, you might want to turn on “Sneak Attack.” This option will change your thieves’ Backstab ability into Sneak Attacks, described in the manual. You may find that it is often easier to get in a Sneak Attack than it is to succeed in a Backstab. Note, however, that when selected, *all* thieves in the game use Sneak Attack instead of Backstab, so it could be a double-edged sword!

Combat Tactics

First and foremost, you’ll notice your enemies have far greater staying power in hand-to-hand combat. You won’t see large hordes of weak enemies; instead, smaller groups (and sometimes not-so-small groups!) of more powerful foes will confront you on the battlefield. Opponents will hit harder and will take far more punishment to bring down. These aren’t your grandma’s barrow wights (see Figure 1.4)!

In return, you’ll have to get more creative with your spell usage and rely less on brute strength. “Stand and deliver!” should be replaced by “Skill and finesse!” Your old tactics of fireballing the crowd and mopping up the leftovers just won’t work anymore—with such high levels of armor and hit points, *all* these enemies usually end up being “left over.”

Concentrate your attacks on individual enemies whenever possible. If your characters all attack separate targets, they will be exposed to danger much longer than if they take down their opponents one at a time. An enemy with one hit point remaining will hurt you just as badly as an enemy at full health, so it’s to your advantage to reduce the enemy numbers as soon as possible. Gang up on one or two monsters at a time and see them to their graves before you move on.

The lone exception to this rule comes when you’re facing a group of foes that

Warning

Your enemies have been granted new levels of intelligence. No longer will you be able to creep along, exposing enemies from the fog of war one at a time. Creatures under attack will now call for help, allowing their unrevealed companions to join the fray!

includes a spellcaster or two. Always take care of mages and priests before moving on to their allies.

Make liberal use of the space bar to pause the action whenever you need to give your characters new orders. In particular, watch for spell completion messages. Each time characters finish casting a spell, it's almost guaranteed that they'll be twiddling their thumbs afterwards. You must make every moment count for every one of your characters, and that means no downtime for mages. After spells have been cast, get the magic users started on more or put them to work in the combat in some other way.



Figure 1.4:
With tons of hit points and a low armor class, barrow wights can really make a nuisance of themselves.

Besides pausing, you should also stop to save the game often. Saving the game prevents you from losing your investment in your characters' adventures if you should find your party dead or in an otherwise undesirable situation. You should maintain several backup save games. Rely on these backups if something goes drastically wrong. Don't be afraid to maintain a whole library of save games (one at the beginning of each map level works well), as each one only takes about 160K on your hard drive. Unfortunately, saving your progress is one of the easiest things to forget when you're knee-deep in barbarians. Therefore, try to make a habit of saving at these specific times:

- ✧ Just before trying to copy a scroll into a mage's spellbook
- ✧ Just before leveling up one of your characters, in case you later decide to change the proficiency allocations
- ✧ Immediately before setting out onto the world map on your way to a new area
- ✧ Whenever you slay an important or particularly dangerous enemy

- ❖ Before stealing, picking a pocket, or doing anything else that could get you in a lot of trouble if it doesn't go well
- ❖ After you've buffed up your characters with protection spells in preparation for a major battle that you've already lost once or twice (this will save you having to repeat these preparations if you are defeated again)

Spells

Protection spells of all kinds are very important in *Heart of Winter*. Many of the new monsters have elemental attacks that can be warded off through the proper protection. Magical shields and warding spells are also very useful. Because of the open map areas of the expansion, you must pursue any means of forcing the enemy to fight you one at a time. "Area denial" spells such as Web, Stinking Cloud, Spike Growth, and their ilk can help define an avenue of approach (see Figure 1.5), allowing you to stack a defense to your advantage. Funnel the enemies into a small line of advance, and then lay into them with powerful area-effect spells.



Figure 1.5:
Using "area-denial"
spells can help turn
the tide of battle in
your favor.

The following spells should always be part of your arsenal and be cast whenever possible: Emotion: Hope, Emotion: Courage, Prayer, Haste, Protection from Evil (even better, Protection from Evil 10' Radius), Strength of One, Righteous Wrath of the Faithful, Draw Upon Holy Might, Mirror Image, Defensive Harmony, and Chaotic Commands. Stacking beneficial spells in this manner can allow you to clear a level in half the time it normally takes. With so much protection and so many bonuses, each party member will turn into a living chainsaw.

In addition, be sure to study each spell and note which ones still do damage even if the target makes its saving throw. These spells can prove valuable against extremely tough critters. Furthermore, some spells can really cut some of the monsters off at the knees. Spells like Undead Ward are great in areas infested with undead, while Shield of Lathander allows your priests to wade into a room of enemies and drop area-effect spells without worrying about hurting themselves. Tactics for each spell are described in Chapter 5: The Grimoire, and it's important to be familiar with all your spells so you can select the right one for any situation.

Tip

Don't be shy about resting often. You'll burn through spells more quickly than you did in the original game, and it's important to be prepared for whatever comes next.

Many fire spells (such as Fireball) have an area effect that can endanger your own characters as well as the enemy. If you plan to use these spells, be smart and employ them in one of two methods. First, you can simply immobilize your enemies with a Web or similar spell and then rain flaming death on them to your heart's content. Alternatively, you can cast the center point of the spell beyond your party's perimeter so that the area covered by the spell falls just short of your position. This technique takes a great deal of practice to get the feel for the area covered by each spell (which varies by screen size and your selected resolution).

Warning

Because combat in *Heart of Winter* often occurs in the open, you won't have as easy a time protecting your magic users and ranged shooters behind your melee fighters. All of your adventurers must be able to fend for themselves.

Make good use of spell combinations as well.

Having trouble breaking through an enemy's magical defenses? Try casting Lower Resistance first, which will bring your target's magic resistance down to a manageable level. You can then have your magical way with your formerly impervious foe. Maximize the use of elemental attacks, fighting ice with fire or using other attacks that receive bonuses against your target. For example, Abi-Dalzim's Horrid Wilting is extremely effective against water-based creatures, so keep it handy when you're surrounded by sahuagin. Every plus makes a big difference when you're fighting enemies with strong armor classes.

Equipment

Magical items are very important parts of your characters' arsenals. Wands with multiple charges can be worth the price of purchase if you can't find them adventuring, as they allow the wielder to become a veritable font of destruction, without the limitations of spell memorization. Of course, charges will eventually run out, but you'll be glad for the augmented firepower in the heat of battle.

Weapons and armor of high quality and power are also very important. By the time you

are adventuring in *Heart of Winter*, all of your characters should be equipped with powerfully enchanted weapons befitting their specialties. Many of the creatures you come across in the expansion pack are either impervious to normal weapons or have armor classes so low that considerable bonuses are required to mount a successful attack. Ideally, all party members should have weapons in their quick weapon slots that inflict varying types of damage, such as swords (slashing), arrows (piercing), and maces (crushing). Your enemies have varying levels of susceptibility to different damage types, so you'll be better prepared by having the right tools available for slaying any given foe.

Tip

Watch the combat feedback for notices like "7 damage resisted."

That means 7 of the damage points you rolled were wasted on the creature's resistance to your type of attack. If so, select a weapon or spell that inflicts a different damage type.

cold. Whenever you face an enemy with flame-based attacks, get Joe to draw fire. When you're facing an icy foe, have Jane be the one to take the punishment.

In this way, your characters often take little or no damage from an otherwise powerful foe by relying on relative invulnerability to the enemy's attacks. The drawbacks to the second method are the micromanagement involved (see Figure 1.6) and your party's vulnerability to combined elemental attacks.

Tip

When selling items to a store, compile all the items of the same type into the inventory of your character with the highest Charisma. Then sell all those items in a single transaction. Each time you sell a given item, the offering price goes down. All items sold in one deal, however, earn the opening price.

Try to combine magical protection effects logically. There are two approaches to protection. First, you can try to have all of your party members gear up with equal protection against as many elements as possible. This means that all of your characters will receive at least some protection against a wide variety of special attacks. The second and potentially more effective approach is to specialize each character's protection. For example, you might equip Joe the ranger with every single piece of equipment that offers protection from fire that he can carry, while giving Jane the paladin everything that grants protection from

Finally, take advantage of the new scroll cases and gem bags added in the expansion. These handy items banish forever the annoying problem of having your inventory slots taken up by mere pieces of paper and shards of rock. Stuff your precious stones and magical parchment into these handy holders, and your inventories will be wonderfully freed for larger and more lucrative treasures. If you still don't have room to carry your loot, just find container chests, bookcases, nooks (any permanent storage space in the game will do) to stuff it in, and it will remain there indefinitely until you are ready to retrieve it.

The preceding tips should give you the basis you need to lead your party through the expansion pack. Properly experienced, outfitted, and prepared, your characters should have a whole new round of successful adventuring awaiting them in *Heart of Winter!*

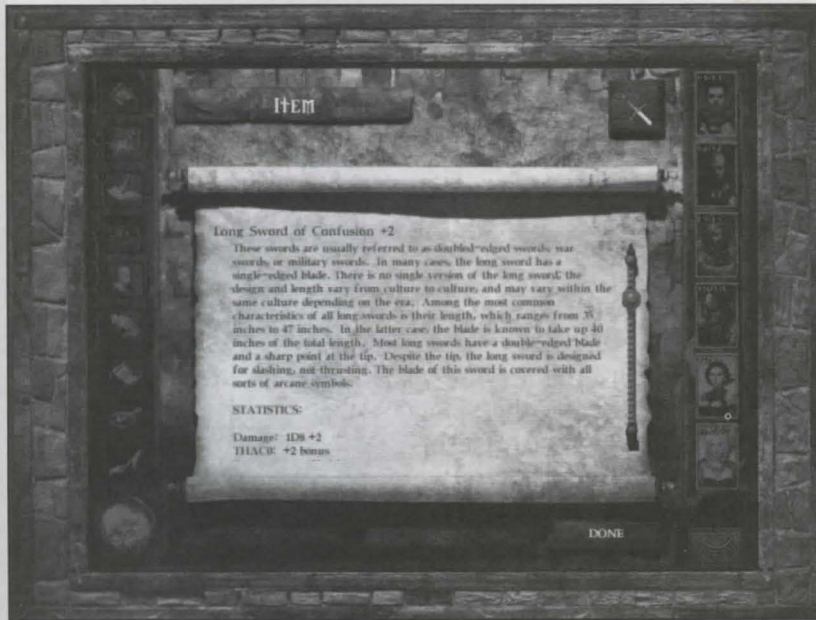


Figure 1.6:
Pay close attention to the special attributes and abilities of your equipment, and combine their magical effects logically for the maximum effect.



CHAPTER

2

THE BEASTS
OF WINTER

The fearsome creatures and characters you'll come across in the Heart of Winter expansion pack make many of the monsters you found in the original game look like rejects from a petting zoo. This chapter takes a detailed look at each and every new adversary in the game. Everything from armor class to special attacks and immunities is fully covered here.

Knowing your enemy is the first step towards defeating your enemy, and the following pages will give you all the knowledge you need to stack the odds in your favor. Refer to this chapter whenever an encounter comes down to the point of your sword. Study well and live a long life of prosperous adventure in the Heart of Winter.

Understanding the CREATURE Compendium

Every common and unique creature introduced in the game is covered in the following tables. These statistics can fluctuate depending upon the difficulty level you've selected for your game; all these stats assume a normal difficulty level setting. Even if you're using a different difficulty setting, you can still use this chapter as a reference for each creature's relative power level. This chapter is divided into two sections: one for common monsters and the other for unique creatures and enemies. Each section then lists the creatures in alphabetical order, with detailed descriptions followed by full statistics and explanations of their abilities. The abbreviations and statistics you'll find in the tables are explained here.

- ❖ **Armor Class (AC):** A creature's armor class describes how easy (or difficult!) it is to hit it and cause damage. Natural or worn armor, beneficial magical effects, and other protection serve to lower a creature's AC. A high AC describes a creature that is easy to hit, while a creature with a low AC is more difficult to successfully attack.
- ❖ **Hit Points (HP):** Hit points measure a creature's physical health. Each point of damage suffered is subtracted from its HP score at full strength. When a creature's HP are reduced to zero, it dies. Needless to say, monsters with high HP totals are harder to kill than those with lower HP scores.

- ❖ **THAC0:** “Thack-oh” is an acronym that stands for “To Hit Armor Class Zero (0).” This score determines a creature’s ability to attack an enemy with an armor class of zero. The lower this number is, the more often the creature will hit and damage its intended target.
- ❖ **Damage:** This is the number of damage points, or range of damage points, that the creature will inflict on its target each time it successfully attacks. In addition, the type of damage done is listed in parentheses as follows: (C)rushing, (S)lashing, or (P)iercing. Some entries have a weapon name listed instead of a numeric value. These creatures use the damage value of the specified weapon (detailed in Chapter 3: Tools of the Trade).
- ❖ **Number of Attacks (# Atk):** This is a straightforward measure of the number of times the creature can attempt an attack each combat round.
- ❖ **Special Attacks:** Any extra abilities or attacks are listed in this category. If you know only one thing about a creature, make sure you know what its special attacks are—an enemy might have lousy standard attacks, but if it can freeze your party members solid, you should probably know about it!
- ❖ **Special Defenses:** If you know only two things about a creature...well, you get the idea. Many creatures are immune or resistant to certain kinds of attack, so make sure you’re using the right tools for the job or you could find your characters swinging at the wind.
- ❖ **Undead immunities:** Inherent to the undead are immunities to most forms of mind-influencing magic and magic that affects living creatures (Sleep, Hold Person, etc.).
- ❖ **Experience Point Value (XP):** This is the payoff for slaying each creature. When you kill an enemy, its XP value is distributed evenly amongst your party members.

Many of the above terms are staples of the Dungeons & Dragons tabletop role-playing game, the rules system used by Interplay in the creation of *Heart of Winter*. The three core rulebooks for D&D (*Player’s Guide*, *Dungeon Master’s Guide*, and *Monster Manual*) can provide insight into how everything works in the game. You can find these books at most good game stores, hobby stores, and bookstores.

Common Monsters

Following is a detailed list of the more common monsters to be found in *Heart of Winter*. Of course, “common” shouldn’t be taken as a slight in this case—all of these beasts are out of the ordinary. In fact, some of the everyday creatures that dwell in the frozen wastes beyond the Dale are enough to give pause to even the hardest of adventurers. See Table 2.1 to compare combat stats for all of the common monsters in *Heart of Winter*.

Table 2.1: Combat Statistics for Common Monsters

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Barbarian Shaman	2	70–80	14	By weapon (C)	1	Spells	Spells	4,000
Barbarian Warrior	0	70–90	9	By weapon (C, S)	2	None	None	4,000
Barrow Wight	-7	60	8	By weapon, +3 Strength bonus, +2 specialization bonus	2½	Very fast movement and attack speed	None	3,750
Berg Yeti	2	52	11	1–12 (C) + Strength bonus	2	Breath weapon	Immune to cold	3,000
Bergclaw	0	120	9	1–20 (S) + Strength bonus	2	None	Immune to cold	3,000
Black Bear Spirit	-5	80	6	2–16 (S) +3 Strength bonus	2	None	Highly resistant to fire and electricity, resistant to cold and magic, slight resistance to physical attacks	5,000
Bone Scavenger	-1	72	11	5–20 (S) + Strength bonus	1	None	Immune to cold	3,000
Bones, Cold	0	82	11	By weapon (C, S)	2	Cold aura	Immune to cold, undead immunities	3,000
Bones, Frozen	-2	95	8	1–10 (C)	2	Cold aura, spells	Immune to cold, undead immunities	4,000
Bones, Iced	0	90	11	By weapon (C, S)	2	Cold aura, spells	Immune to cold, undead immunities	3,000
Cornugon	-5	90	5	2–8 (C) +4 Strength bonus	3	None	Immune to fire, 50% magic resistance, resistant to non-magical weapons	12,000
Drowned Dead	-4	85	6	1–8 (C) +9 Strength bonus	1½	None	Resistant to electricity and physical attacks, high resistance to missile and piercing weapons	4,000
Ghost Shaman	-6	71	11	By weapon	2	Powerful priest spells	Immune to cold, resistant to electricity, mildly resistant to physical attacks	4,500
Greater Snow Troll	2	58	11	1–10 (S) + Strength bonus	3	None	Regeneration	3,000
Greater Werewolf	-3	120	7	2–4 (S) +7 Strength bonus	3	None	Immune to non-magical weapons, 50% magic resistance	2,000
Ice Golem	-2	110	4	1–10 (C) + Strength bonus	2	None	Slight magic resistance, immune to cold, instant regeneration upon enemy fleeing	14,000
Ice Golem Sentry	-2	110	4	1–10 (C) + Strength bonus	2	Stunning	Slight magic resistance, immune to cold, slight resistance to all physical attacks except crushing	14,000

Mercenary Thief	-1	70	14	By weapon	1	Backstab/Sneak Attack	None	4,000
Mercenary Warrior	-2	98	8	By weapon	2	None	None	3,000
Remorhaz	-2	150	7	6-36 (C)	1	Heat lash	75% magic resistance	10,000
Sahuagin	3	58	16	By weapon (P) or 1-4 (S) unarmed	1 (by weapon), 1-5 (unarmed)	None	Immune to cold	500

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Sahuagin Baron	5	38	15	By weapon (P)	2	None	Immune to cold	1,000
Sahuagin Baronial Guards	5	32	15	By weapon (P)	2	None	Immune to cold	1,000
Sahuagin Chieftain	5	30	15	By weapon (P)	2	None	Immune to cold	500
Sahuagin Elite Guard	2	63	13	By weapon (P)	2	None	Immune to cold	2,000
Sahuagin Priestess	4	39-48	16	1-4 (S)	1, 1-5	Spells	Spells, immune to cold	500
Sahuagin Royal Guard	1	71	11	By weapon	3	None	Immune to cold	3,000
Sahuagin Underpriestess	5	42	16	1-4 (S)	5	Spells	Spells, immune to cold	2,000
Scrag	2	73	11	2-16 (S) + Strength bonus	3	None	None	3,000
Vodyanoi Umber Hulk	2	62	11	1-12 (S)	3	None	Immune to cold	3,000
Wailing Virgin	-6	70	11	N/A	1	War cry (hastes allies), mournful wail (crushing damage), undying lament (hopelessness)	Immune to cold, resistant to electricity, slashing, and crushing damage	3,750
Water Kin Elemental	-4	96	9	Special	2	Globe of Cold, 6D6 damage, save for half	Immune to acid, high resistance to cold and fire	3,500
Wolf Spirit	-3	70	8	2-16 (S) +2 Strength bonus	1½	Fast movement	Highly resistant to fire and electricity, resistant to cold and magic, slight resistance to physical attacks	4,500

BARBARIAN SHAMAN



Barbarian shamans are the medicine men of the northern tribes. They cast priest spells freely, so be sure to disrupt their spellcasting with missile and magical attacks. Since they are also quite capable in melee, do not underestimate them in close combat.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Barbarian Shaman	2	70-80	14	By weapon (C)	1	Spells	Spells	4,000

BARBARIAN WARRIOR



Barbarian warriors are as tough as they come. The primitive-looking, thick animal hides they wear are not to be scoffed at, as they offer surprisingly good protection against most weapons. Barbarians literally live by the sword, relying on their weapon skills for the food they eat and clothes they wear, so it is no wonder that they are accomplished fighters. While their fighting style lacks precision, barbarian warriors more than make up for this with frequent attacks, enthusiasm, and strength. They have no special magic resistances, so hold them off with your melee fighters while your magic users pick them apart with spell effects.

Name	AC	HP	THACO	Damage	# Atk	Special Attacks	Special Defenses	XP
Barbarian Warrior	0	70-90	9	By weapon (C, S)	2	None	None	4,000

BARROW WIGHT



One of the nastier forms of the undead in the game, barrow wights are bad news any way you look at them. They have one of the fastest attack speeds in the game, and they aren't half-bad at hitting things either. Their extremely low armor class makes them incredibly difficult to hit, and they have plenty of hit points as well. As if all that weren't bad enough, they have supernatural speed over ground, so before you know it, they'll be setting upon you from all sides. Despite all these advantages, the barrow wight is still an undead beast, and as such it is still susceptible to being turned by a priest. Make liberal use of this vulnerability in order to thin the ranks of the wights during combat.

Name	AC	HP	THACO	Damage	# Atk	Special Attacks	Special Defenses	XP
Barrow Wight	-7	60	8	By weapon, +3 Strength bonus, +2 specialization bonus	2½	Very fast movement and attack speed	None	3,750

BERG YETI



These furry beasts inhabit the chilly wastes of Icewind Dale. Berg yeti are one with their environment, being immune to cold-based damage. Furthermore, they can expel a cloud of freezing air as a breath attack, doing cold damage to any character unlucky enough to be caught in its large area of effect. Berg yeti are not particularly hearty, however, so a concentrated missile or melee attack should bring them down fairly quickly. If your characters do not have high cold resistance, make sure you take these yeti out with arrows and spells before they get close enough to use their icy breath.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Berg Yeti	2	52	11	1-12 (C) + Strength bonus	2	Breath weapon	Immune to cold	3,000

Bergclaw



Bergclaws are native to the inhospitable Sea of Moving Ice. They are immune to the effects of cold, so don't waste your time trying to hurt them with cold-based elemental spells or weapons with cold effects. Bergclaws are fairly resilient, with high hit point totals and a low AC rating, and they can also dish out a considerable amount of damage in close quarters. Keep your distance and pelt them with missiles before they get in range to attack your party members with their deadly claws.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Bergclaw	0	120	9	1-20 (S) + Strength bonus	2	None	Immune to cold	3,000

Black Bear Spirit



The wastes of the Burial Isle are home to black bear spirits. These undead beasts preserve the sanctity of the hallowed grounds they inhabit and will fiercely attack any who dare trespass in their domain. They are highly resistant to fire and electricity, so you'll have to get more creative than fireballs and lightning bolts to do them in. In fact, black bear spirits are resistant to magical attacks of all kinds. In melee they attack swiftly, accurately, and often, and their immense strength ensures you'll be taking considerable damage every time they land a claw or a bite. Thick hides and plentiful hit points round out their formidable combat abilities.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Black Bear Spirit	-5	80	6	2-16 (S) +3 Strength bonus	2	None	Highly resistant to fire and electricity, resistant to cold and magic, slight resistance to physical attacks	5,000

Bone Scavenger



Bone scavengers resemble a blue-colored relative of the wyvern, with wingspans of up to 20 feet. These airborne beasts have a very powerful melee attack, and as natives of icy climes, they are completely immune to cold. Try using missile attacks to weaken bone scavengers before they get too close, so your fighters don't have to withstand their powerful attacks for long.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Bone Scavenger	-1	72	11	5-20 (S) + Strength bonus	1	None	Immune to cold	3,000

Bones, Cold



The undead skeletons of the northern wastes are especially revolting, as their chilly environment has perverted them with an aura of coldness. In addition to the standard undead immunities, cold bones are completely immune to the effects of ice- or cold-based attacks. They are easily turned by a priest, however, so it is possible to thin their numbers when faced with an onslaught of these undead warriors.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Bones, Cold	0	82	11	By weapon (C, S)	2	Cold aura	Immune to cold, undead immunities	3,000

Bones, Frozen



Frozen bones are even more frigid than their cold bone brethren. They can cast mage spells and do so with abandon. Like their cousins, frozen bones are completely immune to cold effects and radiate a dangerous cold aura several feet around them. They are quite competent in hand-to-hand combat, although they do not inflict much damage. Try keeping these undead off balance with missile attacks and spells in order to disrupt their casting.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Bones, Frozen	-2	95	8	1-10 (C)	2	Cold aura, spells	Immune to cold, undead immunities	4,000

Bones, Iced



Iced bones are undead priests that are otherwise similar to their wintry skeletal cousins in terms of resistances and their telltale cold aura. As with frozen bones, you should endeavor to keep the pressure on these denizens of the dead lands with missile weapons and ranged magic attacks. Turning undead is the recommended first action in combat.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Bones, Iced	0	90	11	By weapon (C, S)	2	Cold aura, spells	Immune to cold, undead immunities	3,000

Cornugon



Nine feet tall, with huge wings and a grotesque appearance, Cornugons are incredibly dangerous. They have a low armor class, a huge number of hit points, and a rapid attack sequence that can slice an opponent to ribbons. Considering their natural resistances to most non-physical attack forms, the best tactic is to hit them with acid-based attacks (such as Melf's Acid

Arrow) and have your frontline fighters dish out as much damage as quickly as possible.

Cornugons are one of the nastiest forms of devils that reside in the Nine Hells. If you have already completed *Heart of Winter* or cranked up the difficulty level, they will show up in the original game to assist Belhifet in the end encounter.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Cornugon	-5	90	5	2-8 (C) +4 Strength bonus	3	None	Immune to fire, 50% magic resistance, resistant to non-magical weapons	12,000

Drowned Dead



These bloated monstrosities are a terror to behold and a terror to face in combat. Don't let their slowness fool you, for once they enter melee combat, drowned dead hit often and hard. Study their resistances carefully and note that they are virtually impervious to bows. Fire-based attacks have the best chance against these fiends, so gear up with your magic users or flaming weapons. Bloated, rotting flesh aside, drowned dead are still undead so you

can always turn them. Area-denial spells such as Web can also be used to good effect against them in large numbers.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Drowned Dead	-4	85	6	1-8 (C) +9 Strength bonus	1½	None	Resistant to electricity and physical attacks, high resistance to missile and piercing weapons	4,000

Ghost Shaman



These spectral shamans are the ghosts of long-dead barbarian priests. Although insubstantial, they can still be affected by physical attacks. They can unleash some spectacular priest spells, so it's important to keep them under constant pressure in a fight. Missile fire, magical attacks, and melee attacks all do well against a ghost shaman.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Ghost Shaman	-6	71	11	By weapon	2	Powerful priest spells	Immune to cold, resistant to electricity, mildly resistant to physical attacks	4,500

GREATER SNOW TROLL



Snow trolls inhabit the northernmost wastes of the Forgotten Realms, thriving in the icy climes that most creatures forsake. Their naked hides are fairly easy to injure, but their special regenerative abilities can only be overcome by fire and acid. In order to kill a troll, it must be burned, so carry flame-based weapons of some kind or memorize a few fire spells.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Greater Snow Troll	2	58	11	1-10 (S) + Strength bonus	3	None	Regeneration	3,000

GREATER WEREWOLF



Werewolves are the unnatural result of a disease known as lycanthropy. You'll encounter a greater variety of such a beast in Lonelywood. You'll discover, though, it's in your best interests to avoid killing it—which means staying off the town's streets. If you do have the misfortune of facing the werewolf, note that it has a considerable number of hit points and can only be hurt by enchanted weapons.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Greater Werewolf	-3	120	7	2-4 (S) +7 Strength bonus	3	None	Immune to non-magical weapons, 50% magic resistance	2,000

ICE GOLEM



Ice golems are animated statues made of pure frozen water. They are incredibly strong and are quite capable of pounding a character through the floor in a single blow. They get two such blows per round, so do your best to keep all but the mightiest of heroes out of their way. Don't waste your time throwing cold-based attacks at them—instead use flame- and heat-based attacks to melt them in their tracks.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Ice Golem	-2	110	4	1-10 (C) + Strength bonus	2	None	Slight magic resistance, immune to cold, instant regeneration upon enemy fleeing	14,000

Ice Golem SENTRY



Ice golem sentries are slightly different from their “normal” cousins. You’ll encounter sentries only in the Gloomfrost, where they maintain a constant vigil over the approaches to the Seer’s chamber. These frozen golems have a special stunning attack, so avoid close combat with them if possible. Fortunately, they do not regenerate like other ice golems, so feel free to disengage if you need to rest or recuperate your characters in the middle of a tough fight.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Ice Golem Sentry	-2	110	4	1–10 (C) + Strength bonus	2	Stunning	Slight magic resistance, immune to cold, slight resistance to all physical attacks except crushing	14,000

Mercenary Thief



Your standard cutpurse for hire, the mercenary thief appears wherever profits are to be made. In all ways identical to a player character human thief, these thugs are quite susceptible to magic attacks.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Mercenary Thief	-1	70	14	By weapon	1	Backstab/Sneak Attack	None	4,000

Mercenary Warrior



A faithless sword available to the highest bidder, the mercenary warrior thinks only in terms of payoffs and port ale. Accomplished fighters though they may be, they have little defense against a competent magic user. So hold them off with your own fighter types and take them down with your mages and priests.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Mercenary Warrior	-2	98	8	By weapon	2	None	None	3,000

Remorhaz



Remorhaz are fearsome, carnivorous, giant polar worms. They sustain themselves with a diet of deer, elk, and even polar bears. A remorhaz lair usually consists of a number of large, smoothly rounded tunnels in ice and snow, gradually descending to a large central chamber. These tunnels will be very slippery, as the remorhaz’s hot back repeatedly melts the material, leaving it to refreeze. The central chamber of a nesting pair of

remorhaz is about four times their size and may contain icy stalagmites. Remorhaz have a hunting range of 60 miles. These creatures tolerate the presence of other remorhaz in their hunting grounds, so you can expect to see more than one of them in all but the most inhospitable of locations.

Note the high innate magic resistance of these giant worms and tailor your offense accordingly. Although these creatures do tremendous damage, they are not particularly fast. Try ranged attacks before they get close enough to bite your party members, and then back off to do it again.

Name	AC	HP	THACO	Damage	# Atk	Special Attacks	Special Defenses	XP
Remorhaz	-2	150	7	6-36 (C)	1	Heat lash	75% magic resistance	10,000

Sahuagin



The sahuagin are an amphibian race indigenous to the area known as the Sea of Moving Ice. They construct ordered cities of considerable size in underground caverns, mixing manufactured amenities with the natural protection afforded by tunnels of rock and ice.

All sahuagin are fairly susceptible to normal attacks, but they're immune to cold altogether. Concentrate your spellcasters' efforts on casting protective magic and countering the sahuagin priests. Meanwhile, have your fighters cut swaths of destruction through the easy-to-hit common sahuagin troops. Make your way to the leaders (see the entries in "Unique Monsters and Adversaries") as quickly as possible in order to shut down their special abilities.

Name	AC	HP	THACO	Damage	# Atk	Special Attacks	Special Defenses	XP
Sahuagin	3	58	16	By weapon (P) or 1-4 (S) unarmed	1 (by weapon), 1-5 (unarmed)	None	Immune to cold	500

Sahuagin Baron



Sahuagin barons are slightly stronger than the rest of their kind. They'll swing a bit more often than their common brethren, but they are still easy to hit with a good sword or arrow.

Attacks	Special Defenses	XP
Sahuagin Baron	5 38 15	By weapon (P) 2 None Immune to cold 1,000

Sahuagin Baronial Guards



The baronial guards are very similar in ability to the barons that they protect. Once again, they are easily hit with normal hand-to-hand weapons. Simply lay into them and don't stop swinging until they stop moving.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Sahuagin Baronial Guards	5	32	15	By weapon (P)	2	None	Immune to cold	1,000

Sahuagin Chieftain



Even these sahuagin leaders are susceptible to common weapon attacks, and they have no special abilities to concern the party. Use your melee hardware or missile weapons to bring down a sahuagin chieftain.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Sahuagin Chieftain	5	30	15	By weapon (P)	2	None	Immune to cold	500

Sahuagin Elite Guard



Sahuagin elite guards are the most capable fighters of the whole bunch, but even they haven't discovered the virtues of heavy armor. With more hit points than their fellows, the best these poor amphibians can hope for is to endure a few more blows from your party's mighty warriors.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Sahuagin Elite Guard	2	63	13	By weapon (P)	2	None	Immune to cold	2,000

Sahuagin Priestess



As with any sahuagin spellcaster, a priestess should attract your party's primary attention. Silence spells are often successful in shutting down these magic-wielding foes. Use them to buy your characters enough time to bring her down with missile weapons.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Sahuagin Priestess	4	39-48	16	1-4 (S)	1, 1-5	Spells	Spells, immune to cold	500

Sahuagin Royal Guard



Give the royal guards a bit more respect than you do their comrades because they are very skilled with their weapons. Although they suffer from the same critical lack of defensive ability as the rest of the sahuagin, they can hit reliably and often with their weapons. Concentrate your party's attacks on one or two guards at a time to reduce their number as quickly as possible.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Sahuagin Royal Guard	1	71	11	By weapon	3	None	Immune to cold	3,000

Sahuagin Underpriestess



A sahuagin underpriestess is not as powerful as the royal priestess (see the entry for her in the "Unique Monsters and Adversaries" section), but she still deserves your attention. Use Web or Hold spells to prevent these enemies from casting spells, and then kill them with normal weapons.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Sahuagin Underpriestess	5	42	16	1-4 (S)	5	Spells	Spells, immune to cold	2,000

Scrag



Scraggs are fearsome beasts that don't go down easy. Their melee attack hits hard and they attack three times per round. Try to hit them early with missile weapons and attack spells before they come into melee range.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Scrag	2	73	11	2-16 (S) + Strength bonus	3	None	None	3,000

Vodyanoi Umber Hulk



Closely related to umber hulks, these aquatic predators do not possess the confusing gaze of their ground-bound cousins. Primarily dangerous in close quarters, vodyanoi are no match for characters well-equipped with missile weapons and spells. As aquatic creatures, they are particularly vulnerable to Abi-Dalzim's Horrid Wilting.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Vodyanoi Umber Hulk	2	62	11	1-12 (S)	3	None	Immune to cold	3,000

Wailing Virgin



Wailing virgins are the pitiful souls of sacrificed young women sent to the grave with the great barbarian kings of ages past. Each one has the potential to emit a deadly wail that can cause instant death to all who hear it. Amongst their other unholy calls is the war cry, which will result in your party facing a lot of very fast enemies.

Only piercing weapons will do any kind of significant damage against these pathetic souls in hand-to-hand combat. Cold and electrical attacks have no effect on them whatsoever. Wailing virgins have all of the immunities and vulnerabilities inherent to their undead state, so don't forget to turn a few of them.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Wailing Virgin	-6	70	11	N/A	1	War cry (hastes allies), mournful wail (crushing damage), undying lament (hopelessness)	Immune to cold, resistant to electricity, slashing, and crushing damage	3,750

Water Kin Elemental



These dangerous aquatic incarnations are decidedly scary in close combat. With high hit points, acid immunity, and high resistances, water kin can stand their ground while dealing some heavy cold damage. Have a character with 100% cold resistance (such as whoever is wearing the Vexed Armor) face off against the water kin to negate the elemental's damage potential, and hack through it with your melee weapons.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Water Kin Elemental	-4	96	9	Special	2	Globe of Cold, save for half	Immune to acid, high resistance to cold and fire	3,500

Wolf Spirit



Guardians of the entrance to the Burial Isle catacombs, wolf spirits preserve the peace of those laid to rest within. Fast and nimble, they will furiously attack any who transgress upon the hallowed ground. Note their high resistance to fire and electrical damage, which is common to all animal spirit guardians.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Wolf Spirit	-3	70	8	2-16 (S) +2 Strength bonus	1½	Fast movement	Highly resistant to fire and electricity, resistant to cold and magic, slight resistance to physical attacks	4,500

Unique Monsters and Adversaries

The entries below cover the many unique monsters and characters that populate the game. From a cursed necromancer to an undead virgin queen to the majestic spirit of an ancient white dragon, you'll encounter every sort of singular adversary you can think of during your sojourn in the north. Note that many of these entries reveal the game's plot and story line, so if you're trying to avoid spoilers, review this section only as a reference after you actually encounter the character and decide you need help. See Table 2.2 to compare combat stats for all the unique monsters in *Heart of Winter*.

Table 2.2: Combat Statistics for Unique Monsters and Adversaries

Name	AC	HP	THACO	Damage	# Atk	Special Attacks	Special Defenses	XP
Alpheus	0	50	16	Spell damage	1	Spells	None	4,000
Angaar	0	100	7	By weapon (S)	2	None	None	6,000
Chalimandren (Vexed Armor Demon)	-7	120	1	2-16 (S) + 10 for Strength	5	Innate spell abilities	Immune to fire and acid, resistant to cold and magic	12,000
Edion Caradoc	10	54	14	N/A	1	Spells	Flees if attacked	20,000
Emmerich Hawk	-2	70	10	By weapon	3	None	Immune to non-magical weapons, 50% magic resistance	1,400
Gloomfrost Seer	10	5	20	1-3 (S)	1	None	Good saves vs. wands and breath weapons	15
Hjollder	-2	90	7	By weapon	2	Spells	Slight magic resistance	1,400
Icasaracht	-5	255	4	1-8 (S), 1-8 (S), 1-20 (S)	3	Breath weapon	Immune to cold, magic resistance	20,000
Icasaracht's Soul Gem	-5	150	N/A	N/A	N/A	Spells	Spells	20,000
Jorn	2	75	14	By weapon (C)	1	Spells	Spells	4,000
Mebdinga	-8	100	6	N/A	1	War cry (hastes allies), mournful wail (crushing damage), undying lament (hopelessness), death knell (save vs. death at -4 or die)	Immune to cold, resistant to electricity, slashing, and crushing	4,500
Polar Bear Spirit	-8	150	1	5-20 (S) + 12 Strength bonus	3	Great roar (fear attack)	Immune to fire and electricity, resistant to cold and magic, slight resistance to physical attacks	15,000
Purvis	-4	74	10	By weapon	2	Backstab/Sneak Attack	None	11,000
Sahuagin Elite Priestess	5	36	15	By weapon (P)	2	Spells	Spells, immune to cold	1,000
Sahuagin King	0	82	9	By weapon (P)	3	Sekolah's Fire	Immune to cold	3,000
Sahuagin Prince	1	71	11	By weapon (P)	2	None	Immune to cold	2,000

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Sahuagin Royal Priestess	3	53	16	1-4 (S)	5	Sekolah's Fire, spells	Spells, immune to cold	3,000
Vaarglan	-2	70	15	Spell damage	1	Spells	None	8,000
Wylfdene	-5	350	1	2-16 (S) + Strength bonus	3	Successful hit slays target	Invulnerable	30,000
Xactile	0	68	9	1-4 (S)	5	Spells	Spells	6,000

Alpheus



Alpheus is an elven Hosttower mage with a serious mean streak. At level 14, he can dish out a great deal of punishment with his high-powered spells. You'll encounter Alpheus in front of the Whistling Gallows Inn after your adventures detailed in Chapter 10: Return to the Barbarian Camp. Keep the pressure on Alpheus and his associate, Vaarglan, to disrupt their spellcasting. Failure to keep these mages off balance means your party may be subjected to nastiness such as the Finger of Death or Power Word: Kill spells.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Alpheus	0	50	16	Spell damage	1	Spells	None	4,000

Angaar



This fierce warrior stands guard at the entry to the barbarian camp, controlling all entry. Angaar will meet the party members upon their arrival and escort them to see the barbarian chieftain, Wylfdene. He is an honorable man who lives by the code of the warrior, and his word can be trusted. He is unquestionably loyal to Wylfdene, though, so keep that in mind when dealing with him.

Note that if the party has taken a quest from Wylfdene, Angaar will prevent their reentry to the camp until the objective is complete. Once a quest has been finished, he will then escort them to the mead hall.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Angaar	0	100	7	By weapon (S)	2	None	None	6,000

Chalimandren (Vexed ARMOR Demon)



Chalimandren is the true name of the glabrezu that has taken the form of a suit of armor. Originally the commander of the 6021st Manes battalion, Chalimandren is a very powerful demon. It was made manifest as an armored suit by a human mage, who eventually forgot its true name and thus lost power over it. After destroying its former master, it eventually found its way to the barrows of the Burial Isle. It now calls itself "Vexing Thoughts," in the hopes of fooling a mortal into wearing it and thus

releasing it into its true form. To control the demon, you must know its true name or slay an innocent. Use the Contact Other Plane spell to find out the demon's true name and summon the demon to your aid in the final confrontation with Icasaracht.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Chalimandren	-7	120	1	2-16 (S) + 10 for Strength	5	Innate spell abilities	Immune to fire and acid, resistant to cold and magic	12,000

Edion Caradoc



Edion Caradoc is a powerful necromancer who used to work for powerful leaders in Cormyr and Sembia. He was involved with important political movements and was responsible for saving a number of nobles and even entire cities. Several years ago, Edion was cursed with a magical disease. Rather than turn to lichdom for continued life, the mage simply left all of his political connections behind and fled north, eventually settling on the secluded Burial Isle so no one would bother him.

Edion possesses an extensive collection of magic items that he will sell for gold, or trade for weapons or armor. Note that if he discovers that the party is taking part in evil activity, he will magically leave in disgust after reprimanding them. If you want Edion's continued service as a shopkeep, it's best to keep your party's collective nose clean.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Edion Caradoc	10	54	14	N/A	1	Spells	Flees if attacked	20,000

Emmerich Hawk



This formidable human ranger has lived his entire life within the shadows of the Lonely Wood. Although Emmerich Hawk spends most of his time roaming the deer paths of the forest and surrounding tundra, he does have a small lodge in the village of Lonelywood. There he makes a living as a bowyer, crafting and selling bows carved from the sturdy fir trees of the nearby wood. Ever since he made Lonelywood his adopted home, Emmerich has assumed the role of protector of the town and the woods that surround it. He is single-handedly responsible for putting a stop to the rampant logging in the area that threatened to devastate the forest and rob Lonelywood of its most valuable resource.

Emmerich could be considered the law in Lonelywood. He frequently arrives on the scene to settle disputes and occasional outbreaks of violence. His notoriety as a do-gooder has placed him at odds with the outlaw brothers Digby, Dolan, and Doogal. On more than one occasion, the brothers and he have faced off on issues of excessive trapping and logging.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Emmerich Hawk	-2	70	10	By weapon	3	None	Immune to non-magical weapons, 50% magic resistance	1,400

Gloomfrost Seer



The Gloomfrost Seer was found long ago as a baby on the Burial Isle, the island where the barbarians bury their dead, next to a gnarled tree. The tribes believe that the child fell from the spirit world, and as such they have treated this “spirit given flesh” with reverence. Since her arrival, the Seer has foretold the future with an uncanny accuracy. She has also made her worth felt through more mundane duties for the tribes, such as preparing the virgins for the Burial Isle, midwifery, and making small poultices and cures for the sick. She tends to use a choice phrase or a leading question to accomplish her goals rather than a heavy-handed magic.

Ages ago, the Gloomfrost Seer foresaw her own death in the company of the player characters, either by their hands or by their side, she knows not which. It is up to you to see that destiny fulfilled...or forgone.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Gloomfrost Seer	10	5	20	1-3 (S)	1	None	Good saves vs. wands and breath weapons	15

Hjollder



Hjollder is the barbarian shaman who travels to Kuldahar and brings the players to Lonelywood. He seems to suspect that something is not quite right with his chieftain, Wylfdene, and has sought your party's help in the salvation of the Ten-Towns and the Tribe of the Elk alike.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Hjollder	-2	90	7	By weapon	2	Spells	Slight magic resistance	1,400

Icasaracht



WARNING: This entry reveals much of the game's central plot. Be warned, avoid reading it if you want to avoid spoiling the storyline!

The spirit of an ancient white dragon, Icasaracht was slain long ago by Aihonen, a man of the Ten-Towns. The beast has lain dead beneath the waters of Lac Dinneshere ever since, Aihonen's broken blade driven deep into her heart. Recently, Elisia (the sea elf from the original *Icwind Dale* game) removed the Shattered Blade of Aihonen

from Icasaracht's breast. The removal of the sword from Icasaracht's heart and the presence of the crystal shard caused the creature's evil soul to rise from the depths of Lac Dinneshere and flee northwest, towards her old lair in the Sea of Moving Ice. As she passed over the Ten-Towns, her heart was filled with a burning hatred for humanity. She remembered her death by Aihonen's hand and vowed to cleanse the north of all humans.

As Icasaracht continued her flight, she passed over the Burial Isle, where the barbarians lay their people to rest, and noticed a funeral service had just ended. Judging by the pomp of the participants, someone of importance had been laid to rest. Quickly a plan formed within her mind. She would use the barbarians and their dislike of the Ten-Towns to further her goals.

Icasaracht swooped down into the barrows below and animated the recently buried chieftain she found there. She then returned to the surface and made her way to the barbarian tribe. Proclaiming that she was the spirit of the barbarian hero Jerrod, she began to sow seeds of hatred into the hearts of the barbarians. She called for a gathering of the tribes to unite them against what she claimed was their common enemy: the humans of the Ten-Towns.

Icasaracht is a very intelligent and learned dragon. She is well aware of the history of the barbarians and, to some extent, the Ten-Towns. She is patient and considers all that she says and does before she acts. She is very well spoken and backs up everything she states with hard evidence. Nothing is left to chance or conjecture. Although Icasaracht has a dragon's temper and emotions, she has learned to keep them under control.

Facing this fearsome white dragon spirit is the greatest challenge you will face in the whole of Icewind Dale. She has three devastating attacks per round, and her icy breath exacts a terrible toll on its victims. She is, of course, immune to all cold attacks and also possesses a high level of magic resistance. Specific tips on orchestrating her demise can be found in Chapter 11: Icasaracht's Lair.

Name	AC	HP	THACO	Damage	# Atk	Special Attacks	Special Defenses	XP
Icasaracht	-5	255	4	1-8 (S), 1-8 (S), 1-20 (S)	3	Breath weapon	Immune to cold, magic resistance	20,000

Icasaracht's Soul Gem



Icasaracht's Soul Gem provides her spirit with a refuge even when she has no body. To ensure the dragon queen's ultimate demise, you must destroy her Soul Gem while the crystal contains her spirit. The icon is hard to hit, though, and it takes a great deal of damage to destroy. You'll have to pound it to dust with your hand weapons as it is resistant to all forms of spells.

