

ICEWIND DALE TRAVEL CHEATSHEET (VARIANT RULES)

AVALANCHES

- Set DC to 10 (easy), 13 (moderate), or 15 (hard).
- Each character makes Wisdom (Perception), Dexterity (Acrobatics), and Strength (Athletics) checks.
- 3 successes: clear;
- 2 successes: clear, 1d10 bludgeoning damage;
- 1 success: 2d10 bludgeoning damage, partially buried;
- 0 successes: 3d10 bludgeoning damage, buried.
- **Partially Buried.** Restrained, it or another creature can get it free in 1 minute with Strength (Athletics).
- **Buried.** Blinded and restrained. Must make DC 10 Constitution saving throw each minute, suffering 1 level of exhaustion on failure. DC increases by 1 each minute. Can't extricate itself. Another creature can find it by spending 1 minute and succeeding on a Wisdom (Perception) check, and extricate it in 1 minute with a Strength (Athletics) check.

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 between 10:00–14:00.
- Otherwise dark, until Auril's aurora or the full moon appears in the night sky.

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.

Travel in Icewind Dale

Method of Travel	Distance per Hour			Distance per Day		
	Mountain	Snow	Road	Mountain	Snow	Road
Dogsled	1 mile	2 miles	3 miles	12 miles	24 miles	36 miles
On foot, with snowshoes	1/2 mile	1 mile	1.5 mile	4 miles	8 miles	12 miles
On foot, without snowshoes	1/4 mile	1/2 mile	1.5 mile	2 miles	4 miles	12 miles

