

SNOW AND ICE, IT'S FREE, THAT'S NICE!

A **FREE!!** Icewind Dale Supplement For Players and Dungeon Masters



Nikki Dawes

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ABOUT THE AUTHORS

Bill Putrino is a pop punk skateboarder living the good life in the world of nerdy pop culture. Bill is an avid Board Gamer, RPG player, and DM, not to mention an amazing artist as you can tell by his work on his site dnd2d.com.

Steve “Jaspor” Orr is a homebrewer, retired punk rock guitarist, and software developer. Steve has been playing and DMing D&D games for many years, and has been publishing on the Dungeon Masters Guild since February 2019. One day he might even learn how to draw more than just stick figures.

This product is a free sample of content found in ***Snow and Ice, Things Nasty and Nice*** available on Dungeon Master's Guild.

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 free sample contains selections from the recently released *Snow and Ice, Things Nasty and Nice* supplement for Icewind Dale.

The full version of this product presents four new player 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

The full version also provides a collection of magic items. 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, the full product provides NPCs and creatures, modular encounters, and maps -- a sample of each is provided here. 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 re-side in the great white north, as well as some creature variants that might be found in the harsh arctic conditions.

BEGIN YOUR ADVENTURE

This product is a free sample of content found in *Snow and Ice, Things Nasty and Nice* available on **Dungeon Master's Guild**.

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.

Get More!

The full version contains three other player backgrounds:

- Wilderness Guide
- Fur Trader
- Reindeer Herder

Purchase the full version of *Snow and Ice, Things Nasty and Nice*, available on [Dungeon Master's Guild](#).

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**

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 Otти 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 Otти (Brown Bear). Toszu is bonded to Otти, a brown bear, who is her animal companion. Otти acts on her own initiative, but otherwise obeys Toszu's commands. As a bonus action, Toszu can command Otти 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.



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.

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.



Purchase the full version of *[Snow and Ice, Things Nasty and Nice](#)*, available on Dungeon Master's Guild to unlock over a dozen more magical items.

ICY ALE TAVERN (Additional maps available in the full version)



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



Nikola Dawid