Name	AC	HP	THACO	Damage	# Atk	Special Attacks	Special Defenses	XP
Icasaracht's Soul Gem	-5	150	N/A	N/A	N/A	Spells	Spells	20,000

Jorn



Jorn is a shaman for the Tribe of the Bear. After Icasaracht has been exposed as an imposter, Jorn can offer healing spells or balms to the party. Seek him out near the top row of tents in the barbarian camp after Wylfdene's fall.

Name	AC	HP	THACO	Damage	# Atk	Special Attacks	Special Defenses	XP
Jorn	2	75	14	By weapon (C)	1	Spells	Spells	4,000

Mebdinga



Mebdinga was a virgin sacrificed on the Burial Isle to keep a barbarian chieftain's body company in the afterlife. At the party's approach, she will cry and scream about the desecration of her lord's tomb, claiming that an unnatural spirit took hold of the chieftain's body and polluted the sanctity of the island.

She and her sisters will inevitably go mad from grief and attempt to drive the adventurers from the barrows—which will not be a healthy experience for the party.

Name	AC	HP	THACO	Damage	# Atk	Special Attacks	Special Defenses	XP
Mebdinga	-8	100	6	N/A	1	War cry (hastes allies), mournful wail (crushing damage), undying lament (hopelessness), death knell (save vs. death at -4 or die)	Immune to cold, resistant to electricity, slashing, and crushing	4,500

Polar Bear Spirit



The ghost of an old polar bear serves as leader of the many angry animal spirits on the Burial Isle. The polar bear spirit will speak with the party and urge them to leave. If you agree, you can buy yourself time to cast a few spells against the old bear (thus breaking your word, but gaining an advantage) before it attacks your party. Don't expect such

a luxury from the other animal spirits on the isle, who see the adventurers as irredeemable defilers and will attack them on sight.

Name	AC	HP	THACO	Damage	# Atk	Special Attacks	Special Defenses	XP
Polar Bear Spirit	-8	150	1	5-20 (S) + 12 Strength bonus	3	Great roar (fear attack)	Immune to fire and electricity, resistant to cold and magic, slight resistance to physical attacks	15,000

PURVIS



Though a gentle fellow, Purvis doesn't seem quite right in the head. He's apparently been a gravedigger all his life, largely due to the fact that it is one of the few vocations that takes advantage of his sole obvious skill, digging and filling holes. He lives amid the squalor of his tiny shack on the edge of the graveyard. Each time a townsman turns up dead, Purvis goes to work. He seldom speaks, but he can offer the party some insight into the wolf attacks. Despite his outward simplicity, there is more to Purvis than meets the eye. He is in fact a high-level assassin, as his combat stats reveal.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Purvis	-4	74	10	By weapon	2	Backstab/Sneak Attack	None	11,000

Sahuagin Elite Priestess



The sahuagin elite priestess should command a bit more respect from your party than the other sahuagin. With a formidable arsenal of spells, she should be the focus of your party's attacks whenever you encounter her. Use quick and constant pressure to disrupt the priestess' spellcasting efforts, and bring her down quickly with a few hits from your party's missile weapons.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Sahuagin Elite Priestess	5	36	15	By weapon (P)	2	Spells	Spells, immune to cold	1,000

Sahuagin King



Beware the sahuagin king's special Sekolah's Fire attack, which can burn multiple targets in close proximity. Use spells and missile weapons to kill him in a hurry, and you'll avoid the spell altogether. With an unimpressive armor class, the sahuagin king will succumb to the concerted efforts of your party's missile weapons and spells in short order.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Sahuagin King	0	82	9	By weapon (P)	3	Sekolah's Fire	Immune to cold	3,000

Sahuagin Prince



The sahuagin prince is little different than one of the elite guards. With no special abilities and low defensive stats, the best the prince can hope for is to land a few minor hits on your characters in melee combat.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Sahuagin Prince	1	71	11	By weapon (P)	2	None	Immune to cold	2,000

Sahuagin Royal Priestess



The sahuagin royal priestess is an even greater threat than the king himself. With the same Sekolah's Fire attack as the king plus a full arsenal of spells, the royal priestess represents a considerable magical threat. In addition, a blazing-fast five attacks per round and a good THAC0 ensures that she'll be hitting your party often, though not very hard. Use some kind of nullifying attack initially such as a Hold or Silence spell to prevent the priestess from casting.

When that threat has been eliminated, move in to take her down with hand weapons.

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Sahuagin Royal Priestess	3	53	16	1-4 (S)	5	Sekolah's Fire, spells	Spells, immune to cold	3,000

Vaarglan



This evil 18th-level Hosttower mage comes to Lonelywood in search of Kieran the innkeeper. Late in the game, Vaarglan and his mage apprentice, Alpheus, will attack your party after an interrogation. As soon as the battle is joined, concentrate everything you have on Vaarglan and his magic-using friend, as their powerful incantations can spell disaster for your party. Try spells such as Silence and Hold Person to prevent them from casting their fearsome spells

against your party. Be creative: even a nice touch of Miscast Magic might spare your characters a few painful lumps!

Name	AC	HP	THAC0	Damage	# Atk	Special Attacks	Special Defenses	XP
Vaarglan	-2	70	15	Spell damage	1	Spells	None	8,000

Wylfdene



Wylfdene is the reincarnated king of the Elk Tribe. Only recently buried, he has come back from the dead, declaring himself to be possessed by the spirit of the barbarians' greatest hero, Jerrod. Apparently, with Jerrod's spirit came rage, for all that Jerrod saw of the north through Wylfdene's eyes angered him.

According to him, the very presence of the Ten-Towns has left scars upon the land—and they threaten to leave deeper ones that will not heal. The Ten-Towns have driven away the herds of elk, claimed the lakes as their own, and fouled the air with the stench of their settlements. All the while, the tribes have been driven farther and farther north as the humans have spread like a disease across the land.

Wylfdene is determined that the barbarians be forced north no more. His voice has set fires in the hearts of the tribes, and he has united them into a mighty army that the Ten-Towns cannot hope to defeat. Yet even within the tribes, there are those whose hearts are uneasy and for whom the thought of war with the Ten-Towns is not a pleasant one.

Name	AC	HP	THACO	Damage	# Atk	Special Attacks	Special Defenses	XP
Wylfdene	-5	350	1	2-16 (S) + Strength bonus	3	Successful hit slays target	Invulnerable	30,000

Xactile



Xactile's duty is to watch over the spirits of the Sahuagin dead and to care for those who come to her in their last days. Although her position is considered one of honor among her people, she has basically been exiled to the field of bones after animating the dead to keep her company.

Xactile was desperately lonely in her position as guardian of the field of bones. Friendless and without any hope of a mate, she attempted to return to her people, but was rejected. After being threatened with death if she abandoned her lifelong duty as the guardian, Xactile returned to her post, where her loneliness chipped away the last vestiges of her sanity.

In desperation, Xactile turned to the art of necromancy, raising the skeletons of the dead to keep her company. Her people were outraged at what she had done and called upon the Sahuagin high priestess to control this upstart. The high priestess met with Xactile but was unable to convince her of the error of her ways. If her actions were wrong, she explained, then surely Sekolah, the god of all Sahuagin, would punish her. The high priestess gathered all the priestesses together, called upon the wisdom of Sekolah, and let the great one decide her fate. To everyone's surprise, communion with Sekolah granted Xactile license to continue her deeds.

Over the years, Xactile has grown to be a necromancer priestess of considerable power. She is held in high regard by all her people but feared as well. She continues to live the life of a hermit, preferring the company of her undead companions. Should you have the misfortune of facing her, beware her fearsome magical power, as well as her eye-blurring five attacks per combat round.

Name	AC	HP	THACO	Damage	# Atk	Special Attacks	Special Defenses	XP
Xactile	0	68	9	1-4 (S)	5	Spells	Spells	6,000



CHAPTER

3

TOOLS OF
THE TRADE

Hearth of Winter introduces many powerful and unique items to the wastes of Icewind Dale. As you learned in the last chapter, the enemies you will face here are decidedly more menacing than those you crossed swords with in the original game. However, with greater risks come greater rewards, and you are sure to enjoy the many fine weapons, armor, and other items you will find in the expansion.

Of course, many of these items will be in someone's possession when you find them. Remember that it's your job to liberate them from their current users and redistribute them to their proper owners—your party members!

Weapon Attributes

Many arcane weapons are scattered across the game. This section covers each of these implements of war in detail, including descriptions of each weapon's origin and history. Following each profile is a listing of the relevant statistics. Entries that are not entirely self-explanatory are described below.

- ❖ **Damage:** The amount and specific type of damage that the weapon inflicts.
- ❖ **THACO Bonus:** The weapon's bonus, if any, to the wielder's to-hit roll.
- ❖ **Special:** Any magical or special effects that the weapon possesses.
- ❖ **Speed Factor:** A measure of the time it takes a wielder to attack with the weapon in question. Lower numbers denote faster weapons, with less time needed between attacks.
- ❖ **Value:** The optimal value of the weapon. You'll be fetching prices far below these amounts if you are selling to a merchant—after all, they need to make a profit, too!
- ❖ **Lore:** The Lore rating required of a character in order for him or her to be able to identify the item without need of a shopkeeper or an Identify spell.

All weapons presented in this chapter are grouped by type: bow, club, sword, and so on. In this way, you can browse through the new hardware according to your characters' proficiency skills, which determine the weapons they are skilled in using. In each of the following sections of weapon types, you'll find a table listing each weapon's core stats, plus a summary of its special abilities. For a complete description of a weapon (including its special capabilities), check out the detailed information in that weapon's entry following the table. Pay special attention to the damage type of each weapon. Some creatures are particularly vulnerable to a given type of damage or particularly resistant to another kind. Make sure you're using the right tool for the job in order to fell your enemies with the least amount of effort.

Axes

Just a few blows with a powerful axe are all you'll need to fell many monsters in the game. Unfortunately, this massive damage potential tends to be offset by an exceedingly slow attack speed, owing to an axe's unwieldy balance and weight. Axes inflict slashing damage just like swords, but there are some important differences.

Swords may be better choices overall than axes. Both weapons do slashing damage, although swords have a slightly lower damage potential. Swords can, however, dish out more hits in the long run because they can be swung more often. Furthermore, some of the more powerful enchanted swords in the game can exceed the destructive potential of the available axes. Unless it's stylistically important to you to equip your character with an axe (or you found an axe with magical bonuses you can't live without), you're almost always better off choosing a sword. See Table 3.1 for a summary of axe stats.

Table 3.1: Axes

Name	Type	Damage	THACO Bonus	Special	Weight	Speed Factor	Hands	Value	Lore
Young Rage	Battleaxe	1D8+5, slashing	+5	Berserk	6	3	1	52,000	82

Young Rage

✧ **Type:** Battleaxe

This axe was crafted for a powerful young barbarian warrior named Hegelfden. He was born into the Tribe of the Elk, and the shamans prophesied that he would be a powerful warrior. Hegelfden grew up believing that he was special, important, and somehow better than those around him. By the age of 17, Hegelfden was an accomplished warrior.

On a journey into the Spine of the World, Hegelfden captured two dwarves. He refused to let them go until they created a magnificent axe for him. The two dwarves reluctantly agreed, creating a stout battleaxe with a keen blade and a thick handle. When the dwarves asked to be released, Hegelfden denied their request. He wanted to keep them as servants. The dwarves then laid a curse upon Hegelfden. They told him that the fruit of his abuse would be the end of him. Hegelfden laughed at the dwarves' claim.

The next day, in a battle with a rival tribe, Hegelfden went berserk with blood lust, slaying every creature he came across. His kin, convinced that he had gone mad, cut him down where he stood. The axe was left on the field when the warriors brought Hegelfden's body back to the camp. When they arrived, the dwarves were nowhere to be found.

✧ **Damage:** 1D8+5, slashing

✧ **THACO Bonus:** +5

✧ **Special:** 5% chance per hit that the wielder goes berserk for 10 rounds

✧ **Weight:** 6

✧ **Speed Factor:** 3

- ◇ Proficiency Type: Axe
- ◇ Type: One-handed
- ◇ Not Usable By: Druid, cleric, mage, thief
- ◇ Value: 52,000
- ◇ Lore: 82

Bows and Missiles

Bows are not only the most powerful ranged weapons available, but also the most versatile. Although a standard arrow does piercing damage, you will come across a multitude of different ammunition types in the game. With a bit of careful shopping, you can dish out anything from the crushing power of hammer arrows to the fiery assault of inferno arrows. Although slower to fire, crossbows have similar access to various types of ammo and can also cause a great deal of damage. Unfortunately, not all character classes are capable of using bows, in which case slings are your best option for a ranged weapon. Other than that, the reliable bow should be your missile weapon of choice. See Table 3.2 for a comparison of missile weapons.

Table 3.2: Missile Weapons

Name	Type	Damage	THACO Bonus	Special	Weight	Speed Factor	Hands	Value	Lore
Black Bow	Bow	+3	+4	None	3	4	2	31,440	45
Daisy	Crossbow	+3	+5	None	7	4	2	36,900	90
Force Bullet	Sling ammo	1D4+3, missile (C)	None	Otiluke's Resilient Sphere	0	N/A	N/A	800	58
Goblin Arrows	Bow ammo	1D6+1, missile (P)	+1	Goblin summoning	0	N/A	N/A	350	45
Jamison's Sling	Sling	+4, missile (C)	+4	None	0	2	1	17,800	38
Quinn's Fancy Sling	Sling	+3, missile (C)	+5	None	0	1	1	24,800	90
Storm Bow	Short bow	+3	+2	Storm Shell	3	3	2	27,325	75
Zilzazer's Magnificent Darts	Dart	1D3+2, missile (P)	None	Increased attacks	0	1	1	500	82

Black Bow

- ◇ Type: Bow

A rough bow with a dusty appearance, the Black Bow was created as an instrument of vengeance by a Cormyrean settler. After years of campaigning, a former soldier named Jonan of Suzail finally returned home to marry his childhood sweetheart. Through all his years in the military, he remained true to his love and saved his earnings. He and his new wife moved west in the hopes that they would find frontier land to settle. In the lands north of Baldur's Gate and east of the Trollbark Forest, Jonan built his home and farm.

Within five years, raiders ravaged the area. Eventually, the raiders targeted Jonan's home, killing his wife and child and leaving him for dead. His farm was burned to the ground.

Weeks later, Jonan crafted this bow and rubbed the ashes of his farm and family into the grain of the wood. He later went on a deadly rampage, slaying each of the bandits and later killing anyone they had associated with. Sages debate how the bow became enchanted, but most believe that, after Jonan's death, it was blessed by a god. Some say it was blessed by Tyr, some say by Hoar, and others say by Bhaal. Which theory tends to depend on whether the speaker believes Jonan's actions were just, vengeful, or murderous (see Figure 3.1).

- ◆ Damage: +3
- ◆ THACO Bonus: +4
- ◆ Weight: 3
- ◆ Speed Factor: 4
- ◆ Proficiency Type: Bow
- ◆ Type: Two-handed
- ◆ Not Usable By: Druid, cleric, mage, thief
- ◆ Value: 31,440
- ◆ Lore: 45



Figure 3.1:
With the trusty Black
Bow in your hands,
you'll make pincushions
out of any foes.

Daisy

- ◆ Type: Light crossbow

Named for its ability to make its victims "push up daisies," this crossbow was used by renowned mage-killer Vicalet Hawkeye. Vicalet was a half-elven mercenary who hired

himself out to various adventuring companies as support. He would trail or flank his employers in dangerous environments and shoot any and all mages that he saw. A few mages tried to use projected images to fool Vicalet, but the crafty half-elf always saw through the ruses.

Vicalet retired a rich man and later sold his crossbow to a young, cocky human mercenary. It is believed that the new owner was not as skilled or as crafty as Vicalet and came to an untimely end.

- ✧ **Damage:** +3
- ✧ **THACO Bonus:** +5
- ✧ **Weight:** 7
- ✧ **Speed Factor:** 4
- ✧ **Proficiency Type:** Crossbow
- ✧ **Type:** Two-handed
- ✧ **Not Usable By:** Druid, cleric, mage, thief
- ✧ **Value:** 36,900
- ✧ **Lore:** 90

FORCE BULLET

- ✧ **Type:** Sling ammo

A popular weapon among priests, force bullets allow the user to restrain opponents without causing excessive harm. They are particularly well liked by the churches of Helm, Eldath, and Ilmater.

- ✧ **Damage:** 1D4+3, missile
- ✧ **Special:** Target must save vs. spell or be affected by Otiluke's Resilient Sphere
- ✧ **Weight:** 0
- ✧ **Value:** 800
- ✧ **Lore:** 58

GOBLIN ARROWS

- ✧ **Type:** Bow ammunition

These arrows are known less for their damaging power than for their annoying summoning ability. Invented by a black-hearted gnome named Turbar Talinbar, goblin arrows are commonly found in the quivers of mischievous halflings and elves. Several adventuring companies use the goblin arrows before launching any major attacks (see Figure 3.2).

- ✧ **Damage:** 1D6+1, missile (piercing)
- ✧ **THACO Bonus:** +1
- ✧ **Special:** On a successful hit, a goblin is summoned next to the target
- ✧ **Weight:** 0

◆ Value: 350

◆ Lore: 45



Figure 3.2:
Turbar Talinbar, a
very disturbed indi-
vidual, created the
goblin-summoning
arrow.

Jamison's Sling

◆ Type: Sling

A powerful gnomish hero, Harl Jamison, used this sling in his numerous battles with the ogres and goblins that infested his homeland. Jamison was the head of a famous band of gnomish adventurers called the Sons of Green Hills. Jamison's sling was buried with him when he died of old age in 845 Dale Reckoning (D.R.). It is believed that human thieves plundered his grave several years later, around 890 D.R.

◆ Damage: +4, missile

◆ THACO Bonus: +4

◆ Weight: 0

◆ Speed Factor: 2

◆ Proficiency Type: Missile

◆ Type: One-handed

◆ Value: 17,800

◆ Lore: 38

Quinn's Fancy Sling

✧ Type: Sling

This sling was blessed for Quinn Silverfinger at the Golden Spires in Amn. Quinn was quite proud of the sling and carried it with him always. He only had reason to use the sling on three different occasions, but it proved to be very useful (see Figure 3.3).

✧ Damage: +3, missile

✧ THAC0 Bonus: +5

✧ Weight: 0

✧ Speed Factor: 1

✧ Proficiency Type: Missile

✧ Type: One-handed

✧ Value: 24,800

✧ Lore: 90

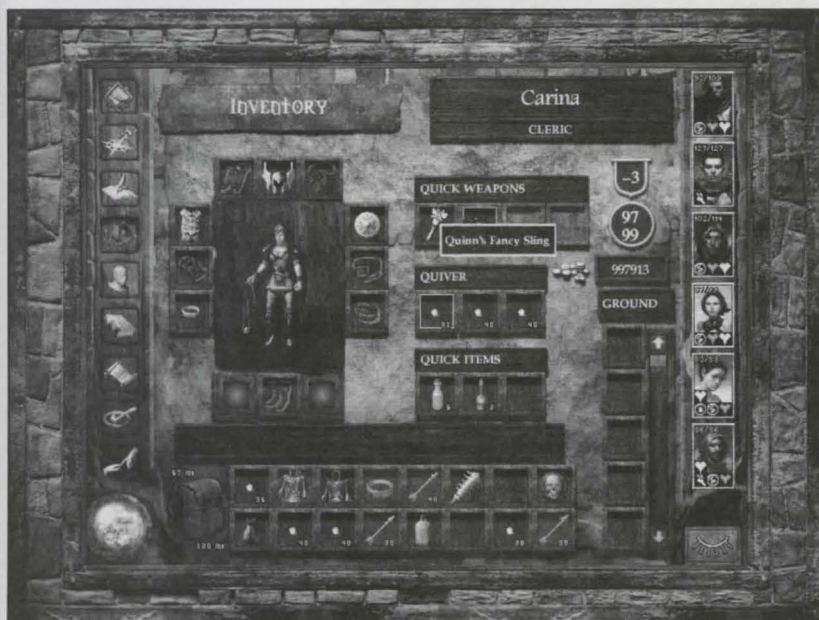


Figure 3.3:

Why use a regular sling when you could have a fancy sling?

Storm Bow

✧ Type: Short bow

This weapon is holy to warriors in the service of Talos, god of storms and destruction, and has seen decades of use in their capable hands. A short bow made of many composite layers of wood, the Storm Bow has been used against the myriad enemies of the church of Talos. Most recently, the bow was in the possession of a Storm Knight named Kalassan

Brevered, who was killed after striking down a number of rangers and druids on the Moonshae Isles.

- ◆ Damage: +3
- ◆ THAC0: +2
- ◆ Special: Can invoke a Storm Shell once per day
- ◆ Weight: 3
- ◆ Speed Factor: 3
- ◆ Proficiency Type: Bow
- ◆ Type: Two-handed
- ◆ Not Usable By: Druid, cleric, mage, thief
- ◆ Value: 27,325
- ◆ Lore: 75

Zilzanzer's Magnificent Darts

- ◆ Type: Dart

The eccentric master wizard Zilzanzer, well-known for his Ring of the Gorgon, was also the creator of a number of small magical missile weapons. Zilzanzer's Magnificent Darts were sold to many of the wizard's colleagues. Unlike many of Zilzanzer's other creations, his darts actually performed as he intended them to.

- ◆ Damage: 1D3+2, missile (piercing)
- ◆ Special: User can throw up to five of Zilzanzer's darts in a single round, regardless of class
- ◆ Weight: 0
- ◆ Speed Factor: 1
- ◆ Proficiency Type: Missile
- ◆ Type: One-handed
- ◆ Not Usable By: Cleric
- ◆ Value: 500
- ◆ Lore: 82

Clubs and Flails

Clubs and their cousins do crushing damage, making them great weapons for smashing dry, undead bones or ice golem bodies. As they are not bladed, clubs are often a good choice for priests, being generally the best all-around weapons next to swords. See Table 3.3 for a comparison of clubs and flails.

Table 3.3: Clubs and Flails

Name	Type	Damage	THAC0 Bonus	Special	Weight	Speed Factor	Hands	Value	Level
Debian's Rod of Smiting	Club	1D8+3 (C)	+3	Golem and extra-planar killer	2	2	1	23,200	75
Evil Spider Crusher of Doom	Club	1D6+2, +4 vs. spiders (C)	+2, +4 vs. spiders	None	2	3	1	8,800	58
Fist of the Gloomfrost	Mace	1D6+5 (C)	+4	Resistances, Storm Shell, extra damage	2	3	1	27,000	0
Flail of Mae	Flail	1D6+4 (C)	+3	Flesh to Stone	10	3	1	28,400	85
Love of Black Bess	Mace	1D6+4 (C)	+3	Unluckiness	7	5	1	5,100	28
Sceptre of Tyranny	Club	1D8+4 (C)	+4	Immune to Fear, +1 Charisma, Domination, Cloak of Fear	2	2	1	52,000	75
Svian's Club	Club	1D6+5 (C)	+5	None	4	1	1	39,000	70
Three White Doves	Mace	1D6+4 (C)	+3	Bonuses vs. undead and extraplanar creatures	5	4	1	55,000	68
Tombsweeper	Flail	1D6+4 (C)	+3	None	5	3	1	26,500	85

Debian's Rod of Smiting

◆ Type: Club

Rods of smiting are extremely uncommon weapons that can be very useful against some foes. This particular rod was last in the possession of a priest of Gond named Debian of Urmlaspyr. Debian was an eccentric adventurer who investigated every type of golem that had been reported in the realms. In many cases, the creator of the golem would send his or her creations after Debian for his snooping. Debian usually escaped without much personal harm. Unfortunately for Debian, his luck ran out when he investigated the lair of the Machinery Man, a bizarre lich. The Machinery Man's lab full of iron golems proved to be too much for Debian to overcome.

◆ Damage: 1D8+3, crushing

◆ THAC0 Bonus: +3

◆ Special: +4–11 damage vs. golems with 5% chance to destroy, 5% chance of +8–24 damage vs. outer planar creatures

◆ Weight: 2

◆ Speed Factor: 2

◆ Proficiency Type: Club

◆ Type: One-handed

◆ Not Usable By: Mage

◆ Value: 23,200

◆ Lore: 75

Evil Spider Crusher of Doom

◆ Type: Club

This weapon was made by a halfling priest named Caligope. His greatest enemy was an evil elven wizard named Eil-Makar who dwelled in a tower surrounded by giant spiders. For over a year, Caligope refused to even look at the tower. Eventually, he constructed a club to deal with his fear. The resulting weapon was named the Evil Spider Crusher of Doom. Caligope succeeded in his quest to rob Eil-Makar blind, leaving dozens of dead spiders in his wake (see Figure 3.4).



Figure 3.4:
Caligope hated
spiders...a lot.

◆ Damage: 1D6+2, +4 vs. spiders, crushing

◆ THACO Bonus: +2, +4 vs. spiders

◆ Weight: 2

◆ Speed Factor: 3

◆ Proficiency Type: Club

◆ Type: One-handed

◆ Not Usable By: Mage

◆ Value: 8,800

◆ Lore: 58

Fist of the Gloomfrost

✧ Type: Mace

This is one of the weapons your party can forge with the guidance of the dwarven smith Tiernon. Forged from ice taken from the walls of the Gloomfrost, this mace has taken not only some of the glacier but also some of your party's strength into it, creating a formidable weapon. Though made of ice, the weapon is only slightly cold to the touch and does not melt, even when exposed to the hottest flames.

✧ Damage: 1D6+5, crushing

✧ THACO Bonus: +4

✧ Special: +10% fire resistance, +10% cold resistance, casts Storm Shell once per day, 5% chance of causing 1-10 additional points of crushing damage

✧ Weight: 2

✧ Speed Factor: 3

✧ Proficiency Type: Mace

✧ Type: One-handed

✧ Not Usable By: Druid, mage, thief

✧ Value: 27,000

✧ Lore: 0

Flail of Mæ

✧ Type: Flail

A gift to the cruel warrior Eled the Desecrator, this flail appears to be mundane in most respects. The only unusual thing about its construction is that its head is made from solid granite. Eled was a champion of the evil races, and he defended them whenever they had enough gold. One such group of evildoers was a group of maedar and medusae that paid Eled with this flail. Eled used the weapon with frightening efficiency for the rest of his given days.

✧ Damage: 1D6+4, crushing

✧ THACO Bonus: +3

✧ Special: 5% chance of casting Flesh to Stone on the target

✧ Weight: 10

✧ Speed Factor: 3

✧ Proficiency Type: Flail

✧ Type: One-handed

✧ Not Usable By: Druid, mage, thief

✧ Value: 28,400

✧ Lore: 85

Love of Black Bess

✧ **Type:** Mace

This fell weapon was crafted by a beautiful and cruel wizardess whose name was Redani. She was known for her powers both as an enchantress and a seductress. The Love of Black Bess was always given to her currently favored consort. Unknown to her lovers, she would place a Ring of Readiness on the mace, saving the matching counterpart ring. When she grew tired of her consorts, as she always did, she would give the matching ring to a new lover and send him to kill her old paramour. The new lover would simply call upon the ring, and the mace would fly to his hand.

Unfortunately, Redani was done in when she trusted the wrong man. A well-disguised priest of Hoar took it upon himself to gain vengeance for a man whose skull he had picked up by the side of a road. Unluckily for Redani, priests of Hoar will go to any length to avenge the dead, even if it means animating all her dead lovers to tear her limb from limb.

✧ **Damage:** 1D6+4, crushing

✧ **THACO Bonus:** +3

✧ **Special:** 10% of all hits cause the target to lose four points of Luck (makes target suffer -4 to hit and damage)

✧ **Weight:** 7

✧ **Speed Factor:** 5

✧ **Proficiency Type:** Mace

✧ **Type:** One-handed

✧ **Not Usable By:** Druid, mage, thief

✧ **Value:** 5,100

✧ **Lore:** 28

Sceptre of Tyranny

✧ **Type:** Club

Owned and enchanted by a priest of Bane, the Sceptre of Tyranny was at the forefront of many terrible battles. Archendros of Bane was a snide, malicious man of almost perfect mental and physical abilities. He could be found leading groups of impressionable young fighters, rogues, and other assorted thugs in press gangs wandering Waterdeep. Faced with opposition, Archendros would simply employ the power of the black-and-red sceptre. The charismatic Banite was eventually killed in battle by a priest of Torm and his paladin comrades.

✧ **Damage:** 1D8+4, crushing

✧ **THACO Bonus:** +4

✧ **Special:** Wielder is immune to fear effects, +1 to Charisma while equipped, wielder can cast Domination and Cloak of Fear once each per day

✧ **Weight:** 2

- ✧ Speed Factor: 2
- ✧ Proficiency Type: Club
- ✧ Type: One-handed
- ✧ Not Usable By: Mage
- ✧ Value: 52,000
- ✧ Lore: 75

Svian's Club

- ✧ Type: Club

A massive club, this weapon used to belong to the barbarian Svian, a powerful warrior of the Elk Tribe. Svian was a grim man, tall and wiry, who was known for his dire disposition and serious manner. In battle, unlike his kin, he rarely became excited or panicked. He simply held his ground and destroyed everyone who came near him. It is said that when Svian was mortally wounded, he simply walked over to a nearby rock and sat down, never indicating that he was suffering. It was several hours before his kinsmen realized that he was dead.

- ✧ Damage: 1D6+5, crushing
- ✧ THACO Bonus: +5
- ✧ Weight: 4
- ✧ Speed Factor: 1
- ✧ Proficiency Type: Club
- ✧ Type: One-handed
- ✧ Not Usable By: Mage
- ✧ Value: 39,000
- ✧ Lore: 70

Three White Doves

- ✧ Type: Mace

An extremely unusual mace, Three White Doves was created by an Ilmaterian priest named Alledec in 850 D.R. Alledec had been a fighting priest for the order for 20 years, and he decided it was time to leave a legacy for the church. This ivory-headed mace was the result. The shaft of the weapon is made from black-enameled steel, with the handle crafted of carved ivory. Gold bands lock the head and the handle into place. The head itself is the most unusual part of the mace. It is carved from pure ivory and resembles three white doves facing the center of the mace. The flared wings of the doves form the flanges of the mace.

Alledec died in his sleep three years after completing the mace. It was given to a traveling fighter in service of the church of Ilmater. The fighter later passed the weapon on to a priest of Ilmater named Recken the Bold. Recken lost the mace when he was fighting a powerful vampire. Recken was eventually victorious over the vampire, but he never recovered the mace (see Figure 3.5).

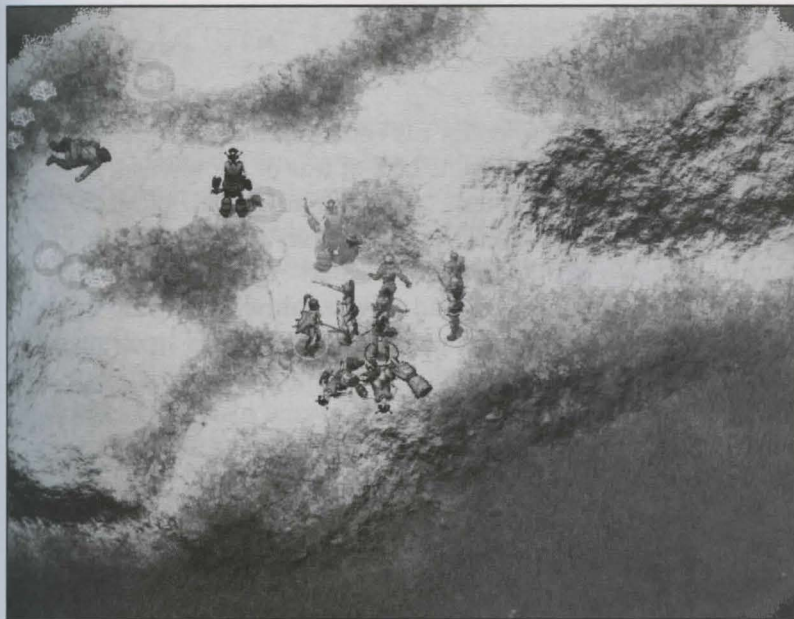


Figure 3.5:
Wield the Three
White Doves when it
absolutely, positively
has to be returned to
the grave overnight.

- ◇ **Damage:** 1D6+4, crushing
- ◇ **THACO Bonus:** +3
- ◇ **Special:** Causes double damage against undead and extraplanar creatures; does the following damage to all undead on a successful hit:

Undead:

- 1–4 Hit Dice: Automatically destroyed
- 5 Hit Dice: 95% chance of being destroyed
- 6 Hit Dice: 80% chance of being destroyed
- 7 Hit Dice: 65% chance of being destroyed
- 8–9 Hit Dice: 50% chance of being destroyed
- 10 Hit Dice: 35% chance of being destroyed
- 11+ Hit Dice: 20% chance of being destroyed

Extraplanar Creatures:

5% chance of being destroyed

- ◇ **Weight:** 5
- ◇ **Speed Factor:** 4
- ◇ **Proficiency Type:** Mace
- ◇ **Type:** One-handed
- ◇ **Not Usable By:** Evil characters, druid, mage, thief
- ◇ **Value:** 55,000
- ◇ **Lore:** 68

Tombsweeper

✧ **Type:** Flail

The quick-witted warrior Seldon Mirai was known for his cool demeanor and his light-hearted comments. He was especially renowned for his lack of fear of the undead. He considered undead to be “unoriginal, tired old jokes.” “After the hundredth skeleton,” he would say, “what’s to be afraid of? They all march at you like horses to water, and you just hack them down one at a time. I’m supposed to be scared of that?” He would wade into tombs with his trusted flail and smash apart any undead that he found, joking all the way.

Eventually, Seldon’s lack of respect for the necromantic arts earned him an enemy in the form of Tiron, a powerful lich. Tiron captured Seldon and paralyzed him, letting a group of skeletons beat him to death. Seldon’s friends later recovered his body and had him raised from the dead. He was not as light-hearted about the walking dead after that.

- ✧ **Damage:** 1D6+4, crushing
- ✧ **THACO Bonus:** +3
- ✧ **Weight:** 5
- ✧ **Speed Factor:** 3
- ✧ **Proficiency Type:** Flail
- ✧ **Type:** One-handed
- ✧ **Not Usable By:** Druid, mage, thief
- ✧ **Value:** 26,500
- ✧ **Lore:** 85

Daggers

All character classes except priests can use daggers. While small, these weapons can still be considerable assets, depending upon their enchantments. Daggers do slashing damage like swords, which makes them particularly adept at cutting through the flesh of unarmored targets. See Table 3.4 for a comparison of daggers.

Table 3.4: Daggers

Name	Type	Damage	THACO Bonus	Special	Weight	Speed Factor	Hands	Value	Lore
Fang of the Gloomfrost	Dagger	1D4+4 (S)	+4	Resistances, Shell spells	1	1	1	27,000	0
Gullwyn’s Dagger of Safe Harbor	Dagger	1D4+3 (P)	+3	Otiluke’s Resilient Sphere	1	1	1	12,000	82
Lover	Dagger	1D4+4 (P)	+4	Returns to thrower	1	1	1	42,000	75
Reliance	Dagger	1D4+4 (P)	+4	None	1	1	1	24,000	75

Fang of the Gloomfrost

◆ Type: Dagger

This is one of the weapons your party can forge with the guidance of the dwarven smith Tiernon. Forged from ice taken from the walls of the Gloomfrost, this blade has taken not only some of the glacier but also some of your party's strength into it, creating a formidable weapon. Though made of ice, the weapon is only slightly cold to the touch and does not melt, even when exposed to the hottest flames.

◆ Damage: 1D4+4, slashing

◆ THACO Bonus: +4

◆ Special: +10% fire resistance, +10% cold resistance, casts Storm Shell and Anti-Magic Shell once each per day

◆ Weight: 1

◆ Speed Factor: 1

◆ Proficiency Type: Dagger

◆ Type: One-handed

◆ Not Usable By: Druid, cleric

◆ Value: 27,000

◆ Lore: 0

Gullwyn's Dagger of Safe Harbor

◆ Type: Dagger

The mage Gullwyn was a seafaring merchant who always respected the mighty power of the ocean. He had seen many of his crewmates go flying overboard during horrible storms, lost in a split second of fear. For that reason, he developed his now famous blade, the Dagger of Safe Harbor. The weapon saved Gullwyn's life on at least three occasions. When he retired from his life at sea, he gave the weapon to a friend named Valkur.

◆ Damage: 1D4+3, piercing

◆ THACO Bonus: +3

◆ Special: Can cast Otiluke's Resilient Sphere on the wielder once per day

◆ Weight: 1

◆ Speed Factor: 1

◆ Proficiency Type: Dagger

◆ Type: One-handed

◆ Not Usable By: Cleric

◆ Value: 12,000

◆ Lore: 82

LOVER

✧ **Type:** Dagger

Fehll Brownbriars was a half-elven thief of notoriety in Waterdeep. His list of conquests, both romantic and larcenous, was too long for even bards to recite. The dagger he kept at his side was decorated with a ruby heart, and it became coveted by a small group of rivals. Fehll was eventually murdered by a seductress so clever that not even the prescient half-elf could see her malicious intent. The woman, Prespera of Orlumbor, sold the dagger for a hefty sum and disappeared into obscurity.

✧ **Damage:** 1D4+4, piercing

✧ **THACO Bonus:** +4

✧ **Special:** Returns to the thrower

✧ **Weight:** 1

✧ **Speed Factor:** 1

✧ **Proficiency Type:** Dagger

✧ **Type:** One-handed

✧ **Not Usable By:** Cleric

✧ **Value:** 42,000

✧ **Lore:** 75

Reliance

✧ **Type:** Dagger

The halfling warrior Ket Stillpond was known as an upright man who kept his wits about him at all times. Bards sing about the various near-death experiences he escaped from in the simple, if long-winded, tune "The One Hundred Lives of Ket the Keen." He was also known for two of the weapons he carried: his short sword, Bloodfarmer, and his dagger, Reliance. It is said that Ket always kept this dagger on his person, never turning it over to any man nor keeping it out of arm's reach. He was actually thrown out of the Cormyrean royal court for his stubborn insistence on keeping Reliance, unbound, by his side.

After he died, Ket's family donated the dagger to the church of Arvoreen. The church later gave it to a promising young halfling warrior. The warrior was killed later when he turned over the dagger upon entering a seemingly friendly camp. His hosts turned out to be a pack of bandits. They killed the poor halfling on the spot.

✧ **Damage:** 1D4+4, piercing

✧ **THACO Bonus:** +4

✧ **Weight:** 1

✧ **Speed Factor:** 1

✧ **Proficiency Type:** Dagger

✧ **Type:** One-handed

- ✧ Not Usable By: Cleric
- ✧ Value: 24,000
- ✧ Lore: 75

Hammers

Similar to clubs, hammers are generally lighter and better balanced for combat than their blunt cousins. As a result, they do less damage than clubs, but make up for this by being faster to wield. They do crushing damage as well, which is good against most targets and especially effective against undead. See Table 3.5 for a comparison of hammers.

Table 3.5: Hammers

Name	Type	Damage	THACO Bonus	Special	Weight	Speed Factor	Hands	Value	Lore
Blood of the Gloomfrost	Warhammer	1D4+5, (C)	+4	Resistances, Storm Shell, healing	3	1	1	27,000	0
Hellpick	Warhammer	1D4+4 (C)	+3	None	6	1	1	23,750	75
Inconsequence	Warhammer	1D4+4, +5 vs. good and evil creatures (C)	+3, +4 vs. good and evil creatures	None	4	1	1	25,000	52

Blood of the Gloomfrost

- ✧ Type: Warhammer

This is one of the weapons your party can forge with the guidance of the dwarven smith Tiernon. Forged from ice from the walls of the Gloomfrost, this hammer has taken not only some of the glacier but also some of your party's strength into it, creating a formidable weapon. Though made of ice, the weapon is only slightly cold to the touch and does not melt, even when exposed to the hottest flames.

- ✧ Damage: 1D4+5, crushing
- ✧ THACO Bonus: +4
- ✧ Special: +10% fire resistance, +10% cold resistance, casts Storm Shell once per day, 5% chance of healing 2–12 points of damage
- ✧ Weight: 3
- ✧ Speed Factor: 1
- ✧ Proficiency Type: Hammer
- ✧ Type: One-handed
- ✧ Only Usable By: Dwarves
- ✧ Not Usable By: Druid, mage, thief
- ✧ Value: 27,000
- ✧ Lore: 0

Hellpick

✧ **Type:** Warhammer

A sturdy hammer with extensive battlefield experience, Hellpick was wielded by the dwarven warrior Durlow Ironbar. Durlow's hammer, like many dwarven weapons, was forged and blessed with power by priests of Moradin. It earned its name in Durlow's service, where he used it to drive back drow wizards and their abyssal allies.

Durlow met his end when the drow employed treachery to defeat him. Under magical disguise, drow assassins visited Durlow and poisoned his food. Durlow eventually realized what was happening and managed to grab Hellpick. In the resulting battle, Durlow killed four of the five assassins before he fell victim to the effects of the poison. The fifth assassin is believed to have escaped.

✧ **Damage:** 1D4+4, crushing

✧ **THACO Bonus:** +3

✧ **Weight:** 6

✧ **Speed Factor:** 1

✧ **Proficiency Type:** Hammer

✧ **Type:** One-handed

✧ **Not Usable By:** Druid, mage, thief

✧ **Value:** 23,750

✧ **Lore:** 75

Inconsequence

✧ **Type:** Warhammer

This hammer was made by a self-styled prophet of providential rejection. His name was Phellep, and he believed that the actions of the individual were of no consequence to the fate of humanity as a whole. As a result, he rejected concepts of good and evil, instead adopting an attitude of enforced indifference and abstention from social, moral, and political activity. The hammer he carried was used to pound on the doors of churches, which he called "the dens of fools and mindless men."

✧ **Damage:** 1D4+4, +5 vs. good and evil creatures, crushing

✧ **THACO Bonus:** +3, +4 vs. good and evil creatures

✧ **Weight:** 4

✧ **Speed Factor:** 1

✧ **Proficiency Type:** Hammer

✧ **Type:** One-handed

✧ **Not Usable By:** Druid, mage, thief

✧ **Value:** 25,000

✧ **Lore:** 52

Pole Arms

Pole arms can be used to attack over the shoulders of fellow party members, allowing several characters to join combat against a single enemy at the same time. This also allows those bringing up the rear to stay relatively safe behind the front rank as the battle rages. Pole arms vary in their damage type and capabilities, so read the individual descriptions to determine each weapon's specific qualities. See Table 3.6 for a comparison of pole arms.

Table 3.6: Pole Arms

Name	Type	Damage	THACO Bonus	Special	Weight	Speed Factor	Hands	Value	Lore
Fayr's Halberd	Halberd	1D10+3 (S)	+3	None	12	6	2	25,800	70
Icon of Power	Halberd	1D10+3 (S)	+3	Symbol of Pain	15	5	2	27,500	68
Kinetic Spear	Spear	1D8+2 (P)	+2	Lance of Disruption	2	6	2	12,050	73
Quost's Staff of the Elements	Staff	1D6+4 (C)	+4	Conjure Elementals	3	1	2	38,000	44
Staff of Besieging	Staff	1D6+2 (C)	+2	Dispel Magic, Lower Resistance	3	3	2	35,100	57
Staff of Eron	Staff	1D6+3 (C)	+3	None	3	1	2	22,200	77
Tongue of the Gloomfrost	Halberd	1D10+4 (S)	+4	Resistances, Storm Shell, Cone of Cold	6	5	2	27,000	0

Fayr's Halberd

◆ **Type:** Halberd

The Company of the Black Snake was a moderately powerful force around Waterdeep in the 13th century D.R. They were well-known for their detailed battle tactics and organized fighting formations. When they fought especially tough foes, their two dwarves and two halflings would rush the front to surround their target. The humans and elves would then strike with halberds and bows from the back ranks.

This particular halberd belonged to Bedwyn Fayr, one of the best halberdiers in the company. The company's tactics fell apart in 1252 D.R. when an unknown party with superior tactics defeated the group. Only Fayr and Pep Greenfields survived the assault. Fayr and Pep decided that Tymora had given them a sign. They sold their adventuring gear and opened a profitable antiques shop.

◆ **Damage:** 1D10+3, slashing

◆ **THACO Bonus:** +3

◆ **Weight:** 12

◆ **Speed Factor:** 6

- ✧ Proficiency Type: Halberd
- ✧ Type: Two-handed
- ✧ Not Usable By: Druid, cleric, mage, thief
- ✧ Value: 25,800
- ✧ Lore: 70

Icon of Power

- ✧ Type: Halberd

The temple of Loviatar in the Vale of Wailing Women has always enjoyed the freedom from good-aligned churches that so many other evil temples long for. The large temple, however, requires a huge body of standing soldiers to protect it. The head of the temple guard is known as the Whip of Obedience. Traditionally he was equipped with a magical halberd called the Icon of Power. When the temple guards saw the Icon pass them on their rounds, they took a little more care in their duties.

Unfortunately for the Whip, a clever human thief decided to snatch the Icon as a personal challenge. The unknown thief succeeded and then sold the halberd to the church of Bane. The Banites held the Icon out of contempt for the late Whip's incompetence. Eventually, the Icon was lost when the desert temple where it was held was sacked by Bedine raiders.

- ✧ Damage: 1D10+3, slashing
- ✧ THACO Bonus: +3
- ✧ Special: Wielder can cast Symbol of Pain three times per day
- ✧ Weight: 15
- ✧ Speed Factor: 5
- ✧ Proficiency Type: Halberd
- ✧ Type: Two-handed
- ✧ Not Usable By: Druid, cleric, mage, thief
- ✧ Value: 27,500
- ✧ Lore: 68

KINETIC SPEAR

- ✧ Type: Spear

A philosopher mage named Giddeon the Believer was the creator of this weapon. He claimed that natural "currents" of energy existed throughout the world. To tap into this power, Giddeon stated, a wizard simply needed to understand how the currents functioned. Once he or she understood the flow of energy, he or she could theoretically draw power from it through spellcasting or through a "focus device." When Giddeon's laboratory was destroyed by a colossal explosion in 1010 D.R., this spear was one of the only items that survived. The spear guides itself along natural lines of energy as it veers towards its targets. Rarely, the spear will tap into a line of latent power and explode in a shaft of violent force.

