

ARCTIC SURVIVAL HOUSE RULES

OUTWIT OUTPLAY

SURVIVOR

ICEWIND DALE

OUTCLASS

THE DUNGEON COACH



A FROSTY HOMEBREW SUPPLEMENT
FOR THE WORLD'S GREATEST ROLEPLAYING GAME



ARCTIC SURVIVAL HOUSE RULES

OUTWIT, OUTPLAY, OUTCLASS

BY THE DUNGEON COACH

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WILDERNESS SURVIVAL

As your party explores Ten-Towns and embarks on their adventures through the icy, hellish reaches of Icewind Dale, they're sure to face frigid challenges. With the dangers of the frosty environment and the horror of the great unknown, your party will have to outwit, outplay, and outclass their challenges to have a hope of survival.

This home brew content is built to expand upon the realms of Icewind Dale, by presenting Dungeon Masters with in-depth rules to highlight the terrible difficulty of survival in this setting. The content of this text is meant to be customized toward your players and the type of game you and your party find healthy, enjoyable, rewarding... and mortifying. I would also encourage you to reward your players with upgrades to these rules as they slowly master the terrifying terrain of Icewind Dale.

EXTREME COLD HOMEBREW

A major component of surviving Icewind Dale will be mastering survival in snowy terrain. Since your party will be exposed to the elements, there will be consequences to prolonged exposure, both for the party and their physical goods. In this section, you'll learn about Frost Checks, Cold Weather Gear, Item Durability, and some items suited to surviving in the cold.

FROST CHECKS

As your party travels into the frosty depths, real world consequences like hypothermia, frostbite, and exhaustion become likely. Use this table to keep track of instances where the cold might overwhelm your party.

Base DC for Frost Check		Temperature
Cold	DC10	0°C
Frigid Cold	DC15	-20°C
Severe Cold	DC20	-40°C
Extreme Cold	DC25	-60°C
Deathly Cold	DC30	-80°C

Additional Frost Check DC Conditions	
Elevation increase, temperature decrease, Darkness (nightfall), Windchill, Blizzard and other storms, Frigid water and wet clothes	+5 to the FC DC for each condition

In this instance, ask your players for a Frost Check (FC). If they fail, they gain one level of exhaustion. If a player fails by more than five, they gain two levels of exhaustion. In the Rime there are a wide variety of cold temperatures. The DC increases by 5 for each 20 degree drop from 0 to -80 degrees.

Terrain and other elemental circumstances also play a factor in determining the DC. Elevation, time of day, wind, precipitation, and other factors can all lead to 5 point increases in DC. Perhaps a party member who was supposed to keep watch fell asleep and let the fire go out. Maybe, the party is

already in Frigid Terrain and a blizzard slowly creeps in as the night sets in, moving the Frost DC from 15 to 25 in a matter of seconds.

FROSTED STATUS EFFECTS

In addition to the exhaustion system above, you can also consider using the following statuses as you see fit. I wanted to create "Frosty Effects" that are not just levels of exhaustion.

These are to be used at your discretion, but here are a few ideas on how you might use them. In general, I think of Hypothermia as not being able to handle the **duration** of cold, while Frostbite is not being able to handle the **intensity** of cold.

HYPOTHERMIA

The Extended duration of the Cold has penetrated deep into your bones.

Moderate: You can no longer use your reaction and have disadvantage on initiative checks

Severe: You become under all the same effects of the "Slow" spell

Variant Rules for Hypothermia

If you ever get 2 levels of exhaustion, you have hypothermia until you return back to 0 levels of exhaustion.

At 4 levels of exhaustion, you have severe hypothermia.

If you have at least one level of exhaustion for 3-5 days in a row, you now suffer the effects of Hypothermia.

If you stay in a -60 degrees or below for 3-5 days straight, you get hypothermia.

FROSTBITE

The Intensity of the Cold has frozen your extremities to be more sensitive to the elements

Moderate: You become vulnerable to cold damage

Severe: You make ALL future Frost Checks at disadvantage.

Variant Rules for Frostbite

These are just a few options for these frosted status effects, but you could also have them be effects of spells or even monster mechanics too!

