Snow and Ice, Things Nasty and Nice

An Icewind Dale Supplement For Players and Dungeon Masters



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On the Cover

Jasp cooks some food and stays warm by the fire while Boris attempts to catch fish on the frozen lake.
Cover art by Nikki Dawes.



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Introduction

The arctic environment holds a mysterious atmosphere of danger and discovery for those who dare to settle there and those who venture to explore it. One can never be too sure what lurks over that nearby snow drift, inside that dark cave, or under that frozen ice. This product includes options for both players and Dungeon Masters as they discover the treasures and troubles awaiting them in the arctic.

The Unforgiving North

The northern part of most worlds often holds a reputation for being a harsh and largely unsettled frontier. Blizzards, wolf attacks, lost caravans, frozen travelers, food shortages, and barbarian raids are just a few of the dangers that settlers and visitors deal with as they travel through the frozen regions.

Within Faerûn, the frozen tundra known as Icewind Dale is the home of barbarian tribes, frost giant clans, a wide variety of creatures suited to survive in the harsh conditions, and the citizens who call the Ten Towns their home. Recent events have resulted in an unending darkness looming over the region. Rumors, and rumors abound that it foretells a devious fate.

How To Use This Book

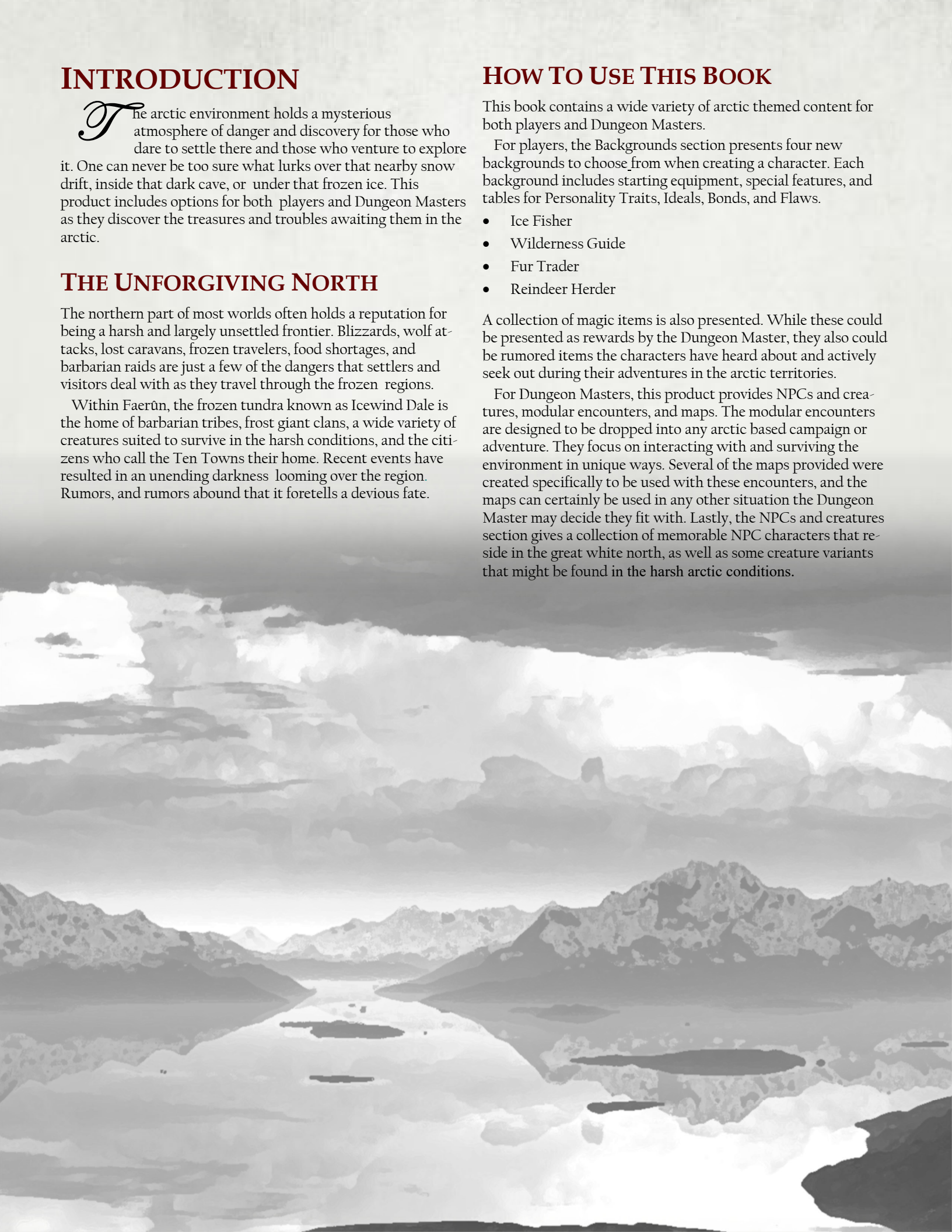
This book contains a wide variety of arctic themed content for both players and Dungeon Masters.

For players, the Backgrounds section presents four new backgrounds to choose from when creating a character. Each background includes starting equipment, special features, and tables for Personality Traits, Ideals, Bonds, and Flaws.

- Ice Fisher
- Wilderness Guide
- Fur Trader
- Reindeer Herder

A collection of magic items is also presented. While these could be presented as rewards by the Dungeon Master, they also could be rumored items the characters have heard about and actively seek out during their adventures in the arctic territories.

For Dungeon Masters, this product provides NPCs and creatures, modular encounters, and maps. The modular encounters are designed to be dropped into any arctic based campaign or adventure. They focus on interacting with and surviving the environment in unique ways. Several of the maps provided were created specifically to be used with these encounters, and the maps can certainly be used in any other situation the Dungeon Master may decide they fit with. Lastly, the NPCs and creatures section gives a collection of memorable NPC characters that reside in the great white north, as well as some creature variants that might be found in the harsh arctic conditions.



Backgrounds

Those who are born or settle within the frozen wastes are a special type; resilient and resourceful. This section provides four different options for player characters to choose as their background.

Ice Fisher

Skill Proficiencies: Nature, Survival
Languages: One of your choice
Equipment: Fishing tackle, a net, an ice saw, a set of traveler's clothes, and a belt pouch containing 15 gp

Feature: Harvest The Ice

While traveling in arctic environments, you have the ability to locate frozen bodies of water that sustain marine life. You can cut through the ice and catch enough food to feed yourself and up to six other people each day.

Suggested Characteristics

Ice fishers are hardy and resourceful. As such, they are able to thrive in harsh arctic environments and can locate food sources that most wouldn't notice. They have a connection to the wilderness and the frozen bodies of water in which they fish, and they think poorly of those whose actions adversely affect their environment.

d8	Personality Trait
1	I am one with nature; I feel most at home in the great outdoors.
2	I am indecisive, which means I sometimes spend more time deciding what to do next than actually doing it.
3	I am more than comfortable in the arctic; the cold never bothered me anyway.
4	I am pessimistic. I have seen enough bad things happen to believe the next bad thing could happen at any moment.
5	I often speak to myself as if nobody else is around, and don't always have nice things to say about others.
6	I was once knocked unconscious by a shadowy creature while I was fishing. When I woke up hours later, all my fish were gone. I'm now a bit paranoid about shadows.
7	I am superstitious and often find signs and omens in seemingly mundane items and events.
8	I need to always keep my hands busy, which means touching and fiddling with items or my own hands.

d6	Ideal
1	Nature. The environment provides me with survival and a livelihood, and I respect and honor my surroundings and the creatures that live there. (Neutral)
2	Greed. I work hard for what I earn, and will turn it into every single gold piece it is worth. (Evil)
3	Generosity. When I have a plentiful bounty I will happily share the excess with those who can benefit from it. (Good)
4	Change. The weather changes and I must adapt; the same is true for life as a whole. (Chaotic)
5	Pleasure. I work hard, but also feel that I deserve to enjoy the finer things in life when I can. (Any)
6	Honor. It is important that I keep my word and am fair and honest in any trades or dealings. (Lawful)

d6	Bond
1	My ice saw has been in my family for generations. It's a family heirloom.
2	I once saw an attractive fisher across the frozen ice. We waved at each other, but then they vanished. I've been looking for them ever since.
3	I hope to visit every lake within Icewind Dale and catch a fish in each of them.
4	I am searching for a magical type of wood that is said to make fishing poles which no fish can resist.
5	I was cheated on a deal for a good amount of fish I had caught, and I will have justice.
6	I once had an enormous ice shark on the line, but it got away. I will catch it someday.

d6	Flaw
1	I am not used to being around crowds and withdraw into myself in busy places.
2	I've worked hard for many years without much to show for it. I have a stubborn belief that I deserve to be rewarded.
3	I am often unaware of acceptable social manners and easily offend people.
4	I've spent far too much time alone on frozen lakes, and I cannot resist the charms of someone who shows a romantic interest in me.
5	When the fight seems to be turning against me, I'll protect my own life and attempt to flee from the battle.
6	My isolation means I am slow to trust people, even after they've shown they are worthy of trust.



