

Icewind Dale

V1.0 by Songless

Beyond the warm and civilized realms of Faerûn, far North from famous centers of society such as Neverwinter and Baldur's Gate, lies *Icewind Dale*. A cold, harsh realm of frost and snow that is cut off from much of the world by the peaks and crags of the mountain range called the 'Spine Of The World'. This region is a wild and desolate place... and it's where you're going.

Despite the harsh climate, life goes on even in Icewind Dale. The 'Ten Towns', forming the largest settlements in the region, are home to hundreds of people who have the fortitude to live on this cold and unforgiving frontier... or simply those who sought to leave behind their past and fled to a place few would follow them. Mainly focused on fishing and ivory-working of the local Knucklehead Trout, these men and women carve out a harsh but worthwhile existence in this bleak land.

Beyond the Ten Towns lies only the freezing wilderness, though even here barbarian tribes make their living, roaming the wastes guided by their shamans and seers and often making a nuisance of themselves to the more 'civilized' inhabitants of the region.

Lately, however, the people of Icewind Dale have begun to experience troubles greater than even the usual difficulties inherent in living in this region. Strange happenings have been terrifying the population, with kidnappings and whispers of hidden cults giving rise to ever greater nightmares. The gigantic tree that shelters the settlement of Kuldahar, once sharing a divine warmth that kept the freezing cold at bay, has begun to see snow and ice encroach upon its branches and roots. Barbarians from the far North have begun to gather in unprecedented numbers, and rumors abound of a great warlord-hero of old having risen from death itself to lead them.

Suffice to say, these threats and worries pale to what's still to come. You arrive in this ice-cold realm on the day that a group of improvised militia and adventurers departs from Easthaven to investigate the difficulties plaguing Kuldahar. Will you get involved, and support or oppose some of the most dangerous events to happen here for decades - if not centuries? Or will you simply explore the North, and make a more mundane living in the Ten Towns, or follow your own dreams and plans during your time here?

Remember to bring your cloak and pack some warm clothes, but don't forget your weapons either - in this realm of eternal winter, the snow is only white so long as no blood has been spilled upon it.

You start with **1000CP**. Good luck.

Background

Representing your history (if any), your goals, and your overall place within the larger setting, your Background defines a large part of who and what you might be during the next ten years. You have four choices you can choose from, and any background can be taken as Drop-In or the more classic 'reincarnation' method of entering this world, depending on whether you wish to have an in-setting history and identity or if you want to arrive without such connections or baggage.

- Adventurer

Arguably *the* defining identity for any jump set in a Dungeons And Dragons setting, this is the classic 'go out and experience the world' background. Most protagonists in D&D are adventurers of some sort, and Icewind Dale is no different... though it's worth remembering that nothing here makes you a *hero*, and there are as many who become adventurers out of a lust for power and wealth as there are who pursue virtue and the protection of the innocent.

- Barbarian

Evoking the image of burly, uncultured savages in the minds of many more 'civilized' regions, little could be farther from the truth when it comes to these proud people. Possessing a rich culture and deep spiritual ties to history and the Dale itself, the Barbarian tribes possess some of the most powerful shamans and druids... alongside a sizable number of mighty berserker warriors that fools might mistake for said burly, uncultured savages.

- Remnant

A somewhat unusual background in that it is not defined by who you are but by what you *were*, Remnants are the last vestiges of ancient power. Ghosts, Liches, Baelnorns and other forms of undead (evil or otherwise) would all be considered Remnants, as would many kinds of spirits and elemental beings. As much a manifestation of the world around them and the process of their creation, these beings can tap into esoteric powers few alive would be able to wield - or even recognize at all.

- Fallen

Finally, the Fallen are those who crave, above all else, *power*. Schemers, manipulators, monsters and wicked individuals of all stripes can be considered Fallen, and these make up the majority of the classical 'enemies' one might find in Dungeons And Dragons. Perhaps the greatest Fallen you might encounter here are Yxunomei and Belhifet - fiends of terrible and ancient power - though whether they are an ally or master or simply another rival is up to you. Your talents lie in controlling and subjugating others, and if left unchecked you could rule Icewind Dale (or even greater lands) by the end of your time here.

Regardless of your background, you may choose your gender and age freely - though it's entirely possible that neither is particularly relevant for your background. Likewise, your race for your time during this jump may be chosen with some degree of freedom. Though your background might have an impact on your nature (having fiendish ancestry or being infused with spiritual energies after choosing Fallen or Remnant for example), most of the (civilized) inhabitants of Icewind Dale are one of seven races:

Humans are the most common, and the 'jack of all trades'. They lack the superhuman talents of certain other races, but are also the most versatile race in the Realms and can excel in almost any endeavor.

Elves are shorter and slimmer than humans, and their long lives and love of culture and art see many become important members of their community. More agile than humans, they are also more fragile and lacking in endurance.

Half-Elves are the result of interbreeding, and their mixed heritage gives them a blend of human and elven talents. Having few innate penalties, they are often charming, skillful individuals with fine senses as well as the ambition of their human ancestry.

Dwarves are short and stout, hardy craftsmen, and though many are considered humorless and dour they nonetheless possess rich traditions. Though few Dwarven settlements still exist in Icewind Dale, rumors continue to be told about their legendary treasures. Dwarves are more resilient than other races, but they tend to be less dextrous and more difficult to deal with in social situations.

Standing only half the size of most other races, *Halflings* are clever, agile people that are sometimes found as merchants, rogues, and other such roles where their diminutive stature offers no detriment. However, their small size leaves them lacking in physical strength.

Slightly taller than Halflings though shorter than Dwarves, *Gnomes* are a race often seen as mad tinkerers, eccentrics and other unstable individuals. Typically having a great love of humor as well as nature and wealth, Gnomes are highly intelligent, but lacking in terms of wisdom and overall 'common sense'.

Finally, *Half-Orcs* are the more physically adept counterpart to Half-Elves, and possess great strength and resilience owing to their Orcish blood. However, they are often lacking in mental abilities, being somewhat dimmer than other races. Though often shunned elsewhere, the harsh and demanding realm of Icewind Dale makes these fierce men and women more accepted thanks to their physical might - if only somewhat.

Class

Though your background might explain who you were, how you became what you are now, and what your goals might be, your 'Class' defines what you can *do*. Representing a mixture of innate skills, experience, and learned talents, your Class is one of the most important decisions you can make for your time here.

In almost all cases, individuals only pursue a single Class throughout their life - combining the talents of multiple Classes is often very difficult and taxing in terms of training and study. That said, it *is* possible to break this mould, as is seen by the practices of 'Dual-Classing' (focusing wholly on a second class after reaching a sufficient level of expertise in your initial one) and 'Multi-Classing' (the practice of combining two or even three Classes together). As such, you should not consider yourself limited to just one option... so long as you keep in mind that becoming a Jack Of All Trades rather than a specialist is likely to get you killed due to an inability to do *any* job as effectively as a specialist.

Icewind Dale has eight classes you can choose from, described below. You receive a first level of one Class for free, and may pay for additional experience, with each **50CP** you spend on your Class(es) granting you an approximate 'character level' worth of expertise. Discrete levels are merely a gameplay mechanic and not representative of the setting and its denizens, but as a rough estimate: a first level adventurer is still a wet-behind-the-ears-beginner, a tenth level adventurer is a veteran and likely a regional hero, and a twentieth level adventurer is the kind of legend possessing nearly unmatched skills and abilities.