You get frostbite:

- if you fail a Frost Check by more than 5
- if you fail a Frost Check by more than 10
- if you fail a Frost Check that has a DC higher of 25 or higher (extreme cold)
- if you fail a Saving Throw against cold damage



COMBAT THE COLD

If your team wants to prepare for the harsh conditions of Icewind Dale, they'll likely want to purchase weather-specific equipment. You can make the following items available to your players via item drops and merchants. In addition to these items, remember that bodies give off heat. If they're comfortable with it, suggest your player "snuggle up" for a +2 bonus to their Frost Checks.

RESISTANCE AND IMMUNITY TO COLD

Characters that have **resistance** to Cold Damage gain a +5 to all Frost Check rolls automatically and those characters with **immunity** to Cold Damage will not need to make these rolls.

The "Fur Lining for Cold Weather Clothing" and "Insulation for Cold Weather Clothing" are both add ons to the Cold Weather Clothing discussed in the Icewind Dale book. While both of these items have the same effect, you should consider making them increasingly difficult to purchase or acquire so players can't just stock up right away. This can be done by cost, but also by requiring players to complete quests in order to have the items crafted.

EQUIPMENT

Type	Modifier	Cost
Cold Weather Clothing Base clothing for the cold. Susceptible to item damage.	+5	10 gp
Fur Lining An additional layer of fur for your Cold Weather Clothing. Susceptible to item damage.	+5	20 gp
Blubber Insulation An additional layer of insulation for your Cold Weather Clothing. Susceptible to item damage.	+5	50 gp
Ring of Warmth Grants user an additional +5 on all Frost Checks made in Extreme & Deathly Cold temperatures.	+5	500 gp
Snow Goggles Allows the wearer to roll without disadvantage on sight, tracking, and navigation checks inside of storms.	-	5 gp
Crampons Wearer is immune to slipping on icy difficult terrain.	-	5 gp
Snowshoes Wearer can move at normal speed through snowy difficult terrain.	-	10 gp

POTIONS AND AIDS

Item	Modifier	Cost
Alchemical Heat Salve A warm salve rubbed on the skin or body. Effect lasts 6 hours once applied.	+5	10 gp
Warming Stone A small stone imbued with the warmth of the sun. Effect lasts 1 day once activated.	+5	20 gp
Warmth Enchantment An enchanter can enhance one of your items with the warmth of the sun. Effect lasts 1 week or more.	+5	100 gp

UTILITY

Item	Modifier	Cost
Torches A bundle of 5 small wooden torches. Can warm one player.	+2	1 gp
Campfire Enough wood and tinder to start a small campfire. Provides warmth bonus to the entire party.	+2	2 gp
Insulated Tent A warm, insulated tent for two. Provides warmth to two medium creatures. Susceptible to wear.	+5	50 gp
Insulated Shelter A portable shelter that fits up to 5 medium creatures. Susceptible to wear.	+10	200 gp

ITEM DURABILITY

Like the players, these items are also susceptible to the harsh effects of the environment. Because of this, Mundane Equipment can wear down over time. These allow you to keep track of the condition of weapons, armor, and other items. The following statuses can be inflicted on items: Damaged, Broken, Wet, Frozen, and Deeply Frozen.

These items are dynamic and exist on a spectrum. A perfectly fine item can become damaged, and if its damaged again it becomes broken. Likewise, an item that gets wet will eventually freeze, and if left unchecked might enter a state of deep freeze.

I designed this system primarily to interact with the items that affect players' Frost Modifiers. However, all items in the game can exist on the damage spectrum and I encourage you to fine tune this at your table. Check out the *Item Durability Table* for some ideas on how you can incorporate these statuses into your game.



ITEM STATUSES

DAMAGED

Armor, clothing and shelters

When armor, clothing or shelters are subject to the Damaged condition, the Frost Check modifier is reduced to +2 instead of +5

Weapons

When weapons are subject to the Damaged condition, they receive a -2 penalty to damage. On a roll of natural 1 it becomes Broken

This condition can be removed by repairing it for ½ of the original cost of the item.

BROKEN

If an item is damaged while already in the damaged state, the damage can cause the item to not function anymore. When an item is subject to the Broken condition, the item cannot provide an FC bonus, and AC bonus or deal damage.

WET

If your Cold Weather Clothes get wet, perhaps by falling in water, the item loses its FC bonus. The item can be dried during a long rest near a heat source. The item cannot be worn during this time.

If items like torches or tents get wet, they provide no bonus to FC roles.

This condition can be removed by taking a long rest while the clothing is removed and exposed to a heat source.