Wilderness Guide

Skill Proficiencies: Nature, Survival
Languages: One of your choice
Equipment: Quarterstaff, a bear trap, a compass, a set of traveler's clothes, and a belt pouch containing 15 gp

Feature: Never Lost

Your experience traveling through the wilderness and following tracks has made you an expert in discerning directions. Even in uncharted territory, you are able to maintain your bearings and head towards your ultimate destination. You avoid suffering levels of exhaustion as a result of failed Wisdom (Survival) checks.

Suggested Characteristics

Wilderness guides are resilient and enterprising. They have a connection to the wilderness and are comfortable sleeping among the stars. While confident in their skills, they are more than willing to put those skills to use guiding travelers through unknown or treacherous territories, for the right price.

d8	Personality Trait
1	I am ambitious and motivated to make a lasting mark on the world.
2	I talk as little as possible, preferring to communicate with grunts and physical gestures.
3	I have no sense of humor and believe laughing and joking is a waste of time.
4	I like to talk at length about my profession and how I became so good at it.
5	I am humble and kind, and treat others how I would like to be treated myself.
6	I believe I am well known for my skill, and I'm surprised (and a bit insulted) when people say they haven't heard of me.
7	I feel far more comfortable around animals than people.
8	I remain stoic when faced with an obstacle, even grave danger.

d6	Ideal
1	Discovery. I am inspired by the idea I could uncover something that has been lost to the ages. (Any)
2	Responsibility. When I agree to guide someone, it is my obligation to make sure they get to their destination safely. (Lawful)
3	Peace. The tranquility of the outdoors should be enjoyed by all living creatures. (Good)
4	People. I enjoy sharing my expertise and appreciation of the outdoors with others, so they can spread the gratitude to others. (Neutral)
5	Danger. I know the unpredictable forces of nature can be deadly, and I get a thrill from - and embrace - that risk. (Chaotic)
6	Cunning. I can use my knowledge of my surroundings to outsmart others, and leverage that to get exactly what I want. (Evil)

d6	Bond
1	I have a leather bound journal given to me by my father. I keep all the maps I've drawn and notes on places I've explored in this treasured book.
2	No one else should have to endure the hardships I've been through.
3	I had a pet wolf who stayed with me for many years, but was gone when I woke up one morning. The snow covered its tracks, but it is still out there somewhere.
4	My mentor was killed in an avalanche. I'm determined to make sure nobody else I know and care about suffers the same fate.
5	Stories of a forgotten city hidden below the ice have intrigued me for years. I will find it some day and earn a place in history.
6	I'm a member of an explorers guild and am unconditionally loyal to the group.

d6	Flaw
1	I get angry at the slightest provocation, real or imagined.
2	I am arrogant and never admit my mistakes, especially if it has to do with tracking or moving through the wilderness.
3	I keep taking in stray animals despite the objections of my companions.
4	I complain excessively about minor inconveniences.
5	I may be addicted to smoking pipeweed, but it helps keep me warm at night.
6	I am unreasonably jealous of a member of my party.

Fur Trader

Skill Proficiencies: Nature, Survival
Tool Proficiencies: Leather workers' tools
Language: One of your choice
Equipment: A hunting trap, a five person tent, a skinning knife, a fur-lined winter coat, and a leather pouch containing 10 gp.

Feature: One With Nature

Your time spent living in the wilderness has brought you so close to nature it has become a part of you. You have learned and can cast *speak with plants*.

Suggested Characteristics

d8	Personality Trait
1	I'm a survivor. Any time I get knocked down I get right back up again.
2	Keeping quiet while on the hunt has transferred to my social life. I don't speak much.
3	I feel more comfortable in the wilderness than I do in the big city.
4	I will leave no one behind.
5	I once fended off a bugbear attack alone so my guild could escape. It almost killed me, but I'd do it again.
6	I always make sure we have a plan. Failing to plan is planning to fail.
7	I can't stand the sight of blood.
8	I believe in not wasting a kill and do what I can to make sure the animal is honored in its death.

d6	Ideal
1	Survival. As long as you can still draw breath, you fight. (Chaotic)
2	Greed. I'll do whatever it takes to make a profit. (Evil)
3	Freedom. The deeper in the wilderness I am, the freer I feel. (Neutral)
4	Community. I believe that sharing my profits and knowledge with the guild makes us stronger. (Good)
5	Carry in, carry out. What you bring into the wilderness, you should bring back out. It's not a garbage dump. (Any)
6	Fair Trade. I put time and energy into getting my furs. I expect a good deal when I go to sell them. (Lawful)

d6	Bond
1	Nothing is more important than the members of my fur traders guild.
2	The destruction of nature is a sin to me.
3	I'll stand up to any challenge in order to prove myself to my party or guild.
4	I'll always remember how skinning my first animal made me feel.
5	I send all of my profits from fur trading back home to my family.
6	I will get revenge on the man who killed my family member.

d6	Flaw
1	Blood lust has come over me. I often kill creatures for the thrill; not the bounty.
2	I'll do anything during an expedition to ensure I make a profit.
3	I don't respect clan or tribe borders. I go where I want.
4	I'm not against emptying someone else's trap for my own profit.
5	The wilderness gets lonely. I spend all my money at brothels when I'm in town.
6	I often lie about the types of fur I'm selling so I can fetch a higher price.

Reindeer Herder

The survival of the herd is of utmost importance. You have protected your herd from drought, harsh weather, diseases, and predators both natural and unnatural. You've learned that the herd is at its strongest when it works together and you practice that lesson in your everyday life. You have developed a close bond with animals and believe they have the right to live and be treated with respect.

Skill Proficiencies: Animal Handling, Survival
Tool Proficiencies: Carpenters' tools
Language: One of your choice
Equipment: A whip, a 50-foot hempen rope, an antler bone knife, a reindeer sled, and a leather pouch containing 10 gp.

Feature: One With Animals

Your time spent with your herd has made you sympathetic to the thoughts and feelings of animals. You have learned and can cast *speak with animals*.

Suggested Characteristics

d8	Personality Trait
1	I'd rather talk to my reindeer than to people.
2	I go out of my way to make sure animals are being treated fairly.
3	I rarely make plans. I just go with the flow of the herd.
4	I believe that partying is a waste of time. There is always work that needs to be done.
5	Honesty is always the best policy.
6	Some people describe me as rude; I'm not used to being around people.
7	I'm rarely on time and don't feel I need to justify why I'm late.
8	I don't put much thought into my appearance.

d6	Ideal
1	The Herd. Everything I do is for the betterment of the herd and party. (Good)
2	Animal Rights. I believe in animal rights. (Lawful)
3	The Weak Link. If a herd member needs to be removed for the betterment of the herd, the sacrifice is worth it. (Evil)
4	Leadership. Every herd needs a strong leader, and I strive to be that person. (Netural)
5	Responsibility. I take my responsibilities very seriously. (Chaotic)
6	Meaningful Work. There is nothing better than a good, long, hard day of work. (Any)

d6	Bond
1	Nothing is more important than my herd and party.
2	I will get revenge on the people responsible for killing my herd.
3	The disrespect of animal rights is a sin to me.
4	I donate all of my profits from reindeer herding to animal rights.
5	I'll stand up to any challenge in order to prove myself to my herd and party.
6	I'll always remember how it felt the first time I assisted a reindeer birth.

d6	Flaw
1	No matter how much I wash, I always smell like my reindeer.
2	If you're not a member of my party, I couldn't care less about what you have to say.
3	I tend to be gullible and believe almost anything anybody says to me.
4	If I had to choose, I'd kill a person before I killed an animal.
5	Even though I suffer from loneliness, I never let people get close to me.
6	I'm right and you're wrong. End of discussion.