Fighters are the primary combat specialists of the Forgotten Realms. Dedicated to their mastery of weapons to a degree no other Class can match, they are the undisputed masters of their chosen weapon, and the only ones who can become true 'grand masters' of their combat style.

Rangers are woodsmen and trackers, men and women who combine potent fighting skills with deep insight into the wilderness. They are talented close-combat warriors and archers, and while they lack the raw combat prowess of a Fighter, Rangers gain a number of useful powers based on the natural world, not unlike those of Druids.

Typically part of holy orders or brotherhoods of knights, **Paladins** are divinely blessed warriors who sacrifice a Fighter's unflinching dedication to the art of war for a variety of priestly powers. They also possess a number of advantages for fighting against classically 'evil' enemies, such as resistance to fear and the ability to Smite Evil.

Clerics are the servants of the divine - serving as priests, scholars and enforcers for the numerous deities of this setting. Whether they are healers tending to the sick and injured or the

divine instrument of tyranny for their dark lords, all Clerics can call upon divine magic to further their goals. They are often an influential font of power - both on the field of battle and elsewhere.

The **Druid** is, like the Cleric, primarily a divine spellcaster. However, where Clerics draw upon the power of the gods, Druids instead gain their abilities from a close connection to the natural world. Harnessing the powers of the elements, the wild beasts of the Dale, and even learning how to shift into the form of mighty animals themselves, these men and women are stalwart defenders of the natural world.

As the primary arcane spellcaster Class, **Mages** are the quintessential robed scholars, wizards and keepers of magical lore. Though lacking in physical prowess, their ability to both unleash devastating magics like fireballs and wield more subtle spells like divinations and warding magics makes them highly versatile.

The descriptor of '**Thief**' is used to cover all manner of rogues, scoundrels, scouts and other professions dealing with the art of subtlety - legal or otherwise. They are often invaluable in the field for their ability to handle locks, traps, and other such obstacles, and although they are only moderately talented at combat, they make for lethal assassins if given the chance to strike unaware targets.

Finally, **Bards** are a versatile Class focused on more social challenges. Often highly charismatic, all Bards are capable of creating music - be it by playing instruments, singing, or both. More impressively, they can weave supernatural effects into these songs, usually to bolster their allies with a variety of beneficial effects. Bards also learn a handful of tricks in sleight of hand similar to Thieves, as well as arcane spellcasting similar to a Mage - but they will always remain substantially weaker in each of these areas than the more focused Classes would be.

Perks

- Lucky Salvage (100CP, free for Adventurers)

Once the battle is won and the dead are buried (or left for the scavengers), it's time for that time-honored tradition: to divide up the spoils of conflict. Unfortunately, many adventurers might find that the rewards for their efforts aren't always very *useful* to them. A spectacular dwarvencraft Great Axe with mighty anti-Orc enchantments is a valuable find indeed... but if none in your group know how to wield such a weapon, it's just wasted space until you can haul it back to town and trade it for some extra coin. Somehow, this never seems to be an issue for you, however - it seems that fortune smiles on you when it comes to such finds, and any loot you might find is *far* more likely to be a good fit for your skills and plans. If you've just bought a powerful magical crossbow, you'll run into far more enchanted bolts than the usual arrows, for example, and you'll even run across higher-end spell scrolls once your Wizard has begun to master a new tier of magic.

- Adventure By Accident (200CP, discounted for Adventurers)

Few quests start by someone deciding they're going to assault the evil mastermind's secret lair to disrupt their grand plan of conquest for the Material Plane. Usually, it's just something small, only for said small thing to snowball into ever larger and larger issues. Much like the storyline from Icewind Dale, you seem to have the supernatural ability to wander across important information or events by accident, even while doing something entirely different. It's not going to happen if you don't have the time (or desire) for it, but for how this might manifest... well, the original example saw the investigation of a weakening magical blessing and a few missing townsfolk end with the disruption of *centuries* worth of planning and effort by no less than two different fiends of major power and influence, the annihilation of both fiends' armies, and the saving of Icewind Dale several times over. All in the span of perhaps a few weeks.

- Never Lacking In Challenges (400CP, discounted for Adventurers)

Though Icewind Dale is a desolate and barely habitable region compared to most of Faerûn, even this snowy place is not easily subjugated. Cults with memberships running in the hundreds at least, armies of monsters and wicked, subterranean Elves and Dwarves, legions of undead... And then there's you. The classic 'group of four-to-six lunatics' (well, possibly - you might have different ideas) who end up always in the thick of things, sending events spiraling out of control with their presence far beyond what such a small group could be expected to achieve. Part of this is due to your doubtlessly prodigious talent, but there's more to that.

This power, while active, allows you to increase the danger and urgency of whatever challenges you face - potentially dramatically so. Yetis swarm the wind-swept paths you travel by the dozens, crypts are trapped with ambushes vastly more lethal and hard to detect than before, and Belhifet himself will have already called in a number of his demonic servants to battle you. But the more and more you decide to increase the risk... so too will you find that the impact of your actions, and the rewards you receive from them, are likewise greater.

- Legend In The Making (600CP, discounted for Adventurers)

Out of the countless faceless masses, a handful of individuals stand out - people who come to define (or redefine) an age through their exploits. The grandest of heroes, the most insidious evil-doers, the people who will have stories told and songs sung in their name decades or centuries after. You are now one of these individuals, your talent for greatness and success nothing short of inspiring. Though this initially merely presents itself as minor improvement to your physical and mental abilities, your ability to develop new skills or improve your existing ones is immense; where others might need years or decades to master the art of war or their magical disciplines, you could do so in a manner of weeks (provided you put in the effort). If the stakes are high enough (and in this line of work they usually are), pushing yourself to the very limit makes you practically guaranteed to achieve 'one man army' status by year's end.

- Brutal Honesty (100CP, free for Barbarians)

Leave it to outsiders to lie and manipulate - in the cold, harsh environment of the far North, such things are useless. Like the barbarian tribes of the more remote parts of Icewind Dale, you have

embraced this principle, and know how powerful the truth can be. You'll find it considerably easier to bring truths into the light, be it by revealing what you've already dreamed of for all to see, or by discovering another's secrets in the first place. As a side effect, this also makes you more difficult to trick, your gut feeling being capable of more easily recognizing imposters and tricksters - even those who clad themselves in the most noble of truths to hide their ulterior motives.

- The Gift Of Sight (200CP, discounted for Barbarians)

Power comes in many forms. Bulging muscles and razor-sharp axes are the type you're likely most familiar with, given the Barbarians' usual preferences, but there are many more that are... *less* obvious. Your gifts allow you to recognize, with great clarity, just how powerful, dangerous, and overall *important* any particular individual or event are. The exact details might require further study, but your gut feeling is never wrong in such matters - though it may take time for you to find the reason for your concerns, none can hide from your attention when their actions will (or could) lead to the destruction of your entire tribe, for example.

- In Tempos' Name (400CP, discounted for Barbarians)

Sometimes, the day is lost. Sometimes, no might or divine blessings can stand against the tide of darkness. Sometimes, all that awaits you is death. But even in death one can change the world. Like the fabled Jerrod of history, who stopped the terrible Arakon and his fiends by paying the highest price, so too will you know when the time comes that *your* life must be paid... and that with a favor so bought, victory may still be claimed even when you are near total defeat. Once per jump, you'll find that no matter how dire your situation, no matter how bleak your outlook or how grim your chances, you can find a way to reverse your fortunes through a heroic (or spiteful) sacrifice, ending your life while achieving an impact upon the world *far* in excess of what you could have achieved in life. But like history, you'll find that events do repeat - and while centuries later Everard would merely repeat Jerrod's actions and likewise sacrifice himself to save all of Faerûn, yours is a different repetition...for the death from this sacrifice will not end your chain. Even in death you know purpose, and it will only ever be a matter of time before circumstances - or even Tempos himself - ensure you rise once more from this glorious end... even if it is only barely in time for you to end your stay in your current world.

