

d30	Character Secret	Alternate Secret
1	A Beast's Magical Life*	<u>Auril's Fickle Ire*</u>
2	Accursed Shot in the Dark*	<u>Bounty*</u>
3	Alagondar Scion	
4	Chardalyn Scarred*	<u>Dead at Dawn*</u>
5	Doppelganger	<u>Dragon Geased*</u>
6	Drizzt Companion	
7	Elusive Paramour	
8	Escaped Illithid Prisoner	
9	Falsely Accused of Murder*	
10	Fastest Wand in the Wild*	
11	Hag's Eye Orphan*	
12	Killer Clone*	
13	Littlest Yeti	
14	Midwinter Child	<u>Hosttower Exile*</u>
15	Old Flame	
16	Orc Stone	
17	Owlbear Whisperer	<u>Reformed Cultist*</u>
18	Pact with Levistus*	<u>Targos Rebel*</u>
19	Pirate Cannibal	<u>Wendigo*</u>
20	Reghed Heir	
21	Reincarnation	
22	Revel's End Escapee*	
23	Ring Hunter	
24	Runaway Author	
25	Slaad Host	
26	Spy for the Harpers	
27	Twice Bitten, Once Shy*	
28	Ustilagor Bonded*	
29	Wild by Moonlight*	
30	Youth & Beauty Everlasting*	

* indicates homebrew (not in RotFM book)

CHARACTER SECRETS (v2)

Roll or choose a secret. Some secrets make reference to one of the Ten-Towns but do not specify which; in these cases you can roll on the table below. "Alternate Secrets" are provided for secrets **already used by a PC**.

d10	Ten-Towns	d10	Ten-Towns
1	Bremen	6	Easthaven
2	Bryn Shander	7	Good Mead
3	Caer-Dineval	8	Lonelywood
4	Caer-Konig	9	Targos
5	Dougan's Hole	10	Termalaine

A BEAST'S MAGICAL LIFE

My life has had a very odd change of pace. I started as a simple tiny beast (roll or choose), when one day a benevolent druid cast *Awaken* on me. After a time adjusting to my newfound intelligence, a powerful mage offered to *True Polymorph* me into the person I am today. Occasionally my beast tendencies slip out. Also, I radiate transmutation magic so strong that, if viewed with *Detect Magic*, it is the only kind of magic that's detectable on me. However, powerful *Dispel Magic*, *Antimagic Field*, or a zone of dead magic risks reverting me to a beast.

d20	Tiny Beast	d20	Tiny Beast
1	Badger	11	Owl
2	Bat	12	Poisonous Snake
3	Cat	13	Quipper
4	Crab	14	Rat
5	Flying Snake	15	Raven
6	Fox	16	Sea Horse
7	Frog	17	Spider
8	Hare	18	Stirge
9	Hawk	19	Weasel
10	Lizard	20	Something else...

ACCURSED SHOT IN THE DARK

While traveling between Ten-Towns, I saw an ominous silhouette in the twilight. On pure instinct, I fired a shot with my weapon or spell, killing what I thought was a monster. Instead, I found a human who turned into a zombie before my eyes! In the desperate struggle, I was able to dispatch the zombie.

I am cursed, and not just by guilt. Most humanoids whom I kill in Icewind Dale will return as free-willed zombies in 1d1000 minutes.

ALAGONDAR SCION

Prerequisite: You must be a human, half-elf, or half-orc to have this secret.

I am a scion of the Alagondar bloodline and the only known heir to the crown of Neverwinter. Some folk in Icewind Dale still hold the Alagondar line in high regard. However, if Dagult Neverember, the city's lord-regent recently recovered from illness, learns that I am alive, he'll send assassins to kill me.

AURIL'S FICKLE IRE

I offended the Frostmaiden (roll to see how). Before I venture into the wilds of Icewind Dale, I must appease Auril with sacrifice of a beast, a piece of my gear that helps in cold conditions (e.g. cold weather clothes, goggles, snowshoes, all my pitons), a gem worth 100+ gp, or entering the lottery of human sacrifice in one of the Ten-Towns. If I do not offer a sacrifice, there is an increased chance of a blizzard striking (GM rolls 2 blizzard dice and takes the higher result).