Modular Encounters

This chapter contains a collection of encounters that can be seamlessly inserted into any campaign. Each encounter is self-contained and provides all the details needed for a Dungeon Master to place before their players without advance preparation. Guidance is also provided to adjust each encounter based on character level of the party.

Scaling the Encounters

The encounters, as presented, are intended for Tier 1 (levels 1–4) characters; however, they are designed in a way that allows them to be made suitable for characters of all levels. Some simple adjustments can be made to scale the difficulty up for higher level characters.

Adjusting the DC of ability checks is the most convenient method for changing the difficulty of these encounters. It is recommended that you increase the DC of all ability checks in a given encounter by 2 for each tier over 1. For example, an encounter requiring a successful DC 13 Wisdom (Perception) check would increase to DC 15 for Tier 2 (levels 5–10) characters, DC 17 for Tier 3 (levels 11–16) characters, and DC 19 for Tier 4 (levels 17+) characters.

On Thin Ice

In this encounter, the party reaches a frozen river that they must cross to get to their destination. While the water is frozen solid enough to walk on, it's not quite so solid that there isn't a risk that the ice breaks. How the characters choose to cross the ice will play a factor in the outcome. Dungeon Masters who want to add additional tension to this encounter can add hostile creatures attacking the party as they attempt to cross. See the Even Thinner Ice sidebar for details.

As the party approaches the frozen river, read or paraphrase the following:

> As you continue towards your eventual destination, the terrain flattens and you can see further into the distance. Before you sits a frozen river, both ends stretching as far as you can see. The ice extends 90 feet across to the opposite shore. At first glance, it appears as if the ice is solid enough for you to walk across, but looks can be deceiving.

A character who examines the ice more closely and succeeds on a DC 10 Intelligence (Nature) or Wisdom (Survival or Perception) check realizes that the ice is thick enough to support the weight of individual characters, but moving on it too close to one another could cause it to break. The characters must make it 90 feet across the ice to reach the other side and continue towards their ultimate destination.

What Makes It Break?

Several factors come into consideration when determining whether or not the ice breaks while a character is walking across it:

- Creature size.
- Armor being worn.
- Movement speed.
- Proximity to other creatures.
- Distance to any holes or cracks in the ice.

The possibility of the ice cracking or breaking is based on a d100 roll by the player whose character is moving across the ice. That target is calculated for each character by beginning with a total of zero, and then adding the numbers as follows:

- Creature Size:
  - Large: +25
  - Medium: +20
  - Small: +15
- Armor worn:
  - None: +0
  - Leather: +5
  - Chain: +10
  - Plate: +15
- Movement speed:
  - Half speed: -15
  - Normal speed: +10
  - Sprint action used: +20 and disadvantage on d100 roll
- Other characters within:
  - 10 feet: +5 each
  - 5 feet: + 10 each
- Cracked ice within:
  - 10 feet: +10 each
  - 5 feet: +20 each
- Hole in the ice within:
  - 10 feet: +20 each
  - 5 feet: +30 each

While creature size and armor being worn are unlikely to change (although clever use of a *polymorph* spell would turn a character into a smaller sized creature), other factors, such as how fast characters are moving and their proximity to other characters or compromised ice, may change each round. Dungeon Masters and players should closely track where each character is currently positioned and any holes or cracks in the ice. The Frozen River map provided as part of this book can be used to better visualize the encounter.

For example, a very careful human wizard (medium size, +20) wearing robes (no armor, +0), moving at half speed (-15), staying at least 15 feet away from other characters (+0), and walking on perfect ice (no cracks or holes, +0) would have a total score of 5. Their check would only have a 5% chance of failing, so a d100 roll equal to or less than 5 would cause the ice to crack.

On the flip side, a reckless human warrior (medium size, +20), wearing plate armor (+15), moving at normal speed (+10), staying within 5 feet of two of their colleagues (+10 each, for +20), and walking on perfect ice (no cracks or holes, +0) would have a total score of 65. The ice will crack if they roll equal to or less than a 65 on their d100 check.

What's That Cracking Noise?

If the player fails their check and rolls below their target the ice begins to crack, meaning their next move will be even more difficult. If they roll more than 20 points below their target the ice breaks outright, creating a hole through which they fall into the frigid water below.

Each failed check creates more dangerous areas on the frozen river, and increases the odds that characters will fall into the ice.

Swimming With The Fish

A player may use an action to attempt to crawl out of the hole and back onto the ice surface by making a Strength (Athletics) or Dexterity (Acrobatics) skill check. The default DC for this check starts at 12 and increases by 1 for each other character or crack within 5 feet of the intact ice the character is attempting to climb on to. A character who succeeds on this check climbs out of the water and is prone on the solid ice. A character who fails this check slips back into the water. A character who rolls a critical failure not only slips back into the water, but also causes the area of ice they were attempting to climb on to break away as well. A character who falls through the ice is in danger of drowning and hypothermia.

Other characters who move within 5 feet of a character who has fallen into the water may assist, given the submerged character advantage on their skill check to climb out. However, they should be reminded that moving within 5 feet of a hole in the ice greatly increases (+30) the chance that the ice they are standing on breaks.

At the end of each turn after falling through the ice (including on the turn when they actually fall through), a character who remains in the freezing water must make a DC 12 Constitution saving throw and suffer one level of exhaustion on a failed check.

A character may also choose to attempt to break the ice in front of them and swim through the cleared water towards the shore. Breaking a 5-foot radius area of ice requires an attack roll. Each section of ice has 15 hit points, an Armor Class of 11, and is vulnerable to fire damage. Attack rolls made while completely submerged below unbroken ice are made with disadvantage. While this tactic may get a character to the shore more reliably than trying to climb out and cross the compromised ice surface, there is a very high risk of gaining several levels of exhaustion by remaining in the icy water. Some Dungeon Masters might also choose to have the water inhabited by hungry creatures.

Characters who were submerged in the frigid water remain at risk of hypothermia once they escape the water, as the icy air on wet skin and clothes still poses a threat. Each hour they remain wet, a character must succeed on a DC 13 Constitution saving throw or suffer one level of exhaustion. Once the character has dried off, they no longer need to make this check.

Even Thinner Ice

While the ice itself provides a dangerous obstacle, observant and cautious parties can greatly reduce the danger by spreading out and moving slowly as they cross the frozen river. Dungeon Masters who want to add another complication to the encounter can introduce hostile creatures attacking them from behind, the front, or from both shores of the river. Clever creatures might even be more interested in breaking the ice with their attacks than hitting the characters themselves. See the table below for some recommended creatures and tactics for each tier:

Tier 1 (levels 1–4): 2d4 **kobolds** appear behind the group and attack from range with slings.

Tier 2 (levels 5–10): 1d10 **orcs** guard the far side of the river and attack from range with javelins. Each javelin that misses a target and lands on the ice has a 10% chance of cracking it.

Tier 3 (levels 11–16): 2 **frost giants** on the far side of the river attack from range by throwing large rocks. Each rock that misses a target and lands on the ice has a 30% of chance of cracking it.

Tier 4 (levels 17+): 1 **remorhaz** breaks through the ice within 10 feet of the character furthest from the far shore. The hole made in the ice by the creature is considered in the calculations for determining other parts of the ice breaking or cracking.

White Out

This encounter forces the party to face a blizzard while traveling between locations in an arctic environment. Random changes in the weather and failed skill checks to navigate through the snow with limited visibility can quickly put the adventurers in a very dangerous situation.

As the party enters the area with the blizzard, read or paraphrase the following:

> As you trudge through the ankle-deep snow, the weather begins to change. The air becomes cooler. The wind begins to whip through the trees. Fresh snow falls from the sky. Within minutes, the flurry becomes a steady snow fall and the wind grows stronger. Before long, the snow is falling as heavy as you've ever seen and the wind is blowing it directly into your face, sideways, and in funnel-like circular motions. Visibility is reduced to only a few feet, and you realize that you are in the middle of a raging blizzard.