- Foretold (600CP, discounted for Barbarians)

The greatest events in history are often predicted ahead of time, the greatest names known before their legends begin to take shape... if one has the talent and the wisdom to listen. The power of prophecy is not a trivial thing, but for you it seems less like a trickle of knowledge about the future and more the feeling that fate and fortune are clay to be sculpted under your guidance. Not only are you fairly gifted at divining future events, you can *alter* such fates to some extent - and without disrupting the flow of events in its entirety. Though the 'core' of any prophecy you make must remain intact - such as great heroes rising to stop a mighty warlord risen from death itself - you can, through your own actions, alter its predicted events to better suit your needs or plans.

The most basic effect this can have is usually to change *who* or *what* the prophecy is about: you could, for example, claim the position as one of those same 'great heroes' by ensuring you fulfill all the requirements their place in the prophecy needs and being at the right place in the right time. This would simultaneously grant you (or some other person you place in fortune's path) both the responsibility of seeing the prophecy fulfilled to the end... as well as potentially the rewards found upon its completion.

Likewise, you could force the future to happen on your own terms by subtly altering (or even *starting*) the events necessary for a prophecy to come to pass. If the emergence of a dangerous threat or a foul betrayal will occur within your lifetime, why not arrange for it to do so just when the barbarian tribes are gathered in one place to oppose it?

With time, experience and wisdom, you might find that the future is *far* more malleable than other seers might believe so... but do be careful. As the Gloomfrost Seer herself learned the hard way: binding oneself to prophecy's foretold events can be a dangerous thing - and more than one seer will eventually predict their own death.

- In Living Memory (100CP, free for Remnants)

There is a common facet to many beings who are maintained by their link to magical energies, tombs, or even the land itself. Through their connections, their unusual nature, or simply by living a very, very long time, such beings often have startling insights into the nature of power... especially the way it might change over time. Like many other remnants, you are highly knowledgeable when it comes to history in all its facets, and you'll likewise have an unnaturally high degree of success when you try to gain further understanding of the past. This is most useful, perhaps, when it comes to matters such as locating long-lost ruins and their unclaimed treasures, or arcane and potentially highly advanced lore which has been forgotten in ages past, though you'll find it equally effective at simply piecing together the gaps in the history books.

- Long-lost, Now Returned (200CP, discounted for Remnants)

Life is a fleeting thing to some, easily ended through violence or hunger, quenched in plagues and winter's cold. Yet so often it endures, even *beyond* death... and you know this fact well. As an aspect of your supernatural existence, you possess a great insight into the nature of spirits, souls, and the differences (or similarities) between the living and the dead. You'll find it's quite easy for you to bring peace to the restless dead, perhaps by easing their pain or dealing with whatever problems or wards kept them from beginning their final journey. Of course, you could also use this insight for more wicked purposes - creating legions of shadowy ghosts to guard your home or your tomb, or hiding within another's being like the draconic ghost of Icasaracht possessed the corpse of the legendary barbarian warlord Wyldene.

- Connected (400CP, discounted for Remnants)

For a being who may very well be *literally* born of coalesced power, physical form is not always a necessity. Indeed, more than a few examples can be found in Icewind Dale of beings who have transcended... or at least *endured* the loss of their living self. Your ties to the land, your magical crafts and the energies of the world grant you resilience beyond your supposed peers, including a means to cheat death itself. Whether you enshrine your spirit within a crystal anchor

like Icasaracht bound her soul to a brilliant, enchanted gemstone, your body abandoned the breath of life for the cold, unending embrace of undeath like Kresselack 'The Black Wolf', or you endure through more diffuse but likewise weaker bonds like more minor ghosts and spirits, you remain. So long as you remain bound to an object or location, willingly or unwillingly, your existence remains and you could be restored to life - at least in theory. Do be careful, however. The binding of spirits and undead is hardly an unknown practice, and the greater your power, the greater effort you must invest into maintaining these bonds... both to ensure your full measure remains, and to prevent others from suborning your power for their own ends.

- The Greatest Working (600CP, discounted for Remnants)

Knowledge is power, and nowhere was this made as clear as the immensely powerful - and terrifying - enchantment formally known as a *mythal*, such as that which was placed on the elven fortress that was once called the 'Hand Of The Seldarine'. Created by the archmage Larrel in a desperate last stand, the intense power of the mythal proved potent enough to stop an entire orcish army in its tracks... but the enchantment backfired catastrophically, tearing the life from all within the fortress and leaving orc and elf alike as little more than undead shades, echoes of their past selves.

Now, this rare and dangerous art has become known to you as well - for like Larrel and other such mighty spellcasters, you have gained the insight into spellcraft and magical theory to create far-reaching and self-sustaining magical enchantments of immense power, be it the mythals of the Forgotten Realms or similar kinds of creations you might develop using techniques from other worlds. Common (insofar as 'common' applies to *any* mythal) effects that can be created this way include enhancing or inhibiting certain types of magic, such as the necromantic energies that became Larrel's downfall, barring access to anyone with (or without) certain characteristics, such as 'all orcs', or bolstering all allied forces under its influence with various magical spells such as empowering their weapons with magical fire. As is often the case though, such expressions of power are often highly dependent on their caster - you'll still need to find your own particular style to apply to this type of magic.

Unlike Larrel's works, your efforts are also *far* more likely to function as intended, without the kind of catastrophic failures that doomed the Hand Of The Seldarine into becoming an undead-infested ruin.

- Unquenchable (100CP, free for Fallen)

Long burns the flame that burns dimly... and even a tiny spark can create the greatest conflagrations if given the chance. You know how to keep this spark going, possessing an inhuman level of willpower and patience, and the ability to keep your passions and ambitions alive no matter how long it might take before you next have a chance to act on them. Whether it was a day, a year, or a century ago, you need never forget a slight, nor lose your passion for that which once inspired you. Just be careful before you start a millennia-long vendetta against your rivals, eh?

- Greatest Among Wretches (200CP, discounted for Fallen)

Surrounding yourself with the wicked, the untrustworthy and the treacherous has a fairly obvious issue - how to prevent these unscrupulous people from turning on *you* when they feel you're no longer a worthy ally or leader? Well... there are ways. Whether it's mind control, manipulating your lieutenants to always be at each others' throats instead of yours, or simply being too damn scary to oppose, you'll find that you excel at keeping people under you 'loyal' to your command. They might still hate you, of course, and this won't necessarily stop them if you *really* leave yourself open, but so long as you put in at least some amount of effort you'll never need to worry about sudden rebellions or mutinies from those who serve you.

Just... be sure to protect that brainwashing idol you use to keep your servants in line - it wouldn't be very good if a group of adventurers came by and smashed it to undo all your work, now would it?

- Shadows And Secrets (400CP, discounted for Fallen)

Many would see you fail - be it because they oppose what you stand for, or simply because they wish to succeed in your stead. Subtlety and long-term planning are paramount, and you're well suited for it. You're a gifted leader, not necessarily in the 'inspiring greatness' aspect, but definitely when it comes to the skills to control a massive conspiracy, build up a secret army, or otherwise get your pawns and servants into position without being noticed. Play your cards right, and no-one will realize anything is amiss until the first victims start disappearing in the night or your monstrous minions pulverize the town gates to claim their due.

