

ICEWIND DALE CHEATSHEET

Ten-Towns

Town	Keywords	Speaker	Population (militia)	Notable Locations
Bremen	Friendly, isolated.	Dorbulgruf (LG dwarf)	150 (25 tribal warriors, 2 veterans)	'Buried Treasures', 'Five-Tavern Center'
Bryn Shander	Large, central.	Duversa Shane (LG human)	1,200 (250 tribal warriors, 20 veterans)	'Blackiron Blades', 'House of the Morninglord', 'the Northlook'
Caer-Dineval	Small, leaderless.	Crannoc Siever (LN human)	100 (25 tribal warriors, 2 veterans)	'The Caer', 'Dinev's Rest'
Caer-Konig	Isolated, angry.	Trovus (NG dragonborn)	150 (25 tribal warriors, 2 veterans)	'Hook, Line, and Sinker', 'Frozenfar Expeditions', 'The Northern Light'
Dougan's Hole	Isolated, inbreeding	Edgra Durmoot (N human)	50 (12 tribal warriors, 1 veteran)	'Twenty Stones of Thruun'
Easthaven	Large, cosmopolitan	Danneth Waylen (CG human)	750 (150 tribal warriors, 12 veterans)	'Easthaven Ferry', 'The Wet Trout', 'The White Lady Inn'
Good Mead	Chultan, buzzing	None	100 (20 tribal warriors, 2 veterans)	'Mead Hall', 'Shrine of the Flaming Sword'
Lonelywood	Friendly, isolated	Nimsy Huddle (LG halfling)	100 (50 tribal warriors, 4 veterans)	'The Happy Scrimshander', 'The Lucky Liar', 'Ramshackle'
Targos	Large, Zhentarim	Naerth Maxildanarr (LE human)	1,000 (200 tribal warriors, 16 veterans)	'The Luskan Arms', 'Three Flags Sailing', 'Triglio'
Termalaine	Calishite, gems	Oarus Masthew (LG half-orc)	600 (50 tribal warriors, 4 veterans)	'The Blue Clam', 'The Eastside'

WILDERNESS SURVIVAL

AVALANCHES

- Each character rolls initiative as the avalanche comes.
- On initiative 10 and 0, the avalanche moves 300 ft.
- If caught, character makes DC 15 Strength saving throw each time avalanche moves, taking 1d10 bludgeoning damage on a failure, half on a success.
- Creatures buried by the avalanche are blinded and restrained, and gain a level of exhaustion every 5 minutes. They can free themselves as an action with a DC 15 Strength (Athletics) check, but if they fail three times, can't try again. Other creatures can spend 1 minute digging a buried creature out.

BLIZZARDS

- Lasts 2d4 hours.
- Hearing is limited to 100 ft., visibility limited to 30 ft.
- Extinguishes open flames, erases tracks, and makes nonmagical flight nearly impossible.
- Disadvantage on ranged weapon attacks, Perception checks that relies on hearing, and – if not wearing goggles – Perception checks that rely on sight.
- A creature must make a DC 10 Constitution saving throw at the end of its turn to maintain concentration.
- If they travel during a blizzard, the party must make DC 15 Wisdom (Survival) checks each hour to stay on course. If they fail by 5+, a party member becomes lost.

EXTREME COLD

- Average temperature in Icewind Dale is -49 °F.
- If exposed, a creature must make a DC 10 Constitution saving throw at end of each hour or gain 1 exhaustion.
- Creatures that have resistance or immunity to cold damage, wear cold weather clothing, or are naturally adapted to cold climates are immune.

FRIGID WATER

- No effect for a number of minutes equal to Con score.
- Each additional minute, DC 10 Constitution saving throw or one level exhaustion.
- If wearing clothing, effect lasts until wet clothes are replaced with dry clothes.
- Creatures with resistance or immunity to cold damage are immune.

ILLUMINATION

- Natural light in Icewind Dale never brighter than dim.
- Twilight extends from 10 a.m. to 2.p.m.
- Otherwise dark, until Auril's aurora or the full moon appears in the night sky.

OVERLAND TRAVEL

- Travel speeds across Icewind Dale's snowy tundra.
- Include increased speeds for a more realistic pace.

— Distance per hour —

Method of Travel	Original	Increased
Dogsled	1 mile	2 miles
On foot, with snowshoes	1/2 mile	1 miles
On foot, without snowshoes	1/4 mile	1/2 mile

MOUNTAIN TRAVEL

- At the end of each hour, navigator makes DC 15 Wisdom (Survival) check.
- On a failure, the party must backtrack, losing 1 hour.
- If it fails by 5 or more, the party is caught in an avalanche starting 2d6 x 100 ft. above them.

— Distance per hour —

Method of Travel	Original
Dogsled	1/2 mile
On foot, with snowshoes	1/4 mile
On foot, without snowshoes	1/8 mile