- ✧ Damage: 1D8+2, piercing

- ✧ THACO Bonus: +2
- ✧ Special: 5% of all hits initiate a Lance of Disruption on the target
- ✧ Weight: 2
- ✧ Speed Factor: 6
- ✧ Proficiency Type: Spear
- ✧ Type: Two-handed
- ✧ Not Usable By: Cleric, mage, thief
- ✧ Value: 12,050
- ✧ Lore: 73

Quost's Staff of the Elements

- ✧ Type: Staff

Quost Curion was a mercenary mage who loved summoning allies to dole out punishment against his enemies. Often, however, he found that he ran out of spells at a time when he needed them the most. At great personal expense, Quost created this staff over a period of seven years. His staff was very effective until he faced an abjurer who was prepared to deal with his summoned monsters. Quost was killed in battle in 1063 D.R., and his staff was claimed by his killer, Balder Renold.

- ✧ Damage: 1D6+4, crushing
- ✧ THACO Bonus: +4
- ✧ Special: Can cast Conjure Fire Elemental and Conjure Water Elemental once each per day
- ✧ Weight: 3
- ✧ Speed Factor: 1
- ✧ Proficiency Type: Staff
- ✧ Type: Two-handed
- ✧ Only Usable By: Mage (single-, dual-, and multi-classed)
- ✧ Charges: 27
- ✧ Value: 38,000
- ✧ Lore: 44

Staff of Besieging

- ✧ Type: Staff

A favorite among transmuters, this staff was created by a wizard named Gulph the Tiny. A diminutive human mage, Gulph didn't want to be forced to rely on his physical abilities. This staff gave him the upper hand in magical duels. Gulph met his end when he foolishly went looking for Ibenian mushrooms in a grove full of quicklings. The staff remained among the quicklings for several years until a passing party of adventurers slaughtered the evil fae creatures and took the staff as their own.

- ✧ Damage: 1D6+2, crushing
- ✧ THACO Bonus: +2
- ✧ Special: Can cast Dispel Magic and Lower Resistance once each per day
- ✧ Weight: 3
- ✧ Speed Factor: 3
- ✧ Proficiency Type: Staff
- ✧ Type: Two-handed
- ✧ Only Usable By: Mage (single-, dual-, and multi-classed)
- ✧ Value: 35,100
- ✧ Lore: 57

Staff of Eron

✧ Type: Staff
 Eron the Dismayed was a pessimistic wizard who thought that the only way to become strong in the art was to test his powers against other wizards. He also believed, however, that thieves and assassins were constantly seeking to steal his wealth. To make himself appear mundane, he wore the clothes of a pilgrim and carried a simple elm walking staff. In reality, the staff was magically enchanted to be more potent in combat, but Eron didn't want to advertise that fact.

- ✧ Damage: 1D6+3, crushing
- ✧ THACO Bonus: +3
- ✧ Weight: 3
- ✧ Speed Factor: 1
- ✧ Proficiency Type: Staff
- ✧ Type: Two-handed
- ✧ Value: 22,200
- ✧ Lore: 77

Tongue of the Gloomfrost

✧ Type: Halberd
 This is one of the weapons your party can forge with the guidance of the dwarven smith Tiernon. Forged from ice from the walls of the Gloomfrost, this blade has taken not only some of the glacier but also some of your party's strength into it, creating a formidable weapon. Though made of ice, the weapon is only slightly cold to the touch and does not melt, even when exposed to the hottest flames.

- ✧ Damage: 1D10+4, slashing
- ✧ THACO Bonus: +4
- ✧ Special: +10% fire resistance, +10% cold resistance, casts Storm Shell once per day, 3% chance of projecting a Cone of Cold on the target

- ◆ Weight: 6
- ◆ Speed Factor: 5
- ◆ Proficiency Type: Halberd
- ◆ Type: Two-handed
- ◆ Not Usable By: Druid, cleric, mage, thief
- ◆ Value: 27,000
- ◆ Lore: 0

Swords

No warrior in the Forgotten Realms is complete without a trusty sword. Swords do slashing damage, which is good against most living things, but they often have trouble with harder surfaces like metal, rock, and certain tough-skinned or bony monsters (including most skeletons). A multitude of swords is available in the game, some featuring the very best and most powerful enchantments ever. See Table 3.7 for a comparison of swords.

Table 3.7: Swords

Name	Type	Damage	THACO Bonus	Special	Weight	Speed Factor	Hands	Value	Lore
Amaunator's Legacy	Bastard sword	2D4+3 (S)	+3	Fire damage, Belryn's Burning Blood, Sunray	3	1	1	32,000	97
Blade of Bael	Broad sword	2D4+3 (S)	+3	None	4	3	1	28,000	58
Blood Iron	Short sword	1D6+4 (P)	+4	Healing	3	1	1	31,000	86
Cynicism	Broad sword	2D4+4 (S)	+4	Find Traps, Knock	4	5	1	35,250	75
Hand of the Gloomfrost	Two-handed sword	1D10+4 (S)	+4	Resistances, Storm Shell, Suffocate	10	6	2	27,000	0
Kiss of the Gloomfrost	Long sword	1D8+4 (S)	+4	Resistances, Storm Shell, cold damage	3	1	1	27,000	0
Lucky Scimitar	Scimitar	1D8+2 (S)	+2	Luck	4	4	1	3,900	77
Pig's Eye	Short sword	1D6+2 (P)	+2	Bonuses vs. orcs	3	1	1	22,100	65
Pikeman's End	Two-handed sword	1D10+3 (S)	+3	None	8	7	2	27,000	75
Singing Blade of Aihonen	Long sword	1D8+1/+5 (S)	+1/+5	Resistances, Extra Hits, Healing, Strength	3	2	1	21,575	0
Sword of Myrloch Vale	Long sword	1D8+3 (S)	+3	+20 Lore	4	4	1	32,000	58
Talon of the Gloomfrost	Scimitar	1D8+4 (S)	+4	Resistances, Storm Shell, Entangle	3	1	1	27,000	0
Trollslayer	Bastard sword	2D4+1/+4 (S and fire)	+1/+4	Bonuses vs. trolls	8	6	1	25,500	63

Amaunator's Legacy

✧ Type: Bastard sword

This shiny brass sword is extremely old, dating back at least three thousand years before Dale Reckoning (D.R.). It was created by a Netherese archmage named Pouldinus as a gift to a warrior friend. This friend, Kalamnin, was a strict devotee of Amaunator, the god of law and the god of the sun. The blade was lost when Kalamnin was killed in battle by dozens of nycadaemons. The sorcerer who summoned the creatures, Ylmandi, kept the blade in his family until the fall of Netheril (see Figure 3.6).

✧ Damage: 2D4+3, slashing

✧ THACO Bonus: +3

✧ Special: Additional 2D4+3 fire damage against undead, 5% chance of Beltyn's Burning Blood spell effect on hit, casts Sunray once per day

✧ Weight: 3

✧ Speed Factor: 1

✧ Proficiency Type: Great sword

✧ Type: One-handed

✧ Not Usable By: Chaotic creatures, druid, cleric, mage, thief

✧ Value: 32,000

✧ Lore: 97

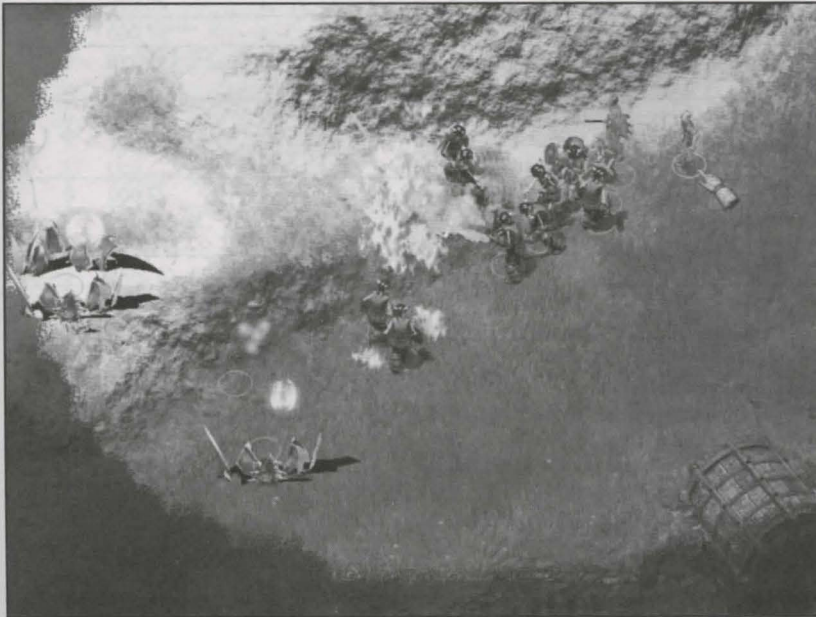


Figure 3.6:
Amaunator's Legacy is
always good for
cutting a nice swath
through a group of
undead.

Blade of Bael

✧ **Type:** Broad sword

Created for a wild mercenary named Bael Cooper, the Blade of Bael had a short and violent history. Bael was the rowdy, hotheaded son of a cooper, and he did all he could to get out of his small town and head for Baldur's Gate. Once there he hired himself out as a mercenary, thug, and caravan guard, quickly earning a reputation as an unreasonable and hot-tempered man. Within his first six months in Baldur's Gate, he had been arrested five times and almost killed at least four people who accidentally looked him in the eye for a moment too long.

Somehow, however, Bael attracted a small following of easily impressionable thugs who joined him on his seedy adventures. Eventually, Bael managed to scrape together enough money to pay a wizard to craft a powerful sword for him. The Blade of Bael aided its owner well until the mean-spirited brute roughed up a young priestess of Eldath. When local Tempurans heard what Bael had done, they descended on him in the street, beat him with clubs, then threw him into the bay. They took his sword to their temple and later auctioned it off.

✧ **Damage:** 2D4+3, slashing

✧ **THACO Bonus:** +3

✧ **Weight:** 4

✧ **Speed Factor:** 3

✧ **Proficiency Type:** Large sword

✧ **Type:** One-handed

✧ **Not Usable By:** Druid, cleric, mage

✧ **Value:** 28,000

✧ **Lore:** 58

Blood Iron

✧ **Type:** Short sword

A weapon of grim reputation in the frozen north, Blood Iron was crafted by a wicked barbarian shaman named Hekedder. The weapon saw extensive use in various barbarian hands as the years went by. Eventually, its owners found themselves hated for possessing the weapon. The taint of necromancy is so deplored by the northern tribes that the cursed name of Blood Iron became common knowledge among them. To this day, barbarians will not touch the cursed weapon and dislike even speaking of it. It is crafted of crude, poorly worked iron, and the surface of the blade is covered in gouge marks and the imprint of bad hammer strikes. The grip is wrapped in bright red leather.

✧ **Damage:** 1D6+4, piercing

✧ **THACO Bonus:** +4

✧ **Special:** Every hit heals the wielder of three hit points

- ◇ Weight: 3
- ◇ Speed Factor: 1
- ◇ Proficiency Type: Short sword
- ◇ Type: One-handed
- ◇ Not Usable By: Good characters, druid, cleric, mage
- ◇ Value: 31,000
- ◇ Lore: 86

Cynicism

- ◇ Type: Broad sword

In 834 D.R. a wizard named Legedain the Wiser caught a renowned thief red-handed. The thief was a cynical burglar named Ilfain Blackfeather. Legedain was growing old and becoming tired of his frail body. To remedy the situation, he cast Magic Jar and forced Ilfain's spirit into a host gem. Legedain then transferred his soul to the young elf's body.

One hundred years later, Legedain decided to do something with the gem. He created a sword for his arrogant bodyguard, Gundak, and transferred Ilfain's spirit into the sword. Ilfain, always highly critical in life, started telepathically criticizing Gundak in combat. Gundak quickly became annoyed with the sword and threw it into the street. A series of warriors picked it up and discarded it after short periods of ownership. Over time, the weapon has simply come to be known by its current name (see Figure 3.7).



Figure 3.7:
Cynicism can find traps
and open locks, but it
sure has a bad attitude.

- ◇ Damage: 2D4+4, slashing
- ◇ THACO Bonus: +4
- ◇ Special: Casts Find Traps and Knock once each per day

- ✧ **Weight:** 4
- ✧ **Speed Factor:** 5
- ✧ **Proficiency Type:** Broad sword
- ✧ **Type:** One-handed
- ✧ **Not Usable By:** Druid, cleric, mage
- ✧ **Value:** 35,250
- ✧ **Lore:** 75

Hand of the Gloomfrost

- ✧ **Type:** Two-handed sword

This is one of the weapons your party can forge with the guidance of the dwarven smith Tiernon. Forged from ice taken from the walls of the Gloomfrost, this blade has taken not only some of the glacier but also some of your party's strength into it, creating a formidable weapon. Though made of ice, the weapon is only slightly cold to the touch and does not melt, even when exposed to the hottest flames.

- ✧ **Damage:** 1D10+4, slashing
- ✧ **THACO Bonus:** +4
- ✧ **Special:** +10% fire resistance, +10% cold resistance, casts Storm Shell once per day, 5% chance of suffocating a target
- ✧ **Weight:** 10
- ✧ **Speed Factor:** 6
- ✧ **Proficiency Type:** Great sword
- ✧ **Type:** Two-handed
- ✧ **Not Usable By:** Druid, cleric, mage, thief
- ✧ **Value:** 27,000
- ✧ **Lore:** 0

Kiss of the Gloomfrost

- ✧ **Type:** Long sword

This is one of the weapons your party can forge with the guidance of the dwarven smith Tiernon. Forged from ice taken from the walls of the Gloomfrost, this blade has taken not only some of the glacier but also some of your party's strength into it, creating a formidable weapon. Though made of ice, the weapon is only slightly cold to the touch and does not melt, even when exposed to the hottest flames.

- ✧ **Damage:** 1D8+4, slashing
- ✧ **THACO Bonus:** +4
- ✧ **Special:** +10% fire resistance, +10% cold resistance, casts Storm Shell once per day, 5% chance of causing 2–12 points of cold damage

- ✧ Weight: 3
- ✧ Speed Factor: 1
- ✧ Proficiency Type: Large sword
- ✧ Type: One-handed
- ✧ Not Usable By: Druid, cleric, mage
- ✧ Value: 27,000
- ✧ Lore: 0

Lucky Scimitar

- ✧ Type: Scimitar

This weapon was used by a gambler named Kadan Ibn-Kadur. It is believed that the blade helped Kadan win many foolish bets that he would have otherwise lost. Kadan parted with the weapon, however, when he crossed paths with the infamous Nido Ochita Inazuma.

Legends say that Inazuma was born on the edge of the Fateful Coin, the mystical method by which Tymora and Beshaba decide whether a person will have good or bad luck throughout his or her life. Sages believe that Inazuma's coin landed on edge, making him immune to the effects of weal and woe. When he came across Kadan and his scimitar, it was only a matter of time before the gambler lost his scimitar and his life to Inazuma.

- ✧ Damage: 1D8+2, slashing
- ✧ THACO Bonus: +2
- ✧ Special: User always under the effects of luck, can cast Luck once per day
- ✧ Weight: 4
- ✧ Speed Factor: 4
- ✧ Proficiency Type: Sword
- ✧ Type: One-handed
- ✧ Not Usable By: Mage, cleric
- ✧ Value: 3,900
- ✧ Lore: 77

Pig's Eye

- ✧ Type: Short sword

A beautiful weapon with a mocking name, Pig's Eye is an elven blade dedicated to the slaying of orcs. Although its proper name is Gruumshacan, most people refer to it as Pig's Eye. The name is an allusion to the fateful blow that Corellon Larethian, patron of the elven race, inflicted on Gruumsh, head of the orc pantheon. The glass-encased orc eye that rests in the hilt makes it easy to recognize.

The blade was crafted by an elven enchanter and weaponsmith named Shenarr Caith. His relatives employed the blade for hundreds of years without misfortune. Eventually, the Caith family decided to make the long migration to Evermeet. As Gruumshacan was not

the family's moonblade, the Caiths decided to trade the weapon for some of the funds needed to transform their ancient uncle Shenarr into a baelnorn, an undead elven guardian. Shenarr was more than slightly amused at how the blade helped him defy death.

- ✧ **Damage:** 1D6+2, +4 vs. orcs, piercing
- ✧ **THAC0:** +2, +4 vs. orcs
- ✧ **Special:** 50% of all hits blind orcs
- ✧ **Weight:** 3
- ✧ **Speed Factor:** 1
- ✧ **Proficiency Type:** Short sword
- ✧ **Type:** One-handed
- ✧ **Not Usable By:** Druid, cleric, mage
- ✧ **Value:** 22,100
- ✧ **Lore:** 65

Pikeman's End

- ✧ **Type:** Two-handed sword

This notched and tarnished blade once saw a great deal of service in the employ of Kath Tahl, a warlord and bandit who roamed the countryside of the western heartlands. Kath was fond of destroying peasant militias to send a warning to other communities. When the nervous defenders tried to form a line of pikes, Kath and other heavily armored men would wade into the fray, hacking their weapons apart and breaking their formation. Once the villagers fell into disarray, his men would take what they wanted. Kath eventually met his end when a rival warlord, Marhap the Blackbeard, destroyed Kath's army.

- ✧ **Damage:** 1D10+3, slashing
- ✧ **THAC0 Bonus:** +3
- ✧ **Weight:** 8
- ✧ **Speed Factor:** 7
- ✧ **Proficiency Type:** Great sword
- ✧ **Type:** Two-handed
- ✧ **Not Usable By:** Druid, cleric, mage, thief
- ✧ **Value:** 27,000
- ✧ **Lore:** 75

Singing Blade of Aihonen

- ✧ **Type:** Long sword

This once-shattered blade lay in the breast of Icasaracht, the last of the white dragon matriarchs that ruled the Spine of the World. It was wielded by Aihonen, a distant ancestor of Jhonen the fisherman. The sword has lain at the bottom of the lake for almost a century,

waiting to be returned to one of its wielder's bloodline. The blade seems to draw its strength from Lac Dinneshere itself. As long as the wielder is within a dragon's flight of the lake, the blade is a fearsome weapon.

The dwarven smith Tiernon can "soothe" the Sword of Aihonen, turning it into this sword (since he was the one who forged it). His skills can awaken some of the blade's original powers, which were drained when it was used to slay Icasaracht the first time.

- ✧ **Damage:** 1D8+1 (+5 within a dragon's flight of Lac Dinneshere), slashing
- ✧ **THAC0 Bonus:** +1 (+5 within a dragon's flight of Lac Dinneshere)
- ✧ **Special:** +30% cold resistance, +30% fire resistance, +10 to the user's maximum hit points within a dragon's flight of Lac Dinneshere, casts Cure Critical Wounds three times per day, grants its wielder +3 Strength once per day
- ✧ **Weight:** 3
- ✧ **Speed Factor:** 2
- ✧ **Proficiency Type:** Sword
- ✧ **Type:** One-handed
- ✧ **Not Usable By:** Druid, cleric, mage
- ✧ **Value:** 21,575
- ✧ **Lore:** 0

Sword of Myrloch Vale

- ✧ **Type:** Long sword

It is believed that fae creatures helped create this beautiful sword, and legends say that it was forged in the cool depths of the large lake Myrloch. Believed to be quite old, the weapon has an unearthly look to it. The only individual known to have carried the weapon was a half-elven bard named Daen Winterbrush. It is said by some that after he found the sword he was blessed with exceptional creativity and powerful sensitivity to the world around him. He traveled for 40 years and is known for some of the most unique, haunting melodies in Faerûn. It is believed that Daen eventually became too melancholy at the sights of misery and oppression that he encountered in his travels, and that the fae welcomed him into the breast of Myrloch.

- ✧ **Damage:** 1D8+3, slashing
- ✧ **THAC0 Bonus:** +3
- ✧ **Special:** +20 to Lore skill while equipped
- ✧ **Weight:** 4
- ✧ **Speed Factor:** 4
- ✧ **Proficiency Type:** Long sword
- ✧ **Type:** One-handed
- ✧ **Not Usable By:** Evil creatures, druid, cleric, mage

◇ Value: 32,000

◇ Lore: 58

Talon of the Gloomfrost

◇ Type: Scimitar

This is one of the weapons your party can forge with the guidance of the dwarven smith Tiernon. Forged from ice taken from the walls of the Gloomfrost, this blade has taken not only some of the glacier but also some of your party's strength into it, creating a formidable weapon. Though made of ice, the weapon is only slightly cold to the touch and does not melt, even when exposed to the hottest flames.

◇ Damage: 1D8+4, slashing

◇ THACO Bonus: +4

◇ Special: +10% fire resistance, +10% cold resistance, casts Storm Shell once per day, 15% chance of casting Entangle on the target each successful hit

◇ Weight: 3

◇ Speed Factor: 1

◇ Proficiency Type: Large sword

◇ Type: One-handed

◇ Not Usable By: Cleric, mage, thief

◇ Value: 27,000

◇ Lore: 0

Trollslayer

◇ Type: Bastard sword

The wizard Epp the Foolhardy crafted this blade for his trusted companion, Farl Greenbog. Farl was a smart ranger who had dedicated his life to eradicating trolls from northern Faerûn. Farl was killed when a group of troll shamans caught him by surprise. Epp responded to Farl's cries for help, but moments too late. The wizard avenged his friend's death but only reclaimed this sword from the deep pits of the marsh (see Figure 3.8).

◇ Damage: 2D4+1 (+4 vs. trolls), slashing (1D4) and fire (1D4)

◇ THACO Bonus: +1 (+4 vs. trolls)

◇ Weight: 8

◇ Speed Factor: 6

◇ Proficiency Type: Great sword

◇ Type: One-handed

◇ Not Usable By: Druid, cleric, mage, thief

◇ Value: 25,500

◇ Lore: 63

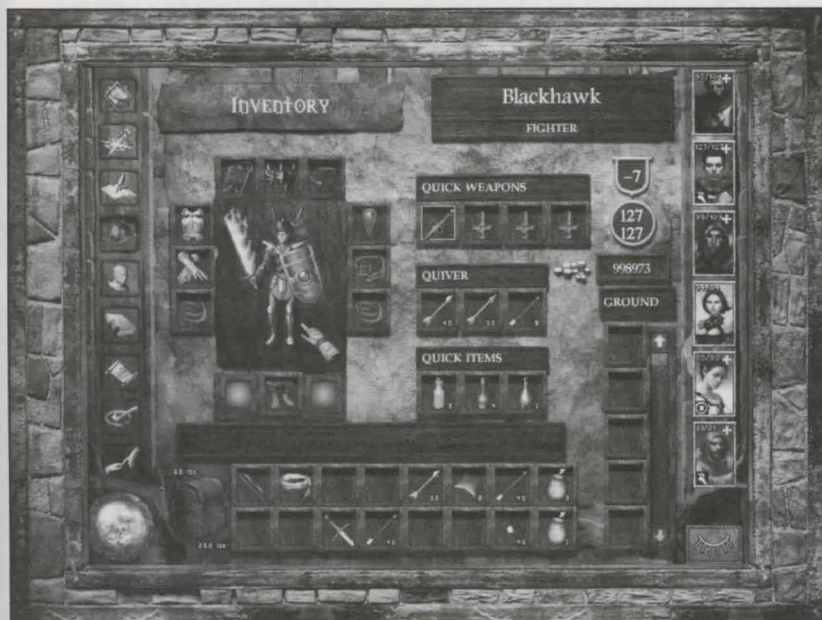


Figure 3.8:
When facing ugly trolls, a little flame on your blade always heats up a party.



CHAPTER

4

WINTER GEAR

Augmenting your party's offensive power and defensive strength has never been easier. From a simple amulet of protection to a demon manifested in the form of an armored suit, the prized items available in *Heart of Winter* will outfit your characters for success... if used correctly.

In the following pages, you'll find detailed background information on all items introduced in the expansion, as well as comprehensive advice on how and when to use them. With the help of this chapter, you'll be able to evaluate each piece of equipment not only on its own merits, but also as it relates to your other adventuring hardware.

Clothing and Armor

Several new pieces of enchanted and otherwise finely crafted armor await you in your adventures through *Heart of Winter*. The table below lists the statistics of all the unique magical apparel now available to you. Following the table you'll find listings with each item's background, description, statistics, and a more detailed look at the item's magical special effects. Table entries that need some explanation are described below.

- ❖ **Armor Class (AC):** All creatures have an armor class, which reflects how difficult it is to hit them. (The lower the AC, the harder that creature is to hit.) Many items found in the *Heart of Winter* give a bonus to AC or provide your characters with a set AC better than their natural armor class.
- ❖ **Special:** Any extra abilities are listed in this category.
- ❖ **Value:** The optimal value of the weapon.
- ❖ **Lore:** The Lore rating required of a character in order for him or her to be able to identify the item without need of a shopkeeper or an Identify spell.

Item	Type	AC	Special	Weight	Value	Lore
Belt of Bones	Belt	None	Circle of Bones, Animate Dead	0	14,100	59
Bracers of Blasting	Gloves	None	Shout, Great Shout	2	18,000	55
Cloak of Invisibility	Cloak	None	Invisibility	0	21,300	65
Coral Plate Armor	Armor	3	+15% fire and acid resistances, -2 Dex	50	80	0
Cyclocone	Helm	+1	Whirlwind	2	5,200	75
Girdle of Ogre Blood	Belt	None	Regeneration, summon ogres	2	25,000	69
Helm of Shouting	Helm	+1	Shout	2	11,300	66
Mourner's Armor	Armor	4	Cursed, user cannot see own HP, +25 max HP, 75% missile resistance, -25% thieving skills	20	13,000	98
Namji's Robe	Armor	5	Regeneration	5	19,200	90
Ogi-Luc's Great Robe	Armor	4	18/99 Str, +2 Con	5	25,200	85
Ogien's Scale	Armor	2	Animal Rage	25	14,020	65
Robe of Armory	Armor	3	+10% resistance to all physical attacks	5	17,950	43
Rogue's Cowl	Helm	+2	+10% stealth, Blindness, Color Spray	2	12,150	80
Sharkskin Armor	Armor	8	+10% fire and acid resistances, -1 Dex	20	5	0
Sharkskin and Coral Armor	Armor	6	+10% fire and acid resistances, -2 Dex	25	30	0
Shield of the Revenant	Shield	+3	Undead Ward	3	18,000	1
Shimmering Sash	Belt	None	Blur	2	14,100	89
Stomper's Boots	Boots	None	Earthquake	4	12,200	45
The Sundered Shield of Tiernon Denthelm	Shield	3	+10%/+25% resistance to all physical attacks, Unfailing Endurance, +2 AC	3	2,750	0
Tiernon's Sundered Shield	Shield	+2 vs. non-crushing	+3% resistance to all physical attacks except crushing	3	750	0
Vexed Armor	Armor	1	Resist Cold 100%, +2 Con, Fire Storm	45	27,000	100
Wailing of Virgins	Cloak	+4/+2	Immunity to fear, Cloak of Fear, cursed	1	15,300	85
Waukeen's Defender	Shield	+3	+2 saves, 10% magic resistance	4	22,000	25
Winter King's Plate	Armor	3	+25% resist cold and fire	25	12,310	0

Belt of Bones

◆ **Type:** Belt

This grim item was fashioned by priests of Myrkul, god of the dead. The heavy leather belt is set with metal plates and hoops that hold human bones. The original owner was a deadly warrior named Proud Keth. Keth rode across battlefields without fear, smashing whomever got in his way. When he was surrounded, the belt came in handy. Unfortunately for Keth, his opponents eventually decided to take him down using pole arms and long spears. When he was killed, his belt was buried with him.

It was only a matter of time before thieves looted Keth's grave. One of the thieves sold Keth's belt to a mage named Isanan, who found the belt useful during his travels. When he retired, he sold the belt to Ben-Karad, a priest of Myrkul. Ben-Karad is believed to have been killed somewhere in the sewers of Waterdeep.

Equip one of your frontline fighters with the Belt of Bones, and then use it to cast the Circle of Bones spell to create a great defensive combo (see Figure 4.1). Since your fighter should be in melee combat most of the time, the Circle of Bones will help dish out a little extra damage. You'll also be adding a unique fighting combination to your party, since fighters don't usually have access to this spell. Park your fighter in a narrow corridor between your enemies and the rest of the party, cast Circle of Bones, and let the carnage begin.

◆ **Special:** Wearer can cast Circle of Bones and Animate Dead once per day each

◆ **Value:** 14,100

◆ **Lore:** 59



Figure 4.1:
The Belt of Bones
in action is beautiful
to behold.

BRACERS of BLASTING

✧ **Type:** Gloves

Crafted by an unknown invoker, the bracers of blasting are dangerous tools for mages strong enough to use them. A number of sets of bracers are floating around Faerûn, but the number dwindles every year due to uncommon misfortune.

A fighter/mage can make good use of these gloves. Most single-class mages are not likely to have the requisite 14 Strength. Use the Shout spell function if an enemy wanders a little too close to your spellcaster. You can stun your opponent, giving your mage time to set up an appropriately destructive end for the bothersome foe.

✧ **Special:** Allows the user to cast Shout and Great Shout once per day each; every time Great Shout is used, there is a 10% chance that the bracers will explode, doing 4–40 points of damage to the wearer

✧ **Weight:** 2

✧ **Requires:** 14 Strength

✧ **Only Usable By:** Mage (single-, dual-, and multi-class)

✧ **Value:** 18,000

✧ **Lore:** 55

CLOAK of INVISIBILITY

✧ **Type:** Cloak

Cloaks of invisibility are very popular among thieves and adventurers in general. Unfortunately, they are also very expensive. The wizard Cheston made this particular cloak for the Waukeenar priest Bertrand of Suzail. Bertrand used the cloak effectively until he faced a demonic foe that could see through the illusion. Bertrand's body was never found, but the tattered cloak continued to work wonders for Bertrand's comrade, the thief Dacon Blackwood. How this cloak arrived at its recent resting place is unknown.

The cloak of invisibility is useful for anybody, but it can be especially handy for a thief or a fighter. Use it to sneak into heavily guarded areas or to scout ahead of the party without being detected.

✧ **Special:** Can cast Invisibility on the wearer three times per day

✧ **Value:** 21,300

✧ **Lore:** 65

CORAL PLATE ARMOR

✧ **Type:** Armor

Used almost exclusively by sahuagin, coral plate armor is constructed of sharkskin with hard coral plates at the shoulders, chest, and wrist. The equivalent of splint mail armor, it also adds a bonus of +15% to acid and fire resistances. The armor is heavy, not very supple, and feels constrictive when used by non-aquatic creatures. Coral plate armor can be worn by thieves and druids.

- ◇ **Armor Class:** 3
- ◇ **Special:** +15% fire resistance, +15% acid resistance, -2 to Dexterity
- ◇ **Weight:** 50
- ◇ **Not Usable By:** Mage
- ◇ **Value:** 80
- ◇ **Lore:** 0

Cyclocone

- ◇ **Type:** Helm

Properly a hat, not a helm, the cyclocone is a wizardly item of impressive power. The wizard Bemban of Immersea was quite fond of these pointed hats both for their appearance and their power. Many wizards sought their own cyclocones, but their distinctive appearance soon became the butt of many jokes among adventurers. Bemban left most of his fortune to private mages in the hope that they would continue to make his favorite magical hat (see Figure 4.2).

Any mage would be well served by a cyclocone, funny though it may be in appearance. The AC bonus is a great aid to the protection-deprived mage class, and Whirlwind is a useful spell for clearing out groups of enemies in a pinch.

- ◇ **Special:** Armor class bonus of +1, wearer can cast Whirlwind once per day
- ◇ **Weight:** 2
- ◇ **Only Usable By:** Mage (single-, dual-, and multi-class)
- ◇ **Value:** 5,200
- ◇ **Lore:** 75



Figure 4.2:
The cyclocone brings a Whirlwind along with it, but beware of the random wanderings of this pocket-sized tornado.

Girdle of Ogre Blood

✧ **Type:** Belt

Suspicious by nature, the wizard Caldinar manufactured a number of protective devices to aid him in an emergency. This broad belt is made of tanned ogre hide and features five glass lozenges filled with black ogre blood. Caldinar used the belt frequently in his adventures. When he died, his comrades sold the belt in an auction.

The Girdle of Ogre Blood is another item that is useful for your frontline fighters to wear. Give the belt to a non-spellcaster as it helps spread out the party's summoning abilities. The regenerative ability is also likely to be used the most by your fighters, who typically endure the most damage.

✧ **Weight:** 2

✧ **Special:** Wearer regenerates one hit point every five rounds and can summon five ogres once per day

✧ **Value:** 25,000

✧ **Lore:** 69

Helm of Shouting

✧ **Type:** Helm

This sleek, well-polished helm was a prized possession of the infamous eccentric adventurer Ullie the Loud. Ullie was the nominal head of a large mercenary company called the Bronze Boars. His followers were inattentive, disrespectful, and loud. To counter this, Ullie had a helm made to give him a powerful voice over his fellows. Not everyone liked Ullie's shouting, though, and he eventually got into a fatal fight with an ornery priest of Milil. The priest confiscated the helm for a number of years until a group of burglars stole it.

This helm can be useful for a fighter or cleric, though better headgear is out there. The AC bonus is welcome, of course, and casting Shout is always a nice way to kick off a battle.

✧ **Special:** Armor class bonus of +1, wearer can cast Shout once per day

✧ **Weight:** 2

✧ **Not Usable By:** Mage, bard, thief

✧ **Value:** 11,300

✧ **Lore:** 66

Mourner's Armor

✧ **Type:** Armor

This unique suit of armor is of foreign design, created for a Kara-Turian samurai. The armor, crafted from thin, stiff leather, is dyed black, but features the insignia of the plum blossom, the mon of the Baika Clan. It was only worn into battle once, when Baika Himuro fought a hopeless battle against the enemy samurai who overran his ancestral estate. It is believed that the enemy clan captured the armor and later traded it for siege equipment.

The Mourner's Armor is useful for a thief, who is likely pressed into a missile support role in combat (see Figure 4.3). Since thieves are behind the lines and vulnerable only to missile weapons and ranged spells, the armor's special abilities are put to good use. Furthermore, since you can't see the bearer's wound level, it is best used by someone who will not be taking damage that often. That way you can hopefully keep track of their hits in your head. It is not a good choice for a frontline fighter, for obvious reasons.

- ◇ **Armor Class:** 4
- ◇ **Special:** Wearer is unaware of his or her current hit point total; +25 hit point bonus; 75% resistance to missile weapons; wearable by thieves, but they get -25% to all their thieving skills while wearing it; it can only be taken off with a Remove Curse spell
- ◇ **Weight:** 20
- ◇ **Not Usable By:** Mage
- ◇ **Value:** 13,000
- ◇ **Lore:** 98

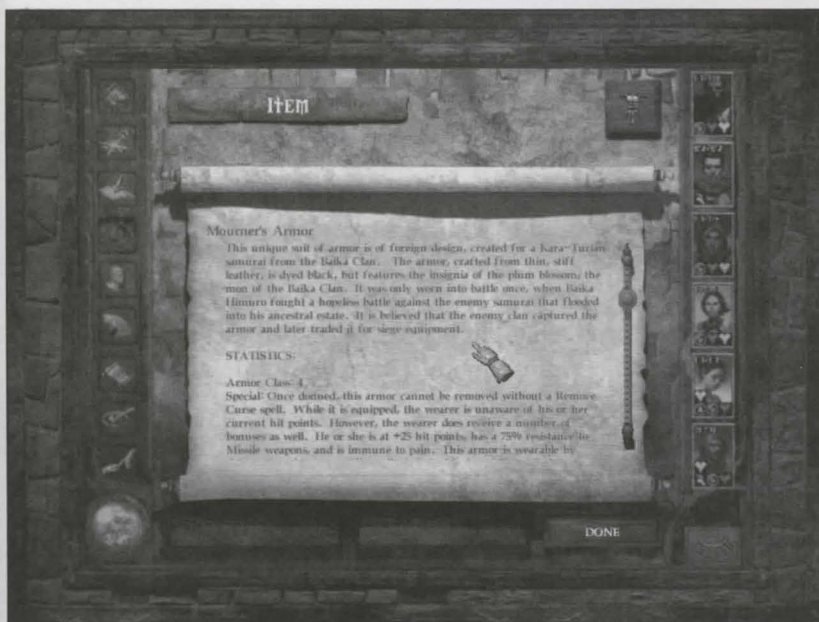


Figure 4.3:
Sure, it's cursed, but
the Mourner's Armor
certainly is unique!

Namji's Robe

- ◇ **Type:** Armor

A wizard from Thesk named Namji was the creator of this powerful robe. While it does not impart magical resistances to the wearer, it is extremely useful for spellcasters who often find themselves in dangerous situations. Namji himself was a reckless battle wizard who delighted in hurling spells from the midst of the fray. He was feared for his use of Namji's Burning Hands, an adaptation of the common Burning Hands spell.

The regenerative abilities of Namji's Robe are not strong enough to make a significant difference in a combat situation. Instead, keep the robe on hand for use in between combats, donning it only when the last foe has fallen. With your mage healing on his or her own, your priests can concentrate their healing efforts on other party members.

- ✧ **Armor Class:** 5
- ✧ **Special:** Wearer regenerates one hit point per round
- ✧ **Weight:** 5
- ✧ **Only Usable By:** Mage (single-class)
- ✧ **Value:** 19,200
- ✧ **Lore:** 90

Ogi-Luc's Great Robe

- ✧ **Type:** Armor

This robe was fashioned from strong fabric and dyed dark blue, the favorite color of its proud owner, the archmage Ogi-Luc. Ogi-Luc was a powerful man, as strong in body as he was in mind. However, he wasn't content to merely be strong; he wanted to be *exceptionally* strong. For all of Ogi-Luc's pride and prowess, he was unable to defeat the Red Wizard abjurer Nesk Vhaltim. Nesk took the robes as a prize. They were later stolen and sold by a daring rogue.

This robe offers only a mundane AC rating, but it can be combined with other magical armors, making it doubly valuable.

- ✧ **Armor Class:** 4
- ✧ **Special:** Grants 18/99 Strength and +2 to existing Constitution
- ✧ **Weight:** 5
- ✧ **Only Usable By:** Mage (single-class)
- ✧ **Value:** 25,200
- ✧ **Lore:** 85

Ogien's Scale

- ✧ **Type:** Armor

The great barbarian hero Ogien wore this armor during his many legendary conquests. Ogien was said to be a bear of a man, taller than his fellow barbarians and a good deal wider. Some said that Ogien would wrestle with wolves for amusement, and it is known that he was haunted by a prophecy that he would die "under white paws." When he was killed fighting polar bears on the tundra of Icewind Dale, his armor was buried with him. Despite its power, it is not distinctive in its appearance.

For the well-dressed berserker, nothing beats Ogien's Scale. Make sure that you keep the rest of your party well separated if you invoke Animal Rage, as the rager isn't picky about targets.

- ◇ **Armor Class:** 2
- ◇ **Special:** Wearer can incite Animal Rage three times per day
- ◇ **Weight:** 25
- ◇ **Not Usable By:** Halflings, gnomes, druid, mage, thief
- ◇ **Value:** 14,020
- ◇ **Lore:** 65

Robe of Armory

- ◇ **Type:** Armor

There are a small number of these valuable gold-and-crimson robes floating around the Forgotten Realms, and all of them are the creation of an abjurer named Delgam of the Many Hands, so called for his extensive use of the expression “on the other hand.” Delgam concentrated on imbuing his items with what abjurers tend to focus on: defense. His robes were extremely popular, so much so that mages from all over the world demanded that he make more for them. Delgam decided to fade into obscurity rather than cater to packs of power-hungry wizards. His robes are his best-known legacy.

This is a good robe for a combat mage, but better protective clothing for mages is available. Since it doesn't have any magical AC bonuses, it can be combined with a magical cloak or other piece of apparel, making the robe very useful.

- ◇ **Armor Class:** 3
- ◇ **Special:** +10% resistance to slashing, piercing, crushing, and missile attacks
- ◇ **Weight:** 5
- ◇ **Value:** 17,950
- ◇ **Lore:** 43

Rogue's Cowl

- ◇ **Type:** Helm

This dark blue cowl is meant to be worn on the head and over the shoulders as a broad hood. It was crafted by the gnomish thief and illusionist Breion Chestnut. Breion used the cowl on his own adventures for several years before settling down. He gave the cowl to his nephew who in turn sold the item for a large stretch of farmland.

This is an excellent find for a bard or thief as the +2 AC bonus is a welcome addition to any such adventurer's kit. The stealth bonus is also particularly helpful for a thief, and the blinding effects of both of the helm's spells can help with backstabs, sneak attacks, or even hiding in shadows.

- ◇ **Armor Class Bonus:** +2
- ◇ **Special:** +10% bonus to stealth, wearer can cast Blindness and Color Spray once per day each
- ◇ **Weight:** 2

- ◆ **Only Usable By:** Thief (single-, dual-, and multi-class), ranger (single-, dual-, and multi-class), bard
- ◆ **Value:** 12,150
- ◆ **Lore:** 80

SHARKSKIN ARMOR

- ◆ **Type:** Armor

Used almost exclusively by sahuagin, sharkskin armor is the equivalent of leather armor in protection. However, it also adds a bonus of +10% resistance for both fire and acid. The armor is not very supple and feels constrictive when used by non-aquatic creatures.

- ◆ **Armor Class:** 8
- ◆ **Special:** +10% fire resistance, +10% acid resistance, -1 to Dexterity
- ◆ **Weight:** 20
- ◆ **Not Usable By:** Mage
- ◆ **Value:** 5
- ◆ **Lore:** 0

SHARKSKIN AND CORAL ARMOR

- ◆ **Type:** Armor

Used almost exclusively by sahuagin, sharkskin and coral armor is constructed of sharkskin with hard coral studs in strategic places. The equivalent of studded leather armor in protection, it also adds a bonus of +10% to fire and acid resistances. The armor is not very supple and feels constrictive when used by non-aquatic creatures.

- ◆ **Armor Class:** 6
- ◆ **Special:** +10% fire resistance, +10% acid resistance, -2 to Dexterity
- ◆ **Weight:** 25
- ◆ **Not Usable By:** Mage
- ◆ **Value:** 30
- ◆ **Lore:** 0

SHIELD OF THE REVENANT

- ◆ **Type:** Medium shield

This white-and-blue enameled shield is sacred to the Trinity of Torm, Tyr, and Ilmater. The paladins found it quite useful in their constant battles against undead. This shield allowed them to fortify an area with holy magic before entering melee combat. It was most recently used by Kardod of Tyr, who was mauled to death by dozens of wights. His adversary, the necromancer Shanin, sold the shield to a friendly priest of Myrkul.

Paladins and clerics can both benefit from this handy shield. It offers a considerable AC bonus, and the Undead Ward ability is a handy defense against the denizens of the underworld.

- ✧ **Armor Class Bonus:** 3
- ✧ **Special:** Casts Undead Ward once per day
- ✧ **Weight:** 3
- ✧ **Only Usable By:** Paladin, cleric
- ✧ **Value:** 18,000
- ✧ **Lore:** 1

Shimmering Sash

- ✧ **Type:** Belt

One of many beautiful enchanted sashes created in Zakhara, this luxurious silk item was created to aid its wearers in evading attacks. The Brotherhood of the True Sun, a society of holy slayers, granted these sashes to their most devout servants. This particular sash (see Figure 4.4) was most recently in the possession of Khamu Bedi. A string of delicate black characters on the red silk read, "Be swift, powerful, and deadly. But above all else, be moral."

Blur is an excellent spell to have active all the time, and this belt certainly delivers. Give a shimmering sash to one of your frontline fighters, and watch him or her dance around the opposition.



Figure 4.4:
A shimmering sash is a great addition to your defenses. You just have to put up with double vision every time you look at your character.

- ✧ **Special:** Wearer is consistently under the effects of a Blur spell
- ✧ **Weight:** 2

- ✧ **Only Usable By:** Good-aligned characters
- ✧ **Value:** 14,100
- ✧ **Lore:** 89

Stomper's Boots

- ✧ **Type:** Boots

This pair of extremely sturdy boots was owned by the explorer Bordel "Stomper" Farpath. Bordel was famed for his hiking contests. Bordel and a group of fellow explorers would specify a location in Faerûn to march to. Bordel won far more of the competitions than he lost, and he had a reputation for having extremely heavy footsteps. This earned him the nickname "Stomper."

When Bordel died in a rockslide, he was buried in the wilderness. Several years after his death, rumors began circulating that Bordel's boots were actually enchanted to make him sound loud when he approached. This rumor spiraled out of control, eventually going so far as to say that Bordel's boots were capable of shaking down houses with their weight. By the time thieves stole the boots, they had taken on the properties that so many people believed they possessed.

Put these boots on one of your support characters, such as a bard, priest, or mage. Earthquake is a great offensive spell, and it affects everything on the screen no matter how far away the caster is. When your party is on the ropes, unleash an Earthquake and watch your enemies come tumbling down.

- ✧ **Special:** Allows the wearer to cast Earthquake once per day
- ✧ **Weight:** 4
- ✧ **Value:** 12,200
- ✧ **Lore:** 45

Tiernon's Sundered Shield

- ✧ **Type:** Medium shield

This enchanted shield looks as if it was punched by a giant, though it has not only managed to stay intact, but also managed to retain some of its original magical protections. Its surface bears the maker's mark, "Tiernon," and the symbol of a dented helm—though it is hard to tell whether the helm was intended to be dented or whether the impact of the giant's fist marred the symbol.