- Voice Of The Damned (600CP, discounted for Fallen)

Your lies are like poisoned honey, your image a false mask like a benevolent angel, and the merciless hooks you thread into others' hearts and minds are insidious indeed... for you know that often, one doesn't necessarily need to convince others to support you *at all*. What matters is they see in you their own salvation, their own success, the rewards they so justly deserve - and it's far easier to simply twist their perceptions of what those things are than it is to convert them to your cause directly. As a result, you are an absolute *master* of manipulation, brainwashing, and corrupting others to follow your lead - with enough time and effort, you could turn a religious community dedicated to Ilmater, the virtuous deity of suffering and mercy, into a cult serving you while praising the divine purification of torture. Claim that your tongue has been sharpened on the souls of a thousand mortal sinners, and it would *at worst* be an idle boast... and in time, an understatement.

- Magnificent (50CP per purchase, one free for all)

Greatness comes in many forms, but even the most ambitious and ruthless individuals will have to accept one basic fact: your innate abilities are, more often than not, the difference between grandeur and obscurity. With each purchase of this Perk, one of the commonly accepted 'attributes' you possess is made the pinnacle of your chosen race during this jump. The six choices you may take are:

Strength governs your physical might and fitness.

Dexterity represents agility, hand-eye coordination and overall reflexes.

Constitution dictates your endurance, healthiness and ability to withstand injuries.

Intelligence includes mental acuity and memory, including your sense of logic.

Wisdom determines your ability to understand the world around you (including other people), as well as your 'common sense' and talent for more spiritual pursuits.

Finally, *Charisma* handles your persuasiveness, personal magnetism, and social graces.

You are given a single purchase of this Perk, but this purchase may *only* be selected for whichever attribute is most important for your other purchases: if you become a magician you could take Intelligence but not Strength, while a schemer and manipulator could take Charisma or Wisdom but not Dexterity. Use your best judgement for what fits.

'Magnificent' may be bought multiple times, even for the same attribute. Should you already possess natural talents equal to (or greater than) what you would receive for a single purchase, each further purchase grants you a modest but noticeable improvement to this attribute instead.

- Perceptive (100CP)

Old, ruined castles, ancient crypts layered in dust and cobwebs, vast tunnel networks and cultist bases... they're tricky places to navigate at the best of times, and that's if you stick to just the obvious routes. But you... oh, you seem to *thrive* in the kind of dark, confusing realms where few dare to tread. Your eyes pick up the tiniest details, the faintest air flow from hidden seams calls out to you, and one could be forgiven for thinking you have a literal sixth sense when it comes to spotting traps, secret doors, and even ambushes - be they from killers waiting to slit your throat or long-dead corpses stirring to punish you for trespassing in their domain.

- Natural Craftsman (100CP)

Most weapons, armor, and other items of use are crafted with fairly... ah, *obvious* methods. Steel blades, wooden shields and armor crafted from cured and reinforced leather are all fairly tame - but they're hardly everything that's out there. You are a master craftsman, not when it comes to ordinary blacksmithing or leatherworking, but rather when it comes to using natural and exotic materials. From turning the highly resilient beetle shells from the gigantic Rhino Beetle into helmets or shields that ward off axe blows and crossbow bolts to Yeti hide cloaks and armor that allows those wearing them to shrug off even supernatural cold, it's all familiar ground to you. Furthermore, this also includes using similarly esoteric materials to create magical enchantments, like using Umber Hulk eyes to create mental protections or a White Dragon's tooth to infuse a weapon such that it strikes with bitter, flesh-rending cold.

- Trickster (200CP)

You're a sly one - and that's not always a complement. Whether you've made a living out of scamming and conning people or not, you're a talented grifter and swindler. And by talented, we mean 'could sell heirlooms to a nation's sworn enemies to cause a war' - just ask Nyx. Like said Drow, you're also exceedingly good at getting away before the consequences of your dishonorable or outright treasonous actions catch up to you. Just... don't get too overconfident.

- Beyond Mortal Ken (600CP)

Some beings are simply too powerful, too resilient, too *otherworldly* to assail with esoteric means. Your nature as a jumper gives you a certain amount of leeway in this matter, certainly, but with this Perk, the protections offered by your unusual being are vastly improved. More normal forms of violence, such as a berserker dwarf lodging an axe in your skull or a fireball blasting the flesh from your bones, remain unaffected. On the other hand, attempts to engage you with more esoteric effects that normally rely on having an 'in' due to your nature, such as magical compulsions and telepathy, death magics, or undeath-disrupting energies will find themselves heavily distorted or outright failing when used against you. Much like Belhifet himself, you are beyond such things, and if any seek your demise they will need to *earn* it.

Items

You may import existing items of a similar type at no extra cost. For example, you could combine an existing stronghold with the *Brass And Black Iron* item to gain a lair with the 'best of both worlds'. You may likewise combine multiple items you purchase here, such as turning your *Black Ice Mirror* into a magical weapon by combining it with *A Prize Worth Killing For*, or combining *A Piece Of Hope* so your *Lost Bastion's* attendants can slowly repair and renew the entire structure over time without needing outside resources or help. All personal items are repaired or replaced within a week if they are lost or destroyed. The various structures do not carry this benefit, but return to full effectiveness at the start of each jump and may automatically adjust their form to fit in with whatever settings you visit.

- Know Your History (Free)

Icewind Dale is a distant and sparsely populated realm, but it still shows up remarkably often in stories and legends. With this purchase, you receive all works related to the Icewind Dale franchise, including the games with all expansions and extra content, as well as the various books and other works focusing on this region.

- A Prize Worth Killing For (variable cost)

If there's one thing inextricably linked to the idea of D&D, it's loot. From the treasure chest in a ten by ten foot room to magnificent artifacts and dragons' hoards, wealth and magical items are an important and often inevitable part of the stories taking place in this world. With this option, you may create new magical items to suit your needs, be it a sword that burns your foes with brilliant fire or a ring that wards away necromantic energies.

For 50CP, you may receive a replenishing supply of basic consumables, such as jugs of Flaming Oil, various types of Potions Of Healing, and so on. You will receive a replacement once per hour, up to a maximum of ten total. These consumables need not all be the same item, be it as a set or with each replacement, though they do need to be thematically similar. Different kinds of potions that bolster your attributes or defenses could all be found together, as could potions that heal diseases or injury or a set of low-level scrolls. Alternatively, you may use this

option to receive a wand with ten charges of a spell of up to 3rd level (which does not need to be the same spell with each replacement).

For 50CP, you may receive a basic enchanted item, carrying up to three magical effects from the 'Minor Effects' suggestions found in the Notes at the end of this jump document. For example, this could give you a battleaxe that carries a '+1' enhancement bonus, strikes with additional fire damage, and grants you a small boon to your physical strength.

For 100CP, you may receive a more potent magical item, carrying up to three magical effects from the 'Major Effects' suggestions found in the Notes at the end of this jump document. For example, this could grant you a suit of magical armor that makes you immune to mundane and magical cold, allows you to exhale a freezing breath similar to the Cone Of Cold spell three times per day, and provides a '+3' enhancement bonus to its defense.

