

DUNGEONS & DRAGONS

FROST GIANT'S FURY





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FROST GIANT'S FURY

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INTRODUCTION

Pack your winter wear, weapons, and whimsy, my friends—it's time for more *Dungeons & Dragons*! Whether you're a tabletop player, video gamer, or comic reader, we've got action and intrigue ahead that I think you're going to enjoy.

This is the third comic journey for this particular cast of heroes. This adventuring party previously appeared in the *Legends of Baldur's Gate* and *Shadows of the Vampire* mini-series, and the brutal ending of that latter tale deposited them here in the frozen northern reaches of the Forgotten Realms, injured and unprepared. You don't have to read the previous mini-series to get up to speed with our cast and their motivations, but if you enjoy this story, I'm pretty sure those two will enrich your understanding of what they've been through to get to this point.

Giants are a staple of fantasy fiction for good reason. Massive intelligent humanoids who can crush their enemies underfoot amps up the action right from the get-go. Getting the strategic high ground on 20-foot-tall frost giant baddies is quite a challenge. The bigger the threat, the more heroic our adventurers have to be to defeat them. Add in white dragons, magic, intrigue, and bone-chilling weather—it's a recipe for adventure!

If you've read a lot of serious highfalutin fantasy novels before, our particular mix of battle and banter may be a bit surprising, but if you've played D&D before, it'll feel quite familiar. There's a wonderful energy that builds around the game table when you get a group of friends together to create a collaborative story. Action and amusement are never far behind once those dice start rolling, and that's the feeling I try to bring to our comic every time I sit down to write a new chapter. If reading this comic story gets you excited about creating your own D&D stories, then I'll happily grant myself bonus XP and roll on the random treasure table for my reward.

Enjoy!

Jim Zub

DRAMATIS PERSONAE

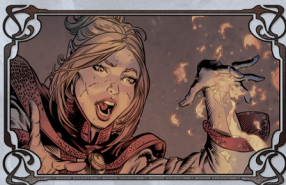


Minsc (and Boo)

Also known as The Beloved Ranger, Minsc and his pet—the miniature giant space hamster, Boo—were once heroes of Baldur's Gate. This Minsc and Boo may or may not be the originals. They might be transported through time or be statues of the heroes brought to life by Delina's strange and unpredictable wild-magic. Minsc is brave, mighty, and not too bright. He is loyal to his friends and genuinely believes himself to be a force of good, particularly protecting Delina, who he sometimes mistakenly calls "Neera" because she looks like an old friend.

Delina

The wild-magic sorceress moon-elf brought our heroes together in Baldur's Gate when looking for her twin brother, Deniak. Deniak was not actually in trouble but instead had become the leader of a Dragon Cult and was looking to use his sister's powers to transform himself into a powerful red dragon. He was defeated by a lightning bolt from Delina and Minsc's sword. Currently, Delina holds a locket that saved our heroes from Strahd, Lord of Barovia in Ravenloft, by transporting them to the icy wilds. She is the spellcaster of the group and, quite often, the voice of reason.



Krydle

Born of partial noble blood, Krydle the thief is the bastard half-elven son of Coran, part of the Patriar upper-class in Baldur's Gate. His mother perished at the hands of his old thieves' guild. Krydle and Shandie are long-time friends and allies. Though he initially signed on to help Delina for a reward (and subsequently agreed to help the Temple of Kelemvor for the same reason, resulting in their trip to Ravenloft), he has in many ways become the leader of the group.

Shandie

Literal partner-in-crime with Krydle, Shandie is a halfling rogue with a can-do attitude. Like Krydle, she first joined our adventurers seeking reward, but after defeating the dragon-form of Deniak, she and Krydle joined the group. She is an expert archer with a wit almost as fast as her hands. She relies on her small frame and mastery of archery to stay out of sight in a fight and is quite deadly when she strikes.




Nerys

The newest addition to our group, Nerys is a cleric in the service of Kelemvor, the God of Death. When the rest of the group was hired to protect her temple from mysterious forces, she decided to keep an eye on them. She was captured and brought with her companions to Ravenloft, a mysterious country controlled by the undead. Channeling her hatred for the undead (as death should be natural), she fought boldly against Strahd but was badly wounded and in danger of dying.



Art by Max Dunbar | Colors by John-Paul Bove



THE SPINE OF THE WORLD IS A MOUNTAIN RANGE STRETCHING FROM THE WESTERN EDGE OF FAERUN TO THE EASTERN TIP OF COLD WOOD. JOINING UP WITH THE ICE MOUNTAINS, IT STRETCHES ALL THE WAY DOWN TO THE GREAT SAND SEA DESERT. LOCALS CALL IT 'THE WALL' BECAUSE IT APPEARS TO BE AN ENDLESS, NEARLY IMPASSABLE RANGE OF JAGGED ICE-COVERED PEAKS WITH NO START AND NO END.

BARBARIAN RAIDERS, OGRES, GIANTS, AND EVEN DRAGONS—THE LANDS THAT CALL THE WALL HOME ARE FILLED WITH DANGER AND DESOLATION, A GRIM PLACE WHERE HEROES DIE UNDER THE IRON-GRAY OF A SUNLESS WINTER SKY.

FROST GIANT'S FURY

Part One: The Frozen Frontier



N-NO IDEA
WHERE WE
ARE...

N-NO SIGN OF
CIVILIZATION...

N-NO WINTER
GEAR...



CAN I JUST
SAY THAT WE'RE
OFFICIALLY
BONED?

THANKS FOR
THAT INCREDIBLE
OBSERVATION,
SHANDIE.

W-W-WARMS
MY HEART.



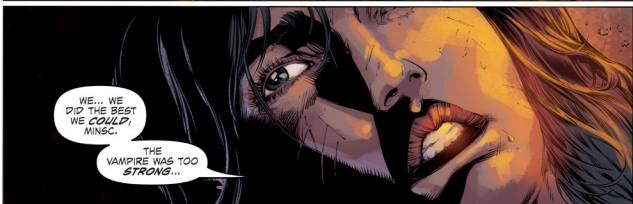
OKAY MINSC,
N-N-NOW'S THE
PERFECT TIME FOR
YOU TO BELT OUT ONE OF
YOUR RASHEMEN *TRAIL*
SONGS TO LIFT OUR
SP-SPIRITS.



NO.











HEY!

IT'S BAD ENOUGH
MINE IS DOWN IN THE
DUMPS, I DON'T NEED
THAT BAD-BACK STUFF
FROM YOU TOO!

WHOA THERE,
LITTLE LADY...

I'M SERIOUS,
KRYDLE! YOU'RE
BETTER THAN
THIS!

WE SURVIVED A
NIGHTMARE WORLD
OF GHOSTS AND
WEREWOLVES AND
VAMPIRES. WE CAN
GET THROUGH
THIS TOO.

OKAY, OKAY.
YOU'RE RIGHT.
WE'RE ALL
ON EDGE.

WE'LL GET A
FRESH START
TOMORROW.

KROOM
KROOM

UH OH...

[GET YOUR
REARS MOVING,
YOU LAZY SNOW
HOUNDS!!]*

[I WANNA GET
THAT DEER SKINNED
AND COOKING BEFORE
SUNRISE!!]



*-TRANSLATED FROM GIANTSPEAK.

[WELL, IF
YOU WANNA GET
THERE FASTER,
YOU HAUL
IT!!]

[I'M
NOT GUNNA
BREAK MY
BACK WITH YOU
COMPLAININ'
ALL THE
TIME!!]



[I KILLED IT.
YOU CARRY
IT!!]



[IF YOU
WANNA—]



**BWA-
HAHAHA!**

[THAT WAS
GREAT! HE DIDN'T
EVEN SEE IT
COMIN'!!]

[HEY!!]



OH, GREAT...
OGRES.





[YOU THINK
YER REAL FUNNY,
HUNT?]

[IT'S NOT
GONNA BE A JOKE
WHEN I BREAK
YER SKULL!]



[TRY IT AND
I'LL SLIT YER
THROAT!]