Although Tiernon's Sundered Shield is vulnerable to crushing damage (Tiernon's last name isn't *Denthelm* for nothing!), the bearer will enjoy great benefits against all other damage types. Tiernon can repair this shield for you, making it even more powerful (see the second set of statistics below).

- ✧ **Armor Class Bonus:** +2 vs. all physical attacks except crushing
- ✧ **Special:** +3% resistance vs. all physical attacks except crushing
- ✧ **Weight:** 3

✧ **Not Usable By:** Druid, thief, mage, bard

✧ **Value:** 750

✧ **Lore:** 0

Once repaired, the shield becomes “The Sundered Shield of Tiernon Denthelm” and gains the following stats:

✧ **Armor Class Bonus:** +2

✧ **Special:** +10% resistance to all physical attacks, +25% resistance to all physical attacks a limited number of times per day, Unfailing Endurance once per day

✧ **Weight:** 3

✧ **Value:** 2,750

✧ **Lore:** 0

Vexed Armor

✧ **Type:** Plate mail armor

This fiery armor is actually a demon manifested into the physical embodiment of infernal defense. The breastplate of the armor bears a malefic face, and the entire assembly looks impossibly wicked and meticulously sculpted. The armor is warm to the touch, and it is obviously supernatural.

Have a mage cast Contact Other Plane to learn the true name of Vexing Thoughts. Once you have learned the true name of Chalimandren, you can invoke it to wear the armor without risk. When you face Icasaracht in the final battle of the game, call upon the demon to help you battle her. Since you can only do this once, you'll definitely want to save it until you are facing the white dragon, your greatest foe in the *Heart of Winter*.

There are three versions of the vexed armor, and the one your party gets depends on how you acquire the armor (see Chapter 8: The Burial Isle for a walkthrough). One will kill your character as soon as he or she dons it and summons the demon. One will completely annihilate your adventurer when the character attempts to summon the demon after wearing it. The third version allows a character to wear the armor without fear and summon the demon as an ally once. In all cases, when the demon appears, the armor is destroyed.

✧ **Armor Class:** 1

✧ **Special:** Resist Cold is set to 100%; +2 bonus to Constitution; wearer gains the ability to cast Fire Storm once per day

✧ **Weight:** 45

✧ **Not Usable By:** Druid, mage, thief

✧ **Value:** 27,000

✧ **Lore:** 100

Wailing of Virgins

✧ **Type:** Cloak

The Wailing of Virgins was woven from the hair of virgins sent to the Burial Isle to sleep with their dead barbarian lords. It was the Gloomfrost Seer's duty to comfort these women and soothe their pain. To do so, she took a lock of hair from each and wove the strands into a cloak that would draw the spirits of fear from the virgins and steady their hearts. The result is an item of clothing that hangs heavy with guilt.

When worn, the hairs weave around the wielder's frame, the long strands lacing together like threads on a loom. The cloak will not willingly unravel itself from a wearer without being coerced by a Remove Curse spell.

- ✧ **Special:** +4 AC bonus vs. crushing, piercing, and missile attacks; +2 AC bonus vs. slashing attacks; wearer is immune to all fear-based effects and Emotion: Hopelessness and Symbol of Hopelessness spells; wearer can summon Cloak of Fear once per day
- ✧ **Weight:** 1
- ✧ **Only Usable By:** Elves, half-elves, humans
- ✧ **Value:** 15,300
- ✧ **Lore:** 85

Waukeen's Defender

✧ **Type:** Medium shield

A number of these shields can be found in Waukeenar temples throughout Faerûn. The church crafts these shields to sell to adventurers. In exchange for the powers of the device, the bearer is required to keep the front of the shield uncovered and in its original state. The shield's powers fail if the owner does not comply. In this way, dozens of adventurers walk the realms bearing the golden face of Waukeen.

This is a great shield to spread around to any of your adventurers with the ability to use such devices. A little PR for the Goddess of Commerce is a small price to pay for an excellent AC bonus and a healthy boost to your character's saving throws.

- ✧ **Armor Class Bonus:** +3
- ✧ **Special:** Wearer is granted 10% magical resistance, +2 bonus to saving throws
- ✧ **Weight:** 4
- ✧ **Not Usable By:** Druid, thief, mage, bard
- ✧ **Value:** 22,000
- ✧ **Lore:** 25

Winter King's Plate

✧ **Type:** Plate mail armor

This armor was crafted from the hide of the most powerful polar worm in Icedwind Dale, known by the natives as the "Winter King." The hide of the creature was extremely thick

and tough, but surprisingly light. The armor is very unusual in its appearance, colored white with blue accents. It was created as the masterwork of the blind dwarf, Tiernon.

Load up one of your fighters with the Winter King's Plate and any other items that help resist cold to create a tank capable of withstanding even the most devastating icy attacks (see Figure 4.5). The Winter King's Plate is an excellent set of armor and can be combined with other magical armor, making the wearer's potential AC exceedingly low. This armor is also extremely useful for druids, who normally cannot wear armor with this good of a base AC.

- ◆ **Armor Class:** 3
- ◆ **Special:** +25% cold and fire resistance
- ◆ **Weight:** 25
- ◆ **Not Usable By:** Bard, mage, thief
- ◆ **Value:** 12,310
- ◆ **Lore:** 0



Figure 4.5:
The cold-resistant
Winter King's Plate
is a distinctive
shade of blue.

Magical Items

These items are excellent additions to any party's inventory. Although some may have seemingly obscure powers, you're bound to find a use for everything in the dangerous environs of Icewind Dale. And even if you're quite sure that you have no use for a particular object, you can still turn a tidy profit by selling it to a merchant.

When distributing your magic items to your party members, consider carefully the combined effects of each character's equipment. Duplicating spell effects has no value, so you're better served having two characters benefit from a given ability instead of wasting it by doubling up on one character. Conversely, stacking resistances on one character can give your party a nearly invulnerable tank to put in harm's way, greatly relieving the other characters of danger. Consult the strategies outlined in Chapter 1: A Call to Arms for a closer look at your characters and their basic equipment.

The following table provides you with an easily referenced summary of every magic item in the game. For more detailed descriptions of an item's special magical powers, refer to that item's main entry following this table.

Item	Type	Special	Value	Lore
Edion's Ring of Wizardry	Ring	Doubles 5th-level spells	35,000	98
Jasper's Ring of Shocking Grasp	Ring	Shocking Grasp	19,500	83
Kossuth's Blood	Necklace	Casting times reduced by 2 rounds, +20% fire spell damage	28,000	85
Mirror of Black Ice Amulet	Necklace	+3 AC vs. missiles/+2 AC vs. non-crushing physical attacks, +3 saves, Blur, Mirror Image	0	0
Oil of Second Chances	Potion	Remove Curse, Bless, Luck	2,750	38
Ring of the Will-o-Wisp	Ring	Mote spray	11,500	45
Scarab of Goodwill	Necklace	Friends	5,900	66
Thrym Extract	Potion	Cold resistance	650	30
Tiernon's Hearthstone	Misc.	Resistances, Burning Hands, cancel fatigue	1,750	27
Ulcaster Academy Ring	Ring	Larloch's Minor Drain, Horror, Vampiric Touch, +2 saves	25,000	35
The Unstrung Harp	Misc.	Heal	14,500	86

Edion's Ring of Wizardry

Edion, a dying necromancer from Sembia, was the sole owner of this powerful ring. He crafted it for his private use. In his later years, he became so accustomed to wearing it that he almost never removed it. He wore it on the same finger as a wedding ring, to symbolize his marriage to the Art.

A high-level mage can put Edion's Ring to good use. Several 5th-level spells, including Summon Elemental and Hold Monster, are useful. This ring is definitely a keeper, and it is especially valuable since it can be used by dual-class and multi-class mages.

- ◆ **Special:** Doubles the wearer's available number of 5th-level mage spells
- ◆ **Only Usable By:** Mage (single-, dual-, and multi-class)
- ◆ **Value:** 35,000
- ◆ **Lore:** 98

Jasper's Ring of Shocking Grasp

A thick steel band set with quartz, this tough-looking ring was created and worn by the Cormyrean battle-mage Jasper Silverblood. Jasper was a stocky, gruff man who appeared more like a common laborer than a wizard, and he liked it that way. He used this particular weapon on rowdy, cocky soldiers when he was confident it wouldn't kill them. He went down in history as one of the strictest disciplinarians ever to command the Purple Dragons.

Shocking Grasp isn't a particularly impressive spell, but if you want to add a little variety to your close combat arsenal, it's certainly an option. Since magic rings can be hard to come by, this one will probably find a home on one of your characters' fingers for a long time, even if it doesn't see much use. If you ever get low on cash, sell this for a serious gold deposit in your party's coffers.

- ✧ **Special:** Wearer can cast Shocking Grasp four times per day
- ✧ **Value:** 19,500
- ✧ **Lore:** 83

Kossuth's Blood

The stone at the center of this amulet contains some of the essence of Kossuth, the god of fire himself. The god manifested in physical form in the Forgotten Realms in 801 D.R., when faithful followers pleaded for his aid to defeat a colossal octopus threatening their coastal temple. Kossuth appeared in a gigantic bonfire and did battle with the enormous supernatural beast. The god's avatar triumphed over the octopus, but the monster did manage to damage Kossuth's essence. The divine fire raced through the creature's body and lodged in one of the creature's eyes, transforming it into a black sphere lit by supernatural flames from within.

This wonderful magic item is dropped by the polar worm that lies captive in the ice golem pit in the bowels of the Gloomfrost caves. In order to retrieve it, you must have a mage capable of casting Dimension Door to get into the isolated pit after the remorhaz is slain. Once you've acquired this amulet, give it to your primary offensive spellcaster to put some punch in your fire spells and some zip in your casting times.

- ✧ **Special:** All casting times reduced by 2 rounds, all fire spells do +20% damage
- ✧ **Value:** 28,000
- ✧ **Lore:** 85

Mirror of Black Ice Amulet

Wrapped with serpentine bands around its corners, this amulet can be worn around the neck. The reflections within the mirror oddly seem both sharper and duller at the same time.

The power of the Mirror of Black Ice Amulet lies in its ability to confound the sight of an attacker. Merely donning it provides a boon to the wearer's defenses, as attackers

will discover that the wearer suddenly isn't where they thought he or she was when they first attacked. By concentrating on the mirror, however, the wearer can alter what others see through the Blur and Mirror Image powers of the amulet. The mirror contains only a limited amount of energy per day to perform these greater feats, but even after the Blur and Mirror Image powers are gone, the passive defenses remain.

The transformation of the Mirror of Black Ice into an amulet is definitely worth the trip back to Tiernon's forge after talking to the Gloomfrost Seer. The protection bonuses that the amulet bestows are considerable, so it is best worn by one of your melee specialists. If your fighters have something better, give it to one of your missile weapon users.

- ✧ **Special:** +3 AC bonus vs. missile attacks; +2 AC bonus vs. all physical melee attacks except crushing; +3 to saving throws vs. spells, wands, staves, and rods; wearer can cast Blur and Mirror Image once each per day
- ✧ **Value:** 0
- ✧ **Lore:** 0

Oil of Second Chances

Priests of Tymora produce this unique type of oil in abundance, but often sell it so quickly that adventurers become furious when they cannot procure it. Priests of other faiths usually keep such potions in reserve if they cannot use their magic to remove a curse. Enemies of the Tymoran faith, such as the ill-willed Beshabans, are searching for a way to make a similar potion that compounds the effects of a magical curse.

This beneficial salve is a wonder drug of the Dale. Bless and Luck can be very beneficial before combat, and Remove Curse can be useful afterwards. This can also be used as a sure-fire way to remove cursed items from your characters if they happen to be afflicted by one.

- ✧ **Special:** Target has Remove Curse, Bless, and Luck cast upon them; takes one full round to use
- ✧ **Value:** 2,750
- ✧ **Lore:** 38

Ring of the Will-o-Wisp

A unique brass ring set with mandrake root instead of a precious stone, the Ring of the Will-o-Wisp was created by the druid Eimhec of Silvanus to protect his underlings on their travels. It was first worn by Omad the Wise before he became an archdruid. It was later worn by Jontan Dunmoss, who was killed in a fen by Malarite marauders. The ring fell into their hands for several years before its new owner, Hunter Renard, was shot dead by elven rangers in northern woods.

Use this ring against large groups of weaker enemies. The electrical motes have an area effect, so it's possible to hit your own party members with the spray if fired from behind your own lines. To avoid this mishap, it's best to put this ring on the hand of a character who is going to be in the front line of battle (see Figure 4.6).

- ◇ **Special:** Once per day, can shoot out a spray of electrical motes that do 4–16 points of damage to everything in their path
- ◇ **Value:** 11,500
- ◇ **Lore:** 45

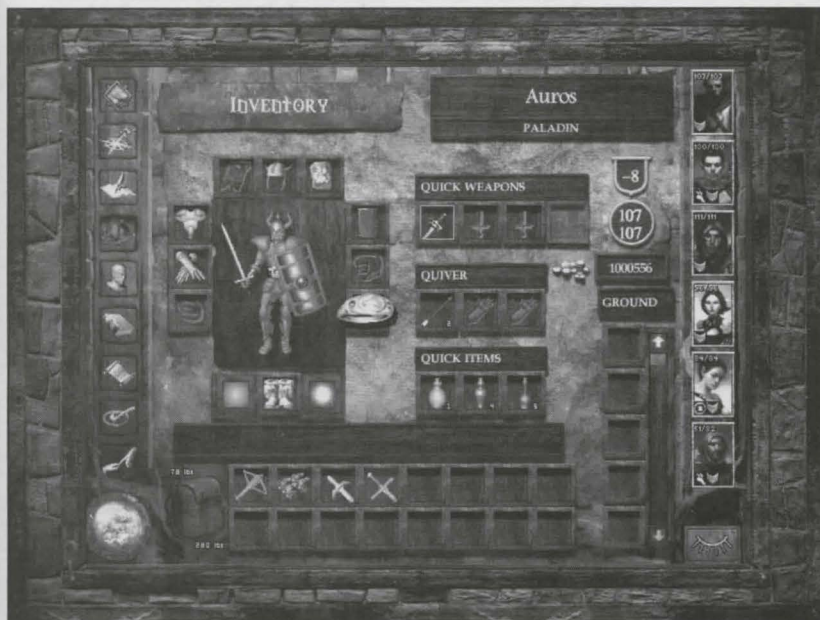


Figure 4.6:
Give the Ring of
the Will-o-Wisp
to whoever can
best use it.

Scarab of Goodwill

This type of amulet takes the form of a sculpted beetle and is typically only found in areas around Mulhorand. This particular scarab was crafted by a priest of Nephys named Ani Haloua. She used it in negotiations with local businesses and the general populace. Similar scarabs are believed to be circulating in the Forgotten Realms. Priests of Waukeen are particularly fond of them.

A scarab of goodwill is a good choice for a special use item in your party leader's inventory. Put on the scarab just before doing business, and you'll get some special just-for-you sale prices at the stores.

- ◇ **Special:** Can cast Friends on the wearer once per day
- ◇ **Only Usable By:** Cleric (single-, dual-, and multi-class)
- ◇ **Value:** 5,900
- ◇ **Lore:** 66

Thrym Extract

A thick liquid that is harvested and distilled from the glands of dead remorhaz, thrym extract is the substance that helps keep the huge polar worms warm in the desolate north. Drinking the liquid straight from the creature's body is almost always fatal, so alchemists attempt to distill the substance until it is relatively safe to consume. Even in its current state, however, it can still be deadly. Use the extract just before combat with Icasaracht to gain temporary immunity to her icy breath weapon.

- ◆ **Special:** Upon use, if the user fails a save vs. death at -4, 8–48 points of fire damage are sustained; if the save is successful, cold resistance is boosted to 100% for four rounds
- ◆ **Value:** 650
- ◆ **Lore:** 30

Tiernon's Hearthstone

This small, rust-colored sphere is a special dwarven clan stone, a memento of Tiernon's Hearthstone Clan in the Sunset Mountains. These stones are used when clan members are traveling far from home and are in need of the comfort the stone provides. Anyone who steals such an object from a dwarf, or rips it from his bloodied body, has a heart a few shades blacker than it should be.

The Hearthstone can only be acquired by pickpocketing or killing Tiernon, and neither of these actions is very prudent. However, if your party does end up with his Hearthstone in its possession, it is a useful protective item. Give it to one of your characters in combination with other resistance aids to help achieve immunity to cold and heat effects. It is also helpful for offsetting the effects of Haste or any other spell with fatigue-causing aftereffects.

- ◆ **Special:** Wearer gains a +5% resistance to cold and heat; Resist Fire, Resist Cold, and Burning Hands can be cast once each per day; can nullify the effects of fatigue on a single person three times per day
- ◆ **Only Usable By:** Dwarves
- ◆ **Value:** 1,750
- ◆ **Lore:** 27

Ulcaster Academy Ring

A stout gold ring set with a black opal, this Ulcaster Academy ring bears the Netherese phrase "GOTHA E ETAN MEDR - ETACC" or "LIFE AND DEATH ETERNAL - NECROMANCY." A date on the side of the ring reads "1072 D.R."

The Ulcaster Academy was a school of wizards that practiced, learned, and taught magic near the town of Beregost on the Sword Coast. Ulcaster's school eventually became frighteningly powerful. A group of wizards descended on the academy and reduced it to ruin. Most of the students and teachers were killed. Those few Ulcaster residents who

escaped are known to pass on their class rings to private students, continuing their particular brand of education with pride.

This ring is somewhat restrictive as only single-class mages can wear it. The save bonus is very useful, and the imbued spells can be helpful in combat.

- ◆ **Special:** Wearer can cast Larloch's Minor Drain, Horror, and Vampiric Touch three times each per day; +2 bonus to saving throws vs. spells
- ◆ **Only Usable By:** Mage (single-class only)
- ◆ **Value:** 25,000
- ◆ **Lore:** 35

The Unstrung Harp

The instrument of a beatified saint of the church of Ilmater, this harp once belonged to Sephica of Ordulin. Sephica was a bard, but she did not worship the lord of songs, Milil. Instead, she devoted herself to performing ballads to the suffering throngs of Ilmaterians everywhere.

She was traveling with a group of Ilmaterian pilgrims when they were attacked by bandits. The bandits killed and severely injured many of the pilgrims, and they cut the strings of Sephica's harp when she tried to soothe the injured travelers. After the bandits had left, Sephica prayed to Ilmater for help. When she plucked at her harp strings with her eyes closed in prayer, music miraculously poured forth and healed every person who heard it. The next day, the bandits arrived and murdered Sephica for healing the pilgrims. Though she was killed, the pilgrims kept the memory of her miracle alive. Their community attempted to have her accepted as an Ilmaterian saint. They succeeded in 1218 D.R.

The Unstrung Harp is a handy item to keep in a bard's inventory to help spread the healing duties around a little. Heal is a very powerful spell, and this musical instrument allows the bard to either heal independently or to act as a secondary healer for the party.

- ◆ **Special:** User can cast Heal once per day
- ◆ **Only Usable By:** Bards of good or neutral alignment
- ◆ **Requires:** 13 Wisdom or better
- ◆ **Value:** 14,500
- ◆ **Lore:** 86



CHAPTER

5

THE GRIMOIRE

Hearth of Winter expands the magical potential of your characters with over 50 new spells. These new incantations round out the magical arsenals of priests and mages alike, with spell effects ranging from small bonuses to the instantaneous death of your enemies.

Tip

Load up on low-level spells and learn to use their short casting times to your advantage. Some of the high-level spells have great effects, but they take so long to cast that it can actually lessen their effectiveness.

With the addition of these new spells, the staples of your characters' spellbooks may be changed, as more powerful or more useful conjurations replace the old standbys from Icewind Dale. This chapter details each new spell in alphabetical order by caster type and level, listing all relevant statistics and thoroughly explaining each spell's effects.

DRUID SPELLS

The new druid spells provide a great deal of offensive firepower for this character class. So much punch has been added that you can now consider using a druid as a surrogate for a party's backup mage. Although still not a viable alternative to having at least one full-blown magic user in your band of adventurers, the new and improved druid can certainly replace a dual-class or multi-class mage in your ranks.

- ◆ LEVEL 1
 - Cause Light Wounds
 - Sunscorch
- ◆ LEVEL 2
 - Alicorn Lance
 - Beast Claws
 - Cause Moderate Wounds
- ◆ LEVEL 3
 - Cloudburst
 - Mold Touch
 - Moonblade
 - Spike Growth
 - Storm Shell
- ◆ LEVEL 4
 - Smashing Wave
 - Star Metal Cudgel
 - Thorn Spray
 - Wall of Moonlight
- ◆ LEVEL 5
 - Animal Rage
- ◆ LEVEL 6
 - Whirlwind
- ◆ LEVEL 7
 - Earthquake
 - Mist of Eldath

Level 1 Druid Spells

Cause Light Wounds This one is not very high on the list of ideal attack spells. It requires physical contact with the target creature, which means that your druid is going to be exposed to melee attacks while casting. Of course, a single good blow from a sword can outweigh the relatively small amount of damage the spell inflicts. If you're going to be within melee combat range, you might as well just engage in melee combat.

Tip

The Cause Wounds spells do have one selling point: magic damage. These spells do straight magical damage, which few creatures have any kind of resistance against. If your elemental spells just aren't doing the trick and your physical attacks aren't effective, use one of the Cause Wounds spells.

Sunscorch A fairly useful spell with a generous long range (anything within sight), Sunscorch grants druids a straight attack spell. With increased effectiveness against the undead, it is a particularly good addition to the prayer lists of lower- and mid-level druids when the party is heading into haunted hang-outs (see Figure 5.1). This spell is invaluable in the first few chapters of the game. In the Vale of Shadows in *Icwind Dale*, it convincingly substitutes for the druid's lack of turning capability.



Figure 5.1:
Come on baby,
light my fire.

Level 2 DRUID Spells

Alicorn Lance Druids are given a nice low-level missile attack with this spell. The lance does physical damage (piercing), which is great against enemies with magic resistance or high saving throws. In addition, the Lance is a +2 weapon, which is useful against targets that are immune to normal weapons. Finally, the Faerie Fire effect hurts the victim's effective AC, which is a nice aid to your melee fighters.

Beast Claws This is a great melee option at low level for a druid. The 18/70 Strength effect is a big boost in combat, and with an extra attack and a +2 to hit, your druid should be able to bring that beastly damage into play repeatedly. Combined with a good protection spell, Beast Claws can solve your troubles in a hurry. If you really want to spice things up, combine this spell with Animal Rage, Blood Rage, or Haste, and watch your character turn into a living buzz saw.

Cause Moderate Wounds Another perversion of the healing arts, this spell requires physical contact with the target. Like its weaker counterpart (see "Cause Light Wounds" earlier), Cause Moderate Wounds isn't a good alternative to the other, longer-ranged offensive spells available at the same level.

Level 3 DRUID Spells

Cloudburst Cloudburst is a clever little spell that can be more interesting for its side effects than its actual damage potential. All cold- and fire-based creatures caught in the magical rain take 2D3 damage. In addition, fiery magical effects such as Flame Blade, Shroud of Flame, and salamander auras are snuffed out in the area of effect (making it extremely useful in the depths of Lower Dorn's Deep in *Icwind Dale*). If you can bring any of these things into play against an enemy with this spell, you get some serious bonus style points for creativity. Don't forget the 2–12 points of electrical damage that the rainstorm can inflict as well.

Tip

Got a sneaky thief? Try using your rogue to lure foes back and forth through your persistent area-effect spells like Cloudburst and Spike Growth. Your thief's evasion ability should help him or her avoid most of the damage, while your enemies get hit repeatedly.

Mold Touch This disgusting incantation grants the caster the ability to inflict a disease on one target creature through touch. The continuing damage feature is a bonus, and even if the target makes its saving throws, the affliction still causes half-damage. All spells that still do damage even if the victim saves are critical because you can use them to help defeat enemies with good saving throws. Also, maximize the contagious effects of the spell by leading an infected target around the level, and watch as that level's entire population drops off to disease one by one.

Moonblade Particularly useful against higher-level undead spellcasters, the summoned Moonblade is treated as a +4 weapon and can hit most anything in the game. The 1D12+4 magic damage against all non-undead creatures and 2D12+4 against undead really earn the weapon its keep, and the lack of a Strength bonus is not significant for a druid. Finally, targets hit by the Moonblade cannot cast spells for the next round, so any spellcaster in melee range is a viable candidate for the slice-and-dice treatment. Moonblade is especially effective in the original game (Dragon's Eye, Level 3 in particular).

Spike Growth Ultimately, mages have better spells to block enemies, but Spike Growth does give druids the ability to protect an avenue of approach. Use it when you want to give your archers time to make pincushions out of foes slogging their way through the brambles (see Figure 5.2).



Figure 5.2:
This area is off-limits.
Get the point?

Storm Shell Don't underestimate the usefulness of this elemental ward. Many of the attacks your characters will suffer are element-based, and Storm Shell gives them 50% resistance to fire, electrical, and cold damage. If you're going up against something hot, cold, or zappy, don't hesitate to cast Storm Shell on your point person.

Level 4 DRUID SPELLS

Smashing Wave Smashing Wave is great for wiping out an entire line of enemies—just make sure that all of your party members are behind the caster! The magical wave does a good chunk of damage, and the stunning effect can buy you a few free shots at your now-drenched enemies. You can even send the wave flooding forward into parts unknown on the off chance that you'll wash something out of the shadows!

Be careful when casting this powerful spell (see Figure 5.3), as it has a long casting time. To overcome this drawback, block off a narrow passageway or choke point with melee characters and place the caster a few feet behind them. Your fighters will do double duty protecting the caster while simultaneously positioning the monsters for the spell. As soon as the spell finishes casting, pause the game, move the melee characters off to the sides, and let the smashing wave blast through! This works amazingly well because the wave moves slowly enough that you have just enough time to get your characters out of the way.



Figure 5.3:
Surf's up, and no one
brought their long-
board.

Star Metal Cudgel The cudgel created by this spell is a good weapon, but it does not compare favorably to a druid's other options. Even though the Moonblade does not receive Strength bonuses, it is probably the better choice if you are looking to wield a magical weapon since your druid is not likely to have high bonuses in this area. Base damage levels for the Moonblade are much higher, and using that spell also frees up your level 4 memorization slots for more powerful spells. The benefits of Star Metal Cudgel over Moonblade are its longer persistence and its effectiveness against golems and outer planar creatures.

Thorn Spray Although it can affect multiple targets, this fairly high-level spell typically does low levels of damage, and a successful save vs. death reduces the damage by half. Smashing Wave is often a better alternative as it can affect any number of enemy creatures in its line of travel and carries with it higher damage potential. Thorn Spray, however, does have a wider area of effect, making it more effective against throngs of weaker foes.

Wall of Moonlight A great tool that will often kill lower-level undead and other minor evil creatures, Wall of Moonlight shouldn't be used on tougher foes. Higher-level enemies will simply walk straight through it. It's perfect, though, in the original game on Level 3 of

Dragon's Eye. You might even start crying from laughing so hard as the empty-headed skeletal hordes blunder into oblivion on this spell's border. If you use it in other places, beware: it only affects *evil* undead creatures.

Level 5 DRUID Spell

Animal Rage Combined with Beast Claws, this spell can be downright scary. Still, you'll probably regret casting it the first time your raging beast falls upon one of your own party members. Given the chaos that this spell can wreak upon your characters, it's probably better to stick with level 5 offensive staples such as Flame Strike and Insect Plague.

Level 6 DRUID Spell

Whirlwind Use Whirlwind against hordes of low-level enemy minions (see Figure 5.4). Exercise caution when casting this one, however, because the summoned storm is uncontrollable and can harm friend and foe alike. Whirlwind is also not particularly useful in wide-open spaces, as the dust devil is likely to randomly drift off onto empty ground.



Figure 5.4:
Did someone invite
Taz to this party?

Level 7 DRUID Spells

Earthquake The devastating Earthquake spell will actually shake your entire screen! Crushing damage of 6–42 is serious business, and victims of the temblor's concussive damage are not given the opportunity of a saving throw. Fortunately, your allies are exempted from the effects of the quake. This ups the value of the spell even more since you don't have to be particular about the location of your allies.

Mist of Eldath Although the healing mists have some great effects, it's better to keep some potions or individual lower-level conjurations on hand to cure disease and neutralize poison. Quite frankly, you're better off spending your precious level 7 spell slots on something more powerful. On the other hand, if you find yourself in an area where your entire party keeps getting poisoned, damaged, or diseased (such as in *Dragon's Eye*, Level 3 of *Icewind Dale*), you can get the group-healing discount with a little misty bath.

Cleric Spells

Clerics will find that many of their new spells are alignment-specific, meaning you'll find a few powerful new spells available for all characters, regardless of their moral leanings. The downside is that no single cleric will be able to pray for all of the new incantations. Lawful and Neutral Good clerics in particular won't find many useful new spells until the later levels, while evil characters will enjoy several spells worthy of memorization at levels 3, 4, and 5. Your characters should be at relatively high levels by the time you tackle *Heart of Winter*, so the useful new high-level spells should be available to your clerics immediately.

Keep in mind that the alignment restrictions can make a big difference between having an evil priest in your party and a good one. Good priests will find they cannot use a number of the cleric's direct damage spells (Poison, Harm, Cause Wounds), but their anti-evil spells (Holy Word) are more effective against the (mostly evil) enemies you'll find in both *Icewind Dale* and *Heart of Winter*. Evil priests, on the other hand, have some great direct-damage magic and the ability to mind-control undead with their turning ability, but their healing abilities (no Raise Dead, for example) are limited and their anti-good spells (Unholy Word) aren't much help against the enemies you'll face.

- | | |
|--------------------------|-----------------------------|
| ◆ LEVEL 1 | ◆ LEVEL 5 |
| Cause Light Wounds | Cause Critical Wounds |
| ◆ LEVEL 2 | Greater Command |
| Cause Moderate Wounds | Magic Resistance |
| ◆ LEVEL 3 | Shield of Lathander |
| Cause Disease | Slay Living |
| Circle of Bones | Undead Ward |
| Exaltation | ◆ LEVEL 6 |
| Holy Smite/Unholy Blight | Blade Barrier |
| ◆ LEVEL 4 | Harm |
| Blood Rage | Spiritual Wrath |
| Cause Serious Wounds | ◆ LEVEL 7 |
| Cloud of Pestilence | Destruction |
| Poison | Greater Shield of Lathander |
| Unfailing Endurance | Holy Word/Unholy Word |
| | Stalker |

Level 1 Cleric Spell

Cause Light Wounds Like the druid spell of the same name, this spell isn't really a good alternative to an old-fashioned smash-'em-up mace or flail. So break out the melee weapons in close combat and leave the 1st-level offensive spells to the mages.

Level 2 Cleric Spell

Cause Moderate Wounds Like the previous spell, it's best to leave this one alone and pray for standard assistance and healing spells.

Level 3 Cleric Spells

Cause Disease This spell causes an instant loss of Strength, and its effects continue for eight hours. However, something is probably amiss if your party is still fighting the same foe after eight hours, and causing an enemy to lose Strength probably isn't going to help you. As such, it's probably better to choose an alternate spell that will have more immediate and useful effects.

Circle of Bones Circle of Bones is a useful spell if your cleric often finds himself in unwelcome close combat. The swirling bones can help discourage enemies from getting too close to your cleric, creating a sanctuary from which spells can be cast without fear of interruption.

Exaltation This cleansing spell removes the effects of unconsciousness, Feeblemind, pain, and nausea. It also dispels fear, sleep, and intoxication (see Figure 5.5), and also prevents all these afflictions for one turn following casting. Protection from nausea can be more useful than it sounds: Stinking Clouds aren't nearly as debilitating when you don't care what they smell like.



Figure 5.5:
The best remedy for a bad
hangover is Exaltation.

Holy Smite/Unholy Blight This is a good general-purpose spell to use when you are surrounded by several enemies. Remember it only affects creatures of opposite alignment, and you won't often face someone of Good alignment in Icewind Dale.

Level 4 Cleric Spells

Blood Rage A favorite of Chaotic characters, this spell cannot be cast by the more level-headed Lawful alignment. Let's face it, sending one of your buddies into an uncontrollable berserker rage isn't the stuff of heroes. The target does gain immunity to Charm Person, Dire Charm, Sleep, Ray of Enfeeblement, Fear, Command, Confusion, Emotion, all Symbol spells, and related effects. In addition, the combat bonuses do enhance the poor berserker's fighting effectiveness.

Unfortunately, Blood Rage's disadvantages just seem to outweigh its benefits. The loss of awareness of the victim's hit points is the greatest drawback, combined with the inability to be healed. Afterwards, crushing fatigue makes the character all but useless as anything but a container for storing loot. If you insist on using this spell, load up your target with some strong protective spells first, to make sure those hit points stay in the healthy range. Also, have some Unfailing Endurance spells ready for when the spell wears off.

Cause Serious Wounds Another why-bother spell—by level 4 your cleric should have much better melee-range attack options available.

Cloud of Pestilence A disease-ridden, grayish cloud of putrescence is summoned forth by this spell (see Figure 5.6). If you have a paladin or two in your party, you can cast it around them and take advantage of their immunity while monsters have to wade through the disease factory if they want to attack.



Figure 5.6:
It may smell bad, but the Cloud of Pestilence is one of the best ways to block an enemy approach.

Poison Although an interesting spell, Poison does not do enough damage quickly enough to make it worth your cleric's while against most creatures. If 20 points of damage is enough to kill something, it'll probably be dead by the time the spell has done its work. If your target has many, many hit points, 20 over the course of 20 rounds isn't going to make a difference—and you have no business being that close to such a powerful enemy anyway! The real candidate for this little gem is an enemy spellcaster. With just a touch of guaranteed damage each and every round, you have a built-in chance to disrupt every spell your enemy tries to cast.

Unfailing Endurance This straightforward spell negates eight points of fatigue on the target creature. You could use it to recover after a fight, but most people simply rest in order to accomplish such things. If you find your characters recovering from Haste in the middle of a big battle, a round of Unfailing Endurance can prevent them from suffering some severe penalties.

Level 5 Cleric Spells

Cause Critical Wounds Another evolution in the Cause Wounds lineup, Cause Critical Wounds causes 6–27 points of damage to the creature touched. You're probably *still* better off letting your fighters do the reaching out and touching while your clerics cast Cure Critical Wounds like good little templegoers.

Greater Command Use this spell in situations similar to ones that call for a Web spell. You can temporarily render several targets unconscious with this spell, and they'll remain that way so long as you don't hurt them. Refrain from the area-effect spells if you get a few enemies to fall asleep, and take them out one at a time with your weapons and targeted spells.

Magic Resistance This is a good spell to use when you're about to face an enemy magic user. You can also use it to help a thief resist some of the magic traps he or she might encounter when scouting. Remember to cast your own beneficial magic spells on the target before you use this one, because once the target's magic resistance has been enhanced even your own spells are likely to fail on the character.

Shield of Lathander Shield of Lathander summons a glowing circle of floating, magical shields to surround and protect the chosen target. The beneficiary of this shield wall is immune to all damage for three rounds. You can use these immunities to do all *sorts* of things you'd never dream of attempting without such protections. You can even use such an enchanted party member as an enemy magnet to occupy all your foes as the rest of your party fills them full of arrows, bolts, and stones.

Slay Living The target of this incantation dies outright if it fails to make a saving throw vs. death. If the victim saves successfully, it takes 3–17 points of magic damage. Since the target is hurt even after making its save, it's worthwhile to use Slay Living even on enemies with good saving throws.

Undead Ward Very useful when facing a horde of creatures from beyond the grave, Undead Ward frees up your cleric to do other things besides continually turning undead. Keep your entire party within the boundaries of the ward for maximum payoff. This spell is extremely useful on the Burial Isle (see Chapter 8) and in Icasaracht's lair (see Chapter 11).

Level 6 Cleric Spells

Blade Barrier This spell is great for protecting your cleric when the terrain is too open to guard him or her from close combat attacks with your melee team. Anything that gets too close (including your own party members!) will get sliced and diced (see Figure 5.7). The only negative is that the caster cannot move for the duration of the spell.



Figure 5.7:
Pray now, and you'll
get this free set of
swirling knives at
no extra cost!

Harm Harm makes a mockery of its target, leaving the victim with only 1–4 hit points. It does require touch, though, and a successful save negates the effect entirely. Be wary of using this on a creature with powerful magic resistance—you don't want to look foolish standing there with a hand innocuously resting upon an enemy in the middle of battle.

Spiritual Wrath Be sure to line up some enemies to actually hit something with this spell, which only works in the four cardinal directions. Spiritual Wrath is worthwhile because even a successful save still does half damage. Creatures of the same moral alignment (Good, Neutral, Evil) as the caster are unaffected by the spell, so if you're a bad guy in Bad Town, don't count on this one working well.

Level 7 Cleric Spells

Destruction This spell utterly destroys one living creature. Sweet! Remember that Destruction affects only living races, so don't waste this precious high-level spell on things that are already dead. Given the huge amount of damage that this spell does even if the target saves, it is a critical inclusion in the lists of any Evil cleric.

Greater Shield of Lathander Truly the ultimate protection spell, you should have a few Greater Shields of Lathander available whenever you are about to fight a powerful enemy. Similar to the level 5 "regular" Shield of Lathander (see above), this spell summons a glowing circle of larger floating shields around the target (see Figure 5.8). The target is immune to all damage and has 100% magic resistance, so you can have a great time wading into a crowd of monsters under the protection of the Greater Shield. For ultimate hilarity, have a mage throw fireballs at you, call in flamestrikes, and so on while you're in the middle of the enemy mob, and watch them fall while your shielded character whistles a tune.



Figure 5.8:
The Greater Shield
of Lathander is
the ultimate
protection spell.

Holy Word/Unholy Word This spell is absolutely marvelous if you are facing enemies of the opposite alignment. Use it when confronting swarms of enemies or when facing a powerful magic user (such as the Hosttower mages in Lonelywood). Since there's no saving throw against this spell's effects, it can often be the most effective way to deal with an opponent with good saves.

Stalker This is a great spell for clerics, bolstering their comparatively weak summoning options. Invoke a pair of stalkers before facing any threat you want a little help with, and use them as roadblocks to keep the enemy separated from your characters while hammering them with missiles and offensive spells.

Mage Spells

Mage grimoires have been boosted with some finesse spells added by the *Heart of Winter* expansion. Several good spells are available, and many will find their way into some of your specialized spell packages. However, every single new spell combined can't compare to the usefulness and sheer power of one: Lower Resistance. A bargain at any price, this level 5 gem reduces the magic resistance of any target and is hard to save against. This means that all those powerful attack conjurations that used to fizzle against your toughest opponents will now bring those foes to their knees (or similarly appropriate appendages)...after you soften them up a little.

- | | |
|-------------------------------|-----------------------------|
| ◆ LEVEL 2 | ◆ LEVEL 6 |
| Cat's Grace | Darts of Bone |
| ◆ LEVEL 3 | Soul Eater |
| Lance of Disruption | Trollish Fortitude |
| ◆ LEVEL 4 | ◆ LEVEL 7 |
| Mordenkainen's Force Missiles | Seven Eyes |
| Shout | Suffocate |
| Vitriolic Sphere | ◆ LEVEL 8 |
| ◆ LEVEL 5 | Abi-Dalzim's Horrid Wilting |
| Contact Other Plane | Great Shout |
| Lower Resistance | Iron Body |
| Sunfire | Power Word: Blind |

Level 2 Mage Spell

Cat's Grace Cast Cat's Grace on your archers before a tough battle to assist your bowmen in destroying the enemy at long range. Use it on those archers who are more than a few points shy of a Dexterity of 19. If one of your fighters somehow ended up with a Dexterity under 18, use this spell to boost their AC by as much as 5 points for a short period of time. Ultimately, however, Agannazar's Scorcher, Acid Arrow, Snilloc's Snowball Swarm, and Stinking Cloud are much better level 2 spells to keep memorized.

Level 3 Mage Spell

Lance of Disruption An excellent hallway-clearer, Lance of Disruption is one spell that no mage should be without (see Figure 5.9). It does one better than Agannazar's Scorcher for aiming, because it can be directed at an empty point on the ground instead of being

dependent upon a usually moving target. This advantage allows you to set up the swath of destruction to include an optimal number of enemies. Just strategically place the far end of the lance on the other side of your foes, and center the line on the largest concentration of bad guys. Fire the lance down a hallway, and you can reach out and touch every one of your foes.



Figure 5.9:
Skewer some bad
guys with the Lance
of Disruption.

Level 4 Mage Spells

Mordenkainen's Force Missiles These missiles are an excellent option for an offensive weapon in your mage's level 4 spell slots. Be sure to use them at long range, so that your party is out of harm's way when the projectiles explode. If you can, bunch up your enemies for the explosive damage by using a handy *Grease*, *Web*, or similar incantation beforehand.

Shout While potentially useful, *Shout* takes a backseat to the other, more potent offensive spells available at level 4. If you insist on using it, make sure your allies aren't in the way—everyone knows how much a bullhorn to the ear hurts.

Vitriolic Sphere The *Vitriolic Sphere* has complex spell effects and often isn't worth the effort of casting. Against baatezu like *Belhifet* and the *cornugons* in the original *Icwind Dale* game, though, an acid-based spell such as this one is probably one of your best choices. The continuing damage that this spell inflicts can free you to concentrate your attacks on another enemy, while the sphere's target slowly succumbs to the insidious acid. The burning can also prevent spellcasting for several rounds. Remember, however, that one successful save (a saving throw is attempted every round) puts an end to the continuing damage.

Level 5 Mage Spells

Contact Other Plane If you're interested in hunting down a foe or a valuable magical item, you can call upon the advice of the gods to lead you there with this spell. Don't expect these extraplanar minions to help you with the exact information you need, but you can sometimes acquire a good hint or two. The most useful application of this spell is to learn the secret name of Vexing Thoughts (see Chapter 8: The Burial Isle).

Lower Resistance This is the crown jewel of all combination spells. When a creature is hit with Lower Resistance, it has a good chance of having its magic resistance lowered, sometimes dramatically. The victim has a chance to resist magic, but its resistance is cut in half. If the spell succeeds at overcoming the target's magic resistance, the target has its magic resistance lowered by 30%, +1% per level of the caster. Although this sounds trivial, you can use this spell to set up another, more powerful spell. For example, Lower Resistance followed by Greater Malaison followed at last by Power Word: Kill can bring down even the mightiest of foes in the game. Don't overlook the value of this incredibly powerful spell.

Sunfire The Sunfire spell is much like a Fireball, except it erupts directly from the caster. This is obviously a bad choice if you are near your own party members. Try wading your mage into a group of enemies under the protection of a Greater Shield of Lathander, then pop a Sunfire to watch them all burn. This can be particularly entertaining if your spellcaster is wearing Kossuth's Blood (see Chapter 4: Winter Gear).

Level 6 Mage Spells

Darts of Bone While useful, there are better offensive alternatives to these little darts at level 6. They don't do much damage, and the special effect is not particularly useful.

Soul Eater It doesn't take many castings of this one to make your mage into a formidable tank. When used by a dual-class fighter/mage, you can truly create a superhero. Cast Soul Eater to max out all of the character's stats, transforming him or her into a nigh-unstoppable killing machine!

Trollish Fortitude Trollish Fortitude causes the caster to regenerate five hit points per round. This is very useful for a combat mage whom you anticipate taking damage.

Level 7 Mage Spells

Seven Eyes Consider keeping your mage out of harm's way and using all the eyes in their offensive capacities. You'll get a great deal of bang for one spell slot's buck if you can manage to concentrate all the eyes on the attack.

Suffocate Because of the continuing damage effects, Suffocate can be particularly useful against spellcasters. Even if the victim makes a saving throw in one round, he or she must continue to save during each successive round for the entire duration of the spell—even if the victim moves out of the original area of effect.

Level 8 Mage Spells

Abi-Dalzim's Horrid Wilting This spell is one of the most fearsome killers in the game. Especially in spots like Icasaracht's lair where you're up against a bunch of soggy foes, this spell is indispensable. With a huge damage potential and a gigantic area of effect, this spell can literally kill an entire army in a single casting. Remember, though, that it affects friend and foe alike, and it is fearsome enough to potentially kill an entire mid-level party in a single stroke.

Great Shout This dangerous spell is very taxing to the caster, so much so that it probably isn't worth the cost. If you're pretty sure that a single, well-placed Great Shout will blow all your troubles away, go for it. However, a healthy mage casting one spell this round and one spell in the next is usually a better alternative to this one-shot attack.

Iron Body Iron Body transforms the caster into a miniature iron golem. You can make good use of this spell by placing your "iron mage" in the path of enemies who use slashing, piercing, or missile attacks, and stacking the rest of the party behind him or her. The mage will be highly resistant to enemy assault while you hammer away at the foes from a safe location. Also take advantage of the pathogenic immunities when there are dangerous areas or harmful clouds to be traversed.

Power Word: Blind This spell is an excellent choice because it affects multiple creatures, lasts a long time, and doesn't allow its victims a saving throw. Power Word: Blind is particularly useful against melee-oriented opponents, since its effects hurt their most important stats. Spellcasters aren't directly harmed by the spell, but the drop in their AC will help your attacks.

HEART OF WINTER



PART 2: BRAVING THE HEART OF WINTER

The second section of this guide provides you with a detailed walkthrough of the entire *Heart of Winter* storyline. These chapters will help you uncover every secret, survive every battle, and complete every quest in the game. Whether you use the chapters as a step-by-step guide or as a fail-safe rescue if you get stuck, Part 2 will get you through the *Heart of Winter* without a hitch.