Snow Intensity

Each round, roll a d20 to determine the intensity of the snow and wind. Consult the Blizzard Conditions table for results.

d20	Blizzard Conditions
1	**Complete white out.** Intense snow, cold, and wind. The area is considered difficult terrain. The surroundings are heavily obscured, with all creatures in the area effectively suffering from the Blinded condition. Within the blizzard, all skill checks are made with disadvantage. Each creature must succeed on a DC 11 Constitution saving throw or suffer one level of exhaustion.
2-5	**Severe blizzard conditions.** Strong winds blow walls of snow across the area. The area is considered difficult terrain. The surroundings are heavily obscured, with all creatures in the area effectively suffering from the Blinded condition. All skill checks performed within the blizzard are done at disadvantage.
6-10	**Moderate blizzard conditions.** The snow is heavy and the winds are sporadic. The area is considered difficult terrain. The surroundings are lightly obscured; creatures caught in the blizzard have disadvantage on Wisdom (Perception) checks that rely on sight. Characters who attempt to make Intelligence (Nature) or Wisdom (Survival) checks do so with disadvantage.
11-15	**Heavy snow.** The snow is falling heavily and accumulating on the ground at a rapid rate, causing the area to be considered difficult terrain. The winds have calmed down, and visibility returns to normal.
16-19	**A light snowfall.** The winds are calm and the snow is falling slowly. The terrain is normal and visibility is normal.
20	**The storm ends.** The blizzard suddenly subsides. The snow slows to a flurry and the wind dies down. Visibility returns to normal, and no subsequent rolls on this table are required.

Navigating The Storm

In order to successfully move through the storm and continue heading in their desired direction, the party must succeed on Intelligence (Nature) or Wisdom (Survival) skill checks. The players and Dungeon Master should agree upon which direction the group is attempting to move before beginning these checks.

If the characters know where each other is positioned, a single character can make this check and the other members of the party can choose to follow them. If characters cannot hear or see each other (due to positioning or the blizzard conditions), each character must make their own check. The base DC for these checks for a Tier 1 party is 10, though the Dungeon Master might adjust this value based on the current conditions or other factors. A failed check means the character is disoriented by the storm and rolls a d8 to randomly determine in which direction they move. The Dungeon Master must track the current position of each character in relation to their intended destination.

Obstacles And Obstructions

While the characters make their way through the storm, the Dungeon Master may optionally choose to introduce additional complications. Roll or select from the Blizzard Complications table to increase the difficulty or extend the encounter.

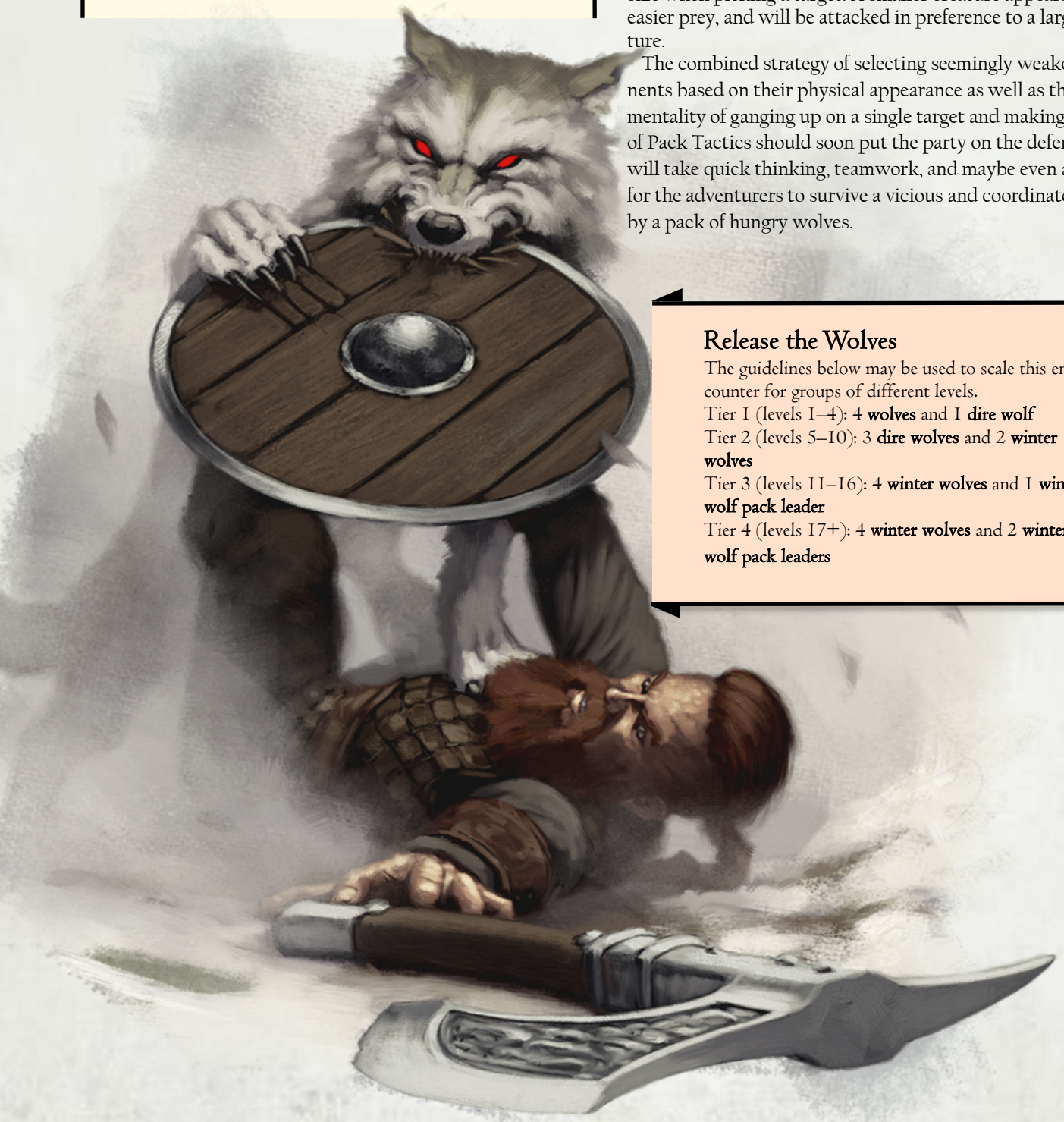


d6	Blizzard Complication
1	**Dead end.** The group finds themselves near the edge of a steep cliff. Characters who cannot see the drop due to limited visibility have a chance of stepping off the cliff and falling into the ravine 40 feet below, suffering 4d6 bludgeoning damage.
2	**Split party.** The group loses sight of one another and each character heads in a separate direction for 100 feet before realizing they are alone.
3	**Thin ice.** The group reaches a frozen river they must cross to continue towards their ultimate destination. See the On Thin Ice encounter found in this chapter.
4	**Bear trap.** A random party member accidentally steps in a bear trap, suffering 2d8 piercing damage. The character is restrained. A successful DC 12 Strength (Athletics) or thieves' tools check is required to open and trap and free the character. Rolling a natural 1 when trying to open the trap results in it triggering again, dealing an additional 2d8 piercing damage.
5	**Wolf attack.** Out of the snow emerges a pack of wolves, and they are hungry. See the encounter Leader of the Pack in this chapter.
6	**Avalanche!** The weather has triggered an avalanche in the nearby mountains. The party must outrun the quickly moving wave of snow or find cover. The avalanche moves at 50 feet per round. Any character that cannot outrun it suffers 1d10 bludgeoning damage, 1d10 cold damage, and must succeed on a DC 11 Strength saving throw or become buried under 8 feet of snow. A creature buried in the snow begins suffocating on their next turn. A successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check with disadvantage is required to escape after being buried in the snow.

Leader Of The Pack

A hungry pack of wolves has surrounded the party. The wolves work together to divide and devour their prey. This scalable encounter provides the Dungeon Master with tactics and guidelines for making the combat intense and dangerous by using coordinated attacks and taking advantage of the wolves' Pack Tactics ability. Read or paraphrase the following:

> The air grows colder around you as you get the feeling you are being watched. Before long that feeling proves true, as you notice a pair of animalistic eyes staring at you from the darkness. A low growl can be heard from a different direction and - seemingly all at once - several wolves step into sight. They surround you, growling and baring their teeth, stalking you slowly and sizing up their next meal: you.



Pack Mentality

While the exact creatures and stack blocks used for this encounter will vary based on the levels of the characters (see the Scaling This Encounter sidebar) all wolves have Pack Tactics. This ability grants advantage on attack rolls to any wolf that is within 5 feet of another member of its pack. Leveraging this is key to running a dangerous and tactical encounter. From the Dungeon Master's perspective, taking advantage of this ability means several of the wolves attack and surround the same target.