Finally, for 150CP, you may receive a copy of any usable equipment seen in the games, including all magical boons and (optionally) eliminating any detrimental effects it might carry. Examples of items you could acquire this way are the Pale Justice blade, the Vexed Armor plate mail, or the Gauntlets Of Elven Might.

- Trophies Of The Hunt (50CP)

Most weapons, armor, and other pieces of equipment are crafted from good, old-fashioned steel and other such common materials. This stack of crates is filled with something a bit more unusual - a variety of Winter Wolf and Yeti hides, carapaces, and other such materials that a talented craftsman could use to create new items. So long as it's something you could get your hands on through hunting various kinds of (probably dangerous or magical) wildlife, you can expect to eventually find some bits in here.

The crate refills at a speed suited to keep a professional craftsman busy as a full-time job, though using it at this rate means you'll be limited to the more common hides and such. That said, allowing the supply to 'age' in your care makes it increasingly likely to get higher-quality and harder to acquire materials. There could even be some really rare and spectacular things in here if you're patient - dragon scales or demonic horns come to mind.

The exact items you'll find in here are hard to predict, and you'll likely find that 'variety' is considerably more normal than 'consistency', but these crates nonetheless seems to (usually) get filled with stuff you'd find at least interesting or useful, rather than a complete waste of time. Entering a new setting will allow you to gain similar kinds of trophies from these crates, and you can switch the supply back to any previous collection you've possessed in case you need more. However, you can only gain trophies from one world at a time (unless you purchase this option multiple times and have each set of crates restock with trophies from different worlds).

- A Game Of Life And Death (100CP)

Though they are rare and almost always found only as a single piece, there is a somewhat famous chess set in existence, where each piece represents a certain archetype or legendary figure. When tossed on the ground, each piece will summon a semi-real replica of a powerful

being: a Bishop might turn into a powerful Cleric or other servant of the divines, while a Queen might manifest as a powerful sorceress, for example. Each such summoned being is fully under the command of whoever used the piece, fulfilling their commands without hesitation, doubt, or even sense of self-preservation.

Now, you will find yourself in possession of a full set of these chess pieces in the numbers needed for a normal chess game: two kings and queens, four bishops, knights and rooks, and sixteen pawns. The summons last for eight hours or until they are destroyed, and any piece that is used will be replaced after a week.

The creatures or individuals they transform into will always fit into the setting. A world of magical fantasy such as this one might grant you the support of mighty warriors, cunning thieves, or terrifying spellcasters, while a sci-fi setting might instead see the Pawns represent robotic assault troops or a Knight as a commando in power armor.

- A Piece Of Hope (100CP)

The ruins of the past dot the landscape in Icewind Dale, many of them long-forgotten or crumbling ruins. But just because they are so, does not mean they must *remain* that way. Be it an old, ruined fortress, a broken weapon last wielded centuries ago, or the defiled and undead-infested halls of an ancient dwarven city, sometimes all that's needed to make things right again is the drive to make it so and the tools to get the job done - and with this 'item', you've got everything you need to take the first step towards restoring a piece of the past. By default, this collection will take the form of a vial of pure, blessed water, a pair of small cages with birds and squirrels, and a package of seeds from various hardy and exotic plants. However, you'll find that any time you seek to restore something lost to time and neglect, a different set of items will take their place - and each new set will be useful for whatever it is you're trying to restore at any given time. That said, you'll only have one such option at a time - if you plan to work on multiple projects at a time, you'll have to pick and choose what is going to be most useful to you.

- Marks Of Passage (200CP)

Sometimes, it's necessary to simply *not* be disturbed. Rituals that require your utmost concentration, delicate magical artifice that must not be interrupted, or even just the desire to be left alone for a while are all valid reasons. Yet at the same time, emergencies sometimes demand even this solitude is breached. This collection of tomes and materials give you access to a most suitable solution, containing everything you need to set up protective wards and access restrictions similar to those Belhifet used in the caverns and ruins of Lower Dorn's Deep. When properly inscribed and powered, these wards will generate a mighty barrier that keeps out anyone not permitted, while you can simultaneously craft tokens, wardstones, or other forms of identification that will allow others to pass unhindered. You can even include the system Belhifet used, making it so that those who wish to pass the barriers must have a certain combination (or even all) wardstones, keys, or other trinkets you use before they are permitted passage. These wardstones are wholly unique, and cannot be copied or replicated through ordinary means. However, the barriers themselves might still be breached with enough power, though the longer you spend on crafting each ward the harder they will be to disrupt.

- Black Ice Mirror (200CP)

This small pane of ice, taken from the Gloomfrost Glacier high in the North, still carries a portion of its power. It will never chip, nor melt even in the hottest of environments. But most of all, it carries Gloomfrost's capacity for stripping away any ulterior motives and self-delusions in those exposed to its power... and this process is rarely gentle. Wield this fragment with care, Jumper - though it can sometimes bring healing and renewal, the truth can likewise be a very *dangerous* thing as well.

When showing this mirror to another individual with the intent to reveal their truth, you may angle it such that their reflection becomes visible to them within the smooth surface of ice. However, the reflection does not simply show their image as anyone else would see it - at least not to them. Instead, it shows the deepest, most honest reflection of their very being, a revelation so profound that whoever sees this embodiment of their own being *cannot* act against it, if only for a moment. Any lies will be swallowed, any disguises abandoned, any delusions shattered before the all-consuming *truth* it reveals, no matter the pain it might bring to those whose deceptions are ended this way.

As an example: when Icasaracht possessed the body of Wylfdene and faced her true reflection in Gloomfrost ice, her draconic pride left her no choice but to leave the barbarian's body in disgust for not being her true, draconic form. In doing so, a months-long charade that had seen her lead nearly all barbarian tribes in the North not a moment before ended in a matter of seconds, shattering almost her entire powerbase in the region.

- Vision Beyond Vision (200CP per tier, discounted for Adventurers)

There are many dangers hidden in the dark corners of the world... or many rivals, if you happen to be one of them. Indeed, had the power of the Heartstone Gem not revealed him, Icewind Dale would have fallen to Belhifet's armies for sure. With this item, you receive a potent artifact not unlike the gem itself, which serves as a focus point for any powers of divination you might possess. While using the gem, which is small enough it can be worn in a necklace, you will find that any abilities such as magical farsight, precognition, or scrying effects you use bypass all forms of deception or warding. Massive runic wards that hide a hidden fortress from all magical observation might as well be a child's scribbles, and even the most subtle and complex illusions falter before the gem's power.

A second purchase improves the gem further. Though the normal variant bolsters your existing abilities, this upgraded gem will allow you and any you share its powers with to draw upon powerful divination magics - even if they otherwise would never have been capable of such feats.

A third and final purchase further improves the gem's abilities. While it already allows the user to bypass protections on whatever they try to view, this fully enhanced gemstone also ensures that the reverse is *not* true. You will be immune to any kind of harmful effect that relies on altering or affecting you through your perception of the world. This safety includes focusing your divinations through the artifact, and your personal senses are likewise protected while simply wearing the gem. The madness-inducing gaze of Umber Hulks fails to find purchase in your thoughts, magical symbols promising pain and blindness to any who read them wash over you without

effect, and you could enter a staring contest with a Basilisk without losing so much as a hair to its petrifying powers. Even certain forms of mind control and paralysis may leave you unharmed - though this depends on their exact method of use.