However, every third night that I consistently offer sacrifices, Auril gifts me a random charm. I may only have one of these charms active at a time, though I may gain a "backlog" of charms waiting on winter winds to aid me. The moment I fail to sacrifice, all such charms are lost.

d4	Offense to Auril	Random Charm
1	I rescued a creature she marked for death.	Charm of Biting Cold
2	I lit a fire on Auril's Blesstide.	Charm of Cold Resistance
3	I laughed in the face of a blizzard.	Charm of the Ice Troll
4	I harmed one of her priests or Chosen.	Charm of the Snow Walker

BOUNTY

There's a bounty on my head (50 gp x level) after I crossed a prominent NPC in one of the Ten-Towns (roll a d10 to determine which town). Criminals of the Ten-Towns consider me one of them and welcome me into their midst... but some may try to leverage me.

CHARDALYN SCARRED

Shiny black stone known as "chardalyn" can be found throughout Icewind Dale; it is believed to carry a demonic curse that warps those who come into contact. I suffered an injury during an explosion of chardalyn rock – perhaps due to mine blasting, a near-miss by a spell, or an avalanche – which left several chardalyn pieces embedded deep in my flesh. The healers of Ten-Towns were unable to remove them. I have a sixth sense for the presence of chardalyn within 100 feet, but I also slowly feel my mind slipping into darker thoughts.

DEAD AT DAWN

There's a showdown in my future – a duel with destiny that I cannot avoid. Whether honor, vengeance, or magic compels me, in two months time, I must meet my powerful adversary alone in the tundra at high noon. And only one of us is leaving alive. My adversary has never lost a duel. My chances are slim to none, but if I win this duel I gain a level. (Roll to determine the identity of your fated adversary)

d4	Fated Adversary
1	A being who looks identical to you – one of you framed the other, stole their beloved, etc.
2	An undead being who goes by a pseudonym – through a misadventure you turned it undead.
3	Drizt Do'Urden – one of you was forced to kill someone very close to the other.
4	A member of the Arcane Brotherhood named Strunor Vaingrey – it's a matter of pride and professional reputation, nothing personal.

DOPPELGANGER

I am a shapechanger. I have none of the traits of the race I'm imitating, but retain my class features, background, and alignment. If this is revealed to denizens of Ten Towns, they're likely to cast me out

into the cold or mob me. Once, I was able to read minds, but since the eternal winter began, that power has become scrambled and unreliable. Gain the following benefits:

- I have darkvision out to a range of 60 feet.
- As an action I can polymorph into any humanoid I have seen or back into my true form. My statistics, other than size, don't change. Any equipment I'm wearing or carrying is not transformed. I revert to my true form when I die.

DRAGON GEASED

I am under the indefinite *geas* of Arauthator, Old White Death, who lairs in the Sea of Moving Ice. The white dragon bids me to spy on other white dragons, learn Netherese secrets, and determine if Icewind Dale is ripe for his taking. I can commune with Arauthator during a blizzard, benefitting from his vast knowledge of arcane affairs in the North; when I do, the dragon's silhouette is faintly visible.

DRIZZT COMPANION

I once adventured with Drizzt Do'Urden, facing ice trolls or other fell creatures. When we parted, Drizzt was venturing into the north in search of clues about what befell an artifact known as the *Crystal Shard*. If I encounter him, Drizzt may join our party for a time.

ELUSIVE PARAMOUR

I fell in love with someone who it was forbidden for me to love or is in some way unreachable. For example, this might be a frost giant, a duergar prince(ss), or a ghost. Alternately, it might be the goddess Auril the Frostmaiden herself. When professing your love to this creature or entity you gain advantage on your Charisma checks.

ESCAPED ILLITHID PRISONER

I was brought here from another world by spacefaring mind flayers. The ship in which I was imprisoned crashed in the mountains south of Ten-Towns. After surviving the crash, I nearly froze to death crossing the tundra to reach Ten-Towns. If some friendly trappers hadn't found me, I would have perished. I fear some of my captors also survived the crash and might come looking for me.

I know the location of the crashed mind flayer ship.

FALSELY ACCUSED OF MURDER

Someone with my likeness committed murder in one of the Ten-Towns. It wasn't me, I swear it! I Now I am wanted in that town, and either an investigator or the kin of the victim are after me. Even as I try to find the person or creature that assumed my face. I've come close to catching whatever it is, and though they escaped my pursuit, they dropped a bejeweled +1 dagger made of a metal no one recognizes.

FASTEST WAND IN THE WILD

Prerequisite: You must be an arcane spellcaster.