WE JUST NEED TO
STAY OUT OF SIGHT.
HOPEFULLY THEY'RE TOO
BUSY ARGUING ABOUT
WHO'S GOING TO CARRY
THAT DEAD DEER TO
NOTICE US.

OH, WOW...
YOU SPEAK
GIANTKING?

WHEN YOU'RE
ONE OF THE
SMALL FOLK, IT'S
USEFUL TO KNOW
WHAT BIG FOLKS
ARE SAYING...

[WAIT A SEC,
YOU GUYS SEE
THAT LIGHT OVER
THERE?]

OH CRAP,
THEY SAW THE
FIRELIGHT!







OKAY, GANG,
LET'S PUSH 'EM
BACK!



TWANG

[SUCK A
PEACH, YOU
LOSERS!!]



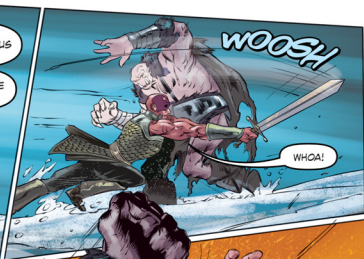
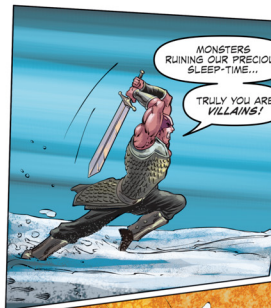
N'YAAHH!



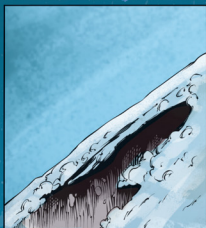
[HUMAN,
AN ELF, AND
A HALFLING!
BAH!!]

KLANG

NGG!













WONDERFUL!

A FINE
FIGHT TO *START*
THE DAY!



THANKS
FOR THE *ASSIST*
THERE, UH...

SAARVIN!

SAARVIN
THE SCOUT,
FINEST TRACKER
AND EXPLORER
YOU'LL FIND
ALONG THE
WALL!



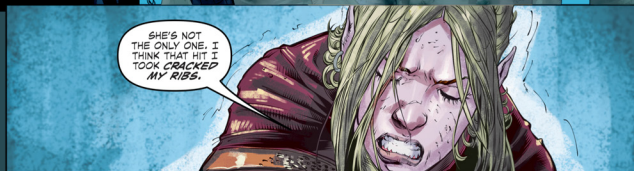
I'M
SHANDIE.

THIS IS
KRYPLE...

...DELINA...

...MINSC
AND BOO....

...AND OUR
INJURED FRIEND
NERYS IS IN THE
CAVE. SHE NEEDS
HEALING.



SHE'S NOT
THE ONLY ONE. I
THINK THAT HIT I
TOOK *CRACKED*
MY RIBS.



...A SAFE HAVEN
WHERE YOU CAN REST
WITHOUT WORRY.

[LORD
GRYTTMORT!!]

[WHAT'S OUR
TARGET, MY
LORD?]

[THAT'S A
GOOD QUESTION,
KJELL.]

[LEMMIE
CHECK WITH OUR
'GUEST'...]

[NILANTHE,
YOU EMPTY-HEADED
LIZARD-STAIN...]

GRRRRR—

[YER LAIR'S
UP THERE,
AIN'T IT?]

[THE PEAK
THEM HUMANS
CALL 'COLD
CRAG'?!]

[YESSSSSS—]

[GOOD, ALL
ACCORDIN' TA
PLAN.]

[WE'LL GO ASHORE AT
FIRESHEAR, CLEAR IT OUT
AN' TAKE THEIR PROVISIONS,
THEN MAKE OUR WAY TO
THE BIG PRIZE...]



Art by Nelson Dániel



Art by Max Dunbar | Colors by John-Paul Bove

LONG AGO, A METEOR STRIKE BLASTED A CRATER IN THE FROZEN TUNDRA NEAR THE COAST OF THE TRACKLESS SEA, SHEARING AWAY TONS OF ROCK AND EXPOSING RICH VEINS OF COPPER AND SILVER ORE. IN THE YEARS THAT FOLLOWED, MINERS SETTLED NEARBY, GIVING RISE TO THE TOWN OF FIRESHEAR.

THE MINERS OF FIRESHEAR DWELL HERE ALL YEAR. RAMPS CARVED INTO THE CLIFFS LEAD DOWN TO THE SHORE, WHERE STONE DOCKS PROTRUDE INTO A SHALLOW BAY THAT FREEZES BY LATE FALL AND DOESN'T THAW UNTIL EARLY SUMMER. FIRESHEAR IMPORTS MOST OF ITS FOOD, CLOTHING, AND OTHER NECESSITIES. ICE-FISHING IS A POPULAR PASTIME AMONG CHILDREN, BUT ALL ABLE-BODIED ADULTS ARE EXPECTED TO TOIL IN THE MINES.

KEEP UP AS BEST YOU CAN, MY FRIENDS. WE'LL BE *HOME* BEFORE YOU KNOW IT...

FROST GIANT'S FURY

Part Two: Fortifying Fireshear







...WELCOME TO
FIREHEAR!

FINEST MINING
TOWN OF THE NORTH,
WELL-STOCKED FOR
WINTER WEATHER AND
WHATEVER OTHER
THREATS COME
OUR WAY.



IF THEY'VE GOT
AN INN AND A FLAGON
OF ALE, I'LL CALL
IT "*PARADISE*."



DON'T YOU
WORRY ABOUT THAT,
MY HALFLING FRIEND,
ALE IN *ABUNDANCE* AND
PLENTY OF *FOOD*
TO GO WITH IT.

LET'S GET
YOU ACQUAINTED
WITH OUR LOCAL
HOSPITALITY...



...*HEALING* FOR
THE INJURED...



...A PLACE TO *STAY*...



...*WEATHER-APPROPRIATE GEAR*...



...AND, AS REQUESTED, *LIBATIONS*
TO CELEBRATE OUR ARRIVAL!



LADY KATHON, YOU SHOULD STAY HERE FOR THE NIGHT. YOUR INJURIES WERE **LIFE-THREATENING** AND, EVEN WITH OUR HEALING MAGIC, YOU ARE STILL NOT **FULLY RECOVERED**.

I'M WELL ENOUGH.



THAT BITE YOU RECEIVED LOOKS **INFECTED**. WHAT KIND OF **ANIMAL** DID YOU SAY ATTACKED YOU?

A...
A **WILD DOG**.



IT WILL HEAL IN TIME AND THE **SCAR** LEFT BEHIND WILL **REMINDE** ME NOT TO LEAVE MY FLANK OPEN IN THE FUTURE.



PLEASE, LET ME GET THE HEAD PRIEST TO **INSPECT** THE WOUND. IT MAY BE—

NO!



I'LL BE ON MY WAY.
THANK YOU FOR YOUR KINDNESS.



ICLEAR OUT
TH' HUMANS,
BOYS!!

!DON'T HOLD
BACK!!



*-TRANSLATED FROM THE GIANT LANGUAGE.



WE WORKED
SO HARD TO
GET HERE...

W'UH?

I WON'T
LET YOU TAKE
THAT—

AWAY!

THWANG
THWANG

THAT'S
OUR CUE...
NAIL HIM!

G'RAAH!

THOK
THOK



TWO BLADES?!
ALL THESE FANCY
WEAPONS...

BOO, YOU
MUST BE MY
SECOND
SWORD.

"SQUEE!"



KELEMVOR
GUIDE MY BLADES
INTO BATTLE!



DIE!

YOU
FIRST, THEN
WE'LL THINK
ABOUT IT!



KA-THOOM



AGGH!

SLASH

WE WILL
DRIVE YOU
BACK!



WHOA,
DELINA...

YOU'RE
NOT MESSIN'
AROUND!

IT WAS A
GOOD BLAST,
BUT NOW I'M
POOPED.



[A SPELLCASTER:]

[CRUSH
THEM, NOW!]



OKAY, THE
LEADER JUST
SAW US...