FROZEN

A frozen item subject to the same conditions as an item that has the Broken status, however instead of needing to be repaired, it needs to be thawed.

This condition can be removed by taking a long rest while the item is removed and exposed to a heat source.

DEEP FREEZE

The item is considered Broken and unusable until repaired or thawed, either by magical means or a full rest in a town where you can get the temperature of the item above zero.

Here are some examples of what might cause an item to become damaged or frozen.

- Fail a Frost Save by > 5 (or more than 10 if you're a nice DM)
- Receive critical attack from a monster
- Receive > 20 cold damage in one hit
- Roll a natural 1 on an attack roll

Time Out!

Try to only apply these “breaking” rules during moments of heightened tension. These are all terrible things, but become worse when they occur during an intense battle, bad storms, or other tense moments. You should also use discretion on what items are broken and offer to let your players choose or role to see what is broken.

Example of how you could do this: In the event your players ever need to make a Frost Check with a DC of 20+. On a failed save, roll 1d8 on the table below. Add 1 to the result if the player does not have that item, and now that item becomes affected.

Item Durability Table

1	A magic item becomes frozen
2	A potion freezes and shatters (broken)
3	A potion becomes frozen until thawed
4	Armor or shield becomes broken
5	A weapon becomes frozen
6	A mundane item becomes frozen
7	A mundane item becomes damaged
8	Nothing Happens

You should keep an open mind and be willing to give your players agency in these situations. You don't want to develop an unhealthy relationship with your players where they feel like you're out to get them. If this becomes too much for players, you could consider using this chart just as inspiration and allowing the player to ultimately choose what item is damaged or frozen.

VARIANT RULE

If you want to have more detailed durability levels, assign a 5 point system of negatives to each item. If an item ever gets to -5, it breaks. This way you could have multiple levels of customization and effects to use for these items to get worn down over time.



COLD MAGIC ITEMS

If all your players' items just froze, they might be upset. While this setting has a brutal, frigid feeling (especially with these homebrew rules), your players will need ways to fight back against the cold. Here are some ideas for magic items that players can purchase, craft, or acquire.

These magic items can grant bonuses to Frost Checks, combat exhaustion levels, ease cold damage, or help navigate difficult terrain. You might also craft weapons that are resistant/immune to being frozen or even create something crazy powerful that is deactivated in certain situations, like Extreme and Deathly Cold.

Additionally, certain situations could be necessary to the function of magical items or cause them to break.

- Warm Temperatures (or just above 0 degrees)

- Cold Temperatures based on FC (in certain DC's of weather)
- Snowing
- Inside a blizzard
- Submerged in Frigid water
- In a safe area, like a camp or town

When Magic items “Break” or go dormant, maybe they can be repaired using some of these methods

- Charhalyn Metal Fragments
- Frost from Ice Elementals
- Breath of a White Dragon
- Blood of a Snowy Owlbear
- Unique Magic Users
- Artificers

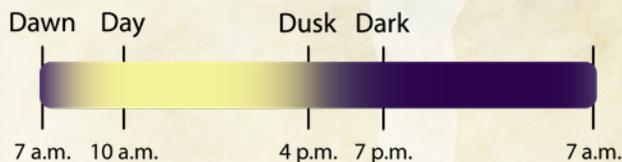


THE ENVIRONMENT

Icwind Dale is about surviving in a harsh and unforgiving environment. Whether your party is racing home to avoid another harsh night or carefully navigating icy terrain, the environment in Icwind Dale plays a heavy role. In this section, I cover the kinds of difficult terrain your party might encounter.

ILLUMINATION

There are 4 solar positions in Icwind Dale, each providing different levels of illumination and sight. They are: Dawn, Daylight, Dusk, and Darkness. Daylight is from 10am to 4pm and is the only time of day that provides full vision for all players. Dawn and Dusk occur during the 3 hours leading up to, and the 3 hours following Daylight, respectively. During these times, all perception checks are made at disadvantage, due to the Rime of the Frost Maiden's Icy Veil over the land. The remaining 12 hours are Darkness (Nighttime). In addition to disadvantage on Perception checks, players also have disadvantage on Survival checks. Darkvision negates the disadvantage during Dawn and Dusk, but not during Darkness. (see image below)



FRIGID WATER

A player or creature must make a Frost Check at the end of every minute spent in frigid water. On failure, they gain one level of exhaustion.