I have a reputation for getting into duels in Icewind Dale. In fact, that hot shot wizard Dzaan who'd been harassing travelers and left a trail of bodies behind him? It was I who beat him at the draw and turned the wounded Dzaan over to the authorities of Easthaven. As reward for a job well done, I was allowed to keep Dzaan's *wand of magic missile*. However, I am notorious and other spellslingers in Icewind Dale – especially the Arcane Brotherhood – are eager for a chance to take me down.

HAG'S EYE ORPHAN

As a child, I was abducted from my village by a trio of hags and kept captive. After bearing witness to many gruesome acts, I was granted freedom, but the price was that one of my eyes was removed and replaced with a hag eye. I can remove my eye as an action and see through it as though it were attached to me. The eye has AC10, 1 HP and has Darkvision out to 30 ft. The hags vowed that if the eye is destroyed, they will haunt my dreams and make them nightmares

HOSTTOWER EXILE

A few years ago, I was involved in the rebuilding the Hosttower of the Arcane in Luskan – home of the Arcane Brotherhood. However, as an apprentice (roll for your former master) or builder, I learned the depths of the Brotherhood's lust for power, and I was exiled (self-imposed or enforced) to Icewind Dale. Gain the *mending* cantrip.

d6	Former Master
1	Avarice, an impatient tiefling evoker who could hardly be bothered with an apprentice
2	Dzaan, a cunning illusionist who always had a contingency plan and encouraged skepticism

d6	Former Master
3	Maccath the Crimson, a tiefling scholar of all things draconic who vanished on an expedition to the Sea of Moving Ice
4	Strunor Vaingrey, a vainglorious conjurer whose "lessons" were unnecessarily harsh
5	Vaelish Gant, an abjurer who tried to take over Bryn Shander and was imprisoned
6	Vellyne Harpell, a mysterious necromancer who made several trips to Icewind Dale, and had another apprentice named Delly-Curtie

KILLER CLONE

I am a clone. And I'm driven to find and kill the person in whose visage I was cloned. I may not have all the facts, but deep down I know that there's something off about me. Roll or choose on the table below to determine who I am a clone of.

d4	Who am I a clone of?
1	I'm a clone of a Netherese mage (who may or may not be dead already). I was in hibernation for centuries, eventually climbing out into an unfamiliar world. I speak Common and Loross, but my memories are hazy.
2	I'm a clone of one of the Companions of the Hall – Bruenor Battlehammer (dwarf), Cattie-Brief (human), Regis (halfling), or Wulfgar of the Elk Tribe (human) – and I'd rather not kill them, despite the magical compulsion driving me to.
3	I'm a clone of one of the Council members at Revel's End – Voss Andertone (human), Jil Torbo (halfling), Kriv Norixius (dragonborn), or Jarnathan (aarakocra) – with fragmented memories of their life.
4	I'm a clone of a high-ranking mage in the Arcane Brotherhood, but I suffer amnesia. Roll a d6 on the preceding table to determine the identity of the mage you're cloned after.

LITTLEST YETI

I was raised by yeti. Although I relied on my ferocious guardians for food and warmth and never quite adapted to the cold, I speak Yeti and have advantage on Charisma checks made to influence yeti or improve their attitudes.

MIDWINTER CHILD

Auril the Frostmaiden has blessed me, for I was born on the Midwinter holiday. I have resistance to cold damage. However, certain towns offering sacrifices to the Frostmaiden favor sacrificing Midwinter children.

OLD FLAME

I have a lover in Ten-Towns whom I haven't seen in years. At any time outside of combat, I can decide who the lover is by choosing an NPC in Ten-Towns that I can see. Once I make this choice, I can't change it. This old flame is friendly and helpful toward me, even if our past is checkered.

ORC STONE

I saved the life of an orc, who gave me a stone with the symbol of the Many-Arrows tribe (a humanoid skull pierced by three arrows) carved into it. The stone is an uncommon magic item that requires attunement, and only I can attune to it.

As an action, I can use the stone to summon the spirit of an orc warrior, which appears within 30 feet of me. The spirit uses the **orc war chief** stat block and disappears after 10 minutes or when reduced to 0 hit points. The spirit understands any language I speak and obeys my commands.

After the stone is used three times, it turns to dust.

OWLBEAR WHISPERER

Owlbears are predisposed to like me. If I am within 10 feet of an owlbear, I can use an action to make a DC 10 Charisma (Animal Handling) check. On a success, I change the owlbear's attitude toward me from hostile to indifferent or from indifferent to friendly.