KRYDLE, WE NEED
A DISTRACTION...

...KRYDLE?



JUST WANTED
TO ENJOY SOME
ALE AND GET A
GOOD NIGHT'S
SLEEP...



OH,
HELLO THERE...
WHAT'S THIS?



GRRRRR

[WHEN I GET
FREE, I WILL
KILL YOU ALL!
KILL!!]

[SHUT UP,
NILANTHE. YOU
AIN'T GOIN'
NOWHERE...]



[I WISH
WE WAS OUT
THERE KILLIN' AN'
PILLASIN'...]

[AYE...
GUARD DUTY
SUCKS!!]



HUUUUUMAN...

I'M BETTIN'
YOU HATE THESE
GUYS AS MUCH
AS WE DO.

IF I POP
THESE LOCKS,
CAN YOU HELP
ME RAISE A
RUCKUS?



BIG BLUE
UGLY, BOO AND
I WILL NOT LET
YOU HURT OUR
FRIENDS!

SASH



[YOU THINK YER
GONNA STOP
US?]

NNN!



[WHAT'RE YE
DOIN'? LET
GO, STUPID
HUMAN!]



I MAY NO
LONGER BE A
HERO TRUE, BUT
I CAN STILL BE
A PERSISTENT
PIMPLE ON THE
FACE OF
EVIL!



[OH
GREAT, NOW
WHAT?]

RRRRRR

ROOOOAR

FREE!

YOU'VE GOT
TO BE KIDDIN'
ME.

I HOPE THAT
WAS THE *RIGHT*
STRATEGY...



[GRYTTMORT,
THE **DRAGON** IS
LOOSE!]

[I KIN
SEE THAT,
YE FOOL!]



[EMPTY-HEADED
IDIOTS, ALL
OF YE!]

OOOF!



VOOOOSH

[FALL
BACK!]



[THE **DRAGON**'S HEADED
HOME TA COLD CRAG TA
GUARD HER **TREASURE**;
BUT IF I GET **MY** WAY, SHE
WON'T BE GUARDIN' IT
FER LONG...]



WELL,
WHAT DO YOU
KNOW!

WE DID
IT!

THAT
WAS PRETTY
NUTS...



SAARVIN!
WHO ARE THESE
WARRIORS?

...SHANDIE, AN
ARCHER ALMOST
AS GOOD AS
MYSELF...



...DELINA,
A POWERFUL
SPELLCASTER...



DASHARRA,
THESE ARE MY NEW
FRIENDS...

...NERYS, A
CLERIC OF GREAT
COURAGE AND
FAITH...



...MINSK,
STRONG AND
TRUE...

DO NOT
FORGET
BOO.





...AND, UH...
THERE'S ONE
MORE...



MY NAME'S
KRYPLE. I WAS,
UH, HELPING PEOPLE
EVACUATE...

EXCELLENT! I'M
DASHARRA KELDABAR,
FORMER CIVILIAN OF THE
GRIFFON CALVARY IN
WATERDEEP. I'M TECHNICALLY
RETIRED, BUT OBVIOUSLY
COULDN'T LET THIS ATTACK
GO UNANSWERED.

THE **FIRESHEAR**
COUNCIL WILL BE
THRILLED TO HEAR THAT
YOU ALL HELPED ROUT
THESE INVADERS.



I FIGURED THAT
DRAGON WAS SET TO
CAUSE EVEN **MORE**
DESTRUCTION, BUT IT JUST
ATTACKED THE GIANTS
AND FLEW OFF.

IN A TURN OF
GOOD LUCK, WE'VE
GOT THIS FROZEN ONE WE
CAN **INTERROGATE** TO
FIND OUT WHAT GOT THEM
ALL RILED UP IN THE
FIRST PLACE...



WELL, YOU'RE
ALL SAFE NOW AND
IT SOUNDS LIKE
YOU'VE GOT THINGS
HERE WELL IN
HAND.

WE... WE SHOULD
FINISH GEARING UP
AND START HEADING
HOME, TO **BALDUR'S**
GATE.



YOU CAN'T
BE **SERIOUS**,
BOY!

FROST
GIANTS ARE ON A
RAMPAGE! A DRAGON
ON THE LOOSE! WE'RE
GONNA NEED ALL THE
HELP WE CAN
MUSTER!

SLAP

UH!



JOIN THE FIGHT,
MY FRIENDS! YOU'LL
DO SOME GOOD AND
BE HANDSOMELY
REWARDED AT THE
SAME TIME!

I... I MEAN
IT'S NOT JUST
UP TO **ME**...



THEY
HELPED US.
WE SHOULD
RETURN THE
FAVOR.

IT'S THE
RIGHT THING
TO DO.

AFTER GEARING
UP, WE'RE ALSO
PRETTY MUCH **BROKE**.
I DON'T THINK WE COULD
AFFORD THE TREK
HOME EVEN IF WE
WANTED TO...



HUMAN,
ELF, HALFLING, AND
HALF-DRAGON, AND
SPACE HAMSTER
UNITED IN **COMMON
PURPOSE**...

WE ARE
**HEROES IN
EXILE**, EARNING
OUR WAY BACK INTO
THE **HALLOWED
HALLS OF
GLORY**.



SOOOO—
I'LL TAKE
THAT AS A
"YES."

CAN I
GO FINISH
MY **PINT**
NOW?



Art by Nelson Dániel



Art by Max Dunbar | Colors by John-Paul Bove

GIGANTIC REAVERS FROM THE FREEZING LANDS BEYOND CIVILIZATION, FROST GIANTS ARE FIERCE, HARDY WARRIORS THAT SURVIVE ON THE SPOILS OF THEIR RAIDS AND PILLAGING.

FROST GIANTS ARE CREATURES OF ICE AND SNOW. THEIR HAIR AND BEARDS ARE PALE WHITE OR LIGHT BLUE, MATTED WITH FROST AND CLATTERING WITH ICICLES. THEIR FLESH IS AS BLUE AS GLACIAL ICE.

"WHEN I GET FREE,
I'LL CRUSH YER BONES
TA POWDER. YE LI'L
MAGGOTS!"

WHAT'D
HE SAY,
SHANDIE?

HE'S A BIT...
UNHAPPY...

FROST GIANT'S FURY

Part Three: Lair of the Winter Wyrn

*— TRANSLATED FROM THE LANGUAGE OF GIANTS.



!OKAY, PAL. I KNOW YOU'RE ANGRY, BUT WE NEED SOME INFORMATION BEFORE THINGS ARE GOING TO GET ANY BETTER FOR YOU.!

[FREEZE AND DIE, HALF-SIZE!!]

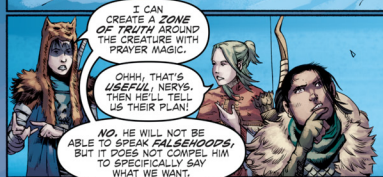
!!SIGH!!



WE MUST FIND OUT WHAT THE FROST GIANTS ARE PLANNING AND WHERE THEY'LL STRIKE NEXT.

I CAN TRANSLATE, BUT THAT'S NOT MUCH HELP IF HE WON'T TELL US ANYTHING.

SURE, BUT THIS GUY'S NOT EXACTLY COOPERATING...



I CAN CREATE A ZONE OF TRUTH AROUND THE CREATURE WITH PRAYER MAGIC.

OHhh, THAT'S USEFUL, NERVS. THEN HE'LL TELL US THEIR PLAN!

NO, HE WILL NOT BE ABLE TO SPEAK FALSEHOODS, BUT IT DOES NOT COMPEL HIM TO SPECIFICALLY SAY WHAT WE WANT.



SHANDIE, EVEN THOUGH THIS CREATURE IS EVIL, I CANNOT ABIDE TORTURE.

IT'S NOT, IT'S NOT. JUST FOLLOW MY LEAD...



THAT'S NO GOOD.

ACTUALLY, IT'S PERFECT!

DELINA, GET A FIRE SPELL READY. I KNOW HOW TO MAKE HIM TALK.





NERYS,
CAST THE TRUTH
THINGEE.

