

REFLECTIONS IN ICE

**THE ESSENTIAL
ICEWIND DALE: RIME OF THE FROSTMAIDEN
COMPANION**

TEN TOWNS: BREMEN

What once was lost may now be found with
this module guide for

ICEWIND DALE: RIME OF THE FROSTMAIDEN

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SPECIAL THANKS

The following community members have made significant contributions to this guide.

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Disclaimer: This isn't your daddy's trip through Icewind Dale. There's no dark elf to swoop in and save you when things go south. You're on your own here, in the cold and dark tundra landscape. So strap on your thermal underwear and an extra pair of socks—we're going to hunt down a goddess.

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BREMEN

Despite its small size and low population, Bremen proves itself to be one of the more interesting towns in Icewind Dale. However, much of the town's history and detail have been eschewed by the module.

This guide aims to add some of that detail back in, and will also provide additional quests and encounters to help make Bremen feel more alive and meaningful for your game.

VIDEO COMPANION

Watch the [companion video for this chapter](#) on YouTube.

GENERAL INFORMATION

Founded by Rolph Bremen, the town of Bremen has long been a popular spot for prospectors seeking their fortunes on the banks of the Shaengarne river. The recent freeze of the everlasting winter, however, has put a stop to nearly all prospecting.

Bremen's primary export is finely carved and crafted scrimshaw made from the thick bones of knuckle-headed trout. A great deal of skilled artisans live in the town, and there is typically no shortage of purchasable goods such as utilitarian items like scrimshaw pipes and fishing hooks.

Maer Dualdon, the lake near which Bremen is situated, is also a popular fishing spot for the dwarves of Ironmaster, who regularly travel up the Shaengarne river via boat. The dwarves are well known to the residents of Bremen, and are on cordial, if not entirely friendly, terms with them.

The town is also known for flooding yearly, especially along Shaengarne Street which runs parallel to the shore in a floodplain. When describing this area to your players, add in details such as piles of sandbags leaning against the buildings, and perhaps some of the buildings along the waterfront having been built on stilts to combat the influx of water.

LOCATIONS IN BREMEN

THURDENNE'S SHACK

Located on Wet Rock, where the Shaengarne River meets Maer Dualdon, this dilapidated structure has been abandoned for years after the passing of its previous occupant. Thurdenne was a determined woman, having built and rebuilt the house at least six times in the last fifteen years of her life.

Thurdenne's nature as a recluse gained her the reputation of being a witch. In truth, Thurdenne was

simply a woman from Waterdeep on the run from an abusive husband.

After Thurdenne's passing, tales were spun of the old woman's ghost haunting her house on the river. While those ghost stories keep the locals away, they have not deterred the dwarves of Ironmaster from using the abandoned house as a base of operations during their fishing trips to Maer Dualdon.

EWIN'S TRINKETS

This is a small shop on Shaengarne Street, owned by an elderly halfling named Ewin. The shop's shelves are lined with items of all sorts, from junk to treasures. Some of the items date back to the shop's original owner, a wizard named Earvin. Ewin has spent many years trying to discern which items are magical and which are mundane, but has only happened upon a chipped teacup that can instantly heat any liquid put inside of it. Any mundane items that characters purchase from Ewin have a 5% chance of being magical.

Aside from might-be-magical items, Ewin deals in items found and scavenged along the banks of the Shaengarne river after the flooding, as well as those purchased from adventurers passing through. He will purchase most items at 50% of their value listed in the *Players Handbook*.

Ewin's interest is primarily piqued by gems and magic items, for which he will pay up to 75% of the cost listed in the *Players Handbook*. However, he may also make exceptions for other special items that catch his interest, at your discretion.

FIVE TAVERNS

Little is said in the module regarding the five taverns, beyond their names. Here, we provide some additional descriptions and detail that you may use in your game.

FIVE-TAVERN CENTER

One of the famous landmarks of Bremen, brawls happen in this area between the bars on almost a nightly basis. Most of the combatants come from either Stones or Black-Bearded Brother, both known for being rough-and-tumble establishments.

In the middle of the square, stacked sandbags form the perimeter of a boxing ring. While not always used, the ring is an attempt by the town's residents to contain the brawlers and reduce the damage that could be inflicted on both bystanders and property.

