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.	Duvessa 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