- Heart Of The Dale (200CP per tier, discounted for Barbarians)

The wilderness is your home, but even in the wilds there are gradations of 'desolate'. Far from the realms of civilized people, wild and untamed power can be found... if you know where to look. With this purchase, you become the owner - insofar as that even applies - of a nexus of natural energies. This location will manifest as a highly dangerous environment... but *only* to your enemies, and you can restrain this hazardous nature through extending an invitation if you wish. Whether you decide on the biting cold and ice-dwelling beasts of the Gloomfrost glacier, the scorching heat and traps of the Dragon's Eye volcano, or some other such place is up to you.

A second purchase upgrades this location with a more direct level of control over its environment, not unlike the aura of fair weather generated by the Kuldahar tree. More than that, you will also find that the entire area now gains a widespread - if somewhat minor - beneficial magical effect, such as resistance to scrying, infusing those within it with chilling energies to bolster their combat power, or the waters flowing through this realm gaining the power to heal minor wounds and cure illnesses.

The third and final tier improves the magical power of this location even further. While within its domain, you (and any allies of yours) will find their physical and magical abilities vastly strengthened, bolstered by gifts of the natural world that can match or even eclipse those of the most learned archmages. Where before you might have faced a dozen intruders with decent chance of victory, now you could stand before an *army* without fear.

- Lost Bastion (200CP per tier, discounted for Remnants)

The remnants of the past hold power over the present, and though its grandeur may have faded with time, this ancient fortress is still a mighty structure in its own right. Including multiple floors in the main keep for the residents and servants along with a large courtyard for common inhabitants, it could easily be restored to proper functioning.

A second purchase enhances the Lost Bastion further. The mysteries of the past included powerful magics rarely seen today, and your fortress now possesses powerful wards and magical defenses - potent enough to keep away all but the most talented spellcasters and preventing all unauthorized teleportation into or out of the castle grounds. You also receive a signet ring tied to these wards, enabling you to ignore these restrictions as well as duplicate the mark for others so they may come and go as they please.

A third and final upgrade further bolsters the magical power of this fortress. Ambient magic now suffuses the entire structure, continually creating guardians to protect its halls and treasures (assuming you have any) and chase away intruders. Whether this takes the form of shadowy undead spirits as one might encounter in the Severed Hand, horrific monsters like those breeding in the depths of Maluradek's Castle, or some other form entirely is up to you.

- Brass And Black Iron (200CP per tier, discounted for Fallen)

If there's one thing an ambitious and ruthless villain needs, it's a secret base from where they can cast their shadow over the surrounding lands. Now, you have such a location... if a fairly modest one. Consisting of a handful of caverns and underground structures, the main draw of this hidden base is the small but functional dwarven foundry at its heart. With some effort, this facility could be used to equip a small force with high-quality equipment - perfect for gearing up your lieutenants and more well-trusted servants.

A second purchase upgrades the underground base with a substantial network of tunnels and mines, granting access to a wide range of powerful materials such as Mithral, as well as alchemical or magical reagents such as Umber Hulk hides and Myconid spores... assuming you don't mind hunting for it.

The third and last tier completes the lair with a large number of (expendable) slaves and servants, including all the necessary enforcers and cruel taskmasters needed to keep them in line and suitably 'productive'. Put together, it provides a robust and surprisingly stable base of operations with everything you need to maintain a large complement of military forces, be they demonic, monstrous or just the heartless and hateful you've gathered here on the Prime Material plane.

- One Step To Oblivion (400CP)

Beneath the temple in Easthaven lies Jerrod's Stone - a sealed portal to the Lower Planes that could allow countless demonic beings into this world if unsealed... but now, it is not the only such gateway. You possess another, as potent and dangerous as the portal that was sealed by Jerrod's sacrifice.

Seemingly a large, stone disk that stands as tall as any man, this artifact is inscribed with layers upon layers of wards and enchantments. Promising a swift and terrible end to any who use it unwisely, it answers only to your command... and should you wish it, you can unseal it.

Beyond the portal lie only the unending terrors of the Nine Hells. Or perhaps it instead opens to the infinite layers of the Abyss. Or somewhere else. Whatever your exact choice for its exit point may be, the portal is guaranteed to be an effectively unending source of demonic manpower... but it does not, by itself, guarantee any kind of servitude from the beings you can call forth with it. Nonetheless, for one versed in demonology, infernal contracts and binding fiends - or one seeking the fight of a lifetime - it can be a priceless tool to amass power.

Unlike the gateway which would become Arakon's undoing (and Jerrod's tomb), this one *can* be closed without such a sacrifice, requiring only your direct command. When not active, the sealed portal can be transformed into a much smaller size, roughly the size and weight of a large amulet, allowing you to easily transport it to a new location.

In future worlds, the disk will connect to any similar realm of demonic or evil nature, or simply a generic 'hellish' realm if the local cosmology does not contain a suitable choice.

- A Shard Of Greatness (600CP)

This small splinter of crystalline material is, above all other things, *dangerous*. An imperfect counterpart to Crenshinibon, the capital-A Artifact that let Belhifet amass his army, it nonetheless provides an immense amount of power to anyone willing to use it. At its most basic level, the splinter provides a massive reservoir of magical energy that can be wielded by its

user. The main use of this power lies in the realm of mystical control and psychic communication; Belhifet used Crenshinibon to brainwash and direct hundreds of victims, with weaker-willed subjects such as several Goblin tribes being affected en masse from dozens - if not hundreds - of miles away. One who already specializes in such abilities will find their talents reach across vast distances with ease, though other forms of power, such as weather manipulation or large-scale curses, will also benefit from the shard's assistance. Its second notable power is the creation of (or transformation into) a near-indestructible crystalline fortress, which further enhances the shard's powers at the cost of making it immobile and leaving the 'core' vulnerable within without most of its normal resilience.

Unlike the original Crenshinibon seen in Icewind Dale, this shard is 'blank', lacking the malevolent drives and desires of its darker original. As such, its power can be used to inspire heroes and protect communities as easily as it would draw monsters or cause widespread destruction... though much like the original, it *is* possible to bind it to a specific ethos or goal with sufficient effort.

Companions And Followers

- Allies By Your Side (variable cost)

Though each individual can gain great power and fame on their own - provided they have the ambition to do so and the luck to survive the experience - but few can boast of achieving all they have done by themselves. With this option, you may import an existing Companion or create a new one according to your desires, granting them a background and 600CP to spend on Perks and Items. Each may take Drawbacks for additional CP, all of which stack additively with any Drawbacks you yourself might have taken.

You may gain one Companion for 50CP each, or pay 200CP for eight at once.

Alternatively, you may recruit existing individuals from the setting instead, using the same rules as above, except they will receive a Companion's normal CP at the end of the jump. They must still agree to become a Companion, but you may ask any number of times (and any number of different individuals) until you've filled all your empty slots.

- An Army At Your Back (100CP per tier)

The most powerful and influential are often few in number, but more often than not there are hundreds of followers doing their bidding - or opposing them, depending on which side of the conflict you're looking from. With this option, you can gain a sizable following of loyal subordinates. Perhaps a barbarian tribe has proclaimed you their chief, you're the leader of a nefarious society of snake-people, or the head of a wicked cult seeking to sacrifice all in your name? Whatever details you decide on for these followers, they are highly loyal and fairly competent, though otherwise rather 'average' by the setting's standards. You receive about fifty such followers to start with, and this number doubles with every further purchase up to a maximum of ten purchases total. Any losses due to armed conflicts, accidents, human sacrifice

or other causes are slowly replenished, though you should probably take care to ensure their numbers don't dwindle *too* much.