[I TRIED
TO BE NICE,
BUT NOW YOU'VE
FORCED ME TO
GET UGLY.]

[BAH! I'M
NOT AFRAID
OF YOU...]



[THAT MAGIC YOU
SEE RIGHT THERE? IT'S
A POWERFUL CURSE
CALLED 'TRUTH OR
CONSEQUENCES!']



[GO AHEAD,
TRY AND LIE!
TELL ME YOUR
NAME!]

[MY NAME
IS...]

GRRRRR

[...FJURL!
IT'S FJURL...]



[THAT'S RIGHT, FJURL!
YOU MUST TELL ME THE
TRUTH, EXACTLY WHAT I
WANT, OR YOUR FLESH
WILL BURN!]

OKAY DELINA,
POP THE SPELL AND
YELL LIKE YOU'RE
IN PAIN...

[WATCH WHAT
HAPPENS WHEN
SOMEONE IN THE
MAGIC CIRCLE
LIES.]

OW!
OUCHIE!
AHHH!

FW
POOSH



[I... I
DON'T WANNA
BURN!]

[WELL THEN,
START TALKING!
TELL ME WHY YOU
ATTACKED FIRESHEAR
AND WHAT YOUR
FRIENDS ARE
PLANNING!]

[TELL ME
NOW!]



[I ... IT'S NOT ME! I DIDN'T DO IT!!]

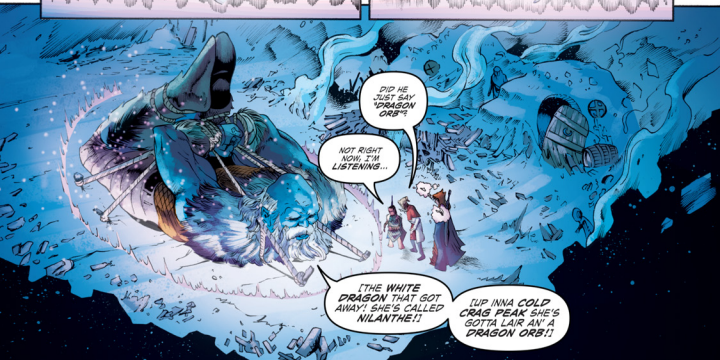
[THE ORDNING'S ALL BROKE! GIANTS EV'RYWHERE ON THE MARCH TRYIN' TA PROVE THEY'RE WORTHY!!]



[OUR LEADER GRYTTHMORT WANTS TA BE A JARL! HE'S TRYIN' TO SHOW UP STORVALD AN' EV'RYONE ELSE!!]

[AND HOW'S HE PLANNING TO DO THAT?]

[BY GETTIN' A DRAGON ORB!!]



[DID HE JUST SAY 'DRAGON ORB'??]

[NOT RIGHT NOW, I'M LISTENING...]

[THE WHITE DRAGON THAT GOT AWAY! SHE'S CALLED NILANTHE!!]

[UP INNA COLD CRAG PEAK SHE'S GOTTA LAIR AN' A DRAGON ORB!!]



[WHY WOULD A DRAGON KEEP A MAGIC ITEM THAT CONTROLS OTHER DRAGONS?]

[I DUNNO, BUT WE WAS GONNA BUST UP FIRESHEAR, STEAL SUPPLIES, AN' THEN CLIMB TH' MOUNTAIN AN' TAKE TH' ORB!!]

[AN ARMY WIT' GIANTS AN' DRAGONS TOGETHER'D BE UNSTOPPABLE! GRYTTHMORT WILL CONQUER TH' NORTH!!]




[WHY DID HE CONFESS? THE SPELL DIDN'T HURT HIM!]

[YEAH, BUT HE DIDN'T KNOW THAT...]


[HOW BAD IS IT?]

[BAD-BAD. WE BETTER ROUND UP THE BOYS AND FIGURE OUT OUR NEXT MOVE...]



...THAT'S WHY WE NEED TO GET TO COLD CRAG PEAK AS QUICKLY AS POSSIBLE.

THANK THE GODS WE HAVE A CHANCE TO STOP THIS EVIL PLAN.



DASHARRA, YOUR GRIFFONS COULD DROP US OFF NEAR THE TOP. WE'D GET THERE LONG BEFORE THE GIANTS COULD MAKE THE CLIMB.

YOU WANT TO SEND MY FLYERS AGAINST A WHITE DRAGON? NOT A CHANCE.

THE BEAST COULD SPOT US GLIDING TOWARD THE MOUNTAIN AND WOULD STRIKE IN MID-AIR. ICE BREATH AND SHARP CLAWS WOULD SEND US PLUMMETING TO OUR DEATHS.



THERE ARE MANY SECRET PATHS UP COLD CRAG MOUNTAIN AND I KNOW THEM ALL!

IF WE GET MOVING, WE COULD CLIMB TO THE PEAK BEFORE MOONRISE.



FIRE SHEAR CAN OFFER SUPPLIES, EQUIPMENT, AND, UPON YOUR RETURN, A HEFTY REWARD!

EXCELLENT!

MY FRIENDS, WE SHALL SCALE GREAT HEIGHTS, TAKE THE ORB, AND SAVE THE NORTH!



AND IF THE DRAGON GETS IN OUR WAY, WE'LL FIGHT IT TO OUR DYING BREATH!

MINSC, THAT DOESN'T SOUND HALF AS ENCOURAGING AS YOU THINK IT DOES...



I KNOW THE CLIMB IS HARD, MY FRIENDS, BUT WE CAN DO IT!

REMEMBER WHEN WE USED TO DO *NICE* *NORMAL* STUFF LIKE RUNNING AWAY FROM THE TOWN'S GUARD AND JUMPING OFF ROOFTOPS?

THOSE IDYLIC DAYS OF YORE...

IT IS! IF WE TOOK THE NORMAL PATH, IT WOULD TAKE *THREE DAYS* TO REACH THE TOP!

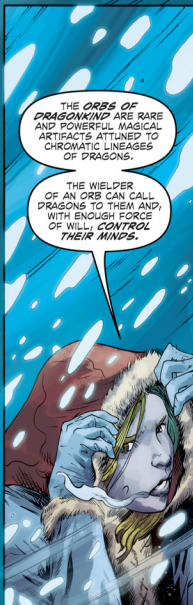
SAARVIN, YOU SAID THIS WAY WAS *QUICK!*

THIS TRAIL IS *FASTER* AND MORE *TREACHEROUS!*



WHEN SHANDIE MENTIONED THE **DRAGON ORB**, YOU KNEW EXACTLY WHAT SHE WAS TALKING ABOUT. HAVE YOU USED ONE BEFORE?

NO, BUT I'VE READ QUITE A BIT ABOUT THEM. MY BROTHER AND I WERE **OBSESSED** WITH DRAGON LORE WHEN WE WERE YOUNGER.



THE **ORBS** OF **DRAGONKIND** ARE RARE AND POWERFUL MAGICAL ARTIFACTS ATTUNED TO CHROMATIC LINEAGES OF DRAGONS.

THE WIELDER OF AN ORB CAN CALL DRAGONS TO THEM AND, WITH ENOUGH FORCE OF WILL, **CONTROL** THEIR MINDS.



GIANTS ATTACKING ON THE GROUND WHILE DRAGONS UNDER THEIR CONTROL RAIN DEATH FROM ABOVE... IT WOULD BE **HORRIFYING**.

AGREED.



GRAB MY HAND, SHANDIE.

OKAY, I'M—



—WOOOOH!





YEAH, IN
THE *CITY*
WHEN IT'S
WARM!



THE ROPE TRIED
TO ESCAPE MY GRASP,
BUT I HELD HIM TIGHT
LIKE A *NAUGHTY*
WEASEL.

I TOLD YOU
WE'D MAKE IT.
THERE'S THE
CAVE.





...STUPID HUMANS.



VROOOOOSH



THE DRAGON
KNOWS WE'RE
HERE!

YEAH,
THANKS!
WE FIGURED
THAT OUT!



WE'VE LOST
OUR ADVANTAGE,
BUT WE MUST
PRESS ON!