Chapter 6 presents everything you need to know about the town of Lonelywood. Chapter 7 will help you through the first encounter at the barbarian camp, where you'll meet Wylfdene for the first time. Chapter 8 covers your harrowing adventures on the Burial Isle. Chapter 9 will guide you through the eerie and dangerous Gloomfrost, home of the blind yet all-seeing Seer. Chapter 10 will help you survive your second visit to the barbarian camp. Finally, Chapter 11 will see you through the end of the game in the Sea of Moving Ice.



CHAPTER

6

LONELYWOOD

The isolated hamlet of Lonelywood is the northernmost settlement in all of Faerûn. Kelvin's Cairn to the northeast shields the region from the icy winds that blast down from the Reghed Glacier, making the region hospitable enough to support the only true woodland in the whole of Icewind Dale. Naturally enough, this solitary forest was dubbed Lonely Wood, and it lends its name to the frontier town on its border.

Lonelywood provides your party with the only civilized location in the Heart of Winter expansion pack. It offers your characters an abundance of background information and quests, as well as a safe haven and a marketplace where you can buy and sell valuable items to help support your expeditions.

Lonelywood Proper

Situated between the rocky shores of Maer Dualdon and the alpine forest of Lonely Wood, the town of Lonelywood (see Figure 6.1) is primarily a logging community. Snow covers the town's streets year-round, and though you'll find all of the necessities of life offered for sale, the frontier community offers little in the way of luxuries. Several mini-quests are available here—though by the time you've reached Lonelywood, the experience points earned by completing them will be fairly inconsequential because of your characters' high levels. Still, these social interactions provide you with colorful and often important insight into the happenings on the northern border of the Ten-Towns.

Lonelywood's isolated position makes it the first target of Wylfdene's barbarian army. Demonized by the fiery condemnations of the self-declared reincarnation of the barbarian hero Jerrod, the unfortunate inhabitants of the settlement represent all that is wrong with the world in the eyes of the barbarians. Spurred on by Wylfdene's angry words, the northmen have massed in the eastern canyon, beneath the bluff known as Bremen's Run. With the war camp cutting Lonelywood off from the other Ten-Towns, the situation has become grim. Your initial goal in Lonelywood is to find the location of the barbarian camp so you can travel there and negotiate peace. The best way to go about this is to find out as much as you can about the situation from the townsfolk.

A little ball of chaos named Hailee Dunn is the primary source of all the mini-quests to be found in Lonelywood. She's one of the first characters you'll encounter there. Look for her standing next to the well (1A) at the southwestern end of town. You'll find her

carrying on about her poor (and apparently clumsy) brother, whom she says has fallen into the well. However, there are no sounds to be heard from the well and nothing to be seen either. In fact, Hailee's crisis is completely fabricated—a lie she delights in spinning on those rare occasions when strangers wander into town.

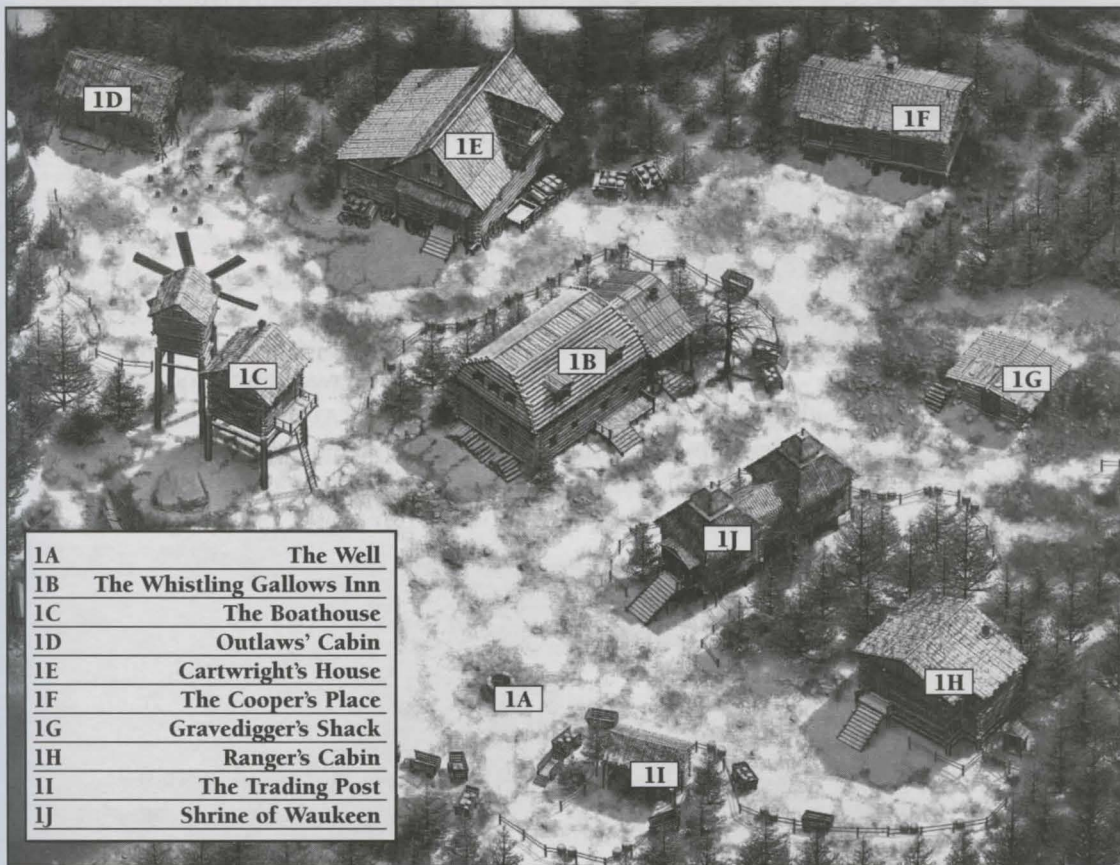


Figure 6.1: Lonelywood

Note

Ultimately, you can use any of the various dialogue approaches with Hailee Dunn and receive the same XP awards—so don't fret if you followed a fruitless line of conversation. As long as you make progress with her and achieve each goal, you won't miss anything.

Your first quest is to expose Hailee's deceptive ways. If your spokesperson is evil, you have several amusing ways to humiliate the little girl through either threats or mockery. If you're above waging an insult-slinging match with a youngster, you can either try to call her bluff directly or go through the motions of disproving her lie through her parents. This is a humbling experience for Hailee, as she in fact has no brother. You can find this out by approaching her father, Tybald, at home (1F)

and asking for a rope, or by locating Hailee's mother, Ambere, who's presently deep in her cups at the Whistling Gallows Inn (1B).

Note

Kieran has many invaluable items for sale, which will be made available to your party when you force him to acknowledge his identity as a wizard. In addition to several scrolls for the new spells in the expansion, Kieran also has a scroll case, a gem bag, and a potion bag for sale.

Converse with Hailee after you've revealed the lie and then convince her to let you in on her secret (see Figure 6.2). Since she spends her days wandering the town, she's a very good source of information about the townsfolk. In particular, she's seen Kieran Nye, owner of the Whistling Gallows Inn, stepping through a "magic mirror" in his private room. This is a vital secret for the party to learn because it leads to Kieran's exposure as a powerful mage (see the "Whistling Gallows Inn" section).

Rather than pay for these secrets, tell Hailee, "Fine. I have secrets, too, but I won't share them with you," when she refuses to share information. If you have a bard with the party, you can get an experience point bonus for singing her a song about a magic fish. This will also convince Hailee to tell you her secret. You can further make up a story about a talking bear or reason with her regarding the barbarian threat.



Figure 6.2:
Hailee can be a bit of a brat, but she's got surprisingly valuable information for your party.

After you've picked Hailee's brain, you can gain more experience points for sending her home. An evil character can scare her into fleeing home by threatening to throw her into the well. A non-paladin can tell her that Kieran knows that someone has been spying on him and that he has it in for the culprit.

Good characters can accomplish the same task with a bit more finesse. If your bard made up the magic fish song, you can bait Hailee into going home with the suggestion that her father might take her fishing for enchanted seafood. Alluding to the bear or the barbarian stories will also send her on her way. Furthermore, Hailee can be convinced to run along home if her ale-besotted mother, Ambere, has been persuaded to leave the Whistling Gallows Inn (see the following section).

Whistling Gallows Inn

Originally called Skeld's Place after its half-ogre/half-barbarian owner, the rechristened Whistling Gallows Inn (see Figure 6.3) has a long and ugly history. **Murdaugh the Bard (3C)** assumed ownership of the tavern after Skeld's untimely demise. Murdaugh renamed it the Whistling Gallows Inn, in characteristically flamboyant fashion, after the original owner's tendency to hang miscreants from the dead tree out front.

You'll find the heartsick bard now literally washed up in ale over his failure to complete his knight's errand to win the hand of his true love. The ice rose that Murdaugh seeks can be found in the Seer Caves with Tiernon, the blind dwarf (see Chapter 9: The Gloomfrost). Giving him the rose will allow him to seek out his true love, thus restoring the optimism and hope he lost long ago (not to mention earn you a few experience points).

Given Murdaugh's tendency towards drink, he eventually ran the tavern into the ground. With suspicious timing, the enigmatic Kieran Nye wandered into town and offered to buy the establishment just when it looked as if the Whistling Gallows would have to close its doors forever. The circumstances that brought Kieran to the northern edge of the civilized world are of some interest to the party. With the help of Hailee Dunn, your characters have cause to investigate Kieran's living quarters. After you've discovered the hidden door behind the mirror, you can ask him about it.

Tip

If you're in the mood for burglary at the inn, try the footlocker in Kieran's bedroom (3E). Examine the shelves in his room carefully to find a secret stack of scrolls. Save the game first if you try to pickpocket Kieran.

Kieran Nye (3A) is the most important character in the Whistling Gallows. Far more than a humble barkeep, he is actually a renegade mage from the powerful Hosttower Guild of Magic. After crossing the powerful sorcerers there, Kieran was forced to seek asylum at the edge of the world, as far as he could get from their vengeful grasp. Confronting him about his secret room will persuade him to reveal his true identity. Since discovery threatens his life, Kieran will grant you access to some much needed magical items in return for a promise to keep silent.

Agree to protect Kieran's secret, and your word will be tested when a pair of Hosttower assassins comes looking for him in Lonelywood. After you've completed the events described in Chapter 10: Return to the Barbarian Camp, two strangers by the names of

Alpheus and Vaarglan will arrive searching for their “old friend,” whom they heard had relocated to the area. Maintain Kieran’s cover, and you’ll receive an XP award for keeping your word.

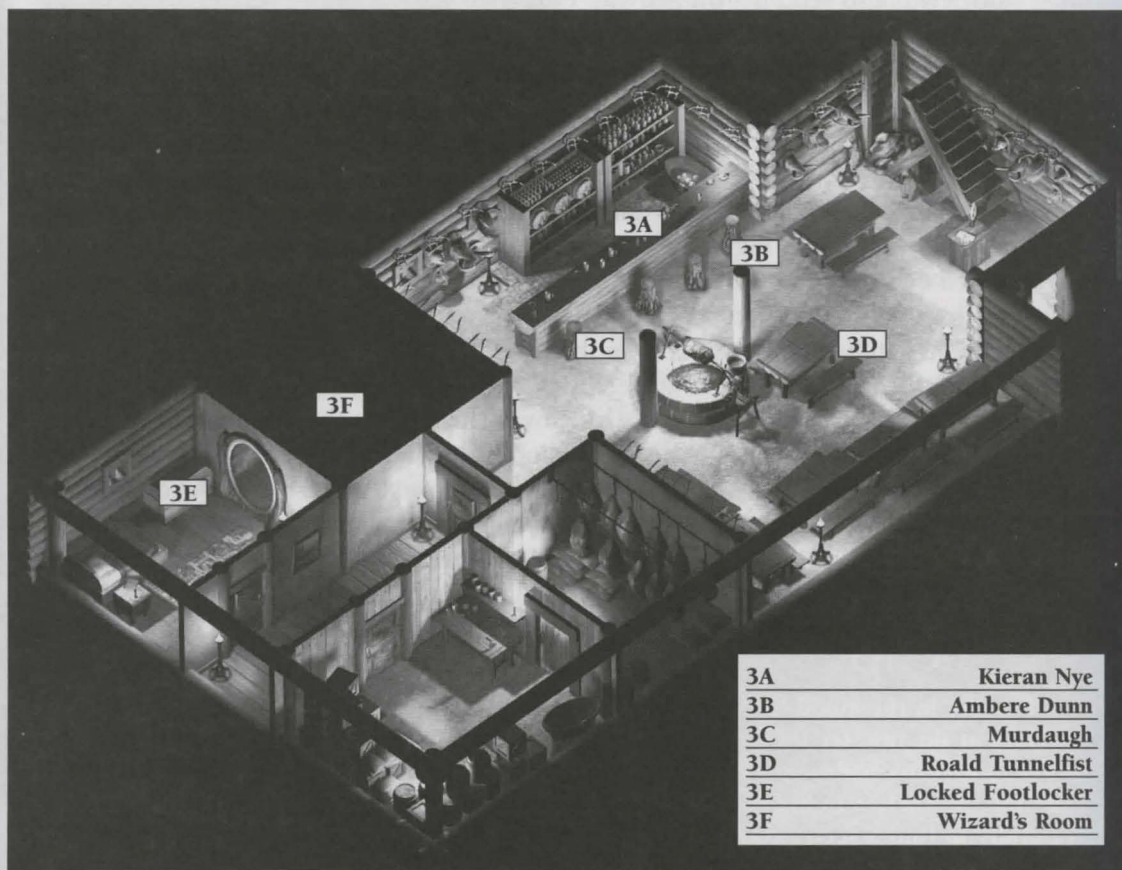


Figure 6.3: Whistling Gallows Inn, First Floor

Leading the evil wizards to the inn or being too defiant with them will lead to all sorts of nasty consequences. Unfortunately, your party cannot avoid a full-blown attack by these two very powerful mages. The best solution is to stay on Kieran’s good side by denying any knowledge of a man fitting his description. In addition to the experience point award, you’ll earn Kieran’s gratitude, which will be of aid when you try to find a cure for the ranger Emmerich (see the “Emmerich Hawk’s Cabin” section later in this chapter). The Hosttower wizards will know your characters are lying, however, and they’ll summon a few mercenaries to help them exterminate your party.

Once the battle is joined, focus everything you've got on the two wizards. Alpheus is the greatest threat as he has access to truly powerful spells, including the dreaded Finger of Death. Get zapped with the Finger, and your character is "unreincarnatably" dead. Try a Silence spell, especially Power Word: Silence if you have it. Ignore the mercenary fighters, and even the cleric is of secondary concern compared to the threat of the Hosttower mages. Keep missile and magical pressure on them, and break through with a fighter or two if you can. Spare no effort in bringing those spellcasters down!

Ambere Dunn (3B) is a frequent denizen of the tavern, and she has a mini-quest associated with her as well. Don't indulge your unscrupulous characters with a romp in the sack with her, as it will reduce your party's reputation. Have one of your male characters with Charisma ratings of 13 or better do the talking with Ambere, as you'll have extra dialogue options available that will allow you to convince her to patch things up with her broken family.

Note

Three characters in town can give your party the location of the barbarian camp on the world map: Rawleigh Gallaway at the trading post, Roald the Dwarf at the Whistling Gallows Inn, and Emmerich in his ranger's cabin.

The other patron you'll meet in the Whistling Gallows Inn is a dwarven warrior by the name of **Roald Tunnelfist (3D)**. The coming battle between the barbarians and the humans of Icewind Dale has alarmed even the reclusive dwarves in the region. Fearing that the extinction of the people of the Ten-Towns might be followed by the destruction of Clan Battlehammer, many local dwarves have come to the aid of their human neighbors. Roald was the leader of an ill-fated scouting party sent to gather intelligence on the barbarian army. The only survivor of a barbarian ambush, Roald can

provide your party with the exact location of the barbarian camp if you speak to him about what happened to him and his band.

The second floor of the Whistling Gallows Inn (see Figure 6.4) hosts the guest rooms with accommodations ranging from the modest to the luxurious. Most of these rooms have containers that can be pilfered. The locked armoires in the luxury rooms at the end of the hall hold the greatest payoffs. Look closely for the loose floorboard (4B) that can be pried back to reveal some valuable loot.

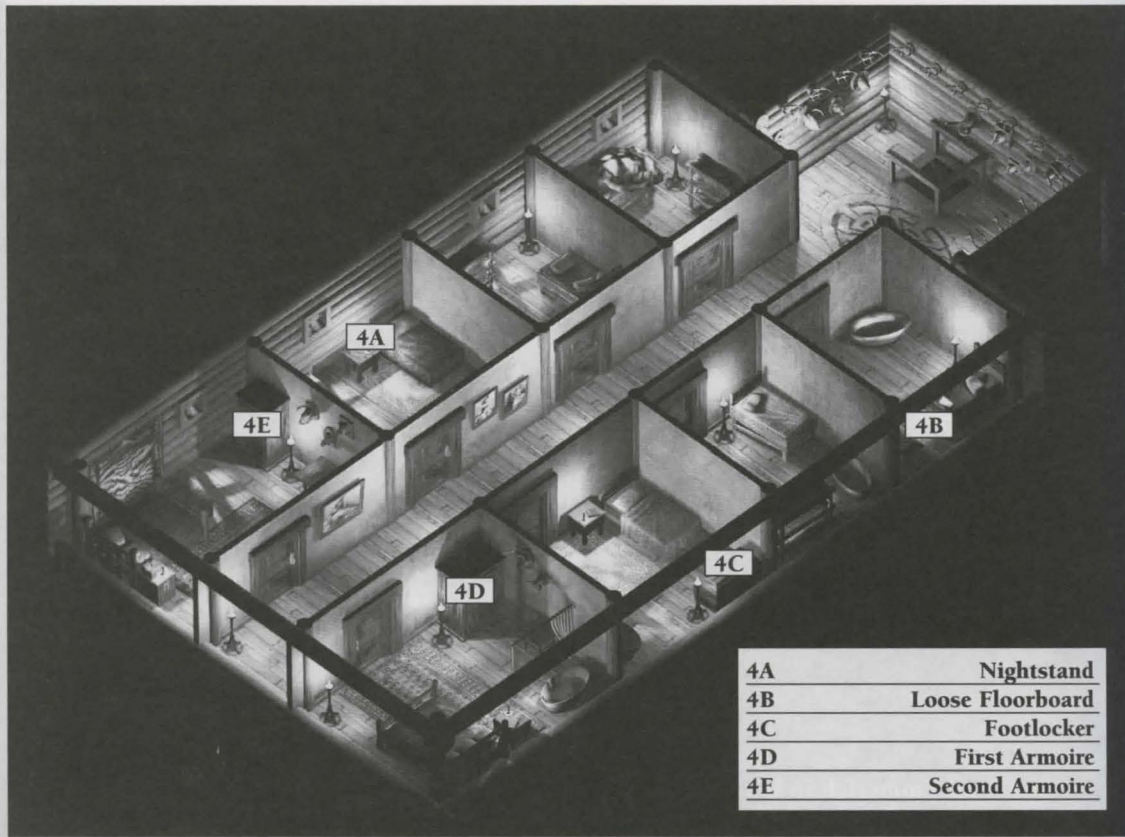


Figure 6.4: Whistling Gallows Inn, Second Floor

The Shores of Maer Dualdon

Down on the shore of Maer Dualdon is the boathouse (see Figure 6.5), easily recognized by the wood pilings that lift the building's foundation above the storm tide line. Off to the left of this building you'll see a large boat under construction. Later on, this vessel will bear your party to the Burial Isle. Shipwright Thom Farold can be found in the waterfront shack, plying away at his craft. Thom's apprentice, Young Ned, can be located amongst the many small launches and dinghies by the surf line. If you want to enter the boathouse, click on the ladder rather than the door.

The boathouse holds little of interest. Thom doesn't know much about anything besides shipbuilding, and even that is beginning to prove difficult for him as his eyes are failing. Two small, unlocked chests (5A and 5B) hold the sum total of the aged craftsman's meager belongings. Thom himself doesn't even believe that the barbarian threat is real, so you can see why it's best to look elsewhere for useful information.

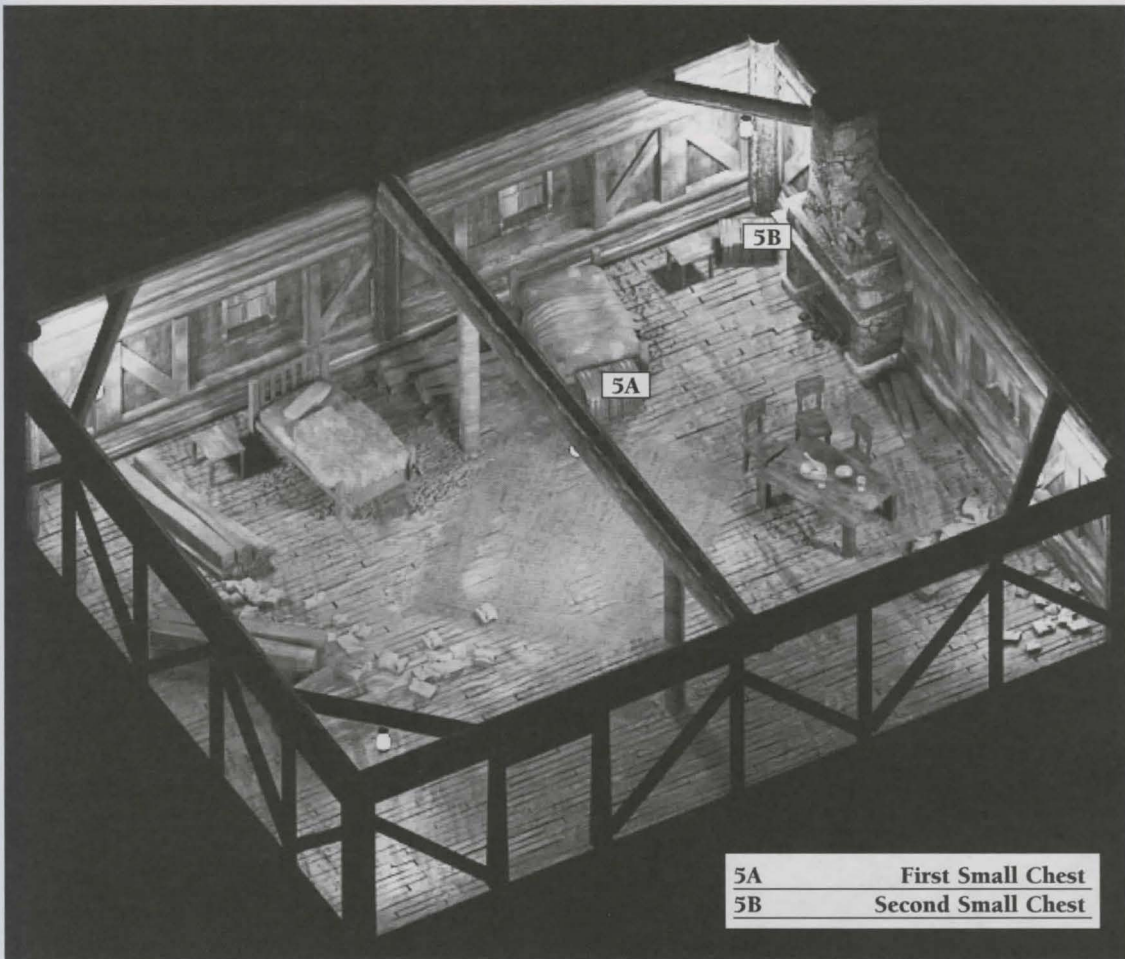


Figure 6.5: The Boathouse

Ɔigby, Ɔolan, and Ɔoogal

The gruff brothers Digby, Dolan, and Doogal comprise the criminal element of Lonelywood. Constantly at odds with Emmerich Hawk, the self-proclaimed protector of the town, the brothers plunder the resources of the forest in order to eke out a life on the frontier. They base their trapping efforts out of a rundown cabin in the northwest corner of town (see Figure 6.6). The dim-witted trio is fairly abrasive and excels at bullying the weak. As your party is of much greater strength than they are, you'll be spared any harassment. Still, conversing with these backward trappers remains an unpleasant experience.

Over the course of the game, the brothers are killed off one by one, victimized by what appears to be a greater winter wolf. Standing outside, Digby is killed while the party is rescuing Hjollder from the Burial Isle (see Chapter 8). Dolan dies when the party is searching for the Gloomfrost Seer (see Chapter 9). **Doogal (6B)** is the last survivor, and after his second brother is killed, he gives the party an important insight into the abilities of the wolf attacking the townsfolk: it is immune to normal weapons. If you haven't solved the quest by then, Doogal is slain while your characters are at the barbarian camp, exposing Wylfdene before the council. See the "Emmerich Hawk's Cabin" section for more information on the wolf murders.

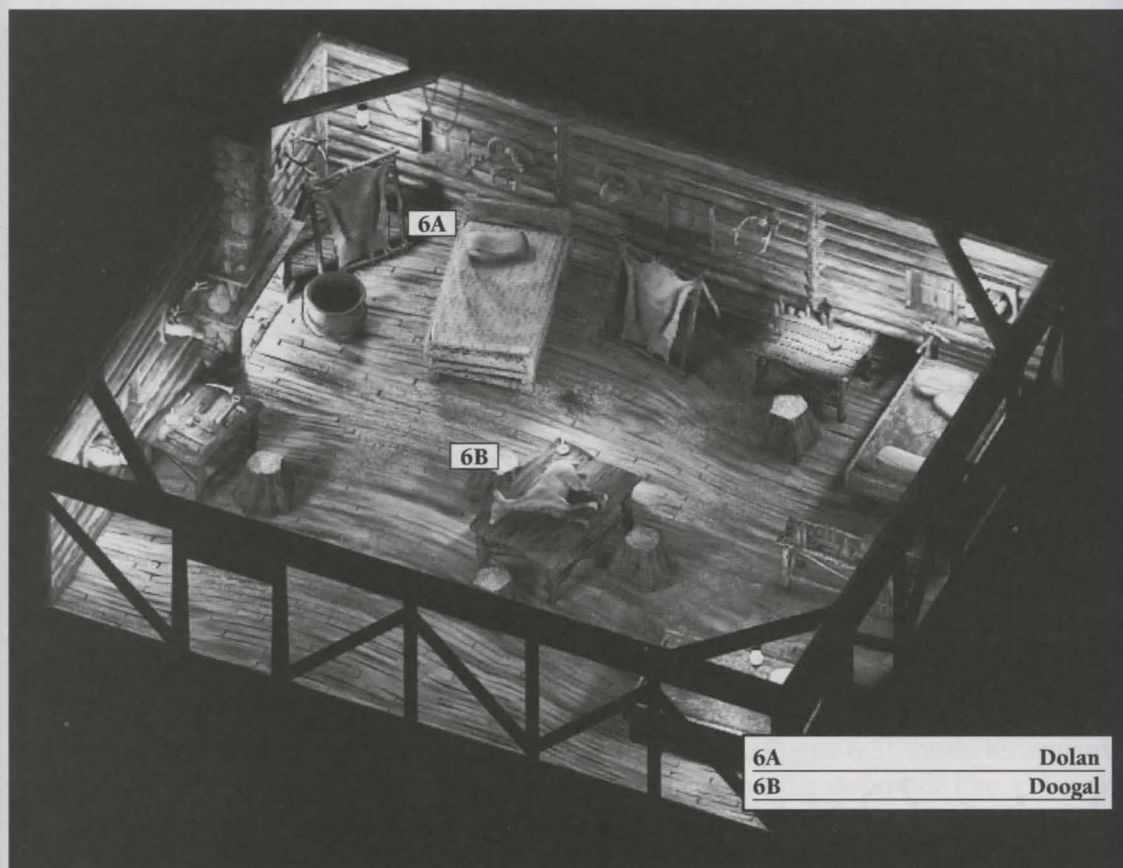


Figure 6.6: The Outlaws' Cabin

The Cartwright's House

This large and extravagant house (see Figure 6.7) is home to Baldemar Thurlow, Lonelywood's representative to the Ten-Towns Council. A wealthy cartwright of considerable fortune and few morals, Baldemar keeps a stranglehold on all commerce in the settlement, taking a cut of all contracts and practically squeezing merchants like Tybald Dunn out of business. His well-appointed home will yield a fair haul to even the most clumsy thief. An unlocked desk (7A) in the ground floor bedroom hosts some treasure.



Figure 6.7: Baldemar's House, First Floor

Arden Thurlow (7B) has a few bits of information to offer. You'll find her to be the stereotypically snobbish wife of an upper middle-class tradesman, eager to be anywhere but stranded on the rugged frontier. Ask her about the visitor from the council as well as her husband's position. After she's told you what little she knows, the best she can offer is directions to her husband, **Baldemar (8B)**, who is located upstairs in the study (see Figure 6.8).

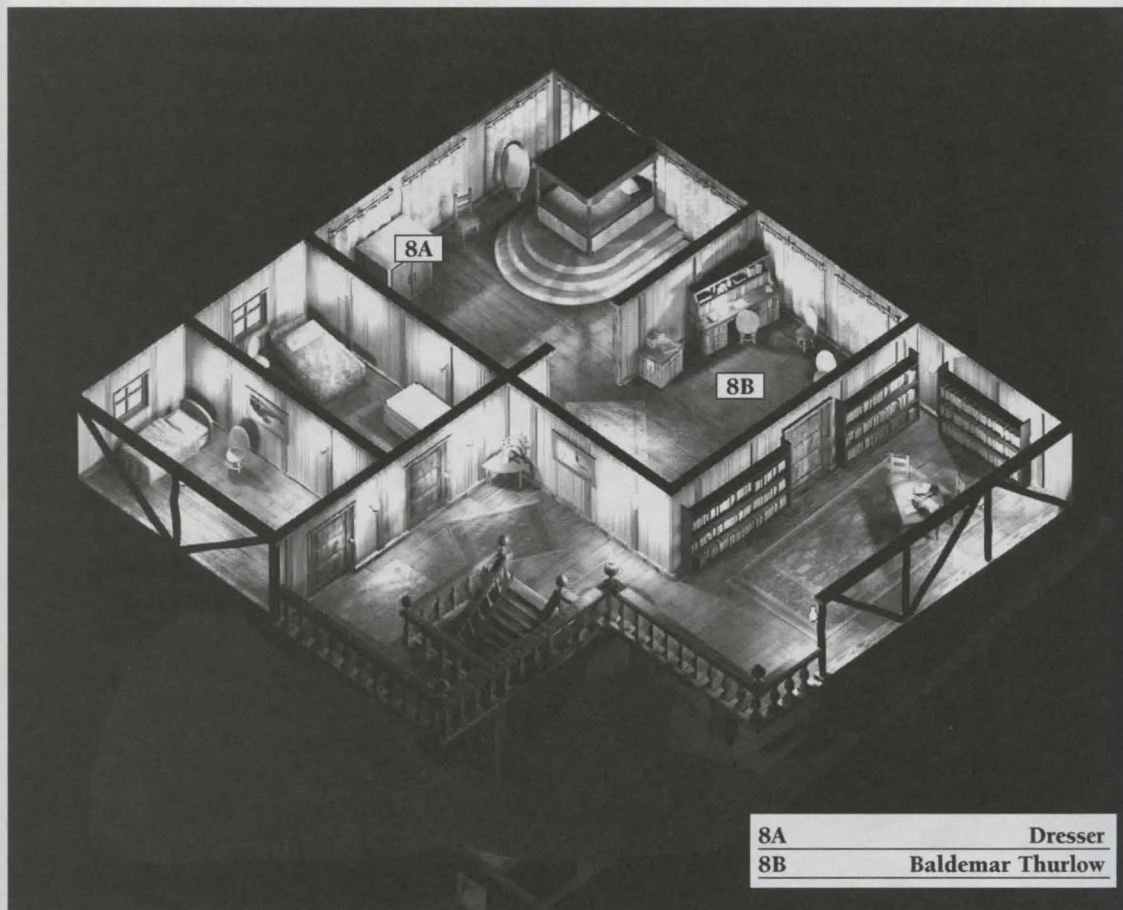


Figure 6.8: Baldemar's House, Second Floor

Baldemar is party to an underhanded plot by a select few members of the Council of the Ten-Towns to assassinate Wylfdene. You can save your interrogation of Baldemar until after you come back from your first visit to the barbarian camp. When you return, you'll be armed with Wylfdene's version of the spokesman's true intent. You can find a secret letter from the co-conspirators in the master bedroom dresser (8A) on the second floor. This note confirms the dishonorable plot to murder the barbarian chieftain. (Once you've read it, you can discard it.)

Finding out about the conspiracy and coercing Baldemar to admit it is enough to give you a moderate XP award. If your characters take the moral high road and actually coax him into coming clean before the council, however, you can earn an even heftier number of experience points for seeing justice done. To do this, make sure to choose the dialogue option that begins, “We believe you, Baldemar. However, you are not entirely blameless...” after Baldemar has admitted to the secret plan. See this dialogue thread through to the morally upstanding end, pressing him to do the right thing.

Quinn, the Halfling Priest

The halfling Grand Syndar Quinn Silverfinger operates this unordained shrine to Waukeen, the goddess of trade. Quinn is a prominent senior priest of the Waukeenar clergy, having served at the church’s major center of worship, the Goldenspires in Amn. It was there that Quinn enjoyed the wealth and prosperity of Waukeen’s favor, but he longed for a challenge. As the weeks passed and this longing grew, Quinn became convinced that Waukeen was calling upon him to prove his worth.

Note

Be sure to take some money with you to Quinn’s shrine. He has some of the new potion bags, scroll cases, and gem bags, as well as an assortment of excellent magic items.

So it was that the ambitious halfling decided to act as a missionary to the burgeoning Ten-Towns of Icewind Dale. Quinn predicted an explosion of commerce as more and more trade routes to the north opened up, and figured that the church would do well to establish a temple or two to capitalize on the anticipated economic boom. His superiors supported this venture and granted Quinn leave to open a new shrine in the location of his choice. The priest chose the small town of Lonelywood for his first effort, shown in Figure 6.9.

Quinn (9A) offers all the normal healing and shop services one would expect to find in a temple. In addition, the business-minded priest can also offer you a solution to Tybald Dunn’s economic woes. After Tybald has anguished over his financial situation with you, mention it to Quinn and return to Tybald with the information. Combined with the reunion of the family, this quest completes the transformation of the Dunns’ fortunes and results in a hefty XP award.

The shrine contains a hidden area with some useful loot inside. Slide back the hallway curtains (9B) and proceed to the private living space at the back of the building. There you’ll find a nondescript bookcase (9C) on the northern wall. Just to the right of these shelves is a false wall concealing a chest. Walk over to the wall (9D) to discover the hidden door and open it to reveal the chest behind. The stash consists of gems and a healthy pile of gold pieces. The chest is well-locked, however, and further protected by a petrification trap that can kill an unsuspecting adventurer in the blink of an eye. Make sure that you have a skilled thief open the lock to avoid becoming a statue. Save the game before you go for the loot just in case.

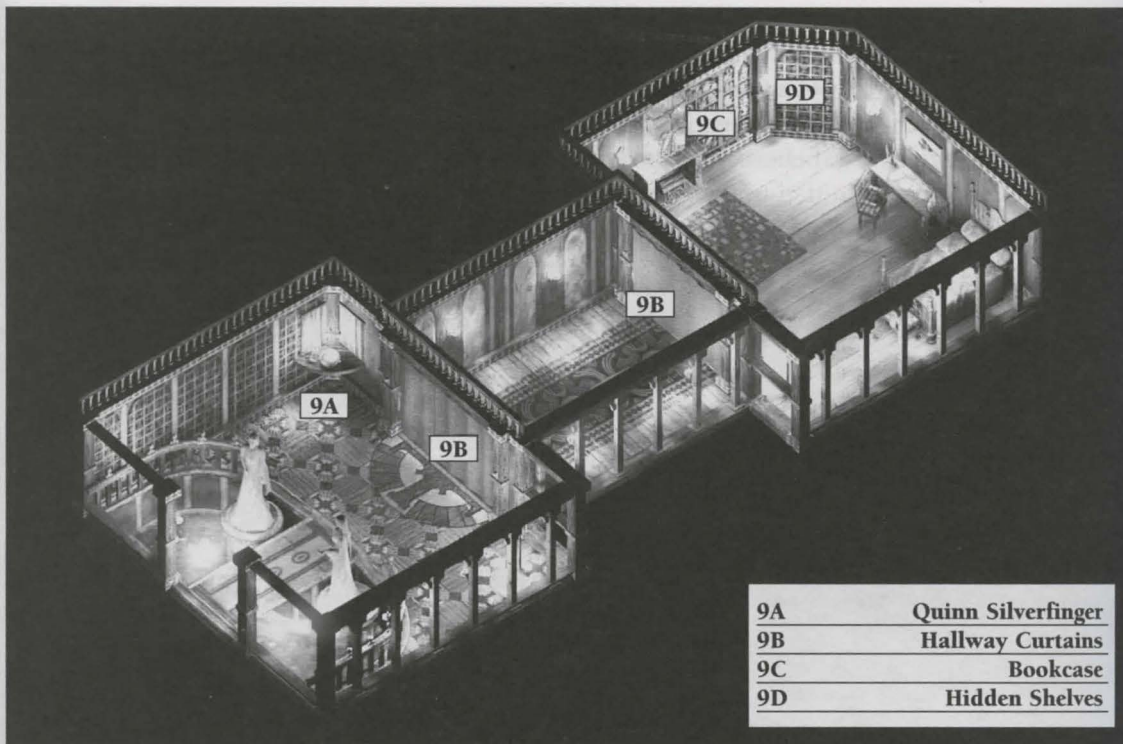


Figure 6.9: The Shrine of Waukeen

Mending the Dunn Family Fortunes

Tybaldu Dunn (10A) is the salt of the earth. Although the peasant seems to be nothing more than a barrel-maker with a broken home (shown in Figure 6.10) and a failing career, your party can turn his entire life around. Note that while the following three mini-quests all involve the Dunn family, they are completely independent and any one of them can be completed without the others.

Convincing his daughter, Hailee (10C), and his wife, Ambere (10B), to come home (as detailed earlier) is the first half of the battle. To turn Tybaldu's fortunes around, talk to Quinn Silverfinger, the priest of the Waukeen (see the previous section). He will tell you of a town called Targos, which is in need of a skilled cooper. Tell Tybaldu of this opportunity, and you'll receive a substantial XP award that's better than those that await when you complete the other quests in town.

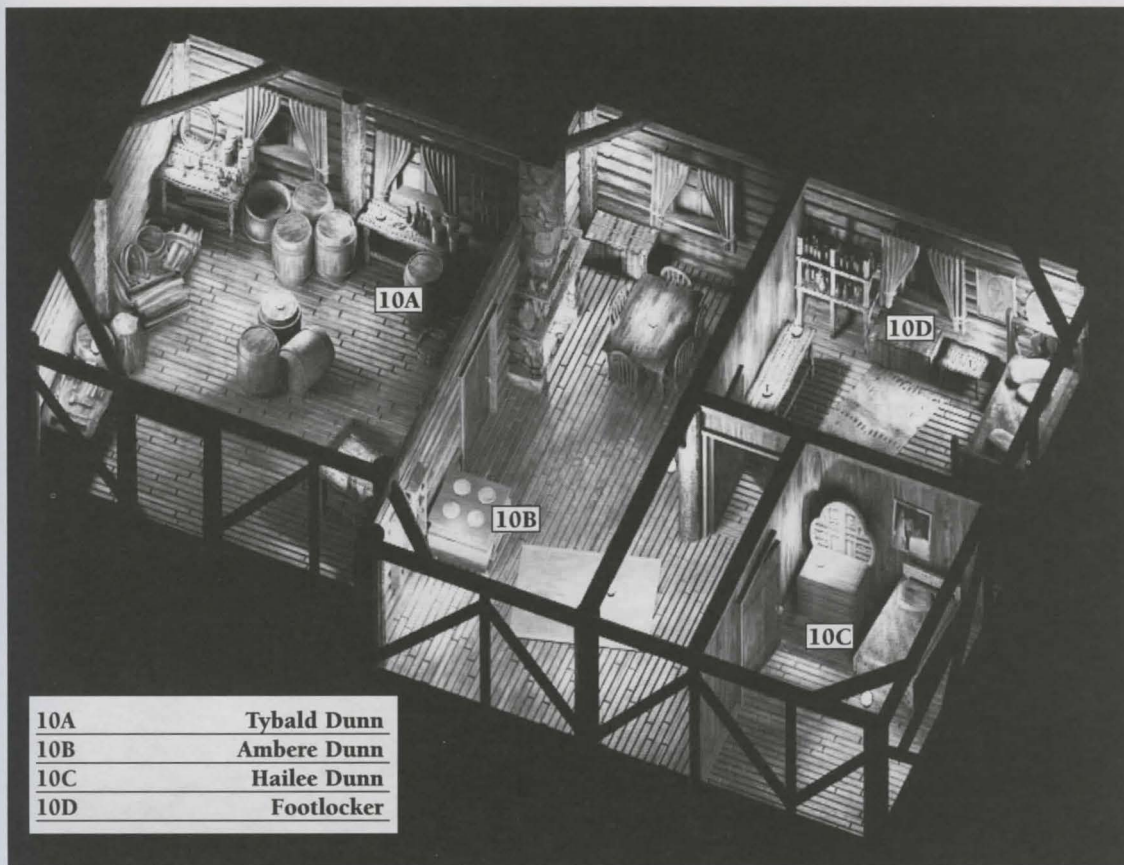


Figure 6.10: Tybald Dunn's House

Tip

If your characters have real mean streaks, they can either sleep with Tybald's wife or convince her to leave him. After you tell Tybald about his wife's infidelity, your evil characters will get XP from the cruel thrill of crushing the poor man. Note that they will also suffer a hit to their reputation that befits such despicable acts.

Tybald will also tell the party about a recent visit from a "spokesman" for the Ten-Towns Council. The description and time frame he gives will fit in with scraps of information the characters will obtain later to form a clear picture of the political situation between the Ten-Towns and the barbarians. Thanks to Tybald's testimony, you can link the visitor to Baldemar (see the section on the cartwright's house earlier) and begin the quest to uncover the true purpose of the council spokesman.

Don't leave the Dunn residence before helping yourself to the lovely item contained within the footlocker (10D) in the master bedroom. After turning Tybald's whole life around for him, this loot is certainly fair compensation!

Purvis's Simple Shack

Purvis is the simpleton gravedigger who inhabits the wretched hole shown in Figure 6.11. There's absolutely nothing of interest inside its ramshackle walls. **Purvis (11A)** has trouble uttering complete sentences, let alone coherent information. He does, however, have a nice item on his person, so be sure to pickpocket him when you first meet him. (Just be sure to save the game first and reload if you fail.) As the wolf murders continue, Purvis will bury the trappers one by one, all the while suffering beneath the hail of briarcones thrown by Hailee.

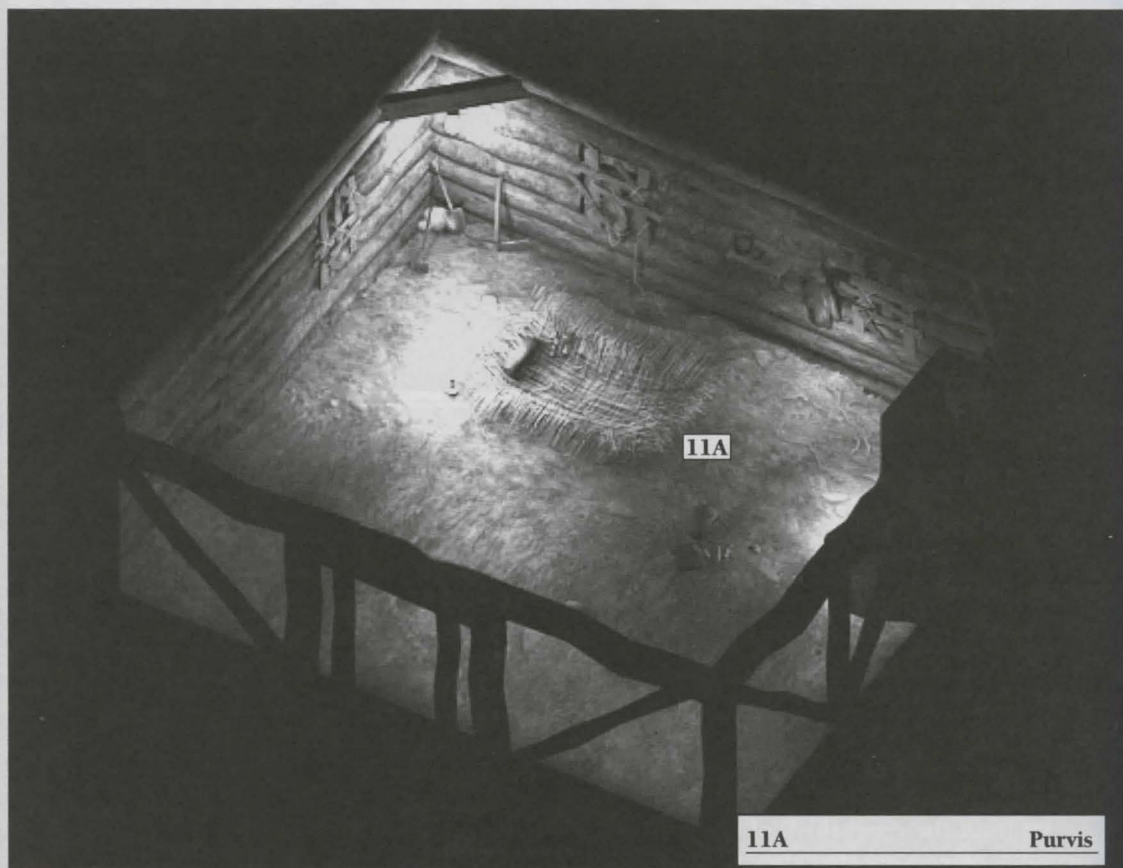


Figure 6.11: The Gravedigger's Shack

Hailee did give you an important snippet of information regarding Purvis. She mentioned that he arrived in town a few weeks ago. As you investigate the political intrigue swirling around the council spokesman, you'll find that he arrived in town at roughly the same time. If you manage to depose Wylfdene in Chapter 10: Return to the Barbarian Camp, return to Lonelywood and find Purvis in the cartwright's house—he'll give you quite a shock when he rants about his true identity! After the discussion, he'll surprise the party with an ambush (described in Chapter 10), so brush up on this high-level thief's stats in Chapter 2: The Beasts of Winter after he drops his charade.

