

ICEWIND DALE TRAVEL CHEATSHEET

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 between 10:00–14:00.
- 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.
- Dogsleds must rest for 1 hour after each hour of travel.

Method of Travel	Distance per Hour
Dogsled	1 mile
On foot, with snowshoes	1/2 mile
On foot, without snowshoes	1/4 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.

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