ATTACKING
HER DIRECTLY
IS **SUICIDE!**

BELIEVE IT OR NOT,
SOME OF US HERE HAVE
BEAT A DRAGON
BEFORE...



*SQUEEP!

YES, BOO.
WE ARE IN
TROUBLE...









GRYTTMORT
CAPTURE.
HOLD ME.

TAKE MY
EGGS. HOLD
THEM.

IF I FIGHT.
HE DESTROY.



HE HAS
YOUR CHILDREN
HOSTAGE?

DISGUSTING!

CHILDREN SHOULD
BE WITH A PARENT, EVEN
IF THAT PARENT HAS
HUGE SCARY WINGS
AND IS COVERED IN
SCALES.

SQUEE!

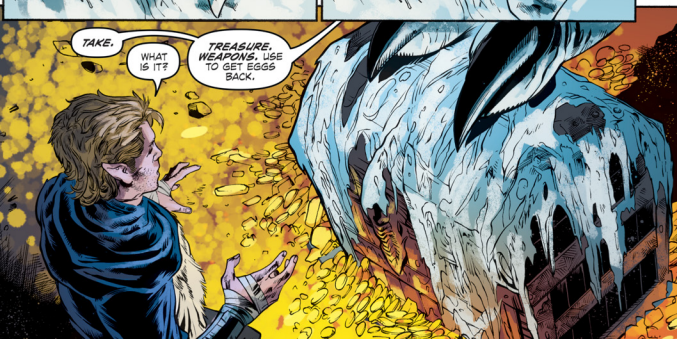


OKAY,
NILANTHE. LET'S
BARGAIN.

WE'LL GET YOUR
EGGS BACK IF YOU
PROMISE TO LEAVE
ALL HUMANS
ALONE.



YES.



TAKE.

WHAT
IS IT?

TREASURE.
WEAPONS. USE
TO GET EGGS
BACK.



NILANTHE!



[GIMME THAT
ORB!!]



SHE'S NOT
GIVING YOU SQUAT,
BLUE-BRAIN!

DO FROST
GIANTS ACTUALLY HAVE
BRAINS COLORED
BLUE?

PROBABLY
NOT, BUT IT'S A
PRETTY GOOD
INSULT...



[KILL 'EM
ALL!!]

WELL SWUNG, BUT
LESS THAN ACCURATE, MR.
LARGE-AND-FROSTY!

NOW I
SHA—

SHUNK

SLAM

PUNT

UOK

NRAAAH!

UOK

UOK

THUNK

WE NEED
HIGHER
GROUND!





KROOOM

HOLD
ON TO YOUR
HAMSTERS!





Art by Nelson Daniel



Art by Max Dunbar | Colors by Joana Lafuente

"WHEN YOUR FIRE HAS GONE OUT AND FROST-BITTEN WINDS ARE CUTTING INTO YOUR FLESH LIKE ICY DAGGERS, IT'S EASY TO LOSE ALL HOPE AND LET THE COLD OVERTAKE YOU ONCE AND FOR ALL."

"SURVIVING IN THE NORTH REQUIRES THE AUDACITY TO PUSH ON. YOU HAVE TO FIND A FIRE BURNING DEEP WITHIN TO KEEP YOU WARM EVEN AS THE FRIGID AIR IS TRYING TO KILL YOU." —EXCERPT FROM THE DIARY OF TULVY DUNBAR, EXPLORER OF THE REALMS

HUFF HUFF
HUFF

WE'RE
LUCKY TO
BE ALIVE.

FROST GIANT'S FURY

Part Four: Snow Scouts





NO
DRAGON
ORB.

NO
TREASURE.

GIANTS AND
DRAGONS ON
THE MARCH.

ANY TIME YOU
GUYS WANT TO HEAD
BACK TO **BALDUR'S
GATE**, I'M ALL
FOR IT...



WE'RE *NOT*
RUNNING AWAY,
KRYDLE. THERE ARE
TOO MANY PEOPLE
COUNTING ON US.



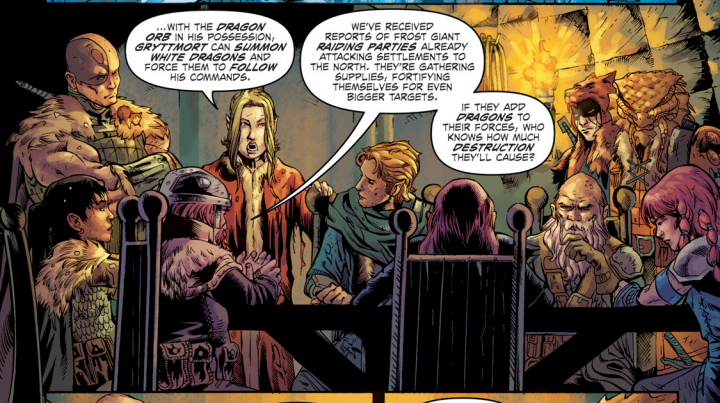
BE HEALED,
MY FRIEND.

WE WILL
ENDURE THIS,
AS WE HAVE THE
OTHER TRIALS
WE'VE FACED.



THE SITUATION IS
DIRE, BUT AT LEAST
WE *SURVIVED*.

WE'LL RETURN TO
*FIRE***SHEAR** AND WARN
THEM OF DANGERS
TO COME...



...WITH THE **DRAGON ORB** IN HIS POSSESSION, **GRYTTMORT** CAN **SUMMON WHITE DRAGONS** AND FORCE THEM TO **FOLLOW** HIS COMMANDS.

WE'VE RECEIVED REPORTS OF FROST GIANT **RAIDING PARTIES** ALREADY ATTACKING SETTLEMENTS TO THE NORTH. THEY'RE GATHERING SUPPLIES, FORTIFYING THEMSELVES FOR EVEN BIGGER TARGETS.

IF THEY ADD **DRAGONS** TO THEIR FORCES, WHO KNOWS HOW MUCH **DESTRUCTION** THEY'LL CAUSE?



EVEN IF WE CAN ASSEMBLE AN ARMY TO FIGHT BACK, WE DON'T KNOW **WHERE** TO STRIKE.



THOSE GREATSHIPS MUST BE COMING FROM **SOMEWHERE**. WE NEED TO PUT A **SCOUTING GROUP** TOGETHER TO FOLLOW THEM BACK AND FIND THEIR BASE.



GOOD IDEA, SAARVIN. DASHARRA, I KNOW IT'S DANGEROUS, BUT COULD WE USE YOUR **GRIFFONS** TO FIND AND FOLLOW ONE OF THOSE SHIPS?

THAT'S OKAY. LONGSHOTS ARE OUR **SPECIALTY**.



I MIGHT BE ABLE TO GET YOU CLOSE ENOUGH, BUT IT'S A **LONGSHOT** AT BEST.



I'LL SEND WORD TO OUR ALLIES ON THE **SWORD COAST** TO GATHER THEIR FORCES HERE AND PREPARE FOR BATTLE.

IF YOU CAN FIND THE TARGET, WE'LL END THIS ONCE AND FOR ALL.



WE WILL NOT REST UNTIL **EVERY** GIANT IN THAT ARMY IS SWIFTLY KICKED IN THEIR FROST-COVERED **CROTCHES!**

EWWW...



"GATHER YOUR EQUIPMENT..."

THIS *MAGIC POTION* WILL ALLOW YOU TO GROW TO *GIANT-SIZE* FOR A SHORT TIME. USE IT WISELY.

THIS IS THE *GREATEST* GIFT A RANGER HAS *EVER* RECEIVED!



"...READY YOUR WEAPONS..."



"...AND STEEL YOUR NERVES FOR THE TASK AHEAD OF YOU.



"YOU WILL BE IN OUR *PRAYERS*."





I KNOW YOU DON'T WANT TO BE HERE.

CERTAIN DEATH DOES TEND TO GET ME THINKING ABOUT OTHER PLACES TO BE; IT'S TRUE.



YOU COULD LEAVE, BUT YOU DON'T.