COMBAT IN FRIGID WATER:

If a player or creature begins or falls into frigid water during a battle, they are in a dire situation. All players or creatures without a dedicated swim speed make their attack rolls at disadvantage. Likewise, spell casters must make a concentration check to maintain a concentration spell.

ICE

Slippery patches of ice, like large frozen lakes or compressed snow cause players and creatures to travel at 1/2 speed. If players travel for too long or stay in place too long, the ice could also begin to crack at your discretion. See the "Hazards Section" for how to deal with Broken Ice

COMBAT ON ICE

During combat, players can only move safely at half speed. If a player would like to move at full speed, they must make a Dexterity saving throw. Whenever a player or character ends their turn on thin ice, the square beneath them becomes "cracked" and will break the next time a player or character enters or ends their turn on that square. If the ice cracks, the

player or creature must make a DC 15 Dexterity saving throw or fall in the frigid water.

STORMS

The natural elements are wild and unforgiving, causing all sorts of problems for players and characters. There are 5 kinds of winter storms, starting with Fog and ranging to Blizzards. For easy preparation or to randomize this, you can roll on the "Weather Table"

FOG

Visibility for all players and creatures in fog is reduced to 30 feet. Players have disadvantage on all Survival checks pertaining to tracking and navigation.

FRIGID WINDS

Frigid winds raise the DC of the current temperature to the next level of difficulty from the preceding temperature. If your party was traveling in the Frigid Cold and Frigid Winds start up, they are now in Severe Cold.

SNOW STORM

Snowstorms raise the DC of the current temperature to the next level of difficulty from the preceding temperature.

Traveling inside Snowstorms:

During a snowstorm, the party must travel at half speed or take 2d6 cold damage for every hour they travel inside the snowstorm.

Combat inside Snow Storms:

At the start of each turn, players take 1d6 cold damage, unless they opt to move half their total movement or they spend their bonus action shielding themselves from the storm.

HAIL STORM

Hail storms raise the DC of the current temperature to the next level of difficulty from the preceding temperature.

Traveling inside Hail Storms:

During a hail storm, the party takes 2d8 cold damage for every hour they travel inside the hail storm.

Combat inside Hail Storms:

At the start of each turn, players take 1d8 cold damage, unless they opt to move half their total movement or they spend their bonus action shielding themselves from the storm.

A hail storm's ice shards impose disadvantage on ranged weapon attack rolls.

Any creature that is concentrating on a spell in a hail storm 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).



BLIZZARDS

Hail storms raise the DC of the current temperature to the next level of difficulty from the preceding temperature. During a blizzard, the party takes 2d10 Cold damage for every hour they travel through the blizzard.

If you choose to continue traveling through you take 2d10 Cold damage every hour you travel through a blizzard. At the start of each turn, players take 1d10 cold damage, unless they opt to move half their total movement or they spend their bonus action shielding themselves from the storm.

A blizzard's howling winds impose disadvantage on ranged weapon attack rolls, snuff out all torches, limits hearing to a range of 30 feet and visibility to a range of 15 feet. This imposes disadvantage on Wisdom (Perception) checks that rely on hearing or sight and impose disadvantage on (Survival) checks on tracking or navigation. The wind extinguishes open flames, disperses fog, erases tracks in the snow, and makes flying by non magical means impossible. A creature falls at the end of its turn if it is flying by non magical means and can't hover.

Any creature that is concentrating on a spell in a blizzard must succeed on a DC 15 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).

HOUSE RULES FOR DEATH

Death is likely in the icy throes of Icewind Dale. If your players are comfortable and enjoy upping the difficulty of their game, you might consider implementing the following death house rules.

EXHAUSTION VARIANT

Any creature that returns to consciousness after being knocked to 0 hp comes back with an additional level of exhaustion. This is designed to go well with the other exhaustion-focused homebrew rules in this manual.

LINGERING DEATH SAVE VARIANT

Death Saving Throws do not reset when a player is stabilized. At your discretion and depending on the difficulty your players are comfortable with, you can decide when the player's throws reset. An easier variant of this rule is to reset them once combat ends, though you could make it harder by requiring a short, long, or full rest for them to reset.