BLACK-BEARDED BROTHER

This bar is frequented by many local fishermen after a hard day's labor. Its shelves are stocked with cheap but strong liquors, crafted primarily in-house.

Loud and raucous, the Black-Bearded Brother is one

of Bremen's roughest establishments. Almost every night, at least one fight breaks out among patrons, which invariably spills outside into the square.

When fists are not flying here, rumors certainly are. Recently, tales abound of a giant lake monster that has been sinking ships in Maer Dualdon.

STONES

Run by a gruff barkeep named Duff, Stones is known to be frequented by treasure seekers on their way to prospect for gold on the shores of the Shaengarne River and Maer Dualdon. With the everlasting winter, however, prospecting has become nigh impossible and business has slowed.

Despite fewer patrons, Stones is still known for being one of the roughest taverns, with several fights per night being a common occurrence. No fights

When he is not out at the docks shouting at workers, Grynsk Beryllore can be found here hunting for new fishermen to catch knucklehead trout.

THE RIVER'S MOUTH

It's said that this tavern was once frequented so often by one of the town's previous speakers, Gil Haerngen, that the owner was obliged to hang a portrait of him. The tale rings true, as a portrait of Gil hangs behind the bar, which happens to be tended by his great granddaughter, Grace Haerngen.

The liquor here is known to be of a decent quality, and is moderately priced. Before the everlasting winter, several varieties were imported from Luskan and Baldur's Gate. However, those have long since run out, to be replaced by blends of the other taverns' in-house creations.

EVEN KEEL

The quietest and most genteel of the five taverns, the Even Keel is sumptuously decorated by comparison to other buildings in Bremen. It is frequented by the higher class members of the society, mostly artisans, shop owners, and the speaker himself.

Like The River's Mouth, most of the liquor here is imported from Luskan and Baldur's Gate. While stocks are low, due to its smaller and more selective clientele, the Even Keel has yet to run out entirely.

Rumors in this tavern include fishing being stopped due to numerous "accidents" on the lake and concerns about the lack of scrimshaw available for trading once the everlasting winter ends.

THE GRUMPY MOOSE

The smallest of the five taverns, The Grumpy Moose serves hardly any one at all. Despite that, it has remained open by virtue of it also being a covert meeting spot for several members of The Harpers.

QUESTS AND ENCOUNTERS

CORA'S LOSS

For this quest, we recommend making Cora's son, Huawar, a teenage boy of about 15 years rather than a fully grown man. Such a change makes the quest more sympathetic to the adventurers, and increases the feeling of urgency in looking for the missing boy.

When characters first meet Cora, her smile and cheeriness seems forced. If anyone asks her about her troubles, she will tell them the story of her son after a successful DC 11 Charisma (Persuasion) check. During Speaker Shalescar's last disappearance, Huawar convinced Cora to let him join the search party, stating that he is "a grown man now".

Cora feels guilty about letting him go, and noticed the change in her son instantly after he was found and returned to her. He became sullen and withdrawn; much more so than usual for a teenage boy. He also began ignoring his tasks around the inn, and could be seen muttering to himself when no one was nearby.

As written, Cora found the black shard in her son's room. When she touched it, she heard an incoherent and malevolent voice ring through her mind. The voice and the feel of the shard nauseated her, and she withdrew immediately.

Huawar seemed to be alerted to her actions somehow. The boy rushed into the room, snatched the shard, and was soon taken from Bremen, just as is written in the module. He now resides in Caer-Dineval as an initiate of the cult.

SHALESCAR'S SKIN

As written, the town of Bremen has had to mount two search parties for their speaker, Dorbulgruf Shalescar, after he mysteriously disappeared. Both times, he was found wandering the shores of the Shaengarne river, and stated that he had no memory of how he got there.

Townfolk have also noticed other odd behaviors from their speaker. He can often be seen wandering around town, looking under buildings and inside containers. When asked what he is looking for, Dorbulgruf acts confused and returns to his home.

While the residents of Bremen believe that their speaker is losing his mind, in truth, Dorbulgruf is a selkie who lost his pelt years ago. He's been searching for it ever since, and he wishes more than anything to return to the river from whence he came.

Decades ago, Dorbulgruf climbed on to the shores near Bremen and shed his pelt—that of a seal. He wished only to explore the world of men and dwarves for a short time, but when he returned to the shore,

he found his pelt missing. It had been stolen by Thurdenne, whose distrust in men was so great that she saw the pelt as a way to gain power over the selkie and gain some measure of protection.