WHY?



MY FATHER WAS A HERO ONCE. FOUGHT THE GOOD FIGHT AND ALL THAT.

THEN, WHEN THINGS GOT REALLY TOUGH, HE TOOK THE EASY WAY OUT... BECAME A *POLITICIAN*.

I'D LIKE TO THINK I'M BETTER THAN THAT.



YOU ARE.

THANKS.



WHEN THIS IS ALL OVER, CAN WE GO BACK TO PICKPOCKETING FAT-CATS AND SMUGGLING CONTRABAND FOR THE POOR?

SIGH
HERE'S HOPING...



IF WE SPOT ONE OF THE FROST GIANT GREATSHIPS, WE'LL DIVE LOW AND GET YOU IN AS CLOSE AS POSSIBLE. FROM THERE YOU'LL BE ON YOUR OWN.

UNDERSTOOD.



DON'T PET THE GRIFFONS. THEY'RE NOT USED TO CARRYING PASSENGERS AND MAY BE QUITE SKITTISH.

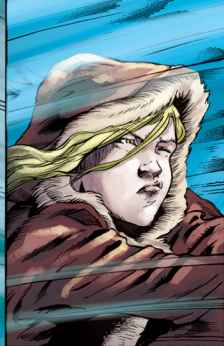
FEAR NOT, DASHARRA. ALL ANIMALS LOVE ME!



(FLY TOGETHER!*)

*TRANSLATED FROM DNIARVISH.





IT'S OKAY,
BOO.

"SQUEEE!"

WE ARE MIGHTY
BIRD-HEROES AND OUR
ENEMIES SHALL BE WORMS
IN OUR BEAKS, GLOUSHY
AND NUTRITIOUS.



THERE.



(DIVE.)

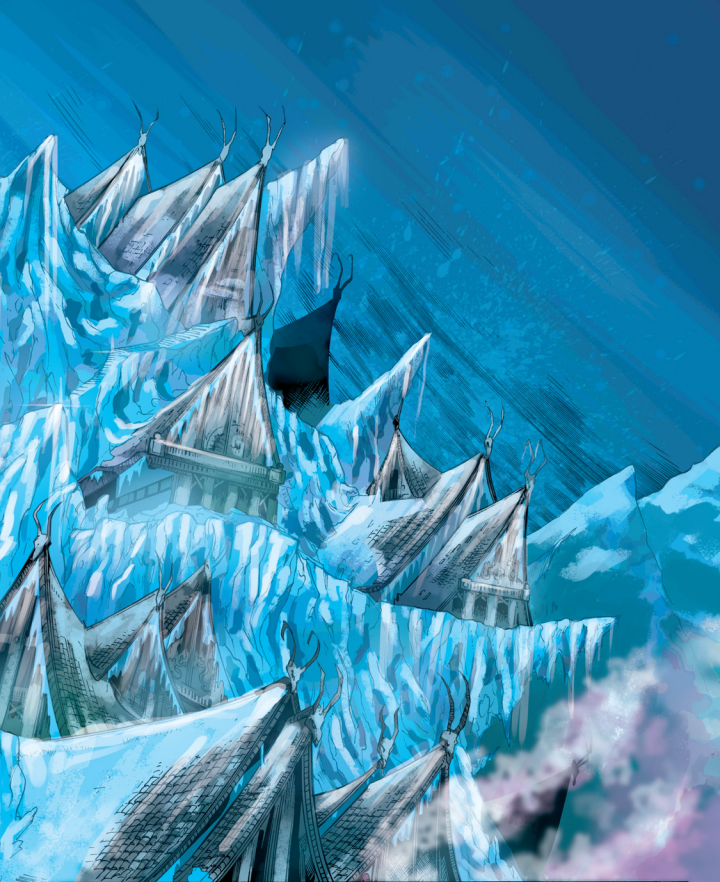
HERE GOES
NOTHING...







...THEY'VE
HOLLOWED OUT A
GLACIER TO USE AS
A FORTRESS.





[GRYTTMORT THINKS
JUST CAUSE HE'S GOT
A DRAGON ORB HE'S
BETTER THAN ALL
OF US.]

[DON'T LET HIM
HEAR Y' GRIPE, YE
FOOL. HE'LL SPLIT
YER SKULL.]

TWO
STRAIGHT
AHEAD...



...LET'S SEE
WHERE THEY'RE
GOING.



[HE COULD TRY!
MAYBE I'D SPLIT HIS
FIRST AND BECOME
JARL INSTEAD!]

[HA! NEVER
HAPPEN.]





[THE TROOPS
ARE ASSEMBLED,
GRYTTMORT.]

[TOOK LONG
ENOUGH...]



[DON'T WHINE
LIKE THAT, YE DUMB
DOGS! YER STAYIN'
HERE!!]

AWR000

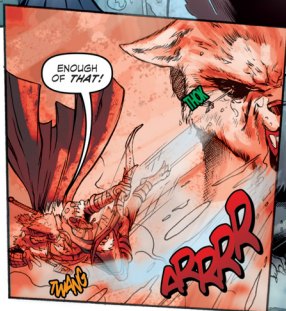


[LET'S SEE
IF THIS ARMY IS
WORTHY OF A JARL,
EH NILANTH??]

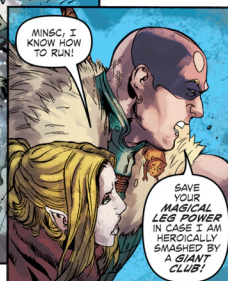
[YESSSSS!]













SERIOUSLY?



Art by Nelson Dániel



Art by Max Dunbar | Colors by Joana Lafuente

"IN THE HEAT OF BATTLE, YOU SEE WHAT KIND OF HEART BEATS WITHIN A PERSON'S CHEST. SOME PEOPLE TALK BIG BEFORE THE FIGHT BUT, IN THAT PURE MOMENT AS BLADES ARE DRAWN, YOU'LL SEE IF THEIR WORDS HAVE ANY BLOOD PUMPING BENEATH THEM." - EXCERPT FROM THE TALES OF RANNEK, WARRIOR OF THE SAVAGE FRONTIER

MY FRIENDS,
LET US DIE AS
WARRIORS!

GOTTA BE
HONEST WITH YOU,
MINSC. I'D PREFER
NOT DYING AT
ALL...

FROST GIANT'S FURY

Part Five : Giant-Sized Courage



[SOME SMALL
FOLK DON'T KNOW
HOW TO STAY IN THEIR
LITTLE HOLES... *]

[...LET'S
STOMP 'EM INTO
TINY GRAVES.]



*-TRANSLATED FROM GIANTSPEAK.





YES,
YES, YOU ARE
VERY BIG!



BUT, WITH THIS
MAGIC POTION GIVEN
TO ME BY THE CLERICS OF
FIRESHEAR, LARGE-ITUDE
SHALL BY MINE
AND—



HEY!
GET BACK
HERE!



[STAY
STILL!!]

[IN YOUR
DREAMS, BIG
LEGS!!]



TWANG





YOUR
SIZE MAKES
YOU AN EASY
TARGET!



AAAAAH

MINSC,
THE BATTLE IS
THIS WAY!

I KNOW,
BUT I NEED MY
SUPER JUICE!

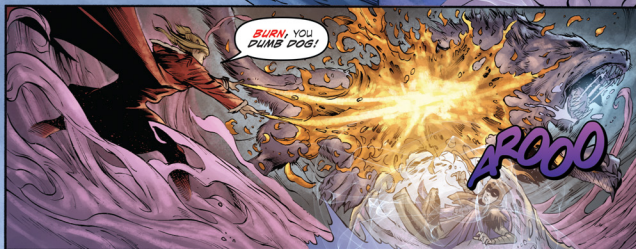
ROLL-ROLL-BOUNCE-TUMBLE-ROLL



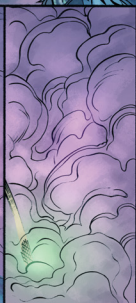
YIKES!



IF I SURVIVE, I
THINK I MAY RETIRE,
AS I'LL NEVER BE
ABLE TO TOP THIS
MADNESS!









