

ICEWIND DALE SURVIVAL GUIDE

EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels.

- 1 Disadvantage on ability checks
- 2 Speed halved
- 3 Disadvantage on attack rolls and saving throws
- 4 Hit point maximum halved
- 5 Speed reduced to 0
- 6 Death

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

RESTING

The harsh conditions of Icewind Dale are ill-suited to resting. Players may only rest if the following conditions are met:

Short Rest – Shelter, Warmth

Long Rest – Shelter, Warmth, Food

EXTREME COLD

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

STRONG WIND

A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by non-magical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

HEAVY PRECIPITATION

Everything within an area of heavy rain or heavy snowfall is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. Heavy rain or snow also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

FRIGID WATER

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a Constitution saving throw or gain one level of exhaustion. Even after the creature gets out of the frigid water, the effects persist until wet clothing is dried out or replaced with warm, dry clothing.

Creatures with resistance or immunity to cold damage automatically succeed on the saving throw as do creatures that are naturally adapted to living in ice-cold water.

AVALANCHE (OR ROCKSLIDE)

An avalanche is a mass of snow and debris falling rapidly down a mountainside. A typical avalanche is 300 feet wide, 150 feet long, and 30 feet thick. Creatures in the path of an avalanche can avoid it or escape it if they're close to its edge, but outrunning one is almost impossible.

When an avalanche occurs, all nearby creatures must roll initiative. Twice each round, on initiative counts 10 and 0, the avalanche travels 300 feet until it can travel no more. When an avalanche moves, any creature in its space moves along with it and falls prone, and the creature must make a DC 15 Strength saving throw, taking 1d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

When an avalanche stops, the snow settles and buries creatures in it. A creature buried in this way is blinded and restrained and has total cover. The creature gains one level of exhaustion for every 5 minutes it spends buried in the snow. It can try to dig itself free as an action, breaking the surface and ending the blinded and restrained conditions on itself with a successful DC 15 Strength (Athletics) check. A creature that fails this check three times can't attempt to dig itself out again. A creature that is not restrained or incapacitated can spend 1 minute freeing another creature buried in the snow. Once free, that creature is no longer blinded or restrained by the avalanche.

BLIZZARD

A blizzard in Icewind Dale typically lasts 2d4 hours, and whenever the characters are caught in one, the following rules apply until it ends.

A blizzard's howling wind limits hearing to a range of 100 feet and imposes disadvantage on ranged weapon attack rolls. It also imposes disadvantage on Wisdom (Perception) checks that rely on hearing. The wind extinguishes open flames, disperses fog, erases tracks in the snow, and makes flying by non-magical means nearly impossible. A creature falls at the end of its turn if it is flying by non-magical means and can't hover.

Visibility in a blizzard is reduced to 30 feet. Creatures without goggles or other eye protection have disadvantage on Wisdom (Perception) checks that rely on sight due to blowing snow.

Any creature that is concentrating on a spell in a blizzard must succeed on a DC 10 Constitution saving throw at the end of its turn or lose its concentration on the spell unless the creature is sheltered against the elements (for example, in an igloo).

Veering Off Course. It's easy to veer off course while travelling through a blizzard, and it's also easy for party members to become separated from one another, which is why the wisest course of action is to stay put and wait for the blizzard to pass.

If the characters travel during a blizzard, have the players designate one party member as the navigator. At the end of each hour of travel through the blizzard, the navigator makes a DC 15 Wisdom (Survival) check. On a successful check, the party stays on course. On a failed check, the party wanders off course, putting its members no closer to their destination than they were at the start of that hour. If the check fails by 5 or more and the party members aren't tied together, one randomly determined party member becomes lost in the blizzard and separated from the others. If the group tries to reunite with its missing member, have the party members (including the missing one) make a DC 15 Wisdom (Survival) group check at the end of each hour. If this group check succeeds, the missing party member is found, but no progress is made toward reaching the group's intended destination that hour. The group check can be repeated after each hour spent searching for the missing party member.