How the wolves choose their target is also strategic. The creatures assess physical appearance in an attempt to identify the weakest target. The wolves recognize weapons and armor, and take that into consideration when choosing a victim. A character who is holding a sword and shield and is wearing full armor will be a less attractive target than a character wearing only robes and holding a wooden staff. The wolves also consider a creature's size when picking a target. A smaller creature appears to be easier prey, and will be attacked in preference to a larger creature.

The combined strategy of selecting seemingly weaker opponents based on their physical appearance as well as the pack mentality of ganging up on a single target and making good use of Pack Tactics should soon put the party on the defensive. It will take quick thinking, teamwork, and maybe even a bit of luck for the adventurers to survive a vicious and coordinated attack by a pack of hungry wolves.

Release the Wolves

The guidelines below may be used to scale this encounter for groups of different levels.

Tier 1 (levels 1–4): 4 **wolves** and 1 **dire wolf**

Tier 2 (levels 5–10): 3 **dire wolves** and 2 **winter wolves**

Tier 3 (levels 11–16): 4 **winter wolves** and 1 **winter wolf pack leader**

Tier 4 (levels 17+): 4 **winter wolves** and 2 **winter wolf pack leaders**

Ice Fishing Contest

There are many reasons for joining an ice fishing contest. Characters may want to test their survival skills. Perhaps they wish to prove themselves to their clan. Or they just love fishing. Whatever the reason, zip up that coat and get prepared for a long, cold day of fishing.

Rules

The contest takes place over 6 rounds. Contestants start by cutting a hole into the ice from which to fish. For the remaining rounds they will fish and attempt to secure their catch.

Mechanics

Round 1 - Cut fishing hole

1. At the start of the contest all contestants roll a Strength check to cut their hole in the ice. The results of this check will determine how many rounds they take to cut the hole. See table below.

2. Next, all contestants roll a Wisdom (Survival) check which determines the quality of the hole they created and if any bonuses or penalties will be applied while fishing. See table below.

Rounds 2 to 6 - Fishing Rounds

1. If the contestant rolled a 9 or higher on their ice cutting skill check, they begin fishing in the second round. Otherwise, they begin fishing in round three.

2. **The fish.** At the start of each fishing round, the DM will roll 1d20 for each contestant. The result of that dice is the weight in pounds of the fish they are trying to catch.

3. **Hook the fish.** Contestants try to hook the fish by rolling a Wisdom (Survival) check with a DC equal to half the weight of the fish. On a successful check the fish is hooked and must be reeled in. On a failed check the fish escapes and the contestant is out for the rest of the round.

4. **Reel in the fish.** Once a fish is hooked, the contestant must reel it in by rolling Dexterity checks (adjusted by the bonus or penalty from the Ice Hole Shape table), each with a DC equal to the fish's weight. Contestants make this roll five times, and must succeed on three of the five rolls to reel in the fish. Otherwise the fish escapes and the player is out for the rest of the round.

5. **Catch the fish.** Once a fish is reeled in, it must be unhooked and collected by rolling a Wisdom (Animal Handling) check with a DC equal to half the weight of the fish. On a successful check, the fish is unhooked and placed in the contestant's bucket. If the check fails, the fish escapes back into the hole and the contestant gets no fish this round.

6. Repeat these steps for catching a fish through to the sixth round.

Ice Cutting

Strength Check	Rounds to Cut Hole
1-8	Two Rounds.
9+	One Round.

Ice Hole Shape

Wisdom (Survival Check)	Fishing Bonus or Penalty
1-3	-2
4-6	-1
7-16	0
17-19	+1
20+	+2

Declaring A Winner

The winner of the fishing contest is the contestant with the highest total combined weight of fish in their bucket at the end of the final round.

Falling Ice

The characters must walk through a 20-foot wide by 30-foot long ice tunnel that has a ceiling covered in loosely hanging ice stalactites. Read or paraphrase the following:

> Your only way forward is through this 20-foot wide by 30-foot long ice tunnel. Hanging from the ceiling are hundreds of icicles and ice stalactites. You hear the sound of ice cracking and smashing. A stalactite just crashed into the ground. The ceiling doesn't look very stable.

Mechanics

This encounter requires multiple checks as characters move through the tunnel in 5-foot increments. For each 5 feet they move, they need to succeed on a Dexterity (Stealth) check so as to not disturb the stalactites above. On a failure, a random stalactite falls and crashes. The Dungeon Master will roll (see Random Stalactite Fall below) to determine the random fall location. If the random fall location is occupied by a character, that character takes 1d8 bludgeoning damage. This continues until all characters make it to the end of the tunnel.

Stealth Check DC

The DC increases in the center of the tunnel because any sounds could be echoing and cause a stalactite to crash. The tunnel is 30-foot long and characters move 5 feet for each Dexterity (Stealth) check. This means players will have to make six checks as they cross the danger zone. The first two and last two checks have a DC of 6. The DC of the middle two checks is 8.

Random Stalactite Fall

The Falling Ice Tunnel map is divided into rows and columns. The rows are labeled 1 through 4 and the columns are labeled 1 through 6. The Dungeon Master rolls 1d4 and 1d6. The result of the d4 represents the row in which the stalactite falls and the result of the d6 represents the column. Match the results on the map and that is where the stalactite will fall.

Random Stalactite Fall

The Falling Ice Tunnel map is divided into rows and columns. The rows are labeled 1 through 4 and the columns are labeled 1 through 6. The Dungeon Master rolls 1d4 and 1d6. The result of the d4 represents the row in which the stalactite falls and the result of the d6 represents the column. Match the results on the map and that is where the stalactite will fall.

Raise the Stakes

This encounter is easily adjustable to your party's level and skills by increasing the DC of the stealth checks and the damage caused by falling stalactites. Having two or more stalactites drop on a failed Dexterity (Stealth) check is also a great way to increase the thrill of this encounter.
Placing pressure plate traps to force stalactites to fall or a false floor can also raise the stakes of this encounter.

NPCs and Creatures

Edith Icebones

Medium fey, chaotic evil

Armor Class 17 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws WIS +4
Skills Nature +4, Perception +4, Stealth +6, Survival +4
Damage Immunities Cold
Senses Darkvision 60 ft., Passive Perception 14
Languages Auran, Common, Giant
Challenge 9 (5,000 XP)

Graystaff Magic. The hag carries a graystaff, a length of gray wood that is a focus for her inner power. She can ride the staff as if it were a broom of flying. While holding the staff, she can cast additional spells with her Innate Spellcasting trait (these spells are marked with an asterisk). If the staff is lost or destroyed, the hag must craft another, which takes a year and a day. Only a bheur hag can use a graystaff.

Ice Walk. The hag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

- At will: *hold person*, *ray of frost*
- 3/day each: *cone of cold*, *ice storm*, *wall of ice*
- 1/day each: *control weather*

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 1) bludgeoning damage plus 3 (1d6) cold damage.

Maddening Feast. The hag feasts on the corpse of one enemy within 5 feet of her that died within the past minute. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Maddening Feast for the next 24 hours.



Once part of a coven of sea hags inhabiting a lair on the Sword Coast, **Edith Icebones** set off on her own after a suspicious death sent the coven into chaos. She ventured north into the Icewind Dale region, and became obsessed with researching the Ring of Winter, a powerful artifact that is rumored to have the power to freeze the entire world. She was not the only one seeking the ring, however, and her focus soon turned to other endeavors. Edith settled into a lair she developed within a cave along the Spine of the World. While she isn't welcoming to uninvited guests, that doesn't stop residents of the region from seeking her out for mystical insight or prophecy.

Edith's Lair

Edith's home is eerily quiet, covered in a sheet of fresh ice, and appears to have creatures - alive or dead - frozen within the walls. The entrance tunnel to her lair has several large icicles hanging from the ceiling which she can cause to drop on command, dealing 1d8 piercing damage and 1d6 cold damage to anybody standing below one when it comes crashing down. The doors within her twisting cave passages are made from ice and blend in to the natural surroundings, requiring a passive Perception of 12 or higher to detect.

Lair Actions

On initiative count 20 (losing initiative ties), Edith can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row:

- Edith calls forth one of the creatures frozen within the walls to attack intruders. The corpse breaks free from the ice and attacks as a **zombie**, or its spirit might attack as a **specter**.
- Until initiative count 20 on the next round, the hag can pass through solid walls, doors, ceilings, and floors as if they weren't there.
- Edith creates a blizzard in a 40-foot high, 20-foot radius cylinder centered on a point she can see within 120 feet of her. The effect lasts until initiative count 20 on the next round. The blizzard lightly obscures every creature and object in the area for the duration. A creature that enters the blizzard for the first time on a turn or starts its turn there is blinded until initiative count 20 on the next round.