[WHAT'S GOIN' ON?]

[YOU
THOUGHT
YOU COULD
COMMAND
US?!!]

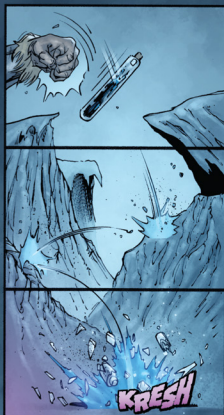
[THE
DRAGONS...]



RAAAAAH

AHHH!

[FIGHT 'EM
BACK!]





SQUEEEEEEE!

BOO!

MY
GIANT-SIZED-
MINIATURE-GIANT-
SIZED HAMSTER!

MY DEAREST
RODENT COMPANION,
WITH YOU BY MY SIDE
WE SHALL NEVER
FAIL!

**EVIL
BEWARE!**



[STAND
DOWN, YA DUMB
LIZARD!]

[YOU
CAPTURED ME,
HURT ME...]

[YOU TOOK
MY EGGS!]

N'UH—

[NOW YOU
DIEEEE!]

AAAAA



HOURS LATER—
BACK IN FIRESHEAR

STAY SHARP,
EVERYONE!

THE MOMENT OUR
SCOUTS RETURN WITH
INFORMATION ON WHERE
THE FROST GIANTS ARE
GATHERED, WE'LL HEAD
FORTH AND BRING
PEACE TO THE
NORTH!

YAAAAAAAY



MAKE WAY,
CHAINMAILERS AND
PLATEMAILERS
ALIKE!

YOUR
HEROES HAVE
RETURNED!





A WHITE
DRAGON, *HERE?*!
WHAT KIND OF
MADNESS—

ALL WILL
BE EXPLAINED,
JUST GIVE US
A MOMENT.

THANK YOU FOR
BRINGING US HOME,
NILANTHE.

WE RETURNED
YOUR *CHILDREN*
TO YOU, JUST AS
WE PROMISED.

NOW YOU HAVE TO
UPHOLD YOUR END OF
THE BARGAIN. *NO
MORE HARMING
HUMANS.*

YESSS.

WHAT ABOUT
DRAGON
ORBS?

DELINA...
BE CAREFUL...







...WITHIN US ALL,
THERE IS RAVENLOFT.

TO BE CONTINUED... ?



Art by Nelson Dániel





Art by Tyler Jacobson





Art by Ned Rogers





Art by Chris Rahn





Art by Tyler Jacobson

DUNGEONS & DRAGONS®

MINSC

CHARACTER NAME

6th-Level Ranger
LEVEL & CLASS

Human
RACE

Chaotic Good
ALIGNMENT

Soldier
BACKGROUND

STRENGTH
18
+4

DEXTERITY
12
+1

CONSTITUTION
17
+3

INTELLIGENCE
10
0

WISDOM
10
0

CHARISMA
10
0

3
INSPIRATION

+3
PROFICIENCY BONUS

- **+7** Strength
 - **+4** Dexterity
 - Constitution
 - Intelligence
 - Wisdom
 - Charisma
- SAVING THROWS

14
ARMOR CLASS

65
MAX HP

CURRENT HIT POINTS

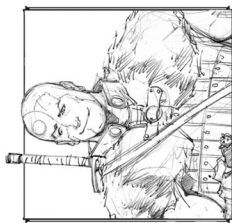
6
d6
d8
d10
d12
HT DICE

SUCCESSSES
FAILURES
DEATH SAVES

+1
INITIATIVE

30 FT.
SPEED

VISION



Leather Armor
Longsword
Food for Boo
Languages Known: Common, Miniature
Giant Space Hamster

INVENTORY & EQUIPMENT

NAME: Longsword
DAMAGE: 1d8 + 4
RANGE: 1d10 + 4 (2H)
ATTACK: +6
AMMO: USED
Spell Save DC = 11
Spell Attack Modifier = 3
1st Level: Animal Friendship, Hunter's Mark, Longstrider, Speak with Animals
2nd Level: Animal Messenger, Beast Sense

ATTACKS & SPELLCASTING

Favored Enemy - Minsc's favored enemy is... Evil! And he gets bonuses for smashing it.
Greater Favored Enemy - Minsc gets more bonuses for smashing evil!
Natural Explorer - Minsc does not get hampered by hampering things. Also, he does rangery things better!
Fighting Style - Minsc does +2 with his evil-slicing longsword.

Primal Awareness - Minsc can communicate with beasts.
"Go for the eyes, Boo!"
Extra Attack - More attacks mean more smiting!
Ranger's Companion - There can be only one giant miniature space hamster, Boo!

FEATURES & TRAITS

10
PASSIVE PERCEPTION



CHARACTER NAME
DELINA

6th-Level Sorcerer
LEVEL & CLASS

MOON ELF
RACE

CHAOTIC GOOD
ALIGNMENT

PLAYER NAME
Noble

BACKGROUND



INSPIRATION

3

PROFICIENCY BONUS

+3

STRENGTH

9

DEXTERITY

16

CONSTITUTION

15

INTELLIGENCE

15

WISDOM

13

CHARISMA

17

ARMOR CLASS

15

TEMP HP

34

MAX HP

34

CURRENT HIT POINTS

SAVING THROWS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

+5

+6

HIT DICE

d6

d8

d10

d12

+3

INITIATIVE

30 FT. SPEED

VISION

SUCCESSSES

FAILURES

DEATH SAVED

Sorcerer's Robes

Cloak

Languages known: Common, Elvish, Sylvan

INVENTORY & EQUIPMENT

NAME

Daggers

ATTACK

+6

DAMAGE

1d4 + 4

RANGE

20/60

AMMO

USED

Spell Save DC = 14

Spell Attack Modifier = 6

Cantrips: Dancing Lights, Fire Bolt, Light, Shocking Grasp, Minor Illusion

1st Level: Burning Hands, Color Spray, Fog Cloud, Magic Missile, Thunderwave

2nd Level: Hold Person, Invisibility, Levitate

3rd Level: Lightning Bolt, Slow, Clairvoyance

ATTACKS & SPELLCASTING

Sorcerous Origins - Wild Magic

Font of Magic - Flexible Casting - convert spell slots to sorcery points and vice versa.

Metamagic:

Careful Spell - Use a sorcery point to protect some creatures from your spell.

Empowered Spell - Use a sorcery point to reroll spell damage.

SORCERY POINTS - 6

Wild Magic Surge - DM can have you roll a d20 after casting a spell. If a 1, roll on the Wild Magic Surge table.

Tides of Chaos - Once per long rest, you can gain advantage on an attack, ability check or save.

Bend Luck - 2 sorcery points to adjust a creature's roll by +/- 1d4

FEATURES & TRAITS

DUNGEONS & DRAGONS®

KRYDLE

CHARACTER NAME

6th-Level Rogue

LEVEL & CLASS

Half Elf

RACE

Chaotic Good

ALIGNMENT

PLAYER NAME

Noble

BACKGROUND

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

17

+3

CONSTITUTION

15

+2

INTELLIGENCE

13

+1

WISDOM

11

+0

CHARISMA

16

+3

INSPIRATION

3

PROFICIENCY BONUS

+3

Strength

+6

Dexterity

+3

Constitution

+4

Intelligence

+3

Wisdom

+2

Charisma

+1

SAVING THROWS

Acrobatics (Dex)

+6

Animal Handling (Wis)

+3

Arcana (Int)

+5

Athletics (Str)

+4

Deception (Cha)

+4

History (Int)

+3

Insight (Wis)

+6

Intimidation (Cha)

+4

Investigation (Int)

+4

Medicine (Wis)

+3

Nature (Int)

+2

Perception (Wis)

+3

Performance (Cha)

+9

Persuasion (Cha)

+3

Religion (Int)

+3

Sleight of Hand (Dex)

+6

Stealth (Dex)

+3

Survival (Wis)

+3

SKILLS

PASSIVE PERCEPTION

10

14

ARMOR CLASS

55

MAX HP

TEMP HP

CURRENT HIT POINTS

d6

6

d8

—

d10

—

d12

—

HIT DICE

+3

INITIATIVE

30 FT.

SPEED

VISION

SUCCESSSES

FAILURES

DEATH SAVES

NAME

Longsword

Daggers

ATTACK

+6

+6

DAMAGE

1d8 (1H)

1d10 (2H)

RANGE

20/60

AMMO

USED

ATTACKS & SPELLCASTING

Expertise - Double your proficiency bonus on Persuasion and Stealth checks

Thieves' Cant - You know a secret thief language, along with thief symbols and signs known only to thieves.