The Speaker will only divulge his nature as a selkie if the characters prove themselves trustworthy by aiding the town in some fashion, and succeed on a DC 16 Charisma (Persuasion) check.

Thurdenne died before she revealed the hiding place of Dorbulgruf's pelt. As such, he has been stuck in Bremen in the form of a dwarf for longer than he cares to recall. Unbeknownst to the speaker, his pelt is located under the floor boards of Thurdenne's shack upon Wet Rock. The pelt can be discovered by any character who succeeds on a DC 13 Wisdom (Perception) check while inside the shack.

The location of the pelt is known by the dwarves of Ironmaster, who can often be seen spearfishing in the area. They like to use Thurdenne's shack as a base of operations for their fishing trips, and are familiar with the old building. The pelt itself holds no interest for the dwarves, and they are willing to tell characters about it with a DC 10 Charisma (Persuasion) check.

In addition to the dwarves, Cora Mulphoon may volunteer information about Thurdenne's relationship to Dorbulgruf. Although she does not know about the speaker's true nature, Cora was as close to a friend as Thurdenne had in Bremen, and would know something about the relationship between the old woman and the speaker.

If he is given his pelt back, Dorbulgruf will reward the characters with 60 gold pieces, after which he will immediately leave the town, slip back into his pelt, and dive into the dark water of Maer Dualdon. At that point, Bremen is left without a speaker. What complications that introduces for the town is up to you.

IT SPEAKS!

When characters first enter any of Bremen's taverns, except for Even Keel, they may catch sight of an intoxicated young fisherman in his early 20s telling tales to a very interested half elf. The half elf is scribbling notes on a piece of paper while the fisherman speaks of having a conversation with a lake monster in Maer Dualdon, after he had rowed out alone to do some fishing.

The half elf is Tali, as described in the module. This guide has expanded their character with details provided in Appendix A. The fisherman is Gundrik, whom no fishing crew is willing to hire after he had been caught sleeping with the wives of other fishermen.

Should characters linger more than a few minutes, several offended fisherman surround Gundrik and Tali's booth and begin to hurl insults and threats at them. Before the situation can come to blows, the barkeep

yells at the group to take it outside, at which point the belligerent fishermen drag Gundrik out into Five-Tavern center for a brawl. If the characters do not intervene, Gundrik wanders back into the tavern a while later, bruised and bloody, and orders another drink.

LAKE MONSTER

Unlike the module as written, Tali does not wish to stay at the docks while the characters do all the work. If the characters have not already met Tali at the taverns, they can find them on the docks seeking passage out onto the water. Tali wishes to investigate the rumors of Bremen's lake monster first-hand.

Tali will offer to accompany the characters on their boat if they will fish in the area that the lake monster has been reported to be frequenting lately. Tali has a scroll of animal friendship to use in calming the creature if needed.

RUNNING THE ENCOUNTER

In addition to using the Lake Events chart in the module, this guide recommends that you always run the "Clever Beast" encounter. The event chart is good for random encounters out on the lake, but the main point of being there is to encounter the plesiosaur—particularly if your party has Tali along with them.

Tali would prefer that the characters not engage the plesiosaurus in combat; they want to observe and document it. As in the module, the creature will not attack unless the characters strike first. This guide recommends that you determine how you want the plesiosaur to interact with the characters ahead of time, and not leave that interaction up to random chance.

As attacking the plesiosaur is many party's first instinct, be sure to establish rumors of the beast being able to speak prior to this encounter. This can be done either through the "It Speaks!" event, or you may have Tali mention the rumor while out on the boat. This will help prevent the encounter from defaulting to combat, where a more peaceful resolution is possible.

If the characters prove friendly to the plesiosaur, and convince it to stop its attacks fishing boats, it will show its gratitude by filling their boat with knuckleheaded trout. The lake monster will dive deep and resurface several minutes later to deposit $2d10 + 5$ fish into the boat which the party may bring back to shore with them.

If the characters are successful in not harming the plesiosaur during this quest, Tali is thrilled. They will offer to provide the characters with supplies at the expense of their university, provided that Tali is allowed to accompany them into the wilds to do more research. Characters can also negotiate a small salary out of Tali of up to 10 gold pieces per week.