Edith creates the following additional regional effects within 1 mile of her lair:

- Blizzards come without warning. A blizzard occurs once every 2d12 hours and lasts 1d3 hours. See the White Out encounter in this book for more details on running a blizzard encounter.

Benkon And Berlila

Abandoned to the frigid conditions of the arctic at the age of five, the twins - brother **Benkon** and sister **Berlila** - have only each other to rely on. They have survived to adulthood by making shelter in caves, hunting local beasts for food and furs, and staying away from any humanoids that wander into their territory. If any humanoids get too close, they are seen as a threat and Benkon and Berlila will eliminate that threat.



Benkon

Medium humanoid (goliath), neutral

Armor Class 20 (Plate + Shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+1)	15 (+2)

Saving Throws CON +4, WIS +2
Senses Passive Perception 10
Languages Common, Giant
Challenge 3 (700 XP)

The Power of Two. If Benkon is fighting alongside Berlila, he has advantage on saving throws against being frightened.

ACTIONS

Multiattack. Benkon makes two melee attacks.

Modified Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 3) slashing damage.

Rage of Benkon. If Berlila is killed during this combat, Benkon goes into a rage. His speed is increased to 60 ft. and Armor Class is increased to 22. All attack and damage rolls Benkon makes are increased by 2.
Reaction

Protect Berlila. While Benkon and Berlila are engaged, any melee attacks against Berlila will instead be directed towards Benkon.

Berlila

Medium humanoid (goliath), neutral

Armor Class 14 (Hide Armor) (15 With Mage Armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+ 1)	11 (+0)

Saving Throws INT +6, WIS +4
Skills Arcana +6, History +6
Senses Passive Perception 11
Languages: Common, Giant
Challenge 6 (2,300 XP)

The Power of Two. If Berlila is fighting alongside Benkon she has advantage on saving throws against being frightened.

Spellcasting. Berlila is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Berlila has the following wizard spells prepared:

Cantrips (at will): *ray of frost*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *wall of water*, *slow*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Broken Hearted. If Benkon is killed during this combat, Berlila goes into a rage. Speed is increased to 60 ft. Mage Armor is automatically applied and increases her Armor Class to 18. All of Berlila's used spell slots reset and are usable again.



TOSZU COLDFIST AND OTTI

Medium humanoid (orc), neutral

Armor Class 16 (Studded Armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Skills Animal Handling +7, Survival +5
Senses Passive Perception 14
Languages: Orc
Challenge 3 (700 XP)

Toszu Coldfist and her Brown Bear companion **Otti** have been together for several years. They have an inseparable partnership, relying on each other for survival. The pair doesn't keep to the pack; preferring to be alone, together. They can be found hunting or fishing in the icy tundra.

Animal Companion Otti (Brown Bear). Toszu is bonded to Otti, a **brown bear**, who is her animal companion. Otti acts on her own initiative, but otherwise obeys Toszu's commands. As a bonus action, Toszu can command Otti to use her reaction to take the Dash, Disengage, Dodge, or Help action.

Spellcasting. Toszu's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The following ranger spells are prepared:

1st-level (4 slots): *animal friendship*, *cure wounds*, *hunter's mark*
2nd-level (3 slots): *barkskin*, *cordon of arrows*

ACTIONS

Multiattack. Toszu makes two weapon attacks.

Spear. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 1d6+2 piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

BEARDED ICE DEVIL

Medium fiend (devil), lawful evil

Armor Class 13 (Natural Armor)
Hit Points 52 (8d8+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws STR +5, CON +4, WIS +2
Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't Silvered
Damage Immunities Cold, Poison
Damage Vulnerabilities Fire
Condition Immunities Poisoned
Senses Darkvision 120 ft., Passive Perception 10
Languages Infernal, Telepathy 120 ft.
Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devil makes two attacks: one with its claws and one with its tail.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 8 (1d10) cold damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

If banished from the nine hells to the icy tundra, a bearded devil will physically change into a **bearded ice devil**; losing their connection with fire and heat, and adopting the cold as an ally. These devils are usually secluded creatures. Seclusion plays games with the mind and that makes these fiends a dangerous foe best avoided.





ARCTIC AVENGER

Medium celestial, lawful good

Armor Class 17 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws WIS +9, CHA +9
Skills Insight +7, Perception +9
Damage Resistances Radiant; Cold; Bludgeoning, Piercing, and Slashing from nonmagical weapons
Condition Immunities Charmed, Exhaustion, Frightened
Senses Darkvision 120 ft., Passive Perception 19
Languages All, Telepathy 120 ft.
Challenge 10 (5,900 XP)

Frost-blessed Swords. The Avenger's weapon attacks are magical. When the Avenger hits with its longswords, the weapons deal an extra 4d8 cold damage (included in the attack).

Innate Spellcasting. The Avenger's spellcasting ability is Charisma (spell save DC 17). The Avenger can innately cast the following spells, requiring only verbal components:
At will: *detect evil and good*
1/day each: *commune*, *raise dead*

Magic Resistance. The Avenger has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Avenger makes two melee attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 18 (4d8) cold damage.

Healing Touch (3/Day). The Avenger touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. The Avenger magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Avenger's choice). In a new form, the Avenger retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

The remnant of an answered prayer from long ago, the being known as the **Arctic Avenger** lurks in the wilderness of Icewind Dale springing into action whenever needed. Folklore describes the winged creature as a celestial protector of good who intervenes at unexpected moments to protect the helpless from unbridled evil of the arctic. Appearances have become more and more rare in recent years, but tales of its heroic deeds still occasionally surface in taverns across the region.

WINTER WOLF PACK LEADER

Large beast, unaligned

Armor Class 18 (Natural Armor)
Hit Points 168 (16d10 + 80)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +5, Stealth +8
Senses Passive Perception 13
Languages --
Challenge 9 (5000 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and isn't incapacitated.

ACTIONS

Multiattack. The wolf makes three attacks: one with its bite and two with its claws

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft, one target. Hit 17 (2d10+6) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft, one target. Hit 13 (2d6+6) slashing damage.

Rip and Tear (Recharge 5-6). On a successful bite attack the wolf can attempt to dig its teeth into its target and tear off a piece of flesh. The target must succeed on shoving the wolf away by rolling their Strength vs the wolf's Dexterity (+6). On a failed attempt to push the wolf away the target takes 2d10+6 slashing damage.



ICE TROLL

Large giant, chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 84 (8d10 + 40)
Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2
Senses Darkvision 60 ft., Passive Perception 12
Resistances Cold
Languages Giant
Challenge 5 (1,800 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Cone of Cold Breath (Recharge 5-6). The ice troll yells, blasting cold air in a 30-foot cone. Each creature caught in the blast must make a DC 12 Constitution saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this ability becomes a frozen statue until it thaws.

Magic Items

Yeti Fur Cloak

Wondrous Item, rare

This warm cloak is made from yeti fur and lined with colored silk. You have resistance to cold damage while wearing this cloak. You also have advantage on any skill checks that would result in gaining a level of exhaustion upon failure due to exposure to the cold.

Magical Snow Globe

Wondrous Item, legendary

This palm-sized glass snow globe contains a small model of a quaint wintery town. The snow globe is full of water and fake snow. If you listen carefully, you can hear holiday songs being sung from the little town inside.

Blizzard. As an action you may shake the snow globe and throw it at a location up to 60 feet away. A swirling winter storm appears in a 20-foot radius sphere centered on where the snow globe landed. All creatures in the storm must make a DC 14 Constitution saving throw. A creature takes 4d6 cold damage on a failed save or half as much on a successful one. A creature must make this saving throw each time they begin their turn within the snow storm. If a creature fails three saving throws in a row they suffer one level of exhaustion. The storm lasts for 1 minute. The snow globe regains this ability each day at dawn.

Deadly Icicle

Weapon (dagger), rare

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you make a successful melee attack with this icicle you may take a bonus action to release the icicle and embed it in your target, inflicting an additional 2d6 cold damage. If the creature starts it's turn with the icicle embedded it takes 1d6 cold damage. The creature can use an action to make a DC 14 Constitution saving throw, removing the icicle and ending the effect on a success. Once the icicle is used in this way, it melts and is destroyed.