Cunning Action - Take a bonus action to use Dash, Disengage, or Hide

Fast Hands - Use your bonus action to pick locks, disarm traps, or use an object and look awesome doing it.

Second Story Work - Climbing doesn't cost an extra movement. Running jump increases by your Dex mod.

Uncanny Dodge - Halve the damage taken from an attacker you can see.

Feature: Criminal Contacts - Krydle has many friends in low places.

Sneak Attack - +3d6 damage on attacks where you have advantage

Knowledge of Baldur's Gate - It's home turf.

FEATURES & TRAITS



Leather armor (AC 11 + Dex modifier)

Burglar's pack - (1,000 ball bearings, a bell, 10' of string, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 50 days rations, tinder box, waterskin, 50' of hempen rope)

Thieves' tools (X2 prof bonus)(small file, lockpick set, pliers)

Small mirror mounted on a metal handle

Narrow-bladed scissors

Set of common clothes with hooded cloak

Pouch containing 15 gp

Languages known: Common, Elvish, Thieves' Cant

INVENTORY & EQUIPMENT

DUNGEONS & DRAGONS®

SHANDIE

CHARACTER NAME

6th-Level Rogue
LEVEL & CLASS

Lightfoot Halfling
RACE

Chaotic Good
ALIGNMENT

EXPERIENCE POINTS

PLAYER NAME

Urchin
BACKGROUND

STRENGTH

10

0

DEXTERITY

18

+4

CONSTITUTION

15

+2

INTELLIGENCE

13

+1

WISDOM

12

+1

CHARISMA

14

+2

INSPIRATION

3

PROFICIENCY BONUS

+3

SAVING THROWS

Strength

0

Dexterity

+6

Constitution

0

Intelligence

+4

Wisdom

0

Charisma

0

SAVING THROWS

Acrobatics (Dex)

+7

Animal Handling (Wis)

0

Arcana (Int)

0

Athletics (Str)

0

Deception (Cha)

0

History (Int)

0

Insight (Wis)

+3

Intimidation (Cha)

0

Investigation (Int)

+4

Medicine (Wis)

0

Nature (Int)

0

Perception (Wis)

0

Performance (Cha)

0

Persuasion (Cha)

+8

Religion (Int)

0

Sleight of Hand (Dex)

+7

Stealth (Dex)

+10

Survival (Wis)

0

SILLS

PASSIVE PERCEPTION

11

ARMOR CLASS

15

MAX HP

55

TEMP HP

CURRENT HIT POINTS

d6

6

d8

0

d10

0

d12

0

HIT DICE

+4

INITIATIVE

25 FT.

SPEED

VISION

SUCCESSSES

0

FAILURES

0

DEATH SAVES

0

| NAME | ATTACK | DAMAGE | RANGE | AMMO | USED |
|------------|--------|---------|--------|------|------|
| Shortsword | +6 | 1d6 + 4 | | | |
| Daggers | +6 | 1d4 + 4 | 20/60 | | |
| Short Bow | +6 | 1d6 + 4 | 80/320 | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

ATTACKS & SPELLCASTING

Expertise - Double your proficiency bonus on Persuasion and Stealth checks

Thieves' Cant - You know a secret thief language, along with thief symbols and signs known only to thieves.

Cunning Action - Take a bonus action to use Dash, Disengage, or Hide

Fast Hands - Use your bonus action to pick locks, disarm traps, or use an object and look awesome doing it.

Second Story Work - Climbing doesn't cost an extra movement. Running jump increases by your Dex mod.

Uncanny Dodge - Halve the damage taken from an attacker you can see.

Feature: Criminal Contacts - Shandle has many friends in low places.

Sneak Attack +3d6 damage on attacks where you have advantage

Knowledge of Baldur's Gate - It's home turf.

FEATURES & TRAITS



Leather armor (AC 11 + Dex modifier)

Burglar's pack - (1,000 ball bearings, a bell, 10' of string, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days rations, tinder box, waterskin, 50' of hempen rope)

Quiver with 20 arrows

Thieves' tools (X2 prof bonus)(small file, lockpick set, pliers)

Small knife

Map of Baldur's Gate

Disguise Kit

Set of common clothes with hooded cloak

Pouch containing 15 gp

Languages known: Common, Halfling, Giant, Thieves' Cant

INVENTORY & EQUIPMENT

DUNGEONS & DRAGONS®

NERYS

CHARACTER NAME

6th-Level Cleric

LEVEL & CLASS

Human

RACE

Lawful Good

ALIGNMENT

EXPERIENCE POINTS

PLAYER NAME

Acolyte

BACKGROUND

STRENGTH

16

+3

DEXTERITY

13

+1

CONSTITUTION

15

+2

INTELLIGENCE

12

+1

WISDOM

17

+3

CHARISMA

15

+2

INSPIRATION

3

PROFICIENCY BONUS

+3

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☒ +5 Charisma
- ☒ +6 Charisma

SAVING THROWS

ACROBATICS (Dex)

ANIMAL HANDLING (Wis)

ARCANA (Int)

+5 ATHLETICS (Str)

DECEPTION (Cha)

HISTORY (Int)

INSIGHT (Wis)

INTIMIDATION (Cha)

INVESTIGATION (Int)

MEDICINE (Wis)

NATURE (Int)

PERCEPTION (Wis)

PERFORMANCE (Cha)

+6 PERSUASION (Cha)

+6 RELIGION (Int)

SLEIGHT OF HAND (Dex)

STEALTH (Dex)

SURVIVAL (Wis)

SKILLS

PASSIVE PERCEPTION

13

16

ARMOR CLASS

55

MAX HP

TEMP HP

CURRENT HIT POINTS

+2

INITIATIVE

30 FT.

SPEED

VISION

d6

6

d8

d10

d12

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

ATTACK

DAMAGE

RANGE

AMMO

USED

NAME

Greatsword

+6

2d6 + 3

+6

1d4 + 6

Spell Save DC = 14

Spell Attack Modifier = 6

Cantrips: Spare the Dying, Thaumaturgy, Light, Guidance

1st Level: Command, Cure Wounds, Detect Evil and Good, Detect Magic

2nd Level: Prayer of Healing, Zone of Truth, Locate Object

3rd Level: Speak with Dead, Glyph of Warding, Magic Circle

Domain Spells (Always prepared) - Divine Favor, Shield of Faith, Magic Weapon, Spiritual Weapon, Crusader's Mantle, Spirit Guardian

ATTACKS & SPELLCASTING

Divine Domain - War - proficiency with martial weapons and lvy. armor

Channel Divinity

Turn Undead

Guided Strike - +10 to attack

War God's Blessing - grant creature +10 attack

War Priest - attack as a bonus action

Destroy Undead - Destroy undead CR 1/2

FEATURES & TRAITS



Medium Armor - Breastplate

Cloak

Greatsword

Holy Symbol of Kelemvor

Prayer Book

5 sticks of incense

Languages known: Common, Dwarven

INVENTORY & EQUIPMENT



DUNGEONS & DRAGONS

FROST GIANT'S FURY



Roll for initiative, a new *Dungeons & Dragons* adventure begins!

Mighty giants stir across the land and, before their crushing might, nothing is safe. Badly injured after their encounters in the Demiplane of Dread and now lost in the frozen northern reaches of the Forgotten Realms, the Baldur's Gate heroes will be tested like never before. Written by **JIM ZUB** with art by **NETHO DIAZ**.

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