Drawbacks

You may gain additional CP by taking Drawbacks. There is no limit to the number of Drawbacks you may take or the amount of CP you earn from them, though do remember: pride comes before the fall, and the Dale is littered with the corpses and ruins of those who forgot this lesson.

- Bound For Greatness (+0CP)

Icewind Dale shows us a journey both grand and dangerous, but also rewarding and engaging... possibly, at least. It all depends on what you do, in the end, because now it's *your* journey. Your starting location is set to Easthaven, and you'll be part of the group setting off for Kuldahar after hearing about the mysterious threats plaguing the town. You are now, for all intents and purposes, the protagonist(s) of the game. The future of Icewind Dale lies in your hands. Good luck.

As a consolation prize, you may end your time in this jump early once all major threats to the Ten Towns seen in the game have been eliminated or otherwise rendered a non-issue. This includes, at the very minimum, ensuring the demise of Yxunomei, Belhifet and Icasaracht, along with killing (or freeing) a sizable portion of their lieutenants and followers.

- Drunken Tales (+0CP)

The stories of Icewind Dale are numerous, and you might want to see more than just the adventure seen in the game of the same name. Or perhaps you'd like to avoid them, in case a single world-ending threat is already enough for you. This 'Drawback' acts as a toggle of sorts, allowing you to decide what is or isn't canon from any other Icewind Dale materials, like the various books, the game's sequel and expansions, and so on. The only limitation is that, for obvious reasons, the central conflict of the game can't be removed. Unless you change events yourself, the vendetta between Yxunomei and Belhifet *will* end in blood... be it theirs or everyone else's.

- Unimpressive (+100CP per purchase)

This world is one defined by the greatest individuals of entire lands, those who stand head and shoulders above all others... usually. You'll need to make do with considerably more *modest* talents, as one of your six main attributes (as shown in the 'Magnificent' Perk) is now stuck at a mere ten - about average for a human. Whether it's unimposing physical strength, a bland and uninteresting personality, or some other choice, no method you possess can improve these abilities beyond this level.

You may take this Drawback multiple times, choosing which attribute to lower each time. You may apply further purchases to different attributes (likewise making you mediocre in those aspects) or, if you're certain, lower one attribute *twice*, reducing this attribute to a maximum of

three - low enough that children could arm-wrestle you and win, or that your mind becomes so sluggish and simple you'd have difficulty understanding normal conversation (to say nothing about reading and writing).

- Merciful (+100CP)

A heart filled with kindness is a blessed thing, but not *all* are deserving of second chances or redemption. You are the kind of person who sees the best in everyone, even when you *really* shouldn't. You forgive easily, preferring to mete out some fair punishment rather than kill foes outright... and thereby giving them a chance to bide their time and gather their strength, whether they've abandoned their wicked ways or not. Although it's unlikely many of your foes would grow to endanger you a second time (you've already beaten them once, after all), you should still expect your trust and generosity to be betrayed again and again.

- Unobservant (+100CP)

Powerful rewards can come in small packages, especially when you're adventuring. So, too, do traps and sudden, violent deaths. So it pays to keep your eyes and ears open... well, for most people it does, anyway. You're about as perceptive as a drunk bat when it comes to noticing important details, and while you won't have any difficulties normally it's going to be *hell* on your ability to spot hidden treasure, like the mighty Paladin blade *Pale Justice*, lethal traps like snares tied to a tank of toxic *Cloudkill* gas, or a Yuan-Ti assassin lurking in the shadows.

- Coward (+100CP)

The problem with danger is that it's, well, *dangerous*. A lack of courage can be a severe detriment in a harsh environment like Icewind Dale, but you'd rather not worry about your continuing ability to breathe and otherwise enjoy living. You'll even find your personal charm and banter affected - why risk offending someone when you can just stay quiet instead? You essentially can't bring yourself to do what needs to be done unless you're *certain* it's going to be safe or successful, and even then you might err on the side of caution. For you, Jerrod's tale of heroics and sacrifice is not something to aspire to, merely a warning of what happens when you screw up.

- Feral (+200CP)

The wilderness holds dangers both obvious and subtle, but one is fortunately rather rare in Icewind Dale: lycanthropy. Werewolves and other were-creatures are not frequently seen... but they do exist, and not always in the far off wilds. By taking this Drawback, you are afflicted with an incurable form of lycanthropy, forcing you to transform into a feral, animalistic monster on a regular basis. Though it's not a *completely* split personality per se, you will lack almost all forms of higher reasoning and are far more violent and suspicious due to your animal half's instincts while transformed.

Unlike the lycanthropy afflicted to a certain hunter in Lonelywood, it is impossible to prevent or control your transformation in any way.

- Winter Wyrms (+200CP)

The sins of the past can carry long memories, and sometimes, they refuse to remain forgotten. Whether it's through your actions or simply because you're in the wrong place at the wrong time, you have become the target of a very old, very powerful being - similar in power and influence as the ghost of Icasaracht, one of the greatest and most dangerous white dragons to ever terrorize the region. They will seek you out and try to eliminate or slow you down through subterfuge and manipulation at first, but they will not shy away from a merciless assault with servants or, if the need and opportunity present themselves, personal involvement in all their great and terrible might. Bring a dragonslayer sword, or at least some reliable anti-spiritual magics, because you might just need them if you're going to put this threat down for good.

- Dale Walker (+200CP)

Do you like snow and rocks, Jumper? Let's hope so, because you'll be seeing a lot of it. For the duration of your stay here, you are compelled to remain 'on the road' for the majority of your time. Nothing's stopping you from dropping by Kuldahar or other centers of civilization, but you'll become increasingly restless as you stay, the urge to move on becoming irresistible in a few days. Before long, it's back into the frozen wilds, or underground caverns, or wherever else your feet might lead you. Bring a sturdy sleeping bag, and get used to roughing it in one of the harshest places of the Realms.

- Vendetta (+200CP)

It's a sad fact that quite often, solving one problem just leads to another somewhere down the line. For you, this is doubly true, for you'll find that it's exceedingly easy for you to make enemies through your actions. Expect to run into an awful lot of people looking to take revenge for something or other you've done to bother them - usually by murdering you.

Save a town from an evil priestess, for example, and some time later you'll run into her allies - who now obviously want you dead for interfering with their plans. How powerful these enemies will be will depend on the impact of your actions (so no need to worry about pissing off any demon lords by rescuing a random farmer from some goblins), though dealing with these further complications doesn't itself cause *even further* enemies to show up. Otherwise you'd *never* have a moment's rest.

- Sealed (+300CP)

Power. Wealth. Fame. Purpose. What more does one need, here at the edge of the world? You leave behind all advantages from your previous jumps, and for the duration of your stay here you are effectively reduced to nothing more than your Body Mod and whatever purchases you made for this jump. Your memories and ordinary skills remain unaffected.

This Drawback applies to both you *and* any Companions you bring with you. Companions will receive an additional 150CP each, but may not take this Drawback themselves.

- Furious (+300CP)

The Drawback for those who are the true heroes of the Dale, the challenge for those who accept no substitutes, and the doom of overconfident fools beyond count. The entire setting now operates under *Heart Of Fury* rules, turning monsters and threats into vastly more dangerous

versions of themselves. Do you have what it takes to face goblins who can survive a small army's worth of crossbow bolts before falling, let alone demonic entities similarly strengthened beyond their former might?