Sling Of Everard

Weapon (sling), very rare

You have a +2 bonus to attack rolls made with this magic sling. This item requires no ammunition to fire, and its magically created ammunition gains a +2 bonus on damage rolls. Legend has it that this sling was created by the god Tempus and given to his faithful servant Everard to aid his battles against evil within Icewind Dale.

Joril's Dagger

Weapon (greatsword), very rare (requires attunement)

You have a +3 bonus to attack and damage rolls made with this magic greatsword. When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, a target hit with the sword must succeed on a DC 14 Constitution saving throw or become stunned until the end of your next turn. This sword was once a dagger belonging to a powerful frost giant named Joril who lived in the Spine of the World. When the Joril was defeated, his dagger was reforged into this magical greatsword by the smiths of Kuldahar.

Defender Of Easthaven

Weapon (flail), very rare (requires attunement)

You have a +2 bonus to attack and damage rolls made with this magic weapon. The flail is constructed in a way that provides additional protection, acting as a shield. While holding this flail, you have a +2 bonus to Armor Class. The flail was crafted long ago in the town of Easthaven to honor the defeat of the devil Belhifet.



Figurine Of Wondrous Power - Pearl Mammoth

Wondrous Item, very rare

This figurine of wondrous power is a statuette of a beast, small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

This pearl statuette is about 6 inches high and 6 inches wide. It can become a **mammoth** for up to 24 hours. At the end of the duration, the creature reverts to its figurine form. It reverts to figurine form early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. Once it has been used, it can't be used again until 7 days have passed.

Icewind Kale

Wondrous item, common

This natural plant found in arctic regions grants cold resistance to those who consume it. The kale must be eaten raw; cooking it destroys its magical properties. Upon eating the kale, you must succeed on a DC 11 Constitution saving throw or take 1d6 cold damage. Once the kale has been consumed, you have resistance to cold for the next 24 hours. You cannot benefit from the kale's resistance effect again until 3 days have passed.

Uhtred's Unavoidable Bear Trap

Wondrous item, rare

As an action, you may place this trap on the ground and activate it. The trap remains active for 2 hours, or until you use a bonus action to deactivate it. When a creature moves to within 15 feet of the trap, it is forcefully pulled into the trap and is snared by its razor sharp jaws. The creature suffers 1d10 piercing damage and is restrained. At the beginning of each of its turns, a snared creature suffers 1d8 bludgeoning damage from the crushing effect of the trap. The trap may hold up to three creatures at once. Escaping from the trap requires a successful DC 14 Strength (Athletics) check. Casting *dispel magic* deactivates the trap and frees any creatures trapped in it.

Trapper's Horn Of Trapping

Wonderous Item, rare

A small horn carved from wood and laced in a trapper's net. As a bonus action, you can blow the horn emitting a loud, high, piercing tone. Once blown, a net will shoot from the horn at a target up to 120 feet away. The target becomes caught up in the net and is restrained. A restrained target can free themselves from the net by making a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check at the end of their turn. The horn has two charges which are replenished during a short or long rest.

Gloves Of Snowball Making

Wonderous Item, very rare (requires attunement)

A pair of heavy woolen gloves. As an action, you move your hands around in a tight circle to magically make a snowball appear that you can throw at a target up to 60 feet away. Make a ranged attack with a +1 bonus. On a success, the snowball hits its target dealing 1d6+1 bludgeoning damage plus 1d6+1 cold damage.

Klaus's Reindeer Whip

Weapon (whip), unique

A brown leather whip with a reindeer antler handle. The handle is ornately carved with 8 reindeer.

As an action you can crack this whip, causing a magical reindeer to appear and charge in a 60-foot straight line dealing 1d6 bludgeoning damage to all creatures in its path. Any creature that is damaged must pass a DC 12 Dexterity saving throw or be pushed back 10 feet and knocked prone. Once the magical reindeer moves 60 feet it disappears. The whip has 10 charges and regains 1d10 charges each day at dawn.

At higher levels this damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Sword Of Slow Death

Weapon (Longsword), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magical weapon.

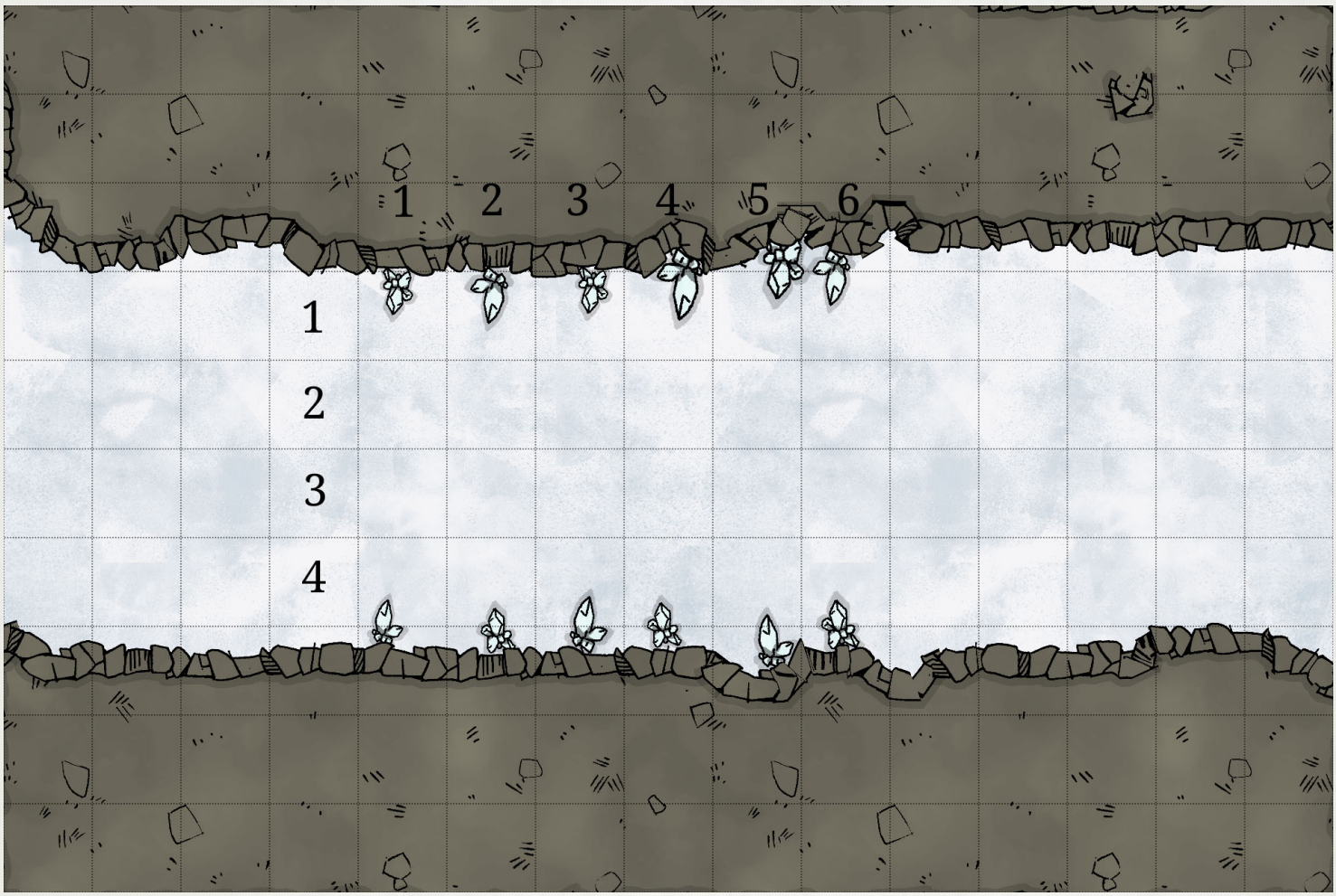
Slowing Cold: Each time a creature is struck with this blade their movement speed is reduced by 5 feet. This effect accumulates (it can bring the target to a speed of 0) and lasts for 1 minute.

Frozen Ground: When a creature's movement speed is reduced to 0 from Slowing Cold, ice forms around their feet and freezes them in place. The creature is restrained for a number of rounds equal to the number of times they were damaged by the sword's blade.