PACT WITH LEVISTUS

Exposure to the cold would have killed me, but a sly voice on the wind reached out to me, offered to lead me to safety and warmth. All I had to promise was all I had left: my soul. Devils sometimes appear in the snow, promising ways to save myself – loopholes in the contract – if I bring the Frostmaiden to her knees and present her to Levistus' minions.

I cannot be returned from death, as my soul is promised to Levistus. As part of my pact, Levistus will intervene to save me in any deadly situation resembling the one in which I made the pact.

PIRATE CANNIBAL

I served aboard *Dark Duchess*, a pirate ship from the city of Luskan. After the vessel got stuck in the ice, everyone but the captain abandoned the vessel and fled to Ten-Towns. We got lost in a blizzard along the way. I was the only one who made it, and only by eating my mates.

The ship and its treasure are still out there, and I know its location.

REFORMED CULTIST

I was initiated into Auril's cult, having survived exposure to the elements and kissing her statue. However, something changed my views and I broke away from the cruel teachings. Other cultists loathe me as a turncoat. I am familiar with the cult's basic hierarchy and have a 50% chance to be familiar with cult members in any particular town in Icewind Dale.

REGHED HEIR

Prerequisite: You must be a human, half-elf, or half-orc to have this secret.

I am the offspring of Queen Bjornhild Solvigsdottir, leader of the Tiger Tribe. My mother cast me into the Sea of Moving Ice when I was a young child as a sacrifice to Auril the Frostmaiden. A polar bear pulled me from the water and spared me a freezing death. This bear then transformed into a goliath who bore me safely to Ten-Towns. I remember the goliath's name – Oyaminartok – but haven't seen her since. I owe her my life, just as I owe my mother a merciless death.

REINCARNATION

I died and was brought back to life by a friendly human druid using the *Reincarnate* spell. I have no idea what became of the druid, whose name I don't know. I retain the memories of my previous life, some or all of which was spent in Icewind Dale. (Roll or choose on the tables below to determine how you died and what race you returned as, then flesh out the story of your previous life.)

d20	How I Died
1-3	I was killed in an avalanche.
4-5	I was murdered by goblins in the mountains after they ambushed my caravan.
6-8	I got mauled to death by a yeti.

d20	How I Died
9-10	A white dragon attacked my caravan, and I was slain by its freezing breath.
11-13	I was pulled into a freezing lake by a knucklehead trout and drowned.
14-16	A lottery was held in Targos to see who would be sacrificed to the Frostmaiden. I was the unlucky one. I died of exposure after being stripped and cast into a snowstorm.
17-18	I was killed in Ten-Towns by a lookalike – a doppelganger, I presume.
19-20	I was killed by a white moose.

d20	Race	d20	Race
1	Dragonborn	9	Gnome, forest
2	Dwarf, duergar	10	Gnome, rock
3	Dwarf, hill	11	Half-elf
4	Dwarf, mountain	12	Half-orc
5	Elf, drow	13	Halfling, lightfoot
6	Elf, high	14	Halfling, stout
7	Elf, wood	15	Tiefling
8	Goliath	16-20	Human

REVEL'S END ESCAPEE

I committed a serious crime against a member of the Lords' Alliance, resulting in being incarcerated within Revel's End. Somehow (sheer cleverness of course), I managed to escape. Now the Lords' Alliance is looking for me. (If you want to randomly determine the reason for the character's imprisonment, roll on the table.)

d6	Why was I imprisoned?
1	Noble convicted of trumped up elaborate charges in order to steal my birthright
2	Spy convicted of espionage
3	Assassin or noble convicted of conspiracy to murder members of a noble family
4	Famous adventurer convicted of reckless endangerment

d6	Why was I imprisoned?
5	Spellcaster convicted of using magic to influence others
6	Leader of a thieves' guild convicted of multiple crimes

RING HUNTER

I am looking for the knucklehead trout that bit off my father's finger, which had a signet ring on it. To preserve my inheritance – rulership over one of the Ten-Towns – I must retrieve the lost ring.

RUNAWAY AUTHOR

I penned a notorious exposé called “The Hellbent Highborn,” which accused several prominent patriars in Baldur's Gate and nobles in Waterdeep of being devil worshipers. Although my accusations were well founded, I made a lot of enemies and was forced to seek refuge in Icewind Dale.

