

Region Notes

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Region of Icewind Dale:

The region of Icewind Dale, an icy windswept tundra, has recently become locked in a perpetual, dark winter.

Auril the Frostmaiden, the divine embodiment of winter has cast the region with a terrible spell, to the detriment of the denizens.

Each night before midnight, Auril takes to the sky, in the back of a white bird and weaves her spell, which manifests as a shimmering curtain of light — a beautiful aurora that illuminates the night sky and fades before dawn. This magic prevents the next day's sun from rising above the horizon, turning midday into twilight and trapping Icewind Dale in winter's embrace, with no sunlight or warmth to melt the snow and ice. → Esta situação vem a acontecer nos ultimos 2-3 anos, antes disso, havia um verão, curto e não muito quente, mas suficiente para alguma agricultura.

Ten-Towns

Easthaven :

Easthaven is a town that has continued to grow and reinvent itself, contrary to other towns that settled into a predictable pattern of existence. Easthaven has the [Eastway](#), a paved road that was built to promote trading in the city, this has turned the town in a trading hub of sorts, this has caused people from other towns to grow jealous of Easthaven.

All over the town, there are signs that say "Watch the pouch!", as it is legal to pickpocket inside this city, *you, the player, may know why, but your character does not, please keep that in mind.*

Ratings:

Friendliness	VV
Services	VVV
Comfort	VVV

All information is from Character

PoV:

Population: Easily 450+ people.

Best Trades: Furs/Hides, intact long bones and meats.

Heraldry:

A snowflake at the top center of a steel-gray field, above a horizontal brown field that forms the left-hand base, and a dark blue field that forms the right-hand base; where they meet is a thin white tower. The brown field represents the [Eastway](#), the tower represents the town, and the blue field is [Lac Dinneshere](#).

Notes:

Once in a while, the people of the Town seem overtly nervous, and it seemed that the gates to the city closed earlier than usual, which lead to some even shorter days spent in the town, or even a need to divert to one of the Caers. The interval of occurrence varies.

There are other locations in town that you could have visited (taverns, temples, so on), but I assumed Inns and places to sell wares would be the characters focus.

Ask if you think there would be other places.

Known Contacts:

[Johan](#) (Male, Human) - Trader of Goods at "[Cabin of the Chisel](#)"

Lighthearted man, maybe early 40s, buys furs and hides at a higher price than other places and bones at regular prices.

Sometimes orders for specific bones form specific animals.

[Rinaldo](#) (Male, Halfling) - Patron of "[The White Lady Inn](#)"

Bard that sticks around the inn, likes to try and convince people of a legend he heard of, about "The White Lady" of [Lac Dinneshere](#) — says there's treasure at the bottom of the lake, due a big chest she had that capsized the ship in the lake.

[Bartaban](#) (Male, Human) - Owner of "[The White Lady Inn](#)"

Old gentleman, doesn't speak much, but buys meat at good prices — oft times just seems tired of listening to Rinaldo every day.



Caer-Dineval :

Small town with a small fortress jutting up from a cliff, overlooking the lake ([Lac Dinneshere](#)). Up until a couple months ago you could come to [Caer-Dineval](#) (and [Caer-Kongi](#)) by boat, from Easthaven.

The town's harbor is currently frozen over, which means that people must walk the ice to deeper regions instead of taking a boat, for ice fishing.

Ratings:

Friendliness	VV
Services	V

All information is from

Character PoV:

Population: Maybe 60 or so people, possibly more.

Heraldry:

A crenellated stone watchtower (three merlons, two crenellations) on a dark blue field, with a horizontal red fish facing right

Notes:

People have been gotten angrier since the boat from Easthaven stopped, since the trek to the town (and its neighbor) is arduous, and the lack of

Comfort	<input checked="" type="checkbox"/>
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Best Trades: Meat.

beneath the tower, representing the town's vigilance, harbor and proud fishing tradition.

boat ride has essentially cut off the two towns from the other eight.

Known Contacts:

[Roark](#) (Male, Human) - Proprietor of "The Uphill Climb", a Tavern

Rugged, middle-aged. Always blames the cursed winter as the reason why he has no clients, saying it's the cause of the lack of beer, along with the [Easthaven](#) ferry no longer delivering.

Always reminds customers that even though he has free rooms, he has no guest accommodations available and if a room is needed, to check the [Caer](#), also mentioning that the Speaker is currently ill, so the reception at the [Caer](#) may not be the best.

Does buy meat at a good price, however, doesn't usually buy much, due to the lack of customers.



[Caer-Konig](#):

Somewhat similar to the situation in [Caer-Dineval](#), [Caer-Konig](#) also has a Caer (basically a defensive castle, a fortress), however, this castle is in ruins. The town consists of terraced rows of houses that recede from the shore of [Lac Dinneshere](#) like the tiers of an amphitheater. The harbor is frozen, the docks are skewed and broken. The Caer is buried in snow behind the last row of houses.

Ratings:

Friendliness	<input checked="" type="checkbox"/>
Services	<input checked="" type="checkbox"/>
Comfort	<input checked="" type="checkbox"/>

All information is from Character PoV:

Population: Slightly more than [Caer-Dineval](#)

Best Trades: Meat and Bones

Heraldry:

A white fish silhouette rising from the center bottom of a dark blue field, which has a white border on all sides but its bottom. The fish signifies the local fishing trade, and the broken border represents the snow and the harbor surrounding the town.

Notes:

Any notes or remarks about the Easthaven ferry that were in [Caer-Dineval](#), also apply to [Caer-Konig](#).

The people feel abandoned, but have shared that some of what keeps them going, is the beer from the local tavern, that somehow seems to never run out.

Known Contacts:

[Eglendar a.k.a Glen](#) (Male, Half-Elf) - Owner of "Hook, Line and Sinker", local Tavern.

Glen offers every new visitor of the Tavern a free half-pint of beer when they walk through the doors, he says it's to keep the people warm and happy.

Buys meat at a premium, to try and keep the people warm, happy and fed. Probably the best place to sell meat, but it comes at the cost of the annoying trek to get here.

[Atenas](#) (Female, Human) - Co-Owner of "Frozenfar Expeditions", an Adventuring Outfitter

Older man, clearly has had a fair amount of situations in the past, and has seen better days, movement has become slower over the years, complains a lot more about the cold than when it started.

Usually banters with co-owner [Jartha](#).

Buys furs and hides, along with bones — Furs and hides sell very well, bones sell at a regular price, but Atenas doesn't mind if the bones are slightly damaged, as they are used for arrow tips and hooks.

[Jartha](#) (Female, Dwarf) - Co-Owner of "Frozenfar Expeditions", an Adventuring Outfitter



Mountains:

I'm probably going to update this section at some point. Sorry xD ← **IMPORTANT!**

Fauna around the

Creatures around the

Flora around the

Mountains:

- Hares
- Reindeer
- Mountain Goats
- Wolves

Mountains:

- Yetis
- Owlbears
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Mountains:

- Snowberries - A small white fruit that grows in bushes even in the coldest weather, although not very filling, they are extremely juicy, helping with fighting thirst more than hunger.
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