Emmerich Hawk's Cabin

Emmerich Hawk is a human ranger who has lived his entire life within the shadows of the Lonely Wood (see Figure 6.12). Although he spends most of his time roaming the deer paths of the wilderness and the surrounding tundra, Emmerich (12A) does have a small lodge in Lonelywood. Here he makes a living as a bowyer, selling bows crafted from the sturdy fir trees of the nearby woods. He is the only merchant in Lonelywood who will deal in weapons of any sort and is primarily a good resource for arrows, bolts, and stones.

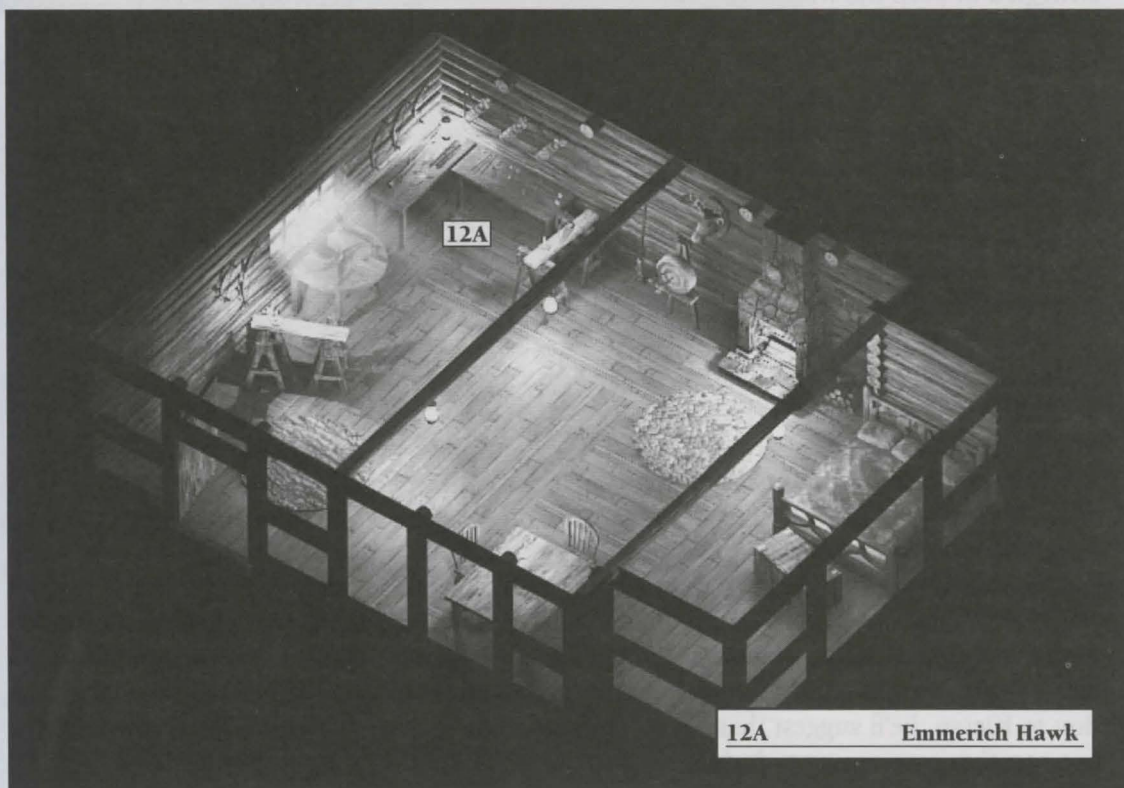


Figure 6.12: The Ranger's Cabin

Warning

If members of your party make trouble in Lonelywood, Emmerich will be the one who'll hunt them down. As a werewolf-ranger, Emmerich is a dangerous opponent indeed. Make sure that your magical weapons are readied if you're forced to fight him.

Ever since Emmerich made the tiny settlement of Lonelywood his adopted home, he has assumed the role of protector of both the town and the woods that surround it. He frequently arrives on the scene to settle disputes and occasional outbreaks of violence. His notoriety as a do-gooder has placed him at odds with the outlaw brothers Digby, Dolan, and Doogal (see section earlier). On more than one occasion, the brothers and Emmerich have faced off over disputes about excessive trapping and logging.

While on one of his recent forays into the forest, Emmerich came face to face with a greater winter wolf. Such beasts are extremely rare and are often revered as creatures favored by the powers that represent nature. In the blink of an eye, the wolf was upon him, tearing into him in a blur of savage claws and fangs. The experienced ranger desperately struggled to keep the wolf at bay, hesitant to slay such a remarkable beast. As the wolf sank its fangs into Emmerich's neck, the ranger somehow managed to free his dagger from the sheath at his belt and plunge it into the beast's belly. Sorely wounded, the great wolf dragged itself off the ranger and made its way into the forest, presumably to die.

Emmerich recovered from his wounds, but ever since the day of the encounter, he has sensed that something is wrong. At night, his dreams are plagued by images of violence. When he wakes, he remembers nothing from his nightmares save a vague recollection of the great winter wolf on the prowl. To make matters even worse, Emmerich has lost his ranger skills. He speculates that his fallen status is the result of slaying the great winter wolf and that Silvanus, the Forest Father, has forsaken him for the act. The truth of the matter is by far more disturbing.

The greater winter wolf that Emmerich encountered was actually a greater werewolf. When the creature wounded him, it passed along its curse of lycanthropy. Although he is unaware of the fact, Emmerich has become a werewolf himself (see Figure 6.13). The transformation is the cause for his fallen status as a ranger. Despite his condition, Emmerich has attempted to carry on with his role as protector of the town. This makes for an interesting twist of irony, since he is also now a threat to the community. Emmerich begins hunting the townsfolk at night, first taking the trapper brothers down, one by one.

After the first two brothers die, the remaining brother, Doogal, will provide your party with a few clues as to the nature of the wolf that is stalking the townsfolk. Most importantly, you'll learn that the beast is immune to normal weapons. If you take this information to Kieran, he'll suggest that the culprit may actually be a werewolf. Putting two and two together, you can go to Emmerich and reason out the ugly truth behind the murders. After you've convinced Emmerich that he's a werewolf, you'll receive an XP award for solving the mystery of the murders.



Figure 6.13:
The truth behind the town's murders is a tragic twist of fate.

Warning

Don't go out on the street at night after brothers Digby and Dolan have been killed. You might run into Emmerich in werewolf form, and you'll be forced to kill him, thus eliminating the possibility of completing the werewolf quest. If you do encounter the werewolf, try subduing it with a binding spell (such as Web or Hold Animal) and go into the inn to sleep until morning.

options exhibit the finesse of solving his problem without violence, however, and the XP award is sizeable.

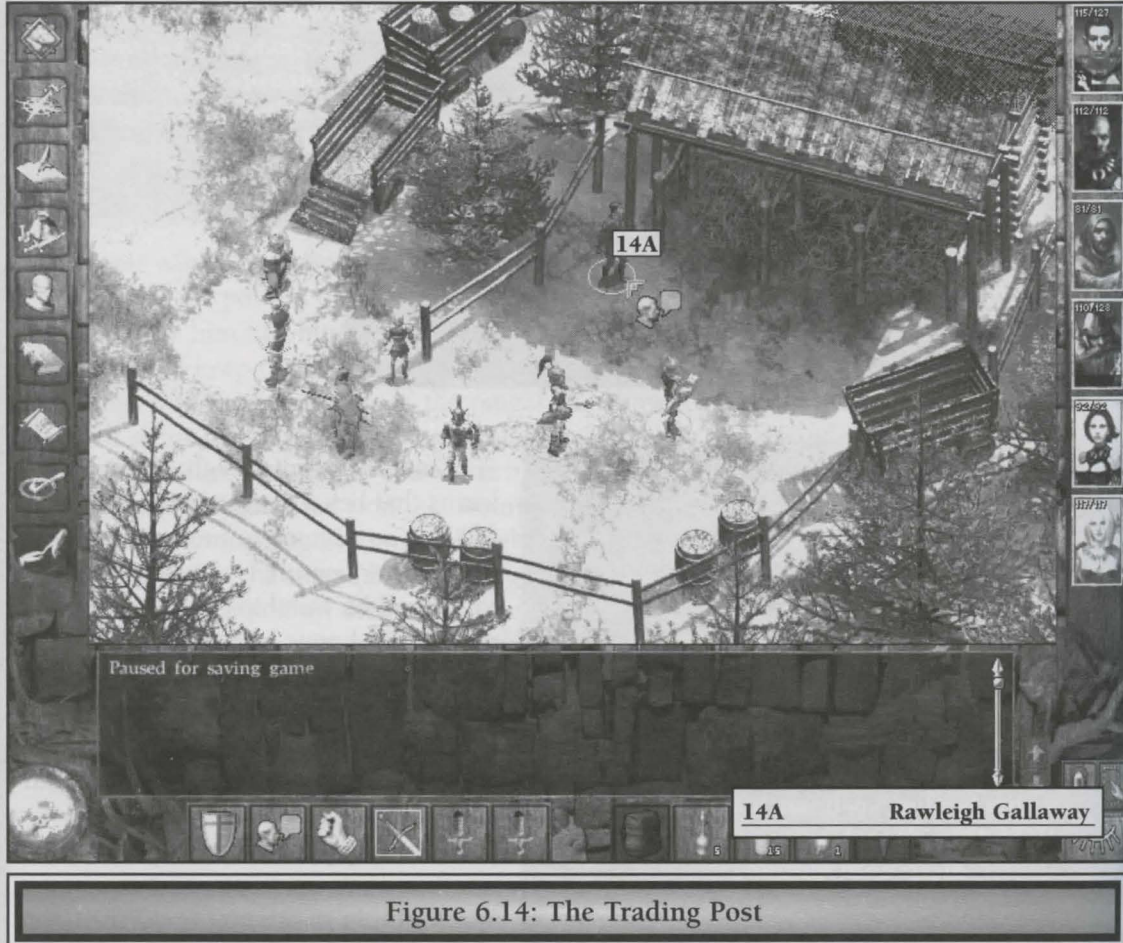
Emmerich is distraught when he learns that he's a danger to the townsfolk he's so devoted to protecting. Worse still, his very nature is now an offense to the god he worships. You can earn another XP bonus by going back to Kieran and explaining the situation to him. He'll provide you with an amulet that will stop the lycanthropic transformations, thereby saving Emmerich from a fate worse than death. Alternately, you can simply leave the ranger to his newfound misery, or you may even attack him in an attempt to rid the town of the danger he poses. Neither of these

The Gallaway Caravan

The collection of hutches and fences depicted in Figure 6.14 is the town's trading post. Since the barbarians blocked off the pass, it hasn't seen any business save the imposed presence of Rawleigh Gallaway (14A) and his two caravan hands. The Gallaway caravan

had the misfortune of being north of the pass when the barbarians closed it off, and are now stranded in the frontier town until the situation changes.

Rawleigh is none too pleased about this turn of events and makes neither pleasant nor informative conversation. If you haven't discovered the location of the barbarian camp yet from one of the more tolerable sources, Rawleigh can provide you with it. His workers know even less, so don't bother trying to learn anything from them.





CHAPTER

7

THE BARBARIAN
CAMP

With vengeful hearts fueled by the words of their returned King Wylfdene, most of the northern barbarian tribes have banded together in an uneasy truce. Their sole purpose is to bring about the destruction of the Ten-Towns, ending the encroachment of the so-called civilized nations north of the Spine of the World. United by this common cause, they have established a war camp beneath Bremen's Run, just east of the town of Lonelywood. Straddling the only safe pass to all points south, the barbarian camp has effectively cut the human settlement off from the rest of Faerûn.

The party will visit the camp on two separate occasions. The first will be as diplomatic representatives of the Ten-Towns attempting to negotiate peace before war begins. The second (covered in Chapter 10: Return to the Barbarian Camp) takes place after adventuring to the Burial Isle and the Gloomfrost.

A Diplomatic Mission

Tip

You don't have a single intermission between your entry to the barbarian headquarters and the potential battle with Angaar's men after the meeting with Wylfdene. Be prepared for this by readying your characters for close-quarters battle *before* approaching the encampment.

You'll be limited in what you can do during your first visit to the barbarians. Upon arriving you'll find yourself at the main gate to the encampment (see Figure 7.1). Angaar (1A), a barbarian champion, stands watch over the main gate (1B). It will take a bit of convincing, but eventually you can persuade him to grant your party entry for an audience with Wylfdene. Just be honest in your dialogue choices. Explain the true purpose of your visit, and Angaar will grudgingly allow you inside the camp under heavy escort. After you've been in the camp once, however, you won't be able to gain entry again until you've been to

see the Gloomfrost Seer and obtained the mirror of black ice (or amulet of black ice, if Tiernon modified it) from her.



Figure 7.1: The Barbarian Camp

Hall of the Barbarian King

The barbarians then escort the party directly to their mead hall (see Figure 7.2), the mobile seat of power of the temporarily united tribes. There you find **Wylfdene (2A)** himself, who will immediately initiate a dialogue with the party. You can learn a great deal about the storyline from this conversation, so pay attention to what the burly ruler reveals as he speaks with your party. There are several moments where you can gain experience points while you simultaneously gain insight into the story.

The first opportunity for advancement comes quickly. After the long-winded announcer introduces Wylfdene, ask the king about Jerrod with the dialogue, “Your announcer said that you are blessed and guided by the spirit of Jerrod. What did he mean by that?”

Wylfdene will launch into his version of the story of his reincarnation, which results in a hefty XP award. Going directly into diplomat mode will skip over the chance to learn Wylfdene's story, so don't try to save this dialogue option for later.

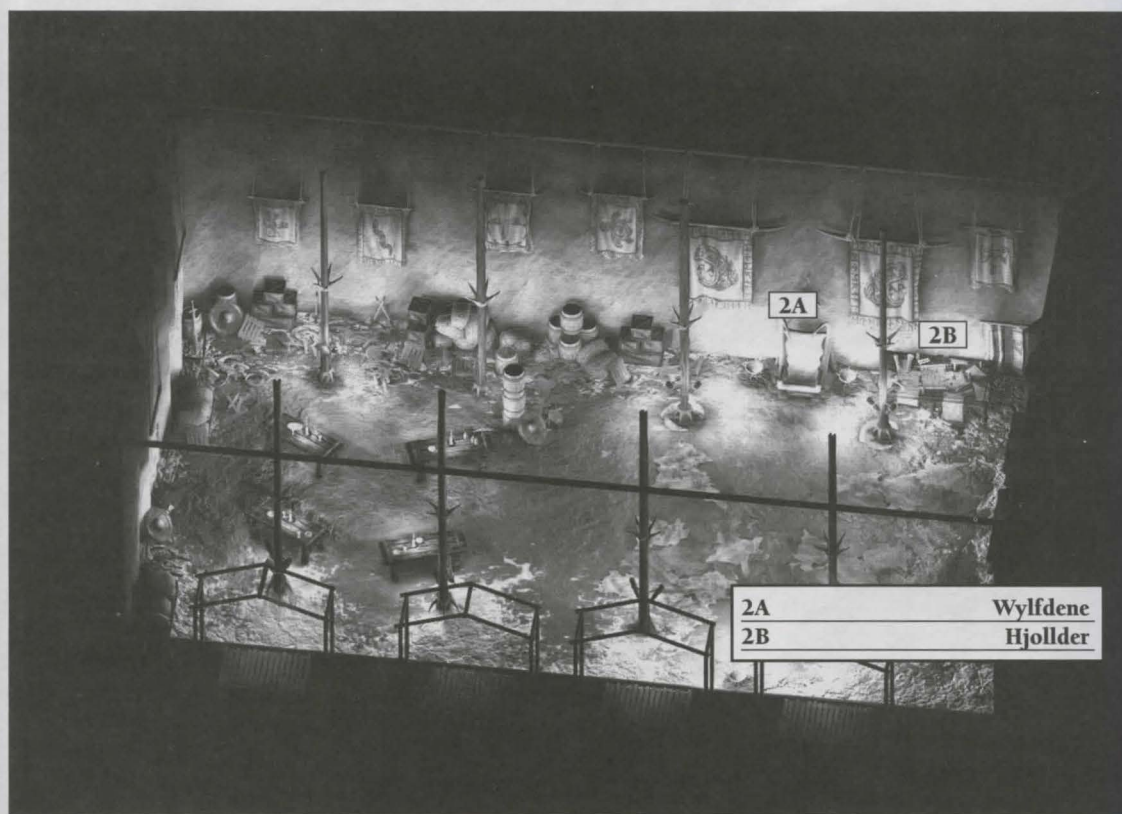


Figure 7.2: The Barbarian Mead Hall

Next, try to reason with Wylfdene, looking for a way to resolve the conflict without bloodshed. The king has a razor wit, however, and will twist your words no matter how silver-tongued you are. Don't be too concerned about the dialogue choices you make, as they will all lead you to the same result in the end—you'll get confirmation that the first ambassador from the Ten-Towns was actually an assassin sent to kill Wylfdene and that the nasty incident has hurt your party's credibility.

You'll still get awarded experience points for trying to negotiate a truce with the barbarians, so remember to do the best job you can here, regardless of the predetermined outcome. Evil characters can earn the same points for challenging Wylfdene to single combat (though he will not accept the offer). No matter which dialogue options you select, at the end of the conversation Hjollder (2B), the shaman who summoned you to Lonelywood, will be banished to the Burial Isle by a callous Wylfdene, and you'll be told that you're free to go.

BARBARIANS AT THE GATE

Wylfdene isn't decent enough to actually let the party leave, of course. In truth, he's ordered the party's destruction at the hands of his elite guard, under the command of Angaar. Ever the sly conniver, Wylfdene wouldn't actually command the party's murder outright, as it would make him look bad. Instead, he's convinced the devoted Angaar to challenge the party to honorable combat after they've reached the gate to the camp.

As soon as you've been escorted out, Angaar will dutifully inform you that it is time to fight to prove your mettle. Barbarians are nothing if not a straightforward lot! If your character has a Charisma of 14 or better, you can talk Angaar out of attacking you altogether. Ask him, "Why has [Wylfdene] ordered my death?" Then follow through with this line of reasoning until you can propose that killing your party would be tantamount to defying Tempos himself. You'll get an XP award if you can reason your way out of this fight.

Angaar will not participate in the battle if it takes place. (This is actually good for you, because not only is he a tough opponent, you also need him alive to open the gate for you later on.) He'll send his guards out to surround you and then order the fight to begin (see Figure 7.3). Angaar himself will stand aside and watch. It is crucial for your party not to attack him during the battle. If your adventurers so much as nick him with an area-effect spell, you will have broken the barbarian warrior code. In response, the entire barbarian army will flood through the gate and attack your party, essentially ending the game right then and there.

The warriors are strong hand-to-hand combatants, but have no great defense against magic. Unfortunately, your spellcasters will begin the encounter under attack, thanks to the advantageous pre-positioning of the barbarians. Try to get a strong defensive spell up before the barbarians reach your mages—choose an incantation with a fast casting time because your enemies are only a few paces away.

As soon as your magic users have a little protection in place, give them some more breathing room by directing your melee specialists to immediately attack the enemy warriors who are targeting your spellcasters. Once you eliminate these barbarians, the remaining enemies should all be focused on your well-armored hand-to-hand fighters. This will give your mages the opportunity to target the enemy with some offensive spells.

If your party can't defend itself against the barbarians, retreat toward the top of the map. Use the path behind the woods to the right to channel the enemy warriors. Send your vulnerable party members down the path first; then follow up with your armored fighters to seal up the bottleneck. Now you should be able to control the fight, with your lightly armored characters tucked away safely behind your bruisers.

After you've eliminated the hostile barbarians, you're ready to start questing. Angaar has some critical bits of information for you, so talk to him again before leaving the area. Every single one of his dialogue options results in a hefty XP award, so keep trying to bend his ear even if he shoos you away at first.



Figure 7.3:
The fight's on, and
the bad guys have a
head start.

Your only real lead beyond this is poor Hjollder, who has been banished to the Burial Isle. Go back to Lonelywood and check on the status of the ongoing quests in town. Be sure to visit Baldemar and expose his underhanded dealings with the barbarians for an experience point reward. Also take the time to rest at the inn and gear up for battle, as the barrows on the Burial Isle are very unfriendly. Gear up your party to face undead: memorize spells like Undead Ward and Mists of Eldath and ready your undead-smashing equipment (crushing damage works best). Once you've prepared your party, head down to the boathouse and talk Young Ned into taking you across Maer Dualdon to the forbidding island in question.



CHAPTER

8

THE BURIAL ISLE

Following your party's first visit to see Wylfdene, your prospects seem bleak. Diplomacy has gained you nothing with the reincarnated chieftain, and Hjollder, the shaman who summoned you to the northern wastes for help, has been banished to the Burial Isle in the middle of lake Maer Dualdon.

With no better option, your party is forced to track down Hjollder. Young Ned from Lonelywood is your ticket to the Burial Isle, aboard the boat Selara, the half-finished vessel that you first saw on the shore by the boathouse in Lonelywood. Her construction will conveniently be completed just before you need to sail to the Burial Isle. Once you've been thrown out of the barbarian camp, make your way back to town and ask Young Ned for a ride to the forbidding island.

SCRATCHING THE SURFACE

The Burial Isle (see Figure 8.1) is a dangerous place, and the wise adventurer should come well-prepared for the undead horrors that haunt its chilly environs. There are two distinct areas of the island: above ground and below it. On the surface, you'll face strong undead and powerful animal spirits. In the shadowy passages of the subterranean barrows, you'll encounter the ghostly wailing virgins, who can paralyze your characters with a mournful wail of Hopelessness. The best way to conquer the Burial Isle is to completely clear the surface area first, so that you can always escape topside if you become hard-pressed underground.

Southeastern Barrow Blues

You'll run into hordes of barrow wights on the lower right side of the map. Disturbingly fast, these undead beasts can dish out a great deal of punishment in a short amount of time. Barrow wights have high damage bonuses, so your characters will definitely feel it when they get hit.



IA	Barrows Entry 1
IB	Barrows Entry 2
IC	Young Ned
ID	Ramp
IE	Barrows Entry 3
IF	Necromancer's Tower
IG	Skaldar and Friends
IH	Barrows Entry 4
II	Archways
IJ	Footbridge
IK	Lighthouse
IL	Barrows Entry 5 (Hjollder's Entry)

Figure 8.1: The Burial Isle

Warning

Be careful when resting on the Burial Isle as there are lots of monsters wandering about. If you're in need of uninterrupted rest, crash out in the necromancer's tower for a good night's sleep. If you're in need of bonus XP, camp outside for a few more notches on your scabbard.

As if their combat stats weren't already scary enough, wights are extremely hard to hit. Fortunately, they aren't the most graceful of warriors and have trouble hitting well-armored adventurers. Your fighters should be able to stand up to them if they have decent armor levels (see Figure 8.2). By this stage in the game, your melee specialists should be in the -5 to -10 AC range. If they aren't there already, get them there with spells such as Defensive Harmony (always a good boost to a character's defenses).



Figure 8.2:
Barrow wights hit
hard and swing often.

The best way to deal with barrow wights is to thin their ranks with the ability of a priest or high-level paladin to turn undead. Although these particular creatures are fairly resistant to turning, by the time you've come this far in *Heart of Winter*, your priests should be very convincing when they invoke their holy symbols. Better yet, use one of the most powerful new 5th-level cleric spells: Undead Ward. If you can lure barrow wights back into the ward, there's a good chance they'll explode as soon as they hit the ward's border. Undead Ward is especially useful at choke points, where the wights have to approach your party from one predictable direction.

Don't be afraid to backtrack in order to take on the undead hordes at a choke point. That way, you can put your melee specialists in front while tucking your more vulnerable characters safely in the back. There they'll be free to gleefully lob missiles and spells at the enemies.

Tip

Your priests will earn their keep on the Burial Isle—everything on it is undead. Use your turning skill like it's going out of style and focus your attacks on the enemies that don't turn tail.

When turning undead, watch your characters carefully to make sure that they don't run off on their own, chasing a fleeing target. Otherwise, they may run into more undead creatures that haven't been turned, and your adventurer will be separated from any possible assistance. If this happens despite your best efforts and your lone character is in real trouble, try Hasting the rest of the party and directing them to catch up with your wayward adventurer.

A few ghost shamans guard the ledge above the southeast entrance to the barrows (1B) in addition to the usual barrow wights. Since ghost shamans (see Figure 8.3) can cast fairly powerful priest spells, keep them under pressure with your ranged weapons and spellcasters. Any damage you can inflict on them while they're casting has a chance of disrupting their spells, which buys you time to do the same thing over again.



Figure 8.3:
Shut down the pesky spells of ghost shamans with constant attacks or the use of a Silence or Web spell.

Warning

Don't bother sending your melee fighters after the ghost shamans. One of their favorite pastimes is casting Blade Barrier just as an overzealous fighter closes in for an attack, and it's easy to get stuck between their magical razors and a barrow wight.

You can use the ramp (1D) that leads up to the ledge as a choke point to shelter more vulnerable party members behind your melee specialists. Focus your fighters on the barrow wights, freeing up your spellcasters to work their magic on the ghost shamans. After they go down, turn your spells and missiles on the remaining barrow wights.

The Necromancer's Tower

After you've cleared out the area around the boat, head left toward the **third tunnel entrance** (1E). You may encounter a few more barrow wights on the way, if they weren't called into your battles at the boat landing. Once you reach the tunnel itself, move your party below the small stream that originates near the entrance. Continue heading left past the tunnel, all the while keeping your party on the south side of the stream.

Eventually you'll uncover a few drowned dead on the small plateau above the stream. These putrescent, undead monstrosities are wickedly strong, but they move like they're still underwater. Keep the stream between your party and these bloated monsters, and you'll have plenty of time to blast them with magic before they can reach your characters.

Use area-effect spells early to catch the drowned dead as they pass through. Target the small walkway between the embankment and the stream. If you time your magical attacks carefully, a nice streaming spell such as Agannazar's Scorcher can blow through multiple enemies (as shown in Figure 8.4). Wield slashing or crushing weapons if you must enter into melee with the drowned dead, as they are nearly impervious to piercing attacks. Missile weapons also have little effect on them. Don't waste your time unless you're hoping for magical damage from enchanted arrows.

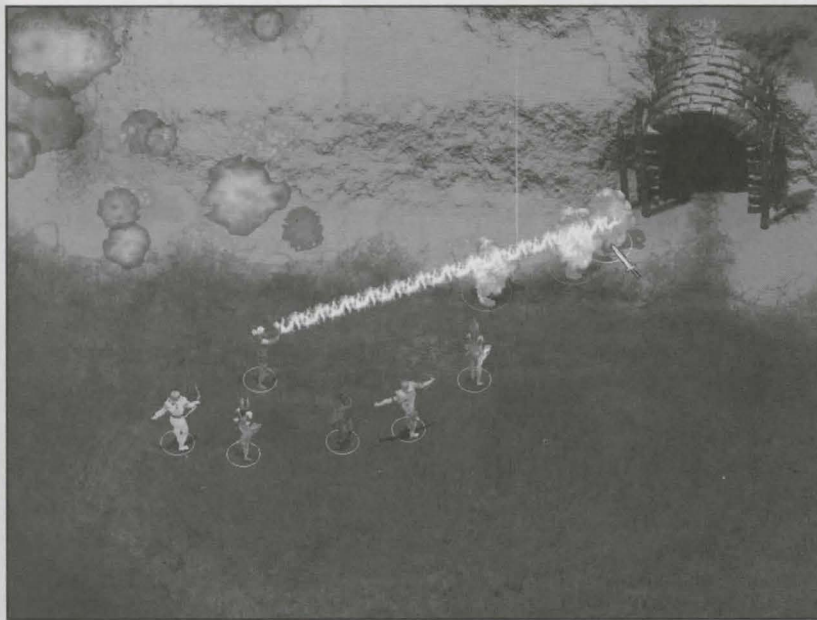


Figure 8.4:
Line 'em up and
take 'em down!

After you've sent the drowned dead back to the grave, head to the lower left corner of the map. A small isthmus here leads out to a crumbling stone tower, which is now home to a dying wizard named Edion Caradoc. Edion was once a mighty necromancer in the service of the kingdom of Tethyr, far to the south. A mass ritual tainted him with a spellcasting

sickness, which is steadily killing him. Fortunately for your party, he's still alive at the moment, giving you the opportunity to trade with him for several valuable magic items.

Speak to Edion (more than once if you have to) so that you can discover his former profession. Once you do, he'll open his store to you. His stock is very important, as it will aid you in your difficult adventures beneath the surface of the Burial Isle. In particular, look for anything that will increase your magic resistance. Edion also has scrolls for some of the new spells featured in *Heart of Winter*. Note that you can also try to take his possessions from him by force, but this is a fairly counterproductive enterprise. It's better to have Edion alive and well, as he'll buy many of the items you find on the island.

The Ghost Shamans

A group of barbarian shaman ghosts awaits you on the docks (1G) on the western shore of the isle. Skaldar, the leader of the group, challenges your party as soon as you approach the burial altar across from the footbridge. Make sure you ask, "Who are you?" immediately and then follow up with the dialogue choice, "What do you mean, 'once-hallowed?'" This will give your party knowledge of recent events on the Burial Isle. Skaldar will tell you that one of the barbarian chieftains recently rose from the dead, under the influence of a foreign spirit.

Tip

You can sneak in several preemptive spells before the ghost shamans respond if you use only spells that target an area instead of an individual. While direct attacks will immediately antagonize the shamans into combat, Web, Entangle, Grease, or even Acid Storm spells won't trigger them right away.

After you've pumped Skaldar for information, agree to leave the Burial Isle. If you are obstinate, his band of ghost shamans will attack your party immediately. Instead of giving them the first shot, agree to leave and then set up an attack with a round of casting. The most important thing is to minimize your enemies' magical abilities, so go for Silence 15' Radius, Web, and other similar spells. Remember that the shamans are ghosts, so spells like Stinking Cloud and Hold Person won't work.

Once you've got a few of these ghosts under wraps, unleash your party's full combat

potential (see Figure 8.5). Block the bridge with your melee fighters, open up with your bows and slings, and call in some area-effect spells with your casters. A little Chain Lightning might be just the thing for some group damage, particularly if you've managed to web a few of your opponents in place.



Figure 8.5:
Turn on the barbarian
ghosts only after
agreeing to leave
the island.

The ghost shamans don't die easily, but if you take away their voices with disabling spells, they are forced to resort to their rather weak melee attacks. This is easily withstood while you whittle down their resilient, spectral forms. Don't give up on your area-effect spells after the initial round. Spike Growth, Entangle, Grease, and other persistent area-effect spells work well against these foes.

Wring out the Dead

After you've cleared off the docks, head north towards the footbridge (1J). You'll find a few wolf spirits, which are relatively easy to take down. Kill them quickly, because a few ghostly bears may join the fray from the east after a short time, and they aren't as easy to defeat.

Tip

If you aren't engaged in combat when you encounter the polar bear spirit, it might be gracious enough to talk to you before attacking. It doesn't have anything to tell your party, however, so agree to leave and then get in a first strike attack just like you did with the barbarian ghost shamans.

Watch out for the polar bear spirit in this area. This creature is fearsome in melee combat, attacking so hard and fast that it can kill one of your characters before you have time to realize what's happening. Fire and electricity are useless against it, and cold and magical effects don't fare much better. The best way to deal with the polar bear spirit is to use normal missile weapons, as it is particularly susceptible to physical attacks. It isn't very fast, so you can outrun the bear and fire off another volley if it gets too close.

The polar bear spirit has two black bear spirit friends, which may come over from the area of the **crumbling archway (II)** to help. The black bears are not nearly as dangerous as their white-furred cousin, so you should be able to overcome them with regular weapons fairly easily.

After things settle down at the footbridge, stroll over to the **abandoned lighthouse (1K)**. You'll encounter another group of drowned dead on the far side of the second wood bridge. You can trap the bridge with area-effect spells, similar to what you did with the other drowned dead near the southern stream. They'll mindlessly walk through your incantations (see Figure 8.6). If some make it through, try casting Greater Shield of Lathander on your lead fighters and chop these pesky undead down in hand-to-bloated-hand combat.



Figure 8.6:
A handful of area-effect spells cast on the lighthouse bridge can cut the drowned dead down to size.

The last remaining unexplored portion of the island's surface is in the northeast corner, near the first **entrance to the underground barrows (1A)**. If the bear spirits didn't join in the combat at the footbridge, you'll find them near the **archways (II)** and **sacrificial altar**. Use the tactic prescribed earlier against the bears: snipe at them with missile weapons, then sprint away to stay out of range of the polar bear spirit's devastating claws.

When you've swept the Burial Isle's surface clean of restless spirits, head back to the necromancer's tower to rest and recuperate. Go back to Lonelywood to shop if you need more supplies than Edion offers. When you're ready, return to tackle the eerie burial chambers that lie below ground.

The BARROWS

There are five entrances to the deadly barrows spread across the Burial Isle. Having eliminated all the bad guys topside, you can rely on these exits to escape from danger should the opposition threaten to overwhelm you in the dark underground passages. Within these vaulted corridors, generations of barbarian leaders have been put to rest, accompanied and protected by young barbarian girls who were sacrificed in the burial ceremonies. Your most important task while in the barrows (shown in Figure 8.7) is to make your way to the tomb of Wylfdene in the southwest corner and recover the insignia there.

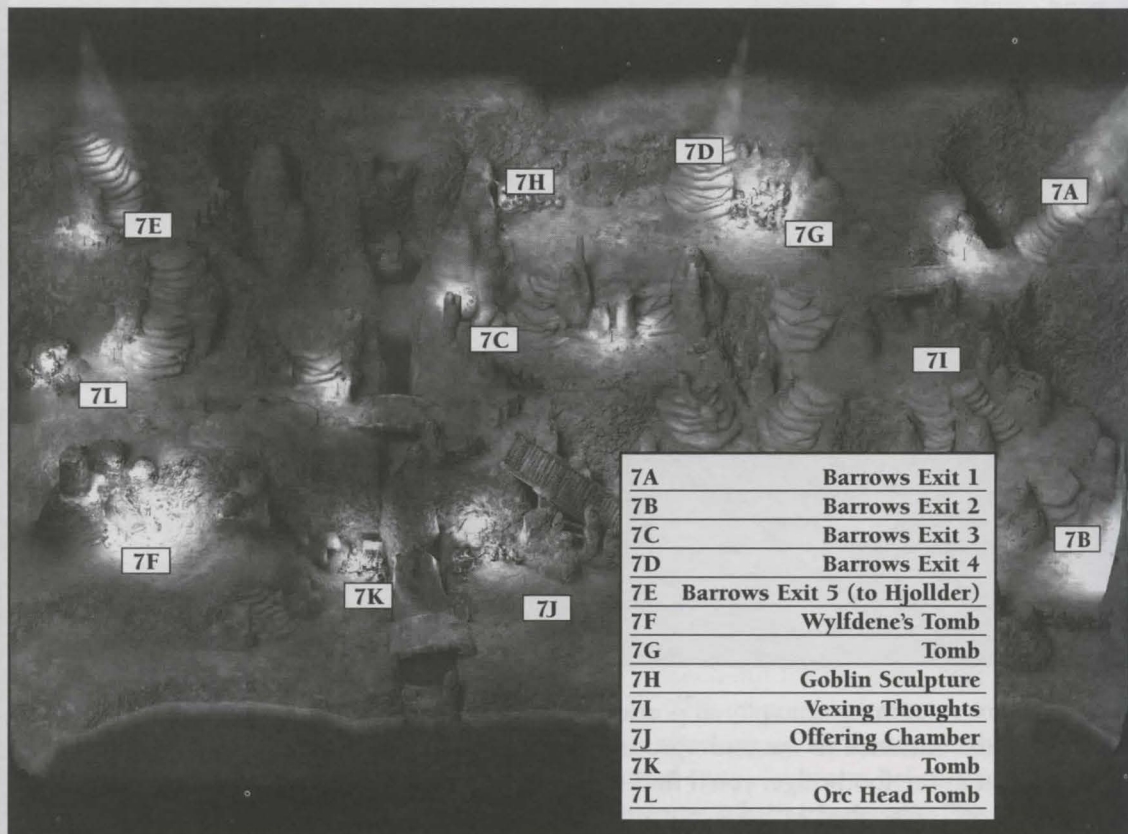


Figure 8.7: The Barrows

The Waiting Virgins

The desecration of Wylfdene's tomb has left all the spirits in the barrows restless and angry. The ghosts of sacrificed women are the most dangerous of the bunch. Equipped with spells that cause paralyzing hopelessness, these wailing virgins pose a dire threat to your party.

It is crucial to keep your protection spells up at all times when adventuring in the barrows, particularly those that increase your characters' saving throws. Also, if you carry around extra sets of specialty equipment, load up on the gear that provides you with the best magic resistance and protection bonuses. If you've got potions that help in the saving throw department, now is the time to quaff them.

You'll find wailing virgins scattered in groups of two or three throughout the barrows. Barrow wights and even a few drowned dead often accompany the ghostly women, but they are definitely a secondary concern compared to the deadly virgins. The special attack abilities of wailing virgins can't be muted, so don't waste your time trying to fight them with Silence spells. The virgins also have a War Cry, which can hasten one of their allies. They'll do this freely, and whether you're facing a Hasted barrow wight or a Hasted drowned dead, it's really bad news.

Use Entangle and Web spells if you want to disable the wailing virgins or go straight for the kill with spells that do piercing damage (see Figure 8.8). They are most vulnerable to piercing attacks, so put a bow in the hands of every character who knows how to use one. Slashing and crushing attacks from swords, maces, and the like are almost entirely ineffective, as the virgins resist half of any damage taken. With a concentrated volley of arrows, you should be able to take down a wailing virgin before she has time to cast a second spell.



Figure 8.8:
After wrapping her up with a web, this intrepid wizard tosses a Lance of Disruption at an immobilized wailing virgin.

Explore cautiously and slowly to prevent exposing more than one wailing virgin at a time. Two can be trouble, and if you have the misfortune of fighting three at once, you could easily be reduced to a spectator of your party's demise as they all suffer from hopelessness at the sound of the virgins' Undying Lament. When you find a wailing virgin, stop, concentrate the party's firepower on her, and then wait for the recovery of any of your characters who were rendered hopeless. If you're hard-pressed, don't be afraid to hightail it out of there. The wailing virgins are tough, and there's no shame in running to fight another day. If any of your characters is beset by Hopelessness in a bad spot, cast Otiluke's Resilient Sphere on them to keep them safe while they're wallowing in their misery.

Vexing Thoughts

Head left across the first walkway. You'll fight a few wailing virgins on your way over to the goblin statue (7H), where you'll find some loot. The tomb (7G) near exit number four (7D) is also stocked with some treasure, but don't get greedy until you've cleared out all the undead on the path. Be sure to inspect the treasure with a thief since many of the containers are trapped. After you've conquered the first corridor, double back to the first set of stone stairs beneath the tomb and head down toward the dark corner underneath the wooden bridge (7I). There you'll find an apparition calling itself Vexing Thoughts.

Warning

Be watchful of your party members as you negotiate the tight passages of the barrows. Pathfinding can be a problem here, and if you're not vigilant, you may find some of your characters wandering off alone. Use short movement orders and micro-manage if you have to.

Initiate a dialogue with Vexing Thoughts.

You will discover that the apparition is a glabrezu demon that has taken the form of a suit of armor. Do not attempt to don the armor or take it in any way. You can inquire into the nature of the demon, but taking the armor under the wrong circumstances will set your character up for irrevocable death at the hands of the sly creature. The demon is quick-witted and speaks with deceptive, misleading words, though it does not tell outright lies—it only omits important details. Once you've found out that the mage who originally summoned Vexing Thoughts forgot the demon's name (and

died because of it), excuse yourself from the discussion. Now that you know the demon has a name that can be used to control him, it's time to find out what that name is.

Have a mage cast Contact Other Plane after you've spoken to Vexing Thoughts. You'll be able to ask the contacted spirits for the true name of the glabrezu that has taken the form of the armored suit. Once you know the creature's true name is Chalimandren, talk to Vexing Thoughts again and force it to submit it to your will by calling it by name. After you've conquered the demon in this way, you'll have just enough control to wear the armor without being killed. Once, and only once, you will be able to call upon the demon of the armor to fight alongside your party, and the powerful Chalimandren will help your party slay any one foe. Obviously, this is going to come in handy in the final battle of the game, so don't squander this power on some random goblin!

Note that if you don't have the Contact Other Plane spell, it is possible to don the armor by agreeing to murder an innocent townsperson for Vexing Thoughts. This option is not as advantageous compared to learning the glabrezu's true name, as you get an inferior set of armor and your party's reputation will decline. If you do commit the murder, you can return to Vexing Thoughts, tell him of your crime, and then agree to dedicate the murder to the tanar'ri. When you do this, you can don the armor—but don't summon Chalimandren... ever. If you do, he will chortle merrily, the wearer of the armor will be destroyed without possibility of resurrection, and then the demon will attack your party since he conveniently left himself a loophole in his contract with you.

Tip

At each exit, take stock of your party's situation. If characters need healing, rest, or time to memorize new spells, exit to the surface and take a trip to town to recuperate before pressing forward.

Make your way through the barrow wights scattered about the stairways and landings as you advance toward the **second exit (7B)**. There you'll find a few more drowned dead that must be dealt with. Stay back a bit and try snagging them with Web and Entangle spells. If you manage to immobilize them, a few good fire spells—to which they have no resistance—will quickly end the battle. When you're ready to move on, head to the bottom left corner of the barrows.

Wylfdene's Tomb

A large group of enemies inhabits the area around Wylfdene's tomb, starting in the **offering chamber (7J)** near the bottom middle of the map. Wailing virgins, drowned dead, and barrow wights form a deadly gauntlet of undead foes thirsting for your party's blood. Disabling spells like Web are a must, and polish up those holy symbols for some undead turning.

Before you enter this area, double-check your protection spells to make sure they are all fresh before the battle begins. When you're fully prepared, inch forward with a fighter while the rest of the party stands in a defensive formation, ready to cast spells and fire missiles at anything your scout reveals. Remember to concentrate on the wailing virgins first, even if that means suffering a few hits from the undead fighters.

This battle continues all the way to **Wylfdene's tomb (7F)**, where you'll find Mebdinga, leader of the wailing virgins. Before climbing up to the burial platform, proceed to the **lower tomb (7K)**, where Mebdinga's retinue will move to attack you. If you take out her attendants separately, you'll have an easier time of it when you confront Mebdinga herself. When the wailing virgins stop coming, march right up to Wylfdene's crypt. Mebdinga will tell you to halt and then demand that you leave at once. You have time to ask her only one question before she really gets mad, so be sure to tell her that you'll do as she wishes after your first question.

Once you've agreed to leave, you have just a few moments before she goes loco on your party anyway. Web her, shoot her, and cast your most powerful attack spells on her before she realizes that a battle is under way (see Figure 8.9). Since she has a fairly high magic resistance, you may want to cast Lower Resistance to reduce it, then unload with your best attack spells. Spells that do damage even if the target saves are your best choice, since Mebdinga has a good chance of making her saving throws. Line up everyone else with arrows and other piercing weapons to cut her down before she has a chance to make trouble with her fearsome death knell. This is the most important time to have your saving throws maxed out, so don't save anything for a rainy day! If your party has a bard, you can waltz through this encounter by having the bard immediately begin singing the Song of Kaudies to gain immunity to sound-based attacks. Without a bard, your characters run the very real risk of instant death.



Figure 8.9:
Mebdinga can be lulled
into complacency just before
you attack her.

When Mebdinga falls, you'll be able to loot Wylfdene's tomb. There you'll find his tribal insignia, which has been desecrated. You can give the item to Hjollder as proof of Wylfdene's possession by a foreign spirit, not that of Jerrod the barbarian hero (see "Hjollder's Rescue," next). You'll also find treasure contained in the other **tombs in the area** (7K, 7L).

With Wylfdene's amulet in hand, you can head straight up to the **fifth exit** (7E), where Hjollder is stranded on a small islet. If you wish, you can clear out the rest of the barrows, which are strewn with smaller groups of wailing virgins, barrow wights, and a few drowned dead. Use the same tactics outlined earlier to overcome these enemies, and you'll rack up some huge XP awards, as well as extra gold to spend on Edion Caradoc's magical merchandise.

Hjollder's Rescue

Leave the barrows via exit five (7E) when you're ready, and you'll find Hjollder on a tiny island just off the northwest corner of the Burial Isle. Depressed and disenchanting, the loyal shaman has resigned himself to his fate amongst the dead. Let him know what you've discovered from the spirits on the isle and offer him Wylfdene's insignia as proof of the desecration of his tomb. The scarred amulet will be enough to convince Hjollder of the truth, but it won't be enough to persuade the barbarian tribes. For that, Hjollder will send you in search of the Gloomfrost Seer.