SLAAD HOST

A slaad implanted a pellet-sized egg in me shortly before I started my adventuring career. If I can't get rid of it in the next two months, the egg will gestate inside me, and a slaad tadpole will burst from my chest, killing me. It will then quickly grow into an adult slaad and kill even more people.

When I make a saving throw against spells or other magical effects, I can opt to gain advantage – benefitting from the dormant tadpole's Magic Resistance. However, each time I do so marks 1 day off the time I have till the slaad bursts out of my chest.

SPY FOR THE HARPERS

I'm a spy for the Harpers, a secretive organization that works behind the scenes to thwart tyrants and other evildoers. My mission in Icewind Dale is to safeguard the settlements of Ten-Towns while concealing my Harper affiliation. Credible threats to Ten-Towns include the Arcane Brotherhood (an organization of wizards based in Luskan), and the Zhentarim (an expansive shadow network that wants to control trade throughout the North). Both have threatened Ten-Towns in the past.

My only Harper contact in Ten-Towns is a human named Beldora, who poses as a homeless woman and gathers information in Bryn Shander.

TARGOS REBEL

Targos may be my home, but I am unwelcome there. I was close to the former town speaker Giandro Holfast and the Dockworkers' Guild. When he was ousted a few years ago by the charming Naerth Maxildanarr, the fishers cheered. But I've seen Speaker Naerth's dark side, how he silences any opposition and uses Zhent mercenaries to control us. No more. I am the frontline of a rebel movement that seeks to depose Speaker Naerth. Should he find me, I will be hung for certain. Luckily, I have two contacts sympathetic to the cause – a pair of thieves, the minstrel Edgin Darvis and the barbarian Holga.

TWICE BITTEN, ONCE SHY

I am not yet a vampire... A vampire in Waterdeep attempted a ritual to turn me, but the sun ran afoul of the plan, cutting the ritual short. With others suspecting my true nature, I sought refuge in Icewind Dale where the sun has rarely shone clearly since the magical winter began.

I feel uneasy entering a residence and am sensitive to sunlight, suffering disadvantage on Perception checks and attack rolls when exposed to the sun. However, I gain Darkvision 60 feet.

Should I be bitten by a vampire, I risk losing my mortality altogether.

USTILAGOR BONDED

I was close to uncovering a conspiracy in Baldur's Gate, but I was betrayed and found myself in captivity by an unknown enemy. They used a larval intellect devourer known as an ustilagor to try to extract my memories. This would have been a death sentence, but my will was strong and somehow the ustilagor fused with my mind, acting as a sort of shadow sentience alongside my own. Its sussurus whispers have driven me to Icewind Dale, though why I know not.

I have limited 60' telepathy which only functions with mind flayers, intellect devourers, and other mind flayer creations.

WENDIGO

One night, I was lost in a blizzard. I did not return alone. A malevolent wendigo spirit returned with me. When I go a day without enough food or a creature severely harms or betrays me, I must make a DC 13 Charisma save or the wendigo possesses me until the next dawn, I am reduced to 0 hp, it is driven back with *dispel evil and good*, or a friend talks me back to my

senses (roleplaying or a DC 20 Persuasion check). While it possesses me, I indulge insatiable hunger and a thirst for murder, gaining the Wounded Fury trait.

Wounded Fury. While I have 1/4 of my hit points or less (rounded down), I have advantage on attack rolls, and I deal 2d6 extra damage on melee attacks.

Normal means of banishing the spirit fail, as its soul is fusing with my own; in two months when all daylight is gone from Icewind Dale, I will be lost to the wendigo completely. Some tribes believe that devouring the heart of an ice troll is the only way to end the wendigo's possession.

WILD BY MOONLIGHT

What started as a friendly chat with a stranger turned into the struggle of a lifetime. The stranger lunged and bit me. I am now infected with lycanthropy of a werebear. I have resistance to bludgeoning, piercing, and slashing damage that is not from a silvered weapon. On nights with a full moon, I revert to a polar bear form, and go feral. Best to keep myself under lock and key at such times.

YOUTH AND BEAUTY EVERLASTING

In my prime, I was a sight to behold with radiant skin, brilliant eyes, and looks that could melt the coldest of hearts. However, the Frostmaiden trapped me in this state for far longer than is natural, so that my beauty should never fade. I've lived long enough to see my great beauty beget jealousy and tragedy. Though I cannot die from age, I feel my spirit growing stagnant and long for my mortality to be restored.