- Tainted (+300CP)

You carry within you something wicked. Something foul. Something *wrong*. It won't cause you any issues normally, but you'll find that any supernatural beings you encounter who are aware of such things will see you with a *vastly* greater degree of distrust or outright hostility - for none bear such a mark without having earned it, be it by desecrating holy burial sites, twisting the natural order to your whims, or pursuing eternal life through the repeated sacrifice of your own unborn children. Spirits will shun you or attack outright, ghosts and sacred guardians will assume you're more likely to create undead than put them to rest, and such undead themselves may even find strength by drawing the taint straight from your being to empower them, as if you were a vortex into the Negative Plane itself.

You'll be able to redeem yourself in such beings' eyes with a *lot* of time and effort (assuming you want to), but the stain upon your soul will remain... and there are *many* spirits out there. Think less 'there's a ghost haunting you' and more 'an entire burial island is rising up to wreak bloody vengeance upon your sacrilicious heart' - for starters.

- A Heart Of Winter (+300CP)

...but the cruelest of all is a heart of winter, for it beats not with love, but with loss, and nothing may comfort it.

Icewind Dale is a story of greatness and adventure, sure... but beyond the glory, beyond the journey, beyond the tavern tales lies only a single thing. Vengeance. Vengeance so heartfelt, so immeasurably hateful that even death and the passing of millennia will do nothing but stoke it to further intensity. Yxunomei. Belhifet. Icasaracht. Even the Baelnorn Larrel and the ghost of the Luremaster. They all felt this wrathful thirst, and now, so do you - for your heart beats with the vengeance of winter in all its chilling glory. Within this world is one whom you seek to *end*, no matter the cost, no matter the sacrifices, no matter the lines you must cross to accomplish it. And once the deed is done, once their life has ended and they lie broken before you, you will only know sorrow... for the price, in the end, will always be too high - be it in blood, broken promises, or simply the knowledge of what you've done.

Ending

You've spent ten years in the Dale, assuming you didn't go somewhere else, and now there's a choice to be made. Your future hangs in the balance, as it so often does, so what will you do?

Your first option, obviously, is to **Move On**. To be a Jumper means to Jump, after all, and there are still countless worlds waiting beyond the Realms. You move on to your next jump using whatever method your chain employs, and the adventure continues.

You can also choose to **Stay**, if you've made a life for yourself here or otherwise don't wish to leave Icewind Dale or the rest of the Forgotten Realms. You'll never jump again, and will instead spend the rest of your existence in this setting.

You might also have grown weary of your travels, wishing only to **Go Home**. With this option you will return to your world of origin, retaining whatever you acquired during your chain but abandoning the possibility of continuing your chain. Your journey is over, and you've returned to where you began.

Finally, if you found your death in this place, your chain is not guaranteed to end immediately - in this setting, a person's existence doesn't end upon death. Indeed, magical means to restore the dead to life are hardly unheard of, though most require relatively powerful divine spellcasters (or at least a sizable amount of coin to hire one). Provided you only spend a short time in the afterlife of the Forgotten Realms (or otherwise 'dead') before your life is restored, your death does not count. However, if you remain dead for longer than three days, if you are dead at the time the jump ends, or you find yourself destroyed beyond the means of resurrective magics (perhaps by falling victim to certain kinds of necromantic spells), your chain will end as normal. Should this happen, the only choices you may take are to *Go Home* as normal, or to *Stay Here*, moving on to whatever afterlife awaits you (or even being restored to life once more, if others make the effort) in the world of the Forgotten Realms.

Notes

This jump was made based on the original Icewind Dale videogame and its expansions, not the various books (and sourcebooks) relating to the region. As such, assume that any conflicting details should be resolved with the game taking precedence, but feel free to use other background lore to fill in gaps elsewhere. And above all else, have fun and fanwank responsibly.

Feel free to adjust your race to suit your background, though please do so responsibly - becoming a Tiefling instead of an ordinary Human because you are a Fallen is fine, but becoming a Marilith, with all their inherent power, is out of the question without some *serious* work in your build for this jump.

'Magnificent', in gameplay terms, grants you a score of 18 in your chosen attribute, or an additional +2 beyond what you already had for scores beyond 18. 2nd Edition D&D doesn't use scores beyond 25, so you'll need to use your best judgement to estimate how this would work for more extreme cases.

'In Tempos' Name' acts as a one-up with a delayed revival effect, but nothing stops you from being resurrected beforehand - at least, assuming you or your allies have suitable powers or magic to do such.

The 'Marks Of Passage' item doesn't require you to be a spellcaster or otherwise knowledgeable about creating magical wards. So long as the user follows the instructions precisely, the wards will work regardless of whether said user was an archmage with centuries of experience or an illiterate goblin told to make carvings that look like the pictures on the page.

Examples of Minor Effects for 'A Prize Worth Killing For' purchases:

Effects found here stack if taken multiple times; taking a +1 Enhancement bonus twice would net a +2 Enhancement bonus, and taking three improvements to your innate spellcasting ability could let your item provide an extra sixth level spell, for example. This list is not exhaustive - feel free to come up with your own effects provided they are of a similar power as these examples.

- Adding a +1 Enhancement Bonus to a weapon (improving damage and accuracy) or armor (improving its level of protection)
- Giving a weapon a small to moderate amount of elemental damage (+2 Fire damage)
- Causing a weapon to have a small chance to slow, stun, or otherwise cripple a target for a few seconds (25% chance for a 6-second stun)
- Creating a quiver that creates unlimited non-magical arrows or granting a projectile weapon (such as a crossbow) unlimited ammunition directly.
- Accelerating the user's attacks, granting one additional attack per round (6 seconds)
- Allowing a weapon to drain life from a target with each strike, dealing one point of magical damage and healing the wielder an equal amount.
- Adding a +1 bonus to armor, all saving throws, or one attribute (such as Wisdom).
- Increasing the user's running speed by 25%
- Grant the ability to cast a single spell a number of times per day equal to six spell levels worth (for example, Melf's Acid Arrow three times per day or Fireball twice per day)
- Ensuring the user takes 25% less damage from one type of elemental damage (such as electricity)
- Providing a modest amount of protection against one type of physical harm (10% Piercing, Slashing or Bludgeoning resistance)
- Providing a small amount of protection against all hostile magic (5% Magic Resistance)
- Immunity to a single type of debilitating effect, such as sleep, blindness or poison.
- Immunity to a single spell of any level (such as Finger Of Death)
- Slowly healing the user's wounds at a rate of one 'hit point' per minute
- Improve your innate spellcasting ability by allowing you to memorize two additional levels worth of spells (for example, either one 2nd level spell or two 1st level spells) for one Class
- Any effect on the Minor Effects suggestions at double the power, but having only a 50% chance of activating when triggered or only functioning in limited circumstances (+4 Fire damage on a weapon, with only 50% chance of applying on each strike or only functioning during the day).

Examples of Major Effects for 'A Prize Worth Killing For' purchases:

As with Minor Effects, options here stack if taken multiple times and custom effects are permitted provided they are of similar effectiveness.

- Any three Minor Effects instead of one Major Effect
- Any effect on the Major Effects suggestions at double the power, but having only a 50% chance of activating when triggered or only functioning in limited circumstances, similar to this option for Minor Effects.
- Immunity to a single type of elemental damage, such as cold or acid
- Granting the user immunity to a more broadly defined (but still limited) type of supernatural effect, such as all necromancy spells or all forms of magical divination
- Permanently granting the user the benefits of two spell levels worth of magical effects, such as Blur or Infravision and Protection From Evil. Spells that are 'used up', such as Mirror Image, will slowly restore themselves to their full effectiveness over one minute.