Hjollder will mark the way to the Gloomfrost on your world map. Before you set out, cash in your loot from the Burial Isle and buy up anything Edion is selling that you don't have yet. Next, travel back to Lonelywood to catch up on your quests in town and rest at the inn. Since the heavy combat at the barrows burns through your party's arrow supply pretty quickly, you may need to stock up on ammunition as well. You're headed for some serious frostbite in the Gloomfrost, so grab as much flame as you can: buy flaming oil, grab flaming weapons if they are available, and memorize flame spells. Stock up on your cold resistance too, as almost everything has a cold attack where you're headed. When you're ready to move on, journey to the Gloomfrost and seek out the Seer.



CHAPTER

9

THE GLOOMFROST

After finding Hjollder on the Burial Isle, your world map will be updated with the location of the Gloomfrost, high atop the northern mountain range beyond the Reghed Glacier. This area earns its name from its shroud of perpetual darkness and its impenetrable layers of foreboding black ice. Barbarian tradition holds the region to be the birthplace of the sun, which was said to have scarred the glacial valley as it burst forth into the sky.

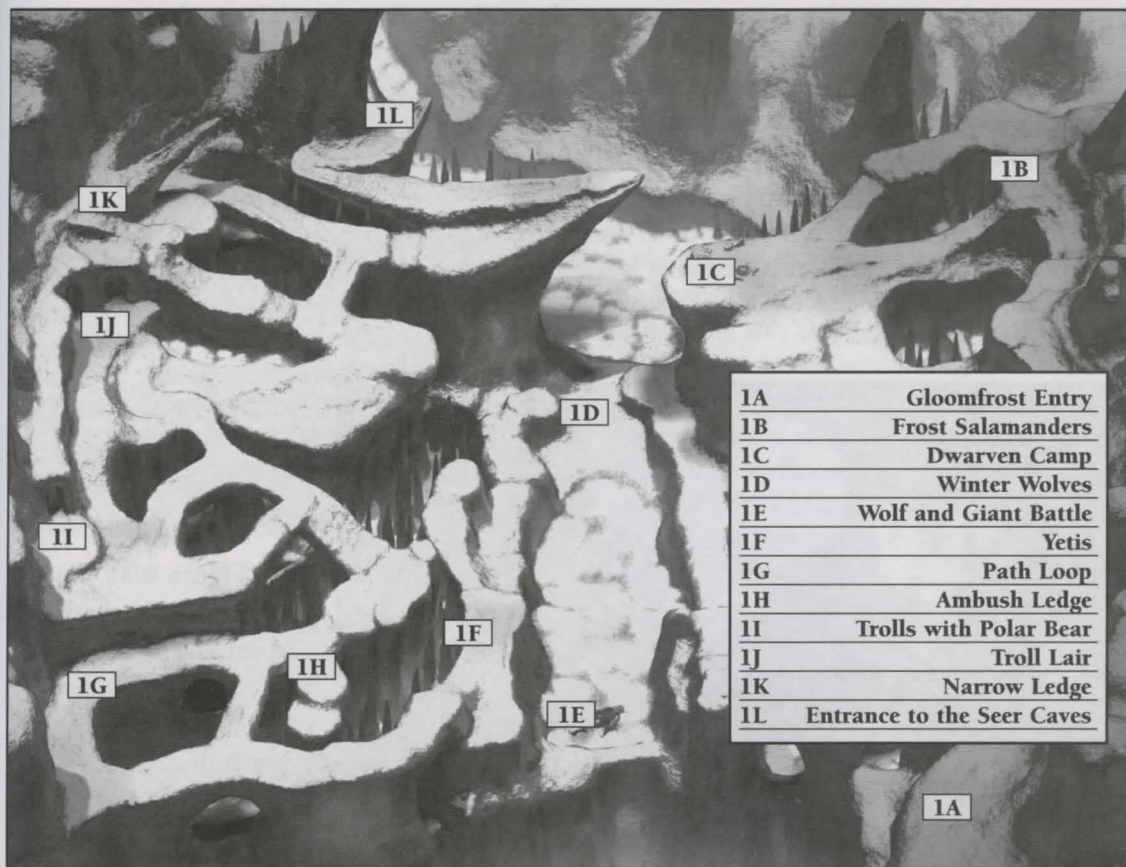
Your party must trek across the frozen wastes in search of the Gloomfrost Seer, who holds the key to revealing Wylfdene as an imposter. If you return with proof, Wylfdene will be exposed and the campaign of hatred against the Ten-Towns will come to an end.

The Gloomfrost

Before reaching the Gloomfrost proper, you must find the entrance amidst the twisting maze of the Gloomfrost ice field (see Figure 9.1). The Gloomfrost is a massive patch of black ice on an ancient glacier, its surface cracked and fissured by geothermal activity in the vicinity. These fissures have created an extensive network of elevated pathways and narrow canyons, populated by all manner of creatures. Most of the encounters here are random, so while you may not find the exact same monster type in the location specified in this walkthrough, the same general tactics apply to each type of foe no matter where you encounter them.

Flame-based weapons and attacks are key to surviving the Gloomfrost. Orient your entire inventory towards fire—memorize flame spells, buy fire arrows, and equip your adventurers with weapons that have flame attack components. Most of the creatures you'll encounter have 100% resistance to cold, so don't waste time with anything frosty.

Conversely, since many of the monsters you'll face here have special cold-based attacks, make sure that you have all of your cold-resistant equipment readied. It's important to have at least a few front-rank characters with cold resistance as close to 100% as possible. Chali-mandren's Vexed Armor from the barrows on the Burial Isle offers 100% cold resistance (see Figure 9.2), so you'll have at least one character who's impervious to cold attacks if you have someone who can wear it. If you don't have enough cold-resistant equipment to go around, concentrate your cold weather gear in the inventories of your fighters and make a special effort to keep them between the chilly beasts and your unprotected characters.



IA	Gloomfrost Entry
IB	Frost Salamanders
IC	Dwarven Camp
ID	Winter Wolves
IE	Wolf and Giant Battle
IF	Yetis
IG	Path Loop
IH	Ambush Ledge
II	Trolls with Polar Bear
IJ	Troll Lair
IK	Narrow Ledge
1L	Entrance to the Seer Caves

Figure 9.1: The Gloomfrost

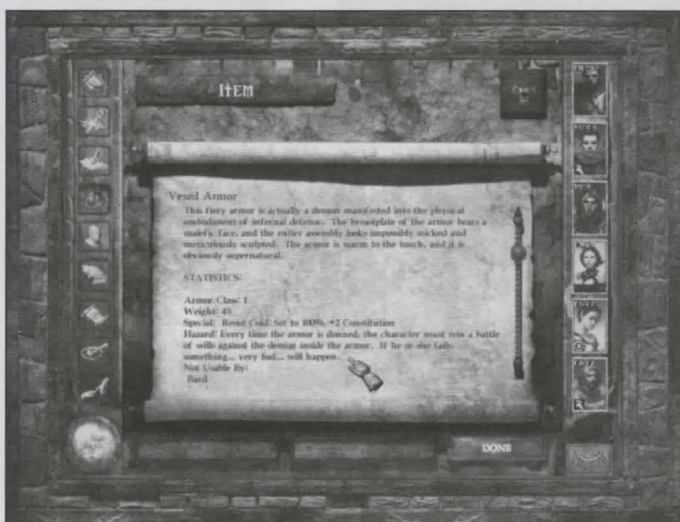


Figure 9.2:
The Vexed Armor offers complete protection from cold-based attacks. Just make sure you know the name of the demon that inhabits the armor before donning it!

Trolling for Enemies

The Gloomfrost is an ideal place to apply party tactics as you march along its constricted pathways. Keep your melee specialists in front to draw the attention of the enemies you encounter, thus protecting spellcasters and other vulnerable party members. Snow trolls wander throughout the wintry paths of the Gloomfrost, and you're likely to encounter them soon after you arrive. Snow trolls are relatively easy to hit, but they can't be injured by mundane hardware—you'll need at least a +1 weapon to damage one. Save your spells if you can, as snow trolls should be relatively easy to dispatch with swords, arrows, and stones (see Figure 9.3).



Figure 9.3:
Fighters hold their ground on the path while missile-flinging troops have their way with these snow trolls.

Remember to use fire or acid on snow trolls, as their regeneration ability will keep them coming back for more even after they've apparently been killed. Just a few points of fire damage on a fallen troll are enough to send it permanently to the grave. Fire arrows, a staple of the successful Gloomfrost explorer, do the job very nicely. If you don't have any other way of burning the bodies, cast *Burning Hands*, *Flame Arrow*, *Produce Fire*, or any other fire spell after the trolls are knocked unconscious.

Fighting Frost Salamanders

Further up the first path, your party will encounter a group of **frost salamanders** (1B). These chilly critters are a bit more dangerous than their trollish neighbors, thanks to their *Aura of Cold*, which inflicts cold damage every round on any characters standing near them. The easiest way to negate their special ability is to strategically place your cold-resistant characters in the lead to hold the salamanders' attention. Keep the rest of the

party back a few paces, so that if the lead characters are engaged, the rest of the party will be out of the deadly cold radius.

Tip

If you are running low on spells, take a break on the narrow paths of the Gloomfrost. Use this rest to keep fire spells memorized for maximum combat effectiveness. Don't rest in the open areas, as you could find yourself surrounded if your sleep is interrupted by wandering monsters.

Fire does 50% extra damage against frost salamanders, who can't take the heat.

As soon as you spot the head of the trail, shown in Figure 9.4, stop and assume the formation to fight the salamanders. Send one of your cold-resistant characters to stand guard slightly above the party, while your best "cold fighter" (probably the person wearing the Vexed Armor) tiptoes down the narrow path to the left. Several frost salamanders have congregated on the small plateau at the end of this trail, and they have a friend or two that will come from the north and offer assistance after they attack. As soon as you make contact with the snaky foes, pause the game and call in some magical fire from your spellcasters.



Figure 9.4:
Whoever said it isn't good to play with fire obviously never had an angry pack of frost salamanders to deal with.

To the west of the frost salamanders lie the frozen remains of a dwarven camp (1C). Two fallen dwarves lie still beside a long-dead fire, preserved by the permanent icy chill of the Gloomfrost. Don't miss looting the upper dogsled for a few pots of flaming oil, which can be useful as a troll-killer.

If you didn't encounter them with their friends at the bend, you might find a few more frost salamanders on the ledge to the left of the path leading south from the frozen

dwarves. Deal with them in the same fashion as you did their frigid cousins—hold them off with your frost-resistant melee specialists while taking them out with fire arrows or fire spells.

Giant Problems

You may encounter a few disagreeable frost giants on the twisting trails of the Gloomfrost. The nicest thing about frost giants is their slow movement speed. Take advantage of this by attacking with missile weapons and spells. Frost giants are immune to cold damage of any kind, naturally, but fire does no extra damage. Still, you can cook them pretty good with a little offensive spellcasting from long range, leaving just some mopping up work for your fighters (see Figure 9.5).

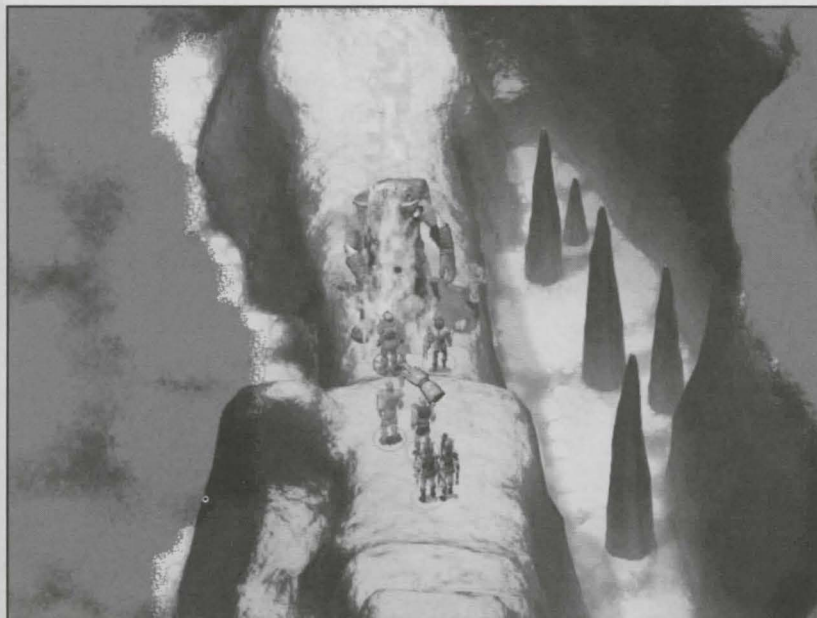


Figure 9.5:
Weakened by fire spells and flaming arrows while slowly approaching your party, this frost giant can be felled with only one swing of a warrior's sword.

Tip

You can support your rapid-fire arrow consumption rate by selling the pelts skinned from dead winter wolves. Be sure to sell as many of them as possible in one group, since once you've sold a batch, the offering price will drop drastically. Yes, market forces work even in the Forgotten Realms!

The frost giants are waging an ongoing battle with the indigenous winter wolves for territory in the Gloomfrost. As the giants have encroached further into the wolves' natural habitat, the wolf packs have been becoming increasingly aggressive. You'll encounter a small pack of these winter wolves (1D) as soon as you drop down into the Gloomfrost's central canyon. These are the largest and most dangerous of all the wolf breeds that inhabit Icewind Dale, so don't let their relatively modest size deceive you.

A winter wolf's most fearsome attack is its frigid breath, which does considerable cold damage to anything caught in its wide area of effect. Once again, it is very important to put your cold-resistant warriors up front and hold the rest of the party back to support them, safely out of harm's way. When you've entered melee combat and have suffered through the first breath attacks, you should have little trouble tearing through the wolves' hides (see Figure 9.6). If you spot them early enough, you can have a druid or priest cast *Hold Animal* directly in front of your melee fighters. This will catch the quick-legged wolves just as they enter combat range. The spell's generous 20-foot radius of effect should grab up to four of the feisty canines.

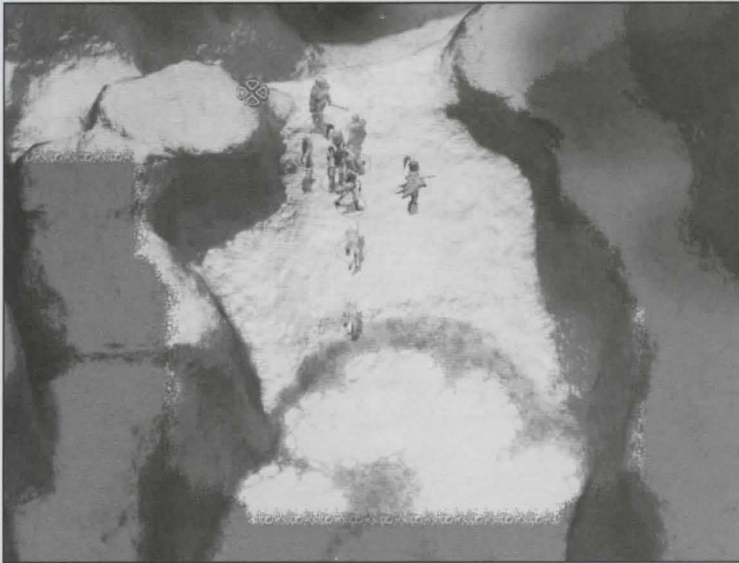


Figure 9.6:
Beware the breath attacks
of these winter wolves.
Note the cursor position to
the left of the party—this
points out a path that is
somewhat difficult to spot.

Continue down the central canyon, and you'll encounter a few more straggling winter wolves. Deal with them one at a time by moving ahead slowly. Be careful, however, to attack only wolves that have targeted you. At the **bottom of the canyon (1E)** you'll happen upon a battle in progress between two giants and a strong pack of wolves—if you attack either side, though, *all* will turn on you. Conversely, if you sit back and let them go at it, you'll only have to deal with the victor. The only drawback to waiting is that you won't get as many experience points from the encounter.

Consider laying a careful ambush before joining the fray. First, cast several persistent area-effect spells, such as *Web*, any cloud spell, *Spike Growth*, and the like (see Figure 9.7). Once you've got the nastiest patch of ground this side of the underworld set up in front of your party, cast a set of area-effect spells such as *Fireball*, *Chain Lightning*, and *Sunray* over the battle with every spellcaster you have, while simultaneously unleashing a volley of missiles from your non-magical characters. Your fighters probably won't have to even lift their swords as the ambush unfolds. Your first spells will hit, drawing the whole group towards the ensorcelled ground. Those that brave the trap will meet their ends within it. After this heavy spell use, rest up and refresh your spells.

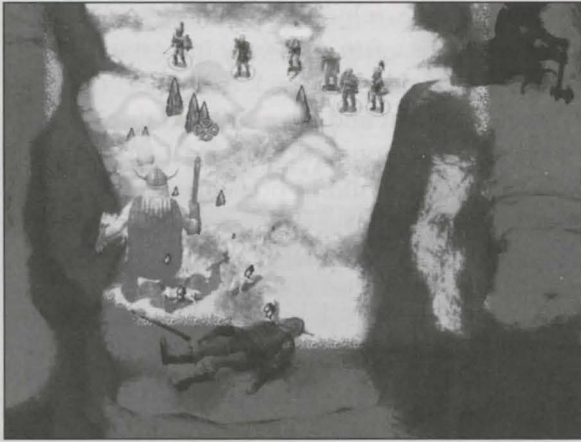


Figure 9.7:
With a magical trap prepared, the party prepares to join the battle between the winter wolves and the frost giants.

Yeti Sightings

After settling the affairs of wolves and giants by sword and spell, it's time to continue your search for the entrance to the Gloomfrost Seer. Head back up the canyon to the spot depicted back in Figure 9.6. The cursor in that illustration points to a small knob on the ground, which your party can climb up and over. The path is hard to see and can easily be mistaken for a dead end.

Exit the canyon to the left and follow the path a short distance until you find the switchback on the left of the path (1F). Two groups of yeti, one from the switchback and one from the south, will engage you at this junction. Send one of your melee specialists a short distance to bottle up the path while facing south with the rest of the fighters in your party. Inch them forward until you make contact with the enemy. Then let loose with your spellcasters and missile weapons while your warriors hold the yetis at bay (see Figure 9.8). Don't forget to loot the corpses of the fallen yeti for their pelts, which can fetch a handsome sum back in Lonelywood. You'll be happy for the cash when it comes time to replace all the arrows you've been firing in the Gloomfrost.

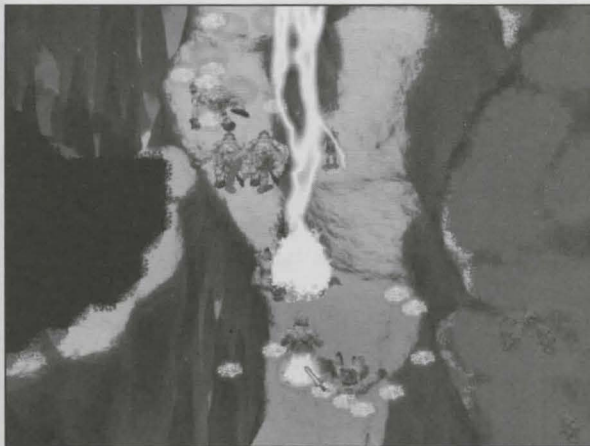


Figure 9.8:
A nice blast of Call Lightning ends your yeti troubles in a flash.

Polar Bear Poaching

Polar bears are another likely encounter in the frigid barrens of the Gloomfrost. As the only natural bear species that will hunt humans for food, these white beasts are only too happy to see you come along. Thankfully, polar bears are not very good at hunting people—at least, not when said people are wearing 50 pounds of armor and wielding weapons imbued with magical bonuses. Polar bears do hit fairly hard, however, and fairly often as well. Their hides are easily penetrated, so you should be able to bring them down quickly if you concentrate on one bear at a time. Use Hold Animal to paralyze these beasts of the north, and then have your way with them as shown in Figure 9.9. You may encounter a whole family of hungry polar bears near the loop (1G) in the bottom left corner of the map, where you can get your first taste of the watchful eye of the Gloomfrost Seer in the ice wall beneath the upper path (also see Figure 9.9).



Figure 9.9:
Ever get the feeling
that you're being
watched?

The Western Approach

As you move on from the loop, you'll pass a **small ledge (1H)** to the right of the path. Park your party on the modest outcropping, and then send a Hasted character forward to scout out the bend in the path a little further on. If you find any enemies lurking there, bait them into following your character back to the ledge one at a time. Pour flame arrows into your enemies on the approach, and they shouldn't give you any difficulty. If you don't have enough arrows to do a good job, throw in a fire spell or two for good measure.

Tip

You should always keep a pair of Boots of Speed on hand for situations such as the baiting maneuver from the small ledge. Not only do Hasted boots save you a spell, but they also do not induce fatigue in the wearer like the spell does.

Past the bend, the west side of the path meets a cliff wall. On the southernmost end of the wall (1I) is the first of several minor caves carved into the rock face. These caves are home to snow trolls, and you'll find a group of them outside the doorway, feasting upon a freshly killed polar bear. As soon as they spot you, they'll come in for the attack. Respond quickly with a Web spell to hold the trolls in place, and then pummel them with sword and spell until they perish (see Figure 9.10). After you've thrashed them, drop in a Fireball to make sure that they stay down. If you're low on spells, be sure to rest up before the next encounter.



Figure 9.10:
A patch of Spike Growth complements a Web spell nicely, dishing out continuing damage to a captive audience.

Further north up the wall is a pair of cave entrances (1J) that mark the main entrance to the snow troll lair. A large number of the ugly beasts will attack you near the entrance. Since the terrain is more open in the area, it's more difficult for your melee specialists to shield your vulnerable party members. Therefore, it's even more important to have a few Web spells ready, reducing the number of trolls that will be attacking you at any one time. Try to position the party in narrow approaches, and then cast Web at the access paths. The narrow pathway against the wall just south of the lair is an excellent spot upon which to make your stand. Concentrate your fire first on anything that gets through the webs, and then move on to attack the immobilized trolls with ranged weapons and spells.

You may find a few more random encounters on the way to the entrance to the caves below (1L). Use the same tactics described for the previous encounters in this chapter to defeat whatever creatures you encounter, and you will emerge victorious. Be sure to explore the ramp leading up to the narrow ledge (1K) above the troll lair; a few beasts often hide out here, and you'll find them easy pickings with the narrow confines of the path giving your party the perfect setting for some solid formation tactics. After you've cleared off the surface, make sure your party rests up for the next challenge.

The Remorhaz Tunnels

Beneath the Gloomfrost's eerie maze of walkways and canyons lies a surreal network of tunnels carved through impossibly hard ice by the monstrous remorhaz (see Figure 9.11). These giant frost worms burrow passages through the ice for homes and to hunt for food. The ice tunnels in this area form one long, meandering corridor, so it is impossible to get lost. Along the way, you'll face the entire local population of remorhaz, so be prepared for a difficult trek.

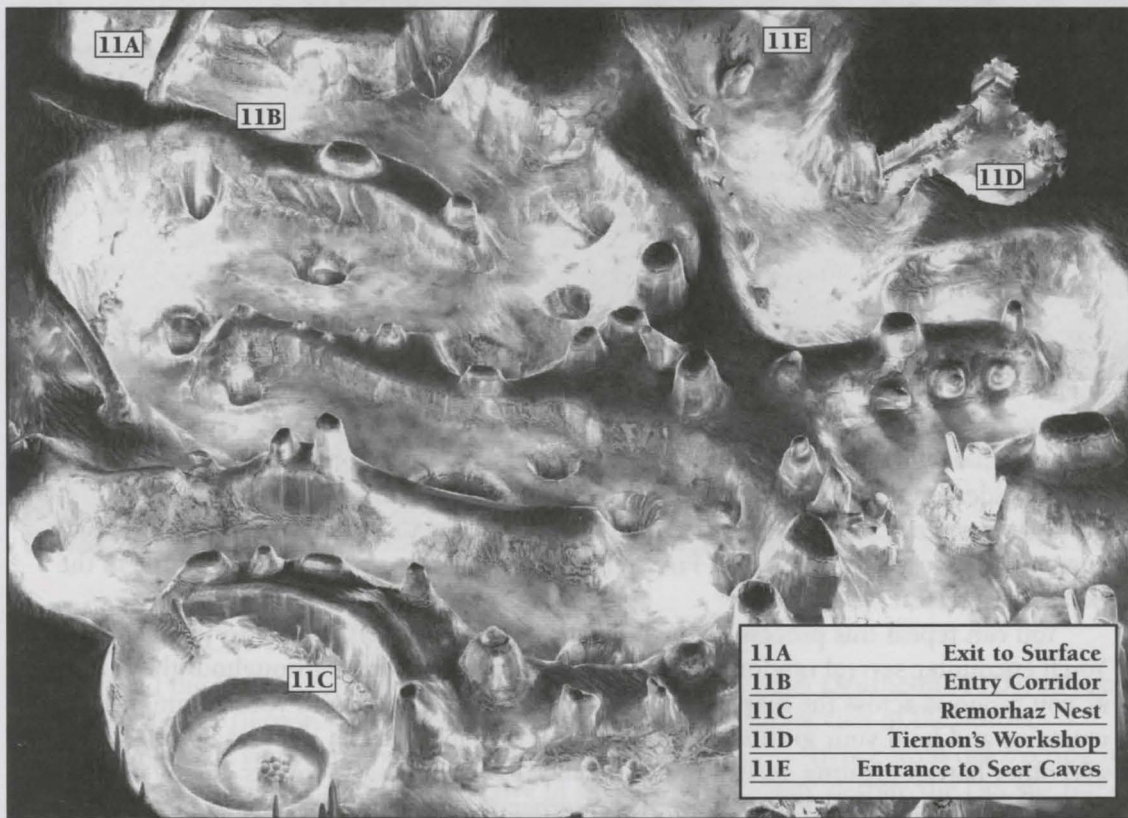


Figure 9.11: The Remorhaz Tunnels

Flushing out the Worms

You'll encounter your first remorhaz in the **initial corridor (11B)**. As soon as you spot it, open up with your missile weapons and start with some elemental attacks (as shown in Figure 9.12). Don't try straight spellcasting, as remorhaz are almost completely immune to magic. The huge beasts also have a superheated fluid flowing through their circulatory systems that can be expelled in a fiery assault called a Heat Lash. Since your party is likely geared to resist cold-based attacks at this point, the Heat Lash can be particularly damaging.



Figure 9.12:
Sunscorch works well on these fearsome polar worms, as they seldom carry sunblock.

Summon Elemental (especially Fire Elemental) is a very useful spell when taking on the remorhaz of the Seer Caves. Summon the largest creatures you can and march them side-by-side down the wide worm corridors. Have your summoned beasts hold their ground when you spot a polar worm, and take advantage of this barrier to lay into the enemy with everything you have. Fire elementals are handy since they're immune to the polar worm's Heat Lash attack.

You can repeat this process throughout the passages of the Gloomfrost to great effect. You'll encounter several random groups of one or more remorhaz throughout the tunnels as you progress across the map. In each encounter, simply lead with your summoned creatures and hold your ground when you make contact. You can also use Spike Growth and other barrier-creating spells to wear down the relatively slow worms. In any case, try to keep your characters distant from the remorhaz, as the big worms pack a punch at close range.

Tip

You can always retreat to the surface of the Gloomfrost and rest if you find your characters running low on memorized spells or health. Discretion is the better part of valor.

After you pass through the nest, you'll have a few more groups of remorhaz to overcome in the far end of the tunnels.



Figure 9.13:
Cast Monster
Summoning to squish
the worms' nest.

Tiernon's Workshop

Beyond the last remorhaz group lies the workshop of Tiernon Denthelm (11D), an aged blind dwarf. Tiernon is a famed blacksmith of the Hearthstone clan of the Sunset Mountains; if your party has heard of him, they can gain experience from discovering his identity. Tiernon is strangely protective of the Gloomfrost Seer, despite the fact she blinded him to prevent him from returning to the outside world and revealing her hiding place.

Tip

A thief can pick Tiernon's pocket for his *Hearthstone*, a magical trinket that has several beneficial protective enchantments. Make sure you save the game before you pick his pocket, however, as a failed attempt will turn him into an enemy and prevent the completion of several quests.

Have a dwarf talk to Tiernon, as a member of his own race will open up additional dialogue options. The first additional option comes quickly in the form of name recognition. After Tiernon gives your party his name, a dwarf will recognize him as the famed weaponsmith and you'll receive an experience point reward. Alternately, a bard can do the same thing, albeit with a slightly different dialogue tree. Just select the remarks that confront Tiernon on his identity as the famous smith.

After much convincing, Tiernon will give you a mirror forged from the ice that will grant your party access to the Seer. Note that evil

parties can simply kill Tiernon and take the mirror, but this hurts you in the long run with the loss of Tiernon as a merchant. Without this mirror, you can't find the secret door to her chamber in the next level of the caves. Once you have the mirror, keep conversing with Tiernon as he can do many more things for you. If you've already talked to Murdaugh in Lonelywood about his quest for the ice rose, ask Tiernon if he could fashion one on his forge. He'll do it, and you can take the rose back to Murdaugh for a nice XP award.

Tip

Ask Tiernon to trade with you and he'll act as a merchant in addition to his other forge-related services. He's got some very useful magic items and containers, and represents a much better option for supplies than trekking all the way back to town.

If you have Tiernon's Sundered Shield, you can ask Tiernon about it. He'll fix the shield, greatly increasing its stats. If your party members have already completed the original *Icewind Dale* adventure, they will likely have Aihonen's Blade, the restored sword that Jhonen gave them just before the final battle in Easthaven. (See Chapters 5 and 13 in the original *Icewind Dale* strategy guide for details.) The sword was actually forged by Tiernon, and he'll recognize it in your possession either after he fixes the shield or when you try to bid him farewell. He will "soothe" the blade, and the sword will be much more powerful as a result.

You have several dialogue choices that basically ask Tiernon what he's doing in the Gloomfrost or what brought him there in the first place. This line of conversation eventually leads to a very special option, where one of your characters can act as Tiernon's eyes to forge the greatest work of the dwarf's career. A dwarf or a druid will open up an additional weapon choice, so avoid this dialogue option if you are speaking to Tiernon with a different character and wish to create the dwarven Blood of the Gloomfrost or the druidic Talon of the Gloomfrost. All of the weapons available are fully described in Chapter 3: Tools of the Trade, so choose between them based upon your party's need. Their cryptic descriptions in Tiernon's dialogue are listed in Table 9.1.

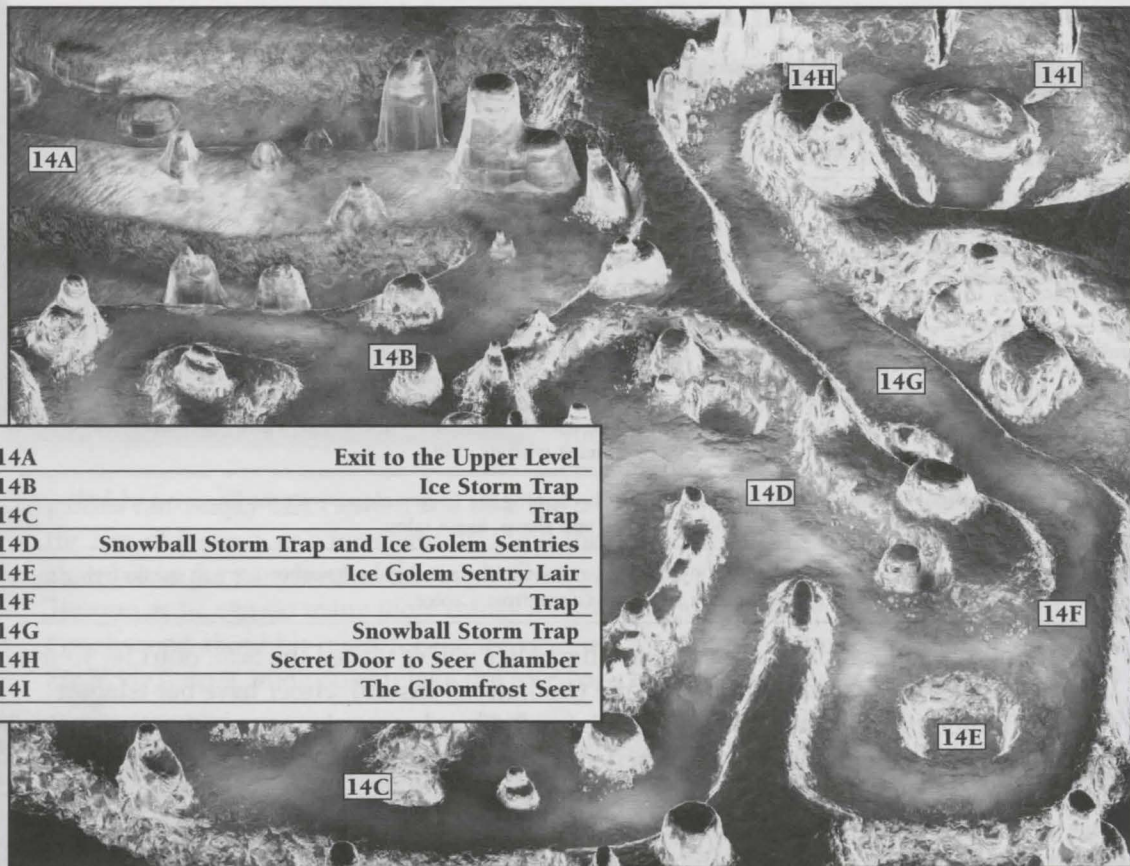
Table 9.1: Tiernon's Weapons of the Gloomfrost

Weapon Name	Tiernon's Description
Blood of the Gloomfrost (Dwarf Only)	A hammer, but black veins run through it—I can feel the ice within it, pounding, like a heartbeat... nay, like a dwarven drumbeat.
Fang of the Gloomfrost	A small black dagger, which strikes with a winter's bite, yet can make the user like the wind against magic, shielding them from harm.
Fist of the Gloomfrost	I see the ice stretch forth its black fingers into a balled-up fist, fracturing any creature touched by it as if they were ice.
Hand of the Gloomfrost	My eyes see a huge sword, its edges of ice, that can freeze an opponent's breath in his throat.
Kiss of the Gloomfrost	A blade like an icicle, which melts into my grip as if born there, and can kiss its opponents with its chill.
Talon of the Gloomfrost (Druid Only)	I see a finger beckoning me to step closer—yet the finger is a wicked blade, curved and sharp, like a talon.
Tongue of the Gloomfrost	A pillar of ice, massive, like a halberd—it seems to try to speak, trying to give all of the Gloomfrost a voice.

Tiernon has one additional service to offer. After you've visited the Seer, don't let yourself be whisked away to the entrance to the Gloomfrost. Instead, either have her teleport you to Tiernon or walk back up to Tiernon's forge. Then have a character with an Intelligence or Wisdom score of 14 or better talk to the dwarf. Tell him you've been thinking about the mirror and the secret entrance to the Seer's chamber. He told you that the mirror was necessary to see the door properly and gain entry—but you realize he is blind and yet he visits her regularly. He'll be impressed with your deductive skills, and he'll craft the mirror into a magical amulet. The enhanced mirror provides a great deal of protective magic, but unfortunately it cannot be worn with magical armor, which most of your characters will likely have by this stage in the game.

The Seer Caves

After you've finished your business with Tiernon, head north and pass through the entrance to the lowermost level of the Gloomfrost caverns (11E). You'll find yourself in the twisting Seer Caves (see Figure 9.14), the last obstacle between you and the Gloomfrost Seer. Ice golem sentries will bar your way to the Seer, and they are serious threats to the well-being of your party members. Incredible resilience and outright brute strength enable these animated statues of ice to inflict massive amounts of damage over a prolonged period of time.



14A	Exit to the Upper Level
14B	Ice Storm Trap
14C	Trap
14D	Snowball Storm Trap and Ice Golem Sentries
14E	Ice Golem Sentry Lair
14F	Trap
14G	Snowball Storm Trap
14H	Secret Door to Seer Chamber
14I	The Gloomfrost Seer

Figure 9.14: The Seer Caves

Thawing out the Ice Golem Sentries

Throughout the bottom level of the Seer Caves, you'll encounter random groups of ice golem sentries. Don't use direct magical attacks against them, as they have a high magic resistance. Naturally, since the golems are immune to cold or freezing damage, cold-based attacks are also ineffective. Furthermore, the massive golems are not especially vulnerable to flame or heat attacks even though they are composed of ice. Although they have no great weaknesses, they can still be hurt by many spell effects, so don't give up casting altogether. With their massive amount of hit points, it's important to bring out your big attack spells on these brutes, as you'll need all the help you can get to take them down.

Monster Summoning will help you again in this level, as it persuades these powerful foes to concentrate their punishment on something besides your characters. Since you can rest in the caves in order to refresh your spells, summoned creatures are a renewable resource. Conversely, your party's health is a much more precious commodity, and it can quickly slip through your fingers under the pummeling blows of the ice golem sentries.

Tip

Before you enter the Seer Caves, load your party up with all of the protection spells you can muster. Ice golem sentries can do a great deal of damage in a short amount of time, so it's better to prevent getting hit altogether rather than to rely on healing spells.

Creative spell use and multiple spell combinations will help tip the scales in your favor in the Seer Caves. Protection spells like Defensive Harmony or Recitation are worth memorizing if they prevent even one enemy blow from landing. Area-denial spells such as Spike Growth or cloud-based spells are also good choices in the open passages of the Seer Caves.

You'll run into your first group of ice golem sentries near the first ice chasm. Between the two horns of rock, you'll encounter an Ice Storm trap (14B). Have your thief be on the lookout here. The ice golem sentries will set upon the party as soon as you approach the trap (see

Figure 9.15), so consider sneaking your thief up to the area while hidden in the shadows in order to grant you a surprise attack. If your thief is Hasted, you might even consider a backstab attack followed by a prudent retreat back to the rest of the party.

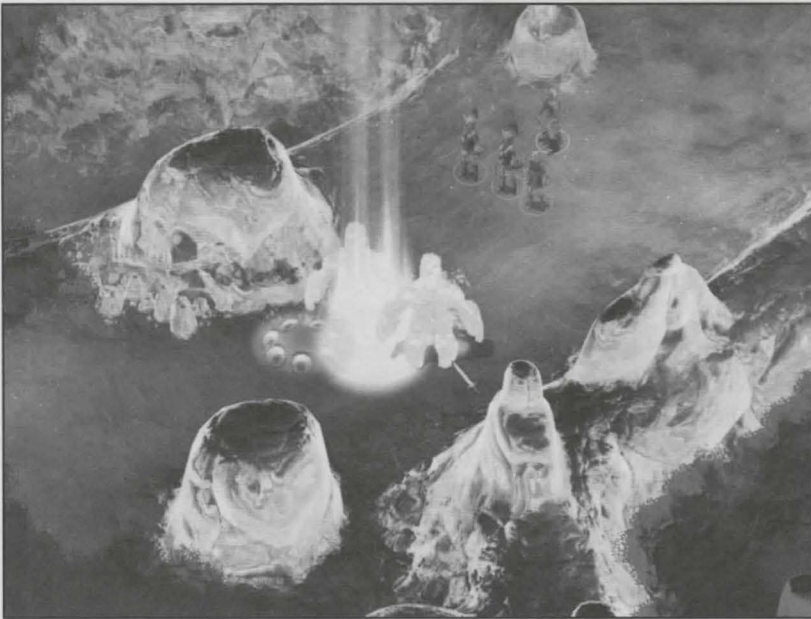


Figure 9.15:
Using several spells
in combination
against the ice golem
sentries broadens the
offensive capabilities
and staying power of
your party.

Two more ice golem sentries will attack the party at the next bend in the tunnel (14D). Your adventurers should be able to fight them with hand weapons alone, assuming that they are still under the effects of your protection spells. The group at the bottom of the same passage (14E) is a little more serious. There's a trap in the middle of the corridor, so put your thief to work again to try to detect it. Also put up a few area-effect spells beside the large horn on the left of the corridor as you approach the corner, and then toss a few

Fireballs down the way to wake up the golems. Leave them to bake, and some of them may be heavily wounded before your first sword is swung, as in Figure 9.16.

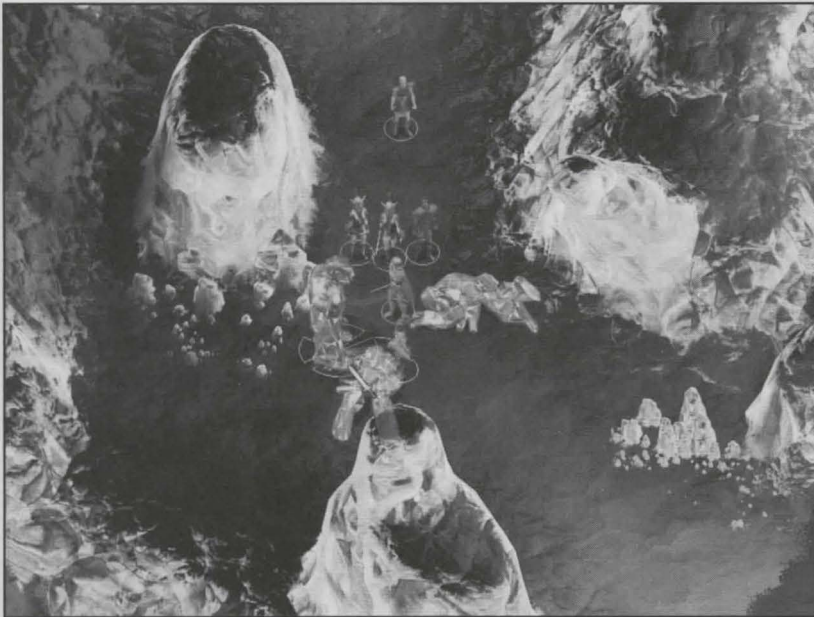


Figure 9.16:
The ice golem sentries in the lower left corner can be incapacitated before they strike.

Several more traps and golems stand between you and the Seer on the far side of the caves (as marked in Figure 9.14). Continue to deal with these threats in the same way as you did previous ones—move your thief up while hidden or invisible to detect the trap, then attack the ice golem sentries.

The last big challenge in the caves is the **golem lair (14E)** in the lower right corner of the map. This circular area is filled with several ice golem sentries, plus a trapped remorhaz in the pit itself. This remorhaz will drop a unique treasure item when it dies, called “Kossuth’s Blood.” The valuable amulet reduces a mage’s casting time on all spells and increases the amount of damage fire-based spells inflict. Get into and out of the pit via Dimension Door or use the translocation arrows, if your party has any.

Make sure that your party is fully rested before attempting this area. When you wake up from your nap, summon as many monsters as you can and then get all of your protection spells up again (if you summon first, your monsters will benefit from your spells too). If your clerics have some high-level summoning spells like Stalker or Conjure Elemental, they can join the recruiting drive—but don’t waste the party’s summoning efforts on weak creatures like animals or undead. Once assembled, march your little army of cannon fodder in front of your party members and let them take a beating while you pummel the enemy with missiles and spells. You should make short work of the creatures in the lair, and it’s a blast to watch your summoned troops fight for you.

Beware of a trap in the passage as you leave the monster lair. Two more encounters with traps and golems await your party in the last stretch of tunnels in the Seer Caves. After this you'll arrive at the **secret door to the Seer's chamber (14H)**. If you have the mirror from Tiernon, the door will open automatically, granting you access to the chamber and, more importantly, the Gloomfrost Seer herself, the object of your quest.

The Gloomfrost Seer

The **Gloomfrost Seer (14I)** possesses the ability to see across space and time. She has even been allowed to see her own future—including a glimpse of her own death in the presence of your characters. The vision of her demise turned her eyes to dust, and now only limp folds of eyelids drape over her hollow eye sockets. Fear of dying prompted her to flee from her tribe and seek the solitary safety of the Gloomfrost ice caverns. Tormented by the fear of meeting your party for decades, she finally finds peace in the realization of the moment, and she resigns herself to her fate.

Talking to the Seer (see Figure 9.17) will resolve the matter of Wylfdene's identity once and for all. He is not, in fact, possessed by the soul of the barbarian shaman hero Jerrod, but is actually inhabited by the spirit of the long-dead dragon queen Icasaracht, the same dragon that has lain dead for so many years beneath the waters of Lac Dinneshere. This will become apparent as the Seer doles out her riddles about the "she" who inhabits Wylfdene's body.

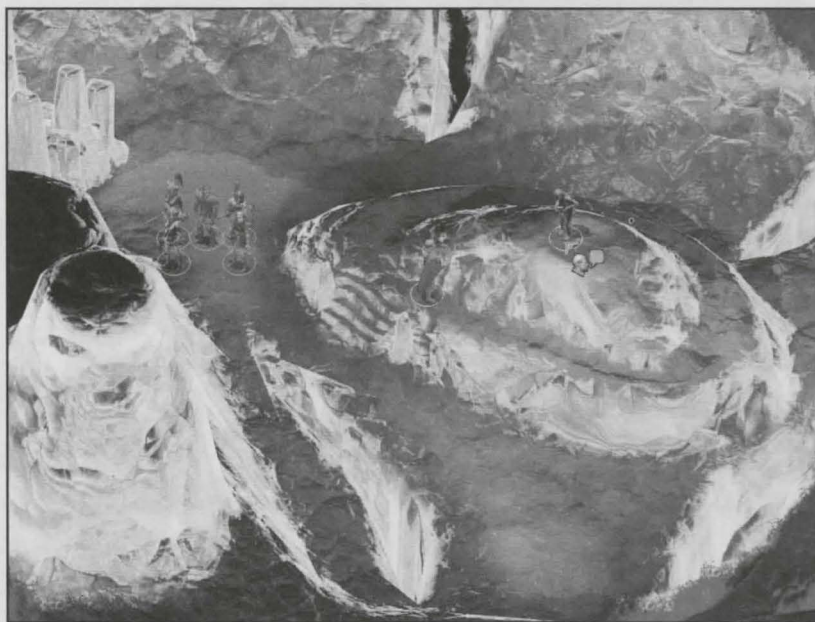


Figure 9.17:
The Gloomfrost Seer
lost her sight when
she foresaw her own
death.