Maps

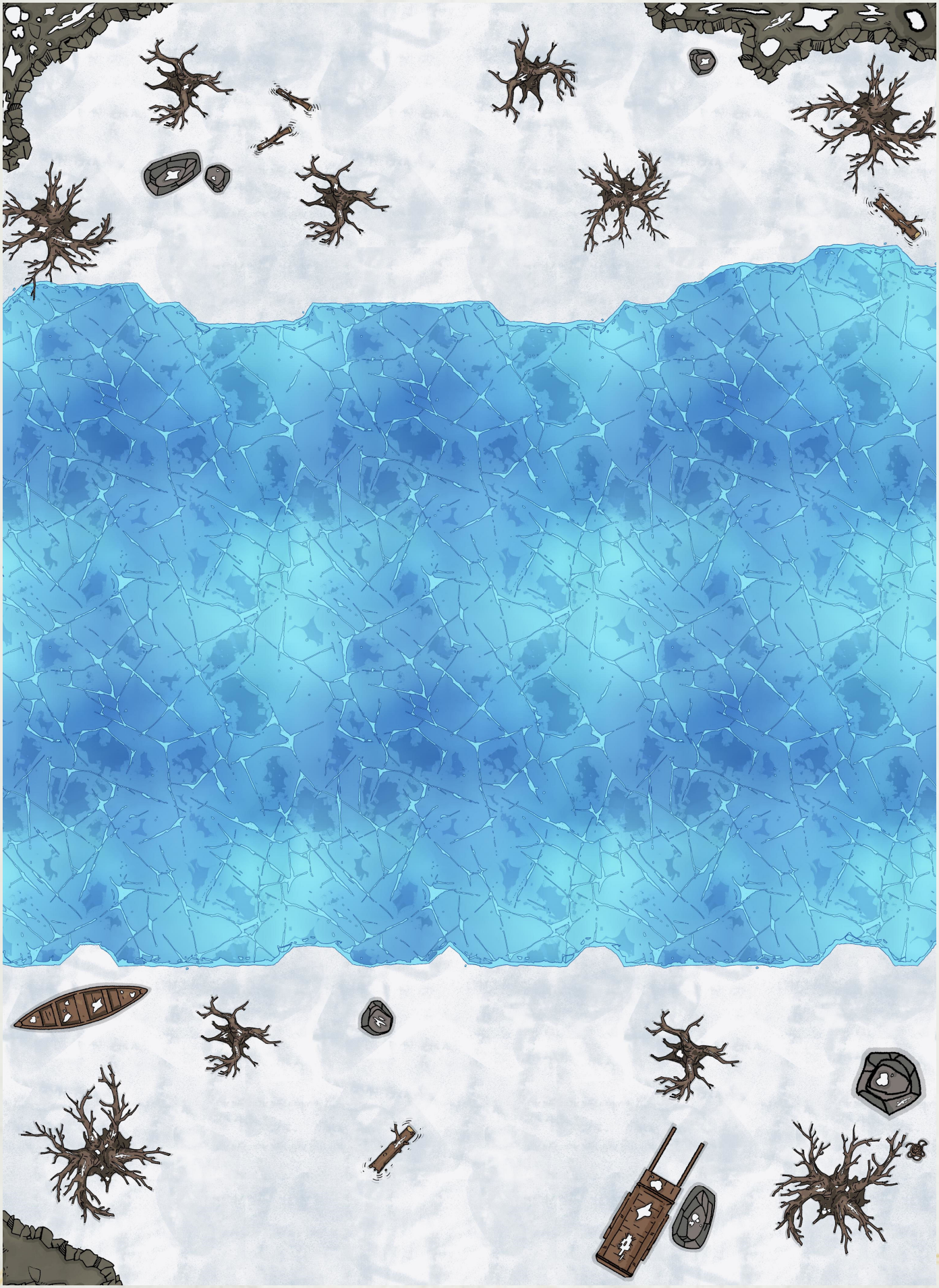
Falling Icecicles



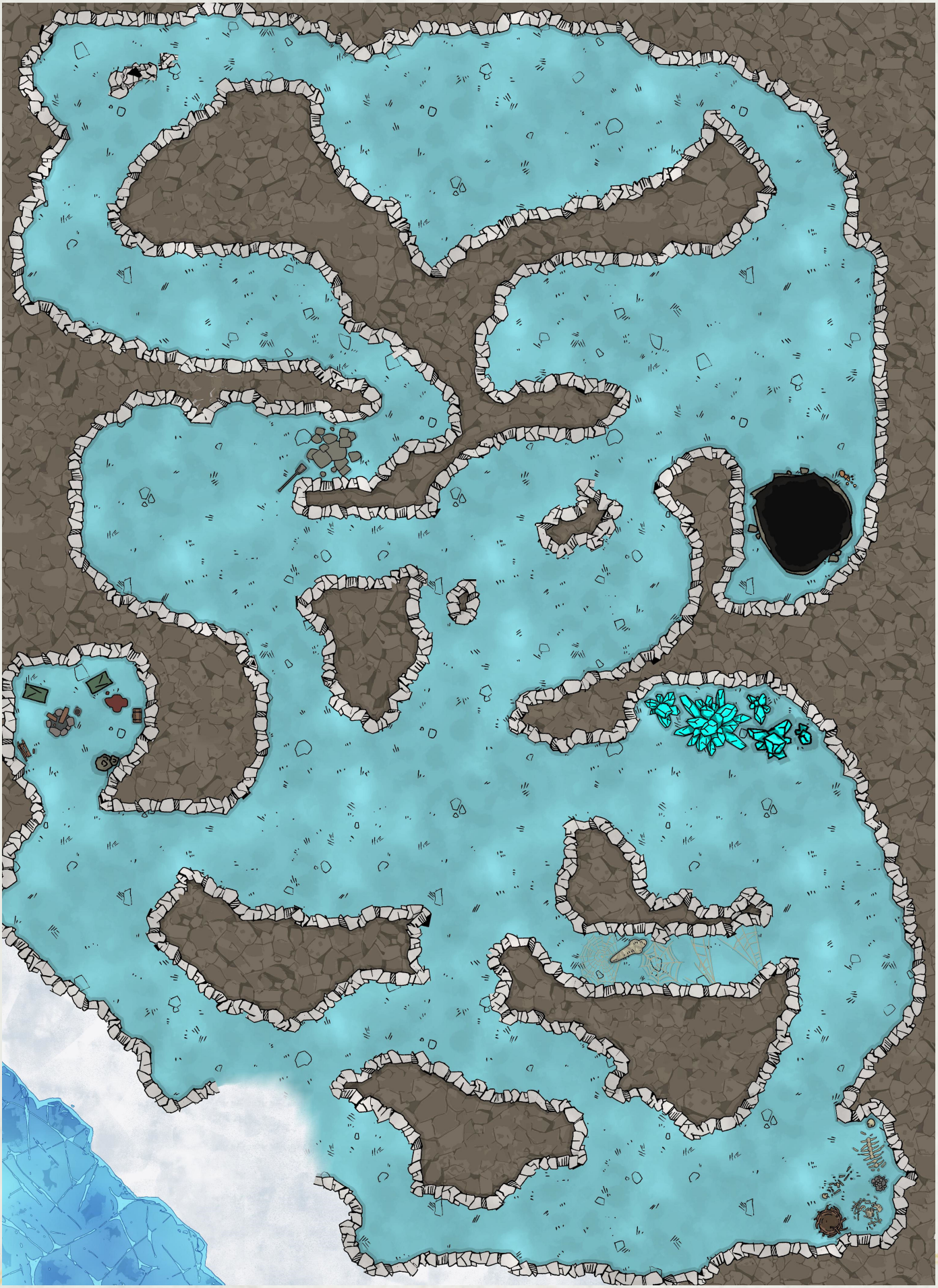
Forbidden Woods



Frozen River



Ice Cave



Icy Ale Tavern



Frozen Tundra

The arctic environment holds a mysterious atmosphere of danger and discovery for those who dare to settle there and those who venture to explore it. One can never be too sure what lurks over that nearby snow drift, inside that dark cave, or under that frozen ice. Threats loom over the next bank, but treasures may also be found hidden among the seldom explored corners of the harsh environment.

Snow and Ice, Things Nasty and Nice provides a collection of character backgrounds, modular encounters, creatures and NPCs, and magical items for your arctic campaign. The features included work nicely with the *Icewind Dale: Rime of the Frostmaiden* official D&D product.

A Dungeons & Dragons supplement for Dungeon Masters and players to be used in campaigns and adventures of all types and levels