HIGH ALTITUDE

Travelling at altitudes of 10,000 feet or higher above sea level is taxing for a creature that needs to breathe, because of the reduced amount of oxygen in the air. Each hour such a creature spends travelling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel.

TRAVEL TIMES

Method of Travel	Mountains (Distance per Hour)	Tundra (Distance per Hour)	Road (Distance per Hour)
Dog sled	1/2 mile	1 mile	4 miles
Axe Beak	1/2 mile	1 mile	2 miles
On foot, with snowshoes	1/4 mile	1/2 mile	2 miles
On foot, without snowshoes	1/8 mile	1/4 mile	2 miles

FOOD AND WATER

The food and water requirements noted in the Player's Handbook are for characters. Horses and other creatures require different quantities of food and water per day based on their size.

FOOD AND WATER NEEDS

Size	Food per Day	Water per Day
Tiny	1/4 pound	1/4 gallon
Small	1 pound	1 gallon
Medium	1 pound	1 gallon
Large	4 pounds	4 gallons

To simplify book-keeping, all characters can carry up to 10lbs of food (10 days food) and still have space in their backpack for any other items they may find during the course of their adventure.

We will not need to track water (there's snow everywhere).

FORAGING

Characters can gather food and water as the party travels at a normal or slow pace. A foraging character makes a Wisdom (Survival) check whenever you call for it, with the DC determined by the abundance of food and water in the region.

Abundant food and water sources – DC 10

Limited food and water sources – DC 15

Very little, if any, food and water sources – DC 20

If multiple characters forage, each character makes a separate check. A foraging character finds nothing on a failed check. On a successful check, roll 1d6+the character's Wisdom modifier to determine how many pounds of food the character finds.

EXPENSES

LIFESTYLE EXPENSES

Lifestyle	Price/Day
Wretched	---
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Aristocratic	10 gp minimum

FOOD, DRINK AND LODGING

The Food, Drink, and Lodging table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

Item	Cost
<i>Ale</i>	
Gallon	2 sp
Mug	4 cp
Banquet (per person)	10 gp
Bread, loaf	2 cp
Cheese, hunk	1 sp
<i>Inn stay (per day)</i>	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
<i>Meals (per day)</i>	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
Meat, chunk	3 sp
<i>Wine</i>	
Common (pitcher)	2 sp
Fine (bottle)	10 gp

SERVICES

Adventurers can pay non-player characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.

Some of the most basic types of hirelings appear on the Services table. Other common hirelings include any of the wide variety of people who inhabit a typical town or city, when the adventurers pay them to perform a specific task. For example, a wizard might pay a carpenter to construct an elaborate chest (and its miniature replica) for use in the secret chest spell. A fighter might commission a blacksmith to forge a special sword. A bard might pay a tailor to make exquisite clothing for an upcoming performance in front of the duke.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help the adventurers take on a hobgoblin army are hirelings, as are sages hired to research ancient or esoteric lore. If a high-level adventurer establishes a stronghold of some kind, he or she might hire a whole staff of servants and agents to run the place, from a castellan or steward to menial labourers to keep the stables clean. These hirelings often enjoy a long-term contract that includes a place to live within the stronghold as part of the offered compensation.

SERVICES

Service	Pay
<i>Coach cab</i>	
Between towns	5 cp per mile
Within a city	2 cp
<i>Hireling</i>	
Skilled	2 gp per day
Untrained	2 sp per day
Messenger	5 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, scribe, and so on. The pay shown is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for menial work that requires no particular skill and can include labourers, porters, maids, and similar workers.

SPELL-CASTING SERVICES

Hiring someone to cast a relatively common spell of 1st or 2nd level, such as *cure wounds* or *identify*, is easy enough in a city or town, and might cost 10 to 50 gold pieces (plus the cost of any expensive material components). Finding someone able and willing to cast a higher-level spell might involve travelling to a large city. Once found, the spell-caster might ask for a service instead of payment—the kind of service that only adventurers can provide, such as retrieving a rare item from a dangerous locale or traversing a monster-infested wilderness to deliver something important to a distant settlement.