Tip

Although you may confront the Gloomfrost Seer about her attack on Tiernon, it's better not to kill her over it. You can still complete the game, but the confrontation with Wylfdene is much more satisfying if you preserve the Seer.

After she's told you to use the mirror to expose Icasaracht, things get a little tricky. If you have a character with an Intelligence of 14 or better *and* a Wisdom of 13 or less, you can argue with the Seer about her fear of confronting Wylfdene herself. You can also choose this line of dialogue with a character possessing a Wisdom of 14 or better regardless of his or her Intelligence score. By following this argument through to its bitter end, you can strike a chord in the old woman and gain a good XP award in the process. Note that it will seem like you've failed in your task—she refuses to go after the argument. It just

takes time, however, for your argument to sink in. By the time you return to Wylfdene (detailed in the next chapter), she'll have come to accept your argument. Exhaust all possible avenues of conversation with the Gloomfrost Seer and then have her transport you back to Tiernon's forge to get your mirror upgraded to an amulet (see above). After your business with Tiernon is complete, you can try to pick his pocket if you'd like, though you should have a very high skill if you want to attempt it. Losing Tiernon as a friend is a heavy blow to the availability of magic items in the game. Of course, save the game before you attempt to pickpocket Tiernon just in case.

When you're ready, return to the Seer and ask her to whisk you away to the surface, where you can begin the journey back to the barbarian camp to confront Wylfdene. For a walkthrough of the confrontation, refer to Chapter 10: Return to the Barbarian Camp.



CHAPTER

10

RETURN TO THE
BARBARIAN CAMP

After finding the Gloomfrost Seer, you'll be advised to return to the barbarian stronghold and expose Wylfdene's true identity. Once again, you'll find yourself at the main gate to the barbarian camp, as shown in Figure 10.1. Before you enter the camp, meet up with Hjollder (1A), who is hiding behind the trees. He'll return Wylfdene's tribal insignia to you, which you can show to Angaar (1B) to gain entry to the camp.

Angaar will also grant you passage through the gate if you found the Gloomfrost Seer and successfully learned Wylfdene's true nature. If you did, avoid referring to the amulet in your conversation with Angaar, and you can keep it. In any case, you'll be let through the gate and once again escorted directly to the mead hall for an audience with Wylfdene.

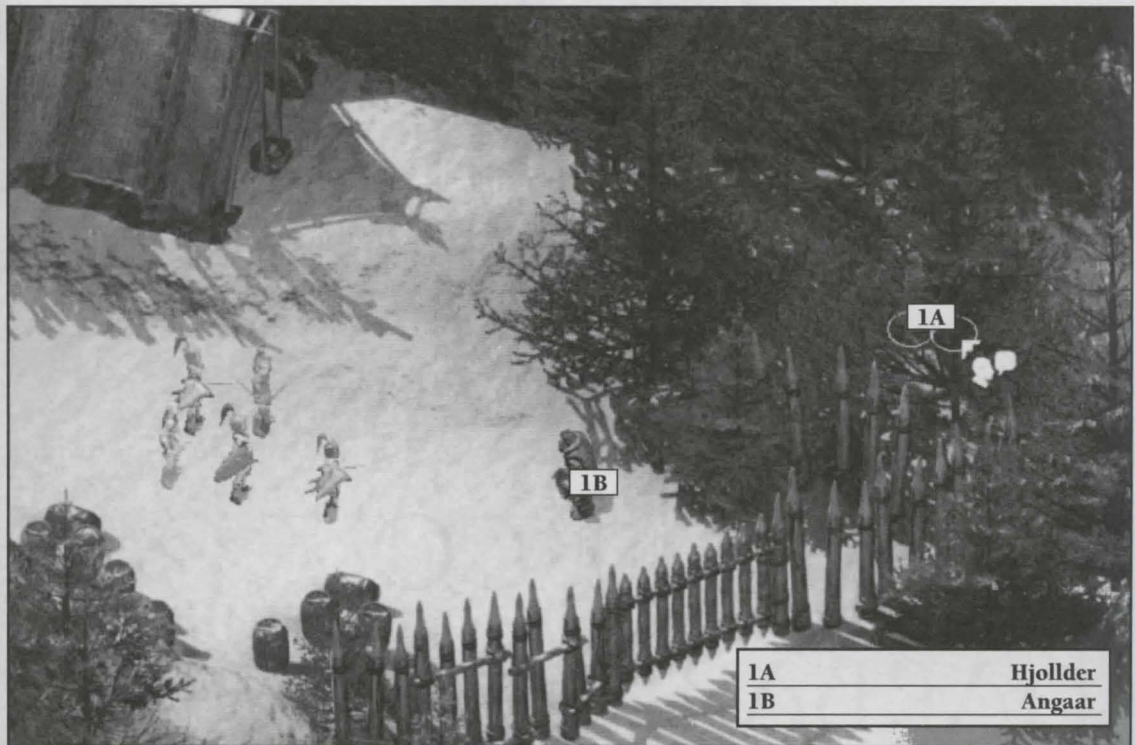


Figure 10.1: The Barbarian Camp

Confronting Wylfdene

Wylfdene addresses the party as soon as you enter the hall. With the mirror from the Seer in hand, your party confronts the “king” and challenges him to gaze into it. Wylfdene hedges about, downplaying your challenge as a silly game. Eventually, though, his overconfidence gets the better of him, and he takes the mirror and looks into it.

Note

Even if you killed the Gloomfrost Seer, her spirit will still appear in the mead hall to confront Wylfdene. She doesn't leave behind any goodies, however, when she departs.

Just as the Seer prophesied, the sight of Wylfdene's mundane, barbarian face is too much for Icasaracht's pride. Unable to bear the appearance of her assumed body, the dragon queen progressively loses her composure until eventually she drops the charade altogether, revealing herself as an ancient white dragon who has possessed the body of the fallen King Wylfdene.

The Seer now uses the Windwalk spell to enter the mead hall and completes the exposure of Icasaracht's deception. With the dragon's hopes of a war between the humans and the barbarians dashed, Icasaracht takes instant revenge on the old Seer, cutting her down in a fit of rage. Once the Seer is down, Icasaracht abandons Wylfdene's body forever (see Figure 10.2). After she has shed her mortal coil, check the Seer's body for a great magic item (gently, of course, since she just saved your bacon after all).

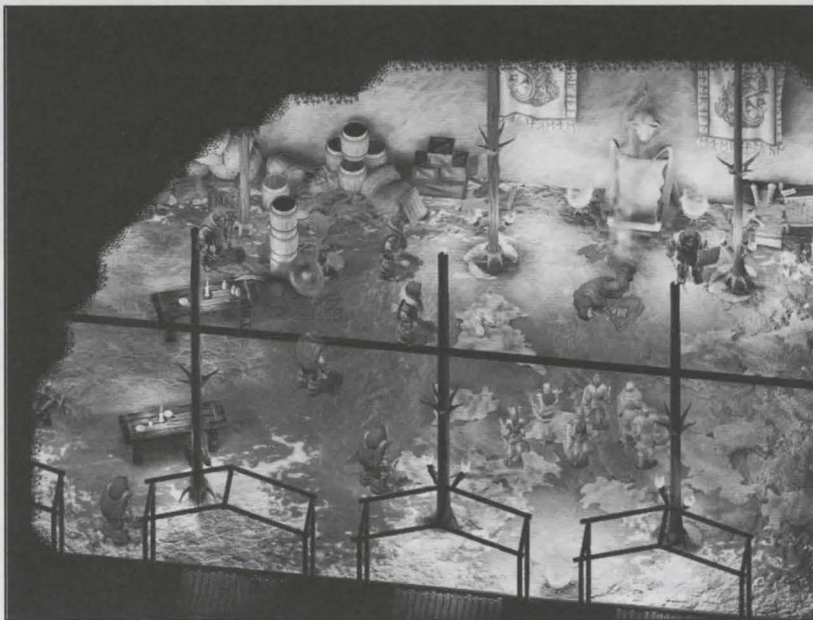


Figure 10.2:
Her charade exposed,
Icasaracht abandons
the corpse of the
barbarian king.

BARBARIC BATTLES

Without the unifying influence of Wylfdene, the barbarian tribes immediately set upon each other. Roughly half of the tribes in attendance are thankful for your help in revealing Icasaracht's desecration of their fallen king's body, while the other half harbors resentment toward your party. As the battles rage, you'll be faced with a difficult situation in which a slew of barbarians are fighting, but only some of them are hostile to you. The Elk tribe warriors are friendly, the Bear tribe is neutral, and the Wyrms tribe wants you dead. Though they all look the same, you can tell friend from foe at a glance by the color of the circles beneath their feet. Red circles are your enemies, blues are neutral, and greens are friendly.

If you accidentally attack neutral or friendly barbarians, you'll quickly find the tribes united again—this time, against *you*! Therefore, you must take great care to avoid using area-effect spells in the melee. Even if you cast a persistent spell over an area occupied only by enemy barbarians at the time of casting, if neutral or friendly warriors wander into the spell's area of effect, they'll resent your characters just as much as if you'd targeted them. (Barbarians, in general, don't bear much love for mages or magic of any kind.)



Figure 10.3: Battle in the Barbarian Camp

The first group of battling barbarians can be found in the **mead hall (3I)** itself. You won't have a lot of time to prepare for this battle, so back up against a wall to give your spellcasters some protection on their flank. Try to engage only those barbarians who are actually swinging at your characters to avoid drawing more attention than is necessary. Once you've restored order in the mead hall, step out of the building. You'll find a second and larger group of barbarian warriors out in the **camp proper (3A)**, shown in Figure 10.3.

Approach the giant brawl from the right, and stop to the right of the fire pit that lies behind the northernmost teepee (see Figure 10.4). Load up on protection spells, and then summon a few monsters to act as shields between you and the barbarian hordes. Put missile weapons in the hands of all of your party members. Once you've prepared the party, inch forward, exposing one barbarian at a time from the fog of war. Have your party target a single foe while your summoned pets stand guard. A few Web spells in strategic locations will buy you some time and have the additional advantage of not angering any non-hostile barbarians if you happen to catch them in it.



Figure 10.4:
Just to the right of the
barbarian brawl, pick off
the enemy barbarians
one by one.

Aftermath

After you've killed off the combatants, take a trip around the camp and plunder the goods hidden in **barrels throughout the area (3B, 3C, 3D, 3E)**. When you've helped yourself to the barbarian loot, look for **Hjollder (3F)** near the main gate. The dedicated shaman will fill you in on the next quest in your adventure: the destruction of the great wyrm, **Icasaracht**. He provides directions to her lair and offers arrangements for passage across the Sea of Moving Ice to the iceberg where the ancient dragon has made her lair.

The barbarian sailor **Beornen (3H)** also has some useful information. In order to reach him, you must enter the mead hall and use the rightmost exit. Question him about the

Clan of the Great Wyrn, and you'll learn the identity of Icasaracht (earning a nice XP award at the same time). Since Beornen will be at the helm of the ship that will take you across the Sea of Moving Ice, you can go directly to him instead of going through Hjollder.

Lonelywood Preparations

Before you set out for the Sea of Moving Ice, return to Lonelywood to stock up on supplies and advance the in-town quests. You'll be facing trolls in your future, so equip your party with fiery goodies: flaming weapons, flaming oil, and flaming ammunition. Having killed Wylfdene and eliminated the barbarian threat, go to the cartwright's house to tell Baldemar you've saved the Ten-Towns. When you arrive, unfortunately, you'll find that Baldemar and his family have been murdered by Purvis, who will reveal his true identity as the assassin from the secret council. After a brief and amusing tirade, Purvis will head down the stairs, promising to kill your party later.

The murdering thief's vow of "later" comes immediately, as he has merely slipped out of sight in order to hide in the shadows for an ambush downstairs. Before you go down the stairs, cast your standard arsenal of protection spells and prepare for combat. When you are ready, walk down the stairs. Immediately cast Detect Invisibility or Invisibility Purge as soon as you've reached the ground floor, and you might reveal Purvis if he isn't wearing his Cloak of Non-Detection. Purvis rudely reveals his location by attempting to backstab or sneak attack your bottommost character. Concentrate your weapons on the foolish assassin, and he should be deceased in no time (see Figure 10.5). Once he's out of the way, take the opportunity to catch up on your other quests in Lonelywood while you're in town. When you think your characters are ready for the endgame, set sail for the Sea of Moving Ice.



Figure 10.5:
Purvis's sneak attack packs a strong first punch, but he can't withstand the onslaught of your counterattack.



CHAPTER

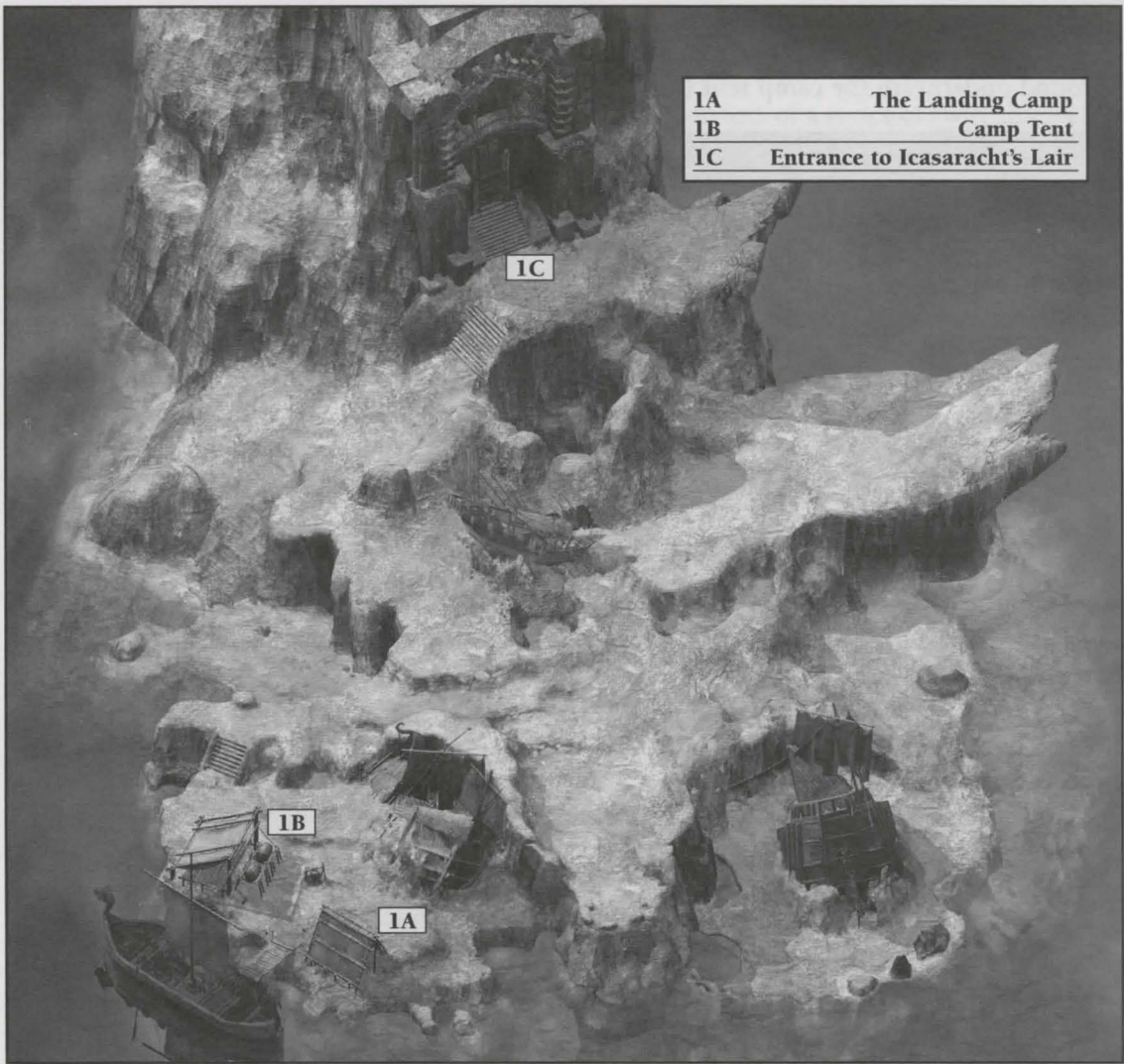
11

ICASARACHT'S LAIR

Your party crosses the frigid Sea of Moving Ice aboard a vessel captained by the barbarian sailor, Beornen. Together with the shaman, Jorn, and an escort of warriors from the Bear and Elk tribes, you disembark on the frozen surface of an island littered with shipwrecks. Even more numerous than the broken vessels are the hordes of hungry trolls roaming the icy landscape. Somewhere on this island lies the ultimate object of your quest: the devious, ancient white dragon queen, Icasaracht. Those trolls are only the first of many beasts that lie between you and your final foe.

The TROLL Hordes

The surface of Icasaracht's island can be summed up in a single word: trolls. Lots and lots of trolls. Greater ice and snow trolls will come at you in wave after wave (see Figure 11.1). They are also all capable of calling for reinforcements from offscreen, so you won't be able to rely on taking them out a few at a time. Regardless, it's still best to send out a lone scout (preferably Hasted) to lure a few in, and then engage them well shy of the fog of war. This will often minimize the number that you'll face at any one time, as there is a limit to the distance over which the trolls can alert their friends.



1A	The Landing Camp
1B	Camp Tent
1C	Entrance to Icasaracht's Lair

Figure 11.1: Icasaracht's Island

The **landing camp** (1A) offers you a safe haven on the island, where you can rest, receive healing from Jorn, or even seek assistance in combat. Your barbarian escorts have no interest in accompanying you on your journey to slay the dragon, but you can still use them to your advantage by drawing enemies back to the camp, as shown in Figure 11.2. The barbarians will rush to the front lines of battle, taking some of the heat off your fighters. Your spellcasters and missile-armed characters can then strike over their shoulders. Use regular missile weapons until you have a snow troll down, and then call in fire arrows, Flame Arrows, or Melf's Acid Arrows to finish them off. One possibly cheaper alternative to making sure snow trolls stay permanently dead is to use a weapon that has a

“fire damage” ability. Ice trolls don’t need to be killed with fire, so you can hack them to death with your fighters. If no barbarians are nearby, you can also use the flaming oil jars found underneath the camp tent (1B).



Figure 11.2:
Here’s how to lure a few scraggs back to an ambush point near the camp. Notice the collection of dead trolls on the left.

Entry to the lower levels of the island is due north from the camp. You can either choose to head directly for it or wander across the eastern half of the island, where you’ll encounter dozens of scraggs. Once again, use a scout to draw them out into explored territory, and then waste them with concentrated attacks. As long as you’re sufficiently distant from the barbarians at camp, you can use area-effect spells to weaken the enemy ranks. Since scraggs are straightforward beasts, with no special attacks and no special immunities, they are great candidates for an old-fashioned, stand-up melee fight.

Warning

Don’t use area-effect spells near the camp, as your barbarian allies will blunder into them. If you cause damage to a barbarian, you’ll make enemies out of all the warriors—an unwanted distraction on top of all the trolls you must face.

At the top of the map, you’ll find the entrance to Icasaracht’s lair (1C) guarded by two ice golem sentries. Do not approach them. Stand at the foot of the terrace and cast as many area-effect spells as you can between your party and the sentries. Once you’ve prepared the worst patch of ground this side of the Nine Hells, cast a nice Fireball or Acid Storm over the golems in order to get them feisty. Set your archers and slingers to work as well, and block the foot of the stairs with your best fighters.

The ice golem sentries will trundle toward your party through your deadly magical minefield, taking damage the whole way. When they fall, go back to camp and rest up for the coming encounters beneath the surface of the island. By the time your party awakens, the spells you cast will have expired and your path to Icasaracht’s front door will be clear.

The Downward Spiral

The first subterranean level (shown in Figure 11.3) consists of a series of switchbacks that spiral ever deeper into the bowels of the frozen island. These pathways are overrun with greater snow and ice trolls, as well as packs of berg yeti, bone scavengers, and scraggs.

Your greatest threat on this map comes from the icy breath weapon of the berg yeti, which can do a fair amount of damage. For this reason, it is best to lead with your cold-protected fighters a fair distance ahead of the rest of the party. Between items and spells (Storm Shell, Shield of Lathandar), you should be able to muster at least two characters with 100% cold resistance by now, one of whom will be wearing the Vexed Armor. By drawing the breath weapon attack with these characters, your entire party will be spared any cold damage. You can also purchase thrym extract, which gives your party members a chance of complete immunity to cold, but running the risk of taking a big hit if the potion disagrees with them.

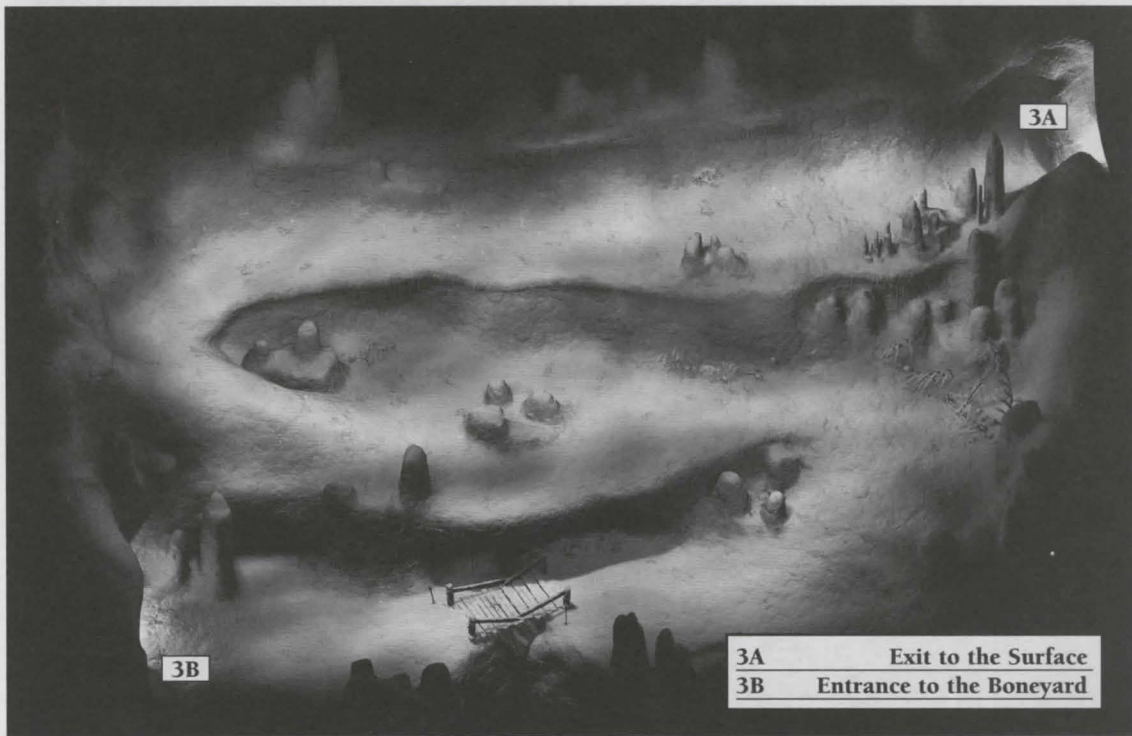


Figure 11.3: Ice Caves, First Level

Your frontline fighters should be at or below AC -10 by now, which will help them stand up to the punishment dished out by the packs of monsters on this level. Almost all these beasts are immune to cold damage. So fire attacks are good, while cold attacks are for the most part useless. Make sure that your second-rank party members have plenty of

missile ammunition, as you'll be relying on them for fire support throughout the caves and tunnels leading to Icasarach.

You can rest in the underground, but you'll be subject to encounters with roving monsters. If you're hard-pressed for a breather and unable to face more monsters without serious risk, trek back to the boat landing and camp by the comfort of the barbarian fires. You'll want to keep your spells topped off throughout this part of the adventure as well, so don't wait until your characters are hurt before resting.

Into the Boneyard

The next level of Icasarach's lair (shown in Figure 11.4) holds one of the most disturbing icons of the dragon queen's past: the body of her mate. He was slain by the mighty female dragon's own claw after rejecting Icasarach's plan to sacrifice their offspring for the sake of her own immortality. The ice has preserved his massive corpse exceedingly well, and the sheer size of it will instill you with a sense of foreboding at the (literal) size of the challenge that lies ahead.

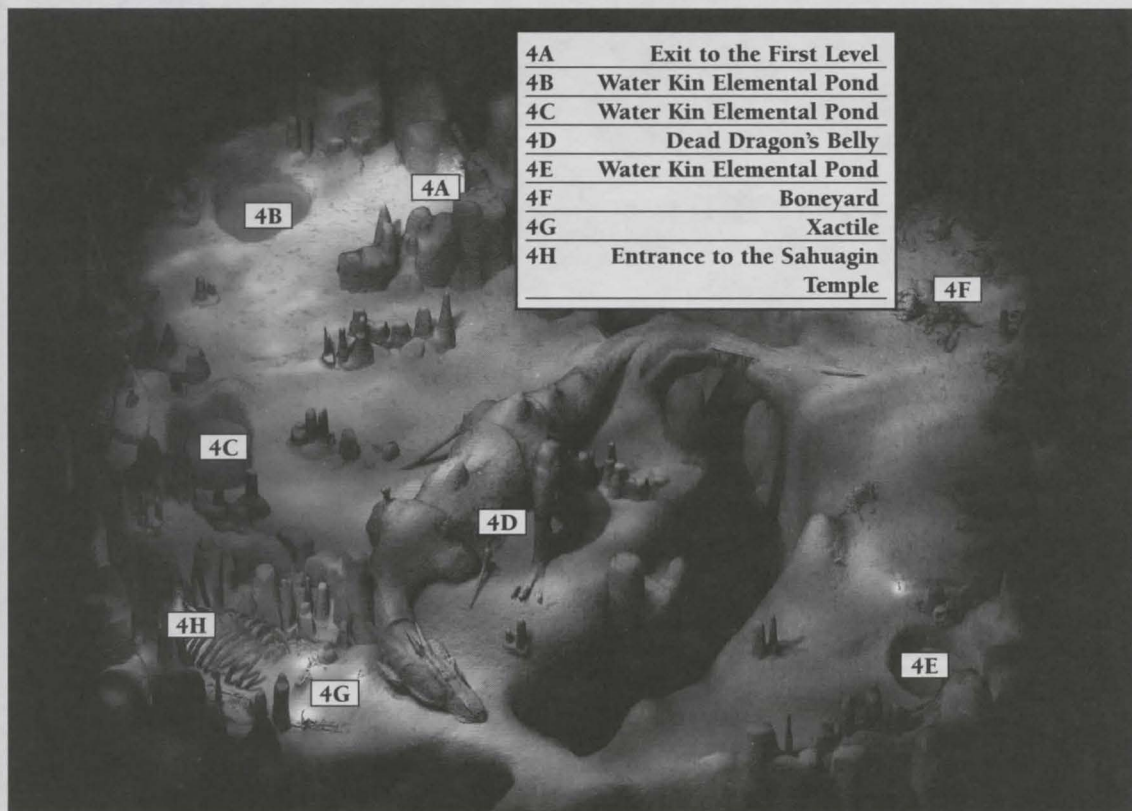


Figure 11.4: The Boneyard

Don't Drink the Water

You'll encounter more of the now-familiar trolls and scraggs on this level, as well as a new threat from water kin elementals. Each of the **water kin elemental ponds** (4B, 4C, 4E) on this level is host to an aquatic elemental that can project a potentially devastating cold attack. Lead with one of your cold-immune characters, and have a mage cast Abi-Dalzim's Horrid Wilting from a supporting position. This spell is the nemesis of all things made of H₂O, and this single attack should be enough to dissolve the water kin elemental completely. If not, finish the job with a nifty Magic Missile spell or some other basic magic attack.

Tip

You can cast Abi-Dalzim's Horrid Wilting as soon as you encounter a pond on the screen, even before you've uncovered the water kin elemental that inhabits it. In doing so, you'll dodge the water kin's attack altogether, vaporizing it before it can spurt out a single globe of cold.

The monsters you face will generally increase in number as you journey across this chamber. This is a good time to start employing the tactic of leading with a scout and luring a few enemies back to your party. Stalagmites form several choke points on the map that can be used to funnel enemies into your defensive line of fighters. Don't forget simple spells like Web and Hold Monster, as these can thin the enemy ranks. If your scout benefits from Free Action (either from a spell or a ring), you can even run through your own Web spells! With a few of your foes immobilized, you can tear through them one at a time.

Hell, Frozen Over

Some spectacular varieties of undead have been attracted by the death of a creature as powerful as a great white dragon. You'll first encounter their ilk on the footbridge made atop the fallen dragon's tail. Warrior cold bones are backed up by their spell-slinging frozen and iced brethren, posing a significant threat to the party. Have a priest or a paladin turn undead immediately, which will reduce the number of skeletons you have to face on the bridge. The cold bones will charge you while the iced and frozen spellcasters hold back, dropping a few incantations on the party (as shown in Figure 11.5). If you have a priest cast Undead Ward, this has a good chance of harming the bones as they run toward you. Move your fighters onto the bridge and begin hacking through the cold bones as your other characters try to disrupt the undead spellcasters with missiles and spells.

After you've conquered the cold bones guardians, cross the bridge and loot the **boneyard** (4F). Several pieces of extremely valuable treasure are scattered about in the skeletal remains. (To aid you in your search, press the Alt key to highlight the containers.) You may run into a few bone scavengers here, as the winged beasts make their homes in these revolting habitats. Naturally, more undead in the form of cold, iced, and frozen bones also haunt this vicinity. Make sure that your party has its full suite of protection and augmentation spells in effect when exploring this area (as well as throughout the rest of the adventure), as the challenge level begins to ratchet up significantly at this point.



Figure 11.5:
Spell-throwing skeletons are some of the unique creatures you'll encounter in Icasaracht's lair.

Note

The cold, iced, and frozen bones are highly resistant to all forms of physical damage except crushing blows, which smash straight through their brittle skeletons. If you have the weapons and the proficiency, wield crushing weapons to take them out.

Make your way around the central chasm until you've doubled back on the body of the fallen dragon. In its exposed belly (4D), you'll find the remains of many a fallen hero, no doubt swallowed whole in the heat of battle. While most signs of these encounters have since been digested, enchanted materials are often immune even to the acids of a dragon's gullet. This being the case, you're likely to find many valuable magical items within the dragon's body.

Xactile's Exile

At the head of the fallen dragon you'll find an eerie structure of bone inhabited by a lonely sahuagin priestess named Xactile (4G). She is surrounded by an entourage of boneguard skeletons, fearsome animated undead with 5-foot-long, razor-sharp scythes where their wrists should be. It's better to stay on Xactile's good side, as she can provide your party with healing. Her guardian companions are also a heap of trouble to contend with if things get nasty. Initiate a conversation with her, and though she will insist you go no further, she won't prevent you from passing through the entrance to the sahuagin temple (4H).

If you decide to slay everything here, summon a few groups of monsters before engaging the priestess and her honor guard. Once you have several monsters summoned (hopefully those with lots of staying power), cast a few area-effect spells in and around the temple. Do as much initial damage as you can while the enemy is still stationary. Don't forget to turn undead, as success against even one of the boneguards will greatly reduce the pressure on your party in the ensuing fight. Concentrate your first attacks on Xactile, as her spells can significantly sway the battle in her favor. Try using your summoned creatures to surround her, while your party hangs back and fires off missiles and ranged spells.

The Sahuagin Temple

You won't get a warm welcome to the sahuagin temple, shown in Figure 11.6. Vodyanoi umber hulks and several sahuagin guards will try to eject you as you step through the portal from the boneyard. Among the sentries guarding the entrance is a sahuagin priest, so be sure to concentrate your spells and missile fire on it before being subjected to some nasty spells.

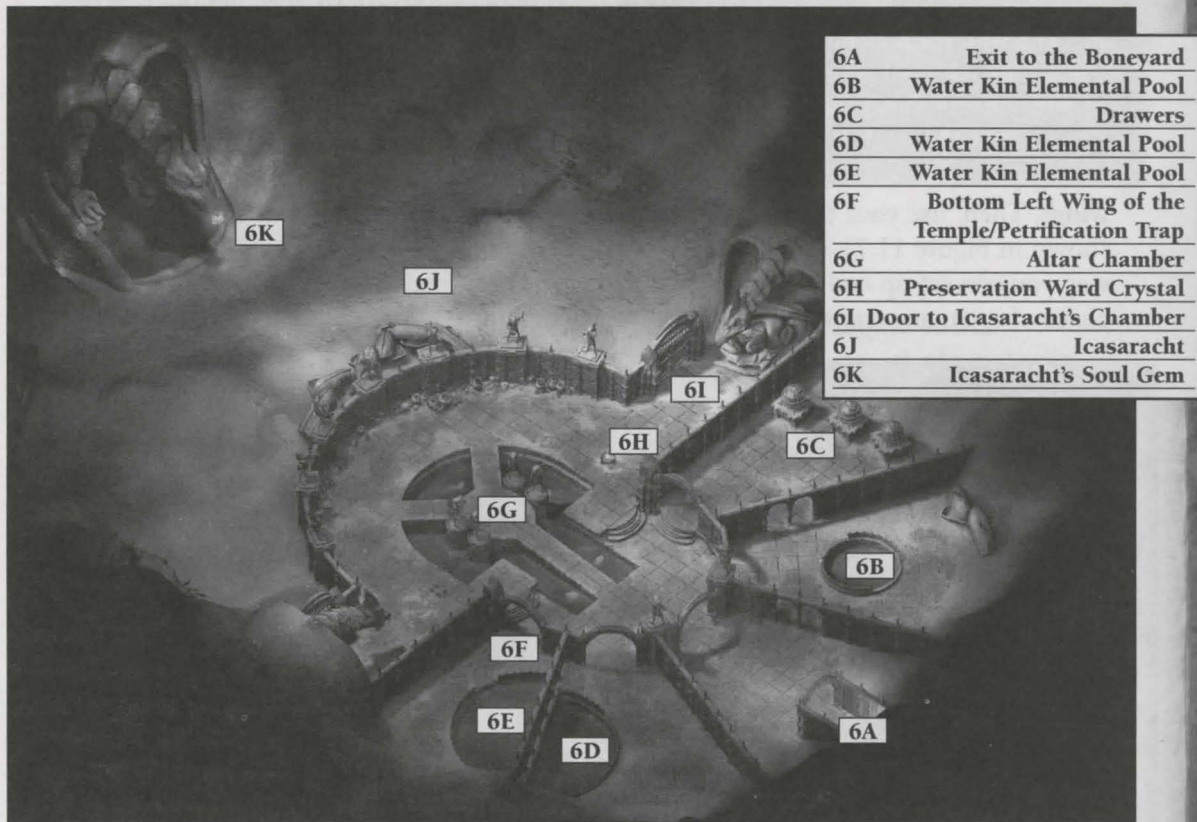


Figure 11.6: The Sahuagin Temple

Rats in a Trap

A Stinking Cloud trap lies directly in front of the exit to the boneyard (6A), and this is only the first taste of things to come. The entire level is wired with traps—every single archway is rigged with a magical trap of one kind or another. The best way to counteract these traps is to either detect and disarm them with a good thief, or use your most resilient character to spring them while separated from the rest of the party. Obviously, the second option seems less appealing, but if you load up with several accoutrements and spells that raise magic resistance, you might actually make it through most of the traps relatively unscathed.

Tip

Hit each of the pools (6B, 6D, 6E) on the map with *Abi-Dalzim's Horrid Wilting* or an electrical damage area-effect spell. Start casting as soon as you spot them.

The water kin elementals that inhabit each pool won't appreciate your efforts, but your party will love the work it saves.

Vodyanoi and sahuagin priests are scattered throughout the temple sections in groups similar to the one you encountered at the entrance. They generally follow the same attack pattern; vodyanoi and sahuagin warriors engage the party in melee combat, while a priest lets fly with a constant barrage of spells. As you make your way through the building, don't miss the **drawers** (6C) lined with goodies in the northeastern section.

Rather than tromping through the temple dealing with traps and monsters along the way, carve out a haven in one of the building's wings. Then, use your thief or point person to move methodically through the temple (as shown in Figure 11.7), drawing any enemies encountered back to the main group. In this way you can set up and maintain an advantageous combat formation while avoiding the chaos of springing traps and enemy attacks coming from multiple directions.

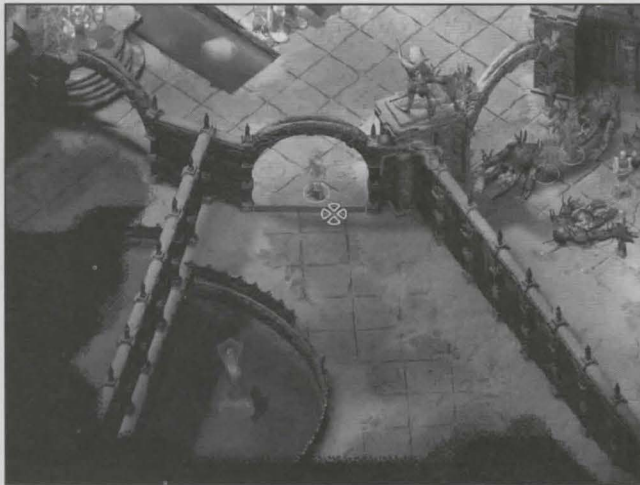


Figure 11.7:
A thief moves through the temple slowly and deliberately, disarming traps and enticing enemies into the party's kill zone.

Water kin elementals inhabit the **pools** (6B, 6D, 6E) scattered throughout the temple. Use lightning spells to kill them, as cold, fire, and acid incantations aren't very effective. Missiles work just fine, however, so if you're replete with missile weapons, gang up on the soggy beasts while drawing fire with a character that has 100% cold resistance. The only attack a water kin has is its cold globe, so if you're soaking up that assault with an immune character, the monster is effectively toothless.

The Altar Chamber

After you've cleared out each of the temple wings, make your way to the **altar chamber** (6G). Several ice golem sentries and innumerable sahuagin guard the area, but they oblige

you with the privilege of making the first attack. Rest up first, then come back and hole up in the **bottom left wing (6F)** of the temple. The trap there is a particularly nasty Petrification spell, so be sure you disarm it first. Once you're safely in the room, cast all of your protection spells and position your fighters in the archway with defend orders. Next, boost the fighters with augmentation spells up to and including the Greater Shield of Lathander, which will make them temporarily impervious to almost all harm.

Now that you're ready, cast a few heavy-hitting offensive spells on the ice golem sentries and open up with your missile weapons. The golems will wake up and begin lumbering over to the party as the sahuagin assemble and attack. Use missile fire and spells against the enemy spellcasters while your invulnerable fighters hack their way through the crush of monsters. If you gauge your distances right, you can drop area-effect spells on the enemy mob without touching your own characters, as shown in Figure 11.8.



Figure 11.8:
A well-placed Abi-Dalzim's Horrid Wilting spell dries up the sahuagin mob while leaving our fighters (who are enjoying Greater Shields of Lathander) untouched.

You should be able to overcome the sahuagin altar guard fairly cleanly from your position within the bottom left wing. Once the tide of battle has clearly moved in your favor, sally forth and run down the last of your enemies. Make your way toward the rear of the altar chamber, which is inhabited by the sahuagin prince and his entire personal guard. The elite sahuagin that make up the prince's escort are more hardy than their common warrior brothers, so you shouldn't count on past experience with the sahuagin when evaluating their threat level. On the upside, the prince's guard does not include many spellcasters, an absence that frees your fighters to cut a swath of destruction through their ranks. Keep your protection and bonus spells up and lead with your fighters, adding spells and missiles as appropriate to ensure a victory.

When you've slain the last of the sahuagin around the altar, loot the various containers spread across the back of the chamber. Don't forget to press the Alt key to help you locate all of the pots and vases, as the spoils are quite valuable. After you're finished smashing and grabbing, head over to the **preservation ward crystal (6H)** and destroy it. Icasarach's baby

dragon lies further on down the corridor, and shattering the crystal will remove the enchantment keeping its soulless body alive. Rest and memorize your spells after your fights here, and prepare for the greatest challenge in *Heart of Winter*: the showdown with Icasaracht.

Slaying Icasaracht

The sahuagin prince has a special key in his possession that fits the lock on the door to Icasaracht's chamber (6I). Before you open it, cast every single protection, augmentation, and bonus spell in your inventory. If you've already finished *Icewind Dale*, also use every item's ability that can give you an edge and quaff every available potion (potions of cold resistance, giant strength, regeneration, heroism, etc.). Finally, make sure you have at least one Abi-Dalzim's Horrid Wilting ready, as it can make your life much easier when you face the sahuagin. Once you pass through that gate, the next time you have control of the game, you'll be in combat with the dragon queen herself. Think carefully about your casting order: those spells that last the longest should be cast first, while those with a short duration should be cast right before you head through the doorway.

Tip

Put all your affairs in order before stepping through the doorway to Icasaracht's lair. Not only does this mean assembling a fully rested and healed party, but also consider things like your quick slots, potion and scroll distribution, and your equipment. And save your game...please.

Icasaracht (6J) will greet you in a cut scene after you enter her chamber. Talking with her before the climactic battle will reveal much of her saga and explain the things you have seen so far in her lair. Eventually, of course, there's nothing left to do but fight. Unfortunately, you're not just facing the single most deadly enemy in the game; you're also up against the sahuagin king and his personal guard. He is accompanied by royal priestesses and royal guards, as well as various powerful members of his court.

Before you even regain control of the game, Icasaracht will unleash a blast of her frigid breath weapon (see Figure 11.9). Hopefully, you've placed your cold-resistant fighters at the front of your party's formation to help ease the blow, but you can't avoid taking at least a few hits. Pull your spellcasters back out of Icasaracht's range and get your fighters in her face immediately. Once your spellcasters are clear, cast every summoning incantation you have, even if it's just an *Animate Dead* spell. Any cannon fodder you can feed to the sahuagin will greatly increase the survival chances of your own characters.

Once you've got a few monsters rallied to your cause, throw some area-effect spells on the sahuagin horde. The slimy amphibians are especially vulnerable to *Abi-Dalzim's Horrid Wilting*, so you can thin their ranks considerably with this single spell if it's available. Make sure you use long-range spells so your casters don't have to stray from their safe locations well behind your fighters. Have any characters using missile weapons concentrate on the enemy spellcasters, in the hopes of disrupting their endeavors.



Figure 11.9:
Icasaracht gets in the first
blow—literally—with a blast of
her icy breath weapon.

Next, use the Vexed Armor. Cast its Firestorm first, since it is essentially free of charge. Once you've done so, summon Chalimandren. The glabrezu demon is incredibly powerful, and he won't stop chopping until all of your enemies lie strewn about in various-sized pieces (see Figure 11.10). The trade-off is losing the Vexed Armor, meaning that the character who was wearing it will be standing unprotected in front of an ancient dragon! You should have a spare set of powerful armor handy for just this occasion. Don it immediately upon summoning the demon.



Figure 11.10:
Chalimandren assists the party
by cutting the sahuagin pack
down to size and taking on
Icasaracht herself.

One of the other advantages of summoning Chalimandren is his effectiveness against Icasaracht. He is essentially the perfect white dragon slayer; not only does he hit often and hard, but he is also invulnerable to her claws and bites (since they are natural weapons) and her icy breath (since he is immune to cold damage)! In fact, once the sahuagin are dead, you can discreetly pull everyone except Chalimandren's master away from the dragon and switch to missile attacks while the glabrezu attracts her attention with his ravaging claw attacks.

Watch your party's health levels carefully, and don't be afraid to pull someone completely out of the battle if he or she is getting too low on hit points. Ideally, each character should have a supply of healing potions, so that you don't lose both the injured character and a cleric when they need to take a break from battle. If the situation is truly dire, however, don't hesitate to cast a handy Heal spell to restore an injured character to show-room condition.

With Chalimandren's help adding punch to the distraction lent by your summoned creatures, the sahuagin should soon fall, followed eventually by Icasaracht herself. Even after she dies, however, the battle is not over. Death is no great obstacle to the Great Wyrm—after all, she's done it all before. Her soul will retreat to the **gem (6K)** fixed within the mouth of the dragon statue at the rear of the chamber. Armed with powerful spells, she will immediately set about destroying the party all over again!

Tip

Not ready for *Heart of Winter* to end? Try the game again—or better yet the entire *Icewind Dale* game—with a higher difficulty setting. You can even adventure with the same party, as the difficulty level will have a dramatic effect on the number and power of enemies you face!

Press your hard-won advantage by taking the battle to Icasaracht. Forgo spell use completely and employ physical attacks to shatter Icasaracht's Soul Gem. Not only will you cause more damage, but you'll have a good chance of disrupting her spellcasting. That shouldn't come as much of a surprise if you're hitting her constantly with six characters, a glabrezu, plus any summoned creatures that happened to survive the bloody climactic battle.

Shatter the gem and the final victory is yours (see Figure 11.11). Icasaracht will terrorize the north no more. Her soul has finally been condemned to oblivion, a full century after her death at the hand of Aihonen and his singing blade. Congratulations, adventurer! You have broken the *Heart of Winter*!



Figure 11.11:
The victorious party poses with its slain prey.

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David Chong has authored and contributed to numerous strategy guides across a wide variety of genres and platforms, including *Crimson Skies: Sybex Official Strategies & Secrets*. He is a private pilot and a Central California surfer, a martial artist and a culinary hobbyist, a wargame designer and a musician, and an avid fan of anything he hasn't managed to do yet.



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