HP BASED DEATH SAVE AUTO FAILS

This variant rule is designed to increase the tension and panic associated with falling below 0 HP in battle. If a player is hit while unconscious, they instantly fail a single death saving throw, but the enemy will still roll damage. With this variant, I use half the player's total HP rounded up as a threshold. If the damage exceeds 50% of the player's total HP, the player automatically fails 2 death saving throws. Finally, just like in RAW, if the enemy deals 100% of your max HP, the player automatically fails all 3 death saving throws and is fully dead.

In addition, you can use this with another homebrew rule based on Pathfinder 2e, in which you are not allowed to say the hit point totals of creatures or characters. You instead announce that they become "bloodied" at 50% health, "well bloodied" at 25%, and "on death's door" at 10%. This rule helps keep players immersed in the game instead of being focused on things like Hit Points.

These variants give a difficult, fair, and realistic sense of urgency players expect in a high stakes fight. If a player fails a death save, they are inching toward death until they are safe enough to rest up and recover. Likewise, if someone does fall unconscious, they are incredibly vulnerable and on the verge of death.

Hard Mode!

If you want to really up the difficulty level, here are some DEADLY house rules to spice up your game.

- Increase death saving throw DC to 15
- Make Frost saving throws instead for your death saving throws

This can be better or worse than the DC 10 death save depending on climate, so be careful!

ASSISTING UNCONSCIOUS PLAYERS

If you choose to include these homebrew rules, also consider using these alternatives to help combat the icy dangers. If you're going to alter the rules for Death saving throws, it's important that you keep your game balanced. This helps you ratchet up the tension, making success much more rewarding and some great dramatic moments.

Allies can use help action to "help" with a death saving throw. Any party member can use their action to help an unconscious player, granting them advantage on their next Death saving throw.

The Dungeon Master can determine if this action requires a skill or ability check, depending on how a player describes their characters' actions. Some examples are:

- Strength check to apply pressure to wound
- Dexterity check to carefully remove fragments
- Persuasion check to call out to them to return
- Religion check to pray for divine assistance

You can also have a character stabilize at 1 HP instead of 0, so they can regain consciousness and attempt to flee or continue to fight!

I based this system on the system from Pathfinder 2e and adapted it to Dungeons and Dragons 5e. You can learn more about it in my video here! <https://youtu.be/cnvTmQq0q5o>

LINGERING INJURIES

Your players are also likely to face life-altering injuries in Icewind Dale. You can read more about lingering injuries in the Horror section ahead. The Lingering Injury table is on page 25.



TRAVEL AND REST

OVERLAND TRAVEL

Managing travel is one of the most difficult aspects of running every D&D game. The rules as written require a lot of number crunching, map plotting, and math. On the other hand, a lot of DMs have the habit of ignoring travel all together, which leads to some hand waving and missed fun. In my system, I propose a happy medium, where there's still mechanics in play, but the boring parts can be streamlined.

HOW TO DESIGN TRAVEL

When I design travel, I find out the overall distance players want to travel and determine how far they could make it in one day. This requires the players telling me how they were preparing to travel, and where they are traveling too. Based on that, I determine a "Travel DC" for each section/ day of travel and have them make a "Travel Check" to see how each day goes. This system limits all the terrible rolling for things each HOUR and only takes 1 per day (along with some other fun rolls we'll talk about in a second).

Instead of thinking of the world as a static place that is a certain number of miles apart that you need to calculate a travel speed for, flip that around. Backwards design your travel around how many DAYS you want it to be, and stretch the miles to fit it. Talk to your player in terms of "days traveled" for distances and adjust slightly of what time of day (dawn/ day/ dusk/ dark) they would arrive at their destination. I also have created this system in blocks of 3 hours at a time, which will also connect perfectly with the rest system.

In order to make these calculations you will need to know how travel speed, miles per hour, mounted travel, etc works (we'll talk about that in a second too).

Time Out

If you notice the daylight cycles are all based around the 3 hour blocks. Dawn/ Dusk are 3 hours, Daylight is 6 hours. Max amount you can travel in a day is 6 hours, pushing past that in a "forced march" adds 3 more hours. This also connects to Rest, "rest roles" take 3 hours to do, and long rests take 6 hours. I have made everything work in blocks of 3 hours to not slow down the game and keep things moving while being easy to figure out for both players and DM's

The only other missing piece is what things you encounter along the way. This combined with how long it takes them to get to a location change how the travel feels. Do you want this quest location to be far away and really make it feel like a long difficult journey? Have them have multiple planned encounters along the way and take 3 or more days to get there. What if they are backtracking through an area they have already traveled through? Don't drag things on with rolls and encounters if that isn't the main focus of the current adventure. Only making 1 travel check per day helps keep things from being that hour by hour grind that gets old really fast. Encounters keep things interesting during the journey and the chance of running across something dangerous,

helpful, or terrifying keeps your players on your toes. Below are things to keep in mind while deciding on

- How far away they are from their destination?
- How much time will it take them to get there?
- What will they encounter along the way?

These are really just guidelines that I use to help my game, so feel free to generalize and adapt them to your own play style.

DISTANCE:

In Icewind Dale, you can only travel at the rate of 1/2 mile per hour in the snow on foot with snowshoes and you can travel 1 mile per hour with a dog sled, and 2 miles per hour with a dog sled team or axe beak. Check out this table I made to keep track of the base travel system in Icewind Dale. These numbers are great for flat travel, but if the party enters more difficult terrain like ice covered terrain or mountains, these distances are cut in half. With the Daylight table in the last section in mind, ideally players will only be able to travel during the 6 daylight hours. Adventurers are only able to travel 6 hours per day in the harsh conditions of the arctic without needing to push themselves (and their mounts) beyond their limits. Traveling past 6 hours is called a "forced march".

FORCED MARCH:

You can choose to keep going past 6 hours of travel in a day everyone must make Frost Check to see how you fair in this cold. Again, if they fail a Frost check, they gain one level of exhaustion. If you succeed then you can travel an additional 3 hours towards your destination.

DM Tip: Keep in mind the total distance the party is traveling when presenting a Forced March. Usually, it's not a good idea, but if the party is close to their goal, it might be worth the risk! Plan out the distance so they could have the opportunity to take this risk to get there sooner if its worth it to them.

RUNNING TRAVEL:

Here is a simple checklist for groups to go through when they decide to travel

- How far/ long does the group want to go? (Travel Plan)
- How difficult will that be? (Travel DC)
- Start rolling to see how it all goes! (Travel Check)
- What might they encounter along the way? (Travel Encounters)

1. TRAVEL PLAN

Every day, the party decides on their travel destination and describes to the Dungeon Master how they will travel. This includes selecting a party lead, or Navigator and where everyone is in the marching order. This can be updated as they travel depending on what other activities they might be trying to accomplish.



DM Tip

While your players are planning their side of travel, you can prepare your side (if you haven't already). Roll on some of the tables described in the "Encounter Tables" section (pg. 26) for inspiration on what they will for sure encounter along the way. These are called planned encounters that you don't leave up to the dice rolls. Pick and choose how many of these you want to have and then you can roll for any additional ones with the players.

2. SETTING A TRAVEL DC

The travel DC is determined by the difficulty of terrain and the environmental hazards discussed earlier in this book.

Travel DC

Different types of terrain have different DCs to travel across them. This affects the time and danger associated with the travel. As with Frost checks, there is a basic range of difficulty, which have modifiers to make it more or less difficult.

Terrain Type	DC
Well traveled area	5
Outskirts / Less traveled areas	10
Wilderness	15
Mountains	20
Modifiers for Travel DC	
Dusk, dawn, snow / hailstorms, Icy surface, Frigid Wind	+5
Darkness (night), Blizzards	+10

Example: Traveling at night time, in the mountains during a blizzard... would be a total Travel DC of 40... not a good idea!

Variant: Group Encounter Checks:

Another option is to have everyone at the table roll a d12 to see if an encounter happens. If anyone's roll matches the Dungeon Master's roll, an encounter is triggered. You can vary the difficulty by rolling more than once or rolling a smaller die like a d6 or d8. This might be more likely in a dangerous situation. Again, this is all at your discretion and you should feel free to make a choice that best serves the table at any given time.

3. THE NAVIGATOR'S TRAVEL CHECK

The navigator rolls a Travel Save against the determined Travel DC. Just like Frost checks vs Frost DC's, players can acquire items or features that will modify their score as they get more efficient at traveling. This roll determines if they travel as normal, gain time, lose time, or encounter something on this leg of the journey.

Modifiers for Travel Check

Modifiers for Travel Check	DC
Areas previously traveled	+5
Areas mapped by a Cartographer	+5
Hired guide	+5
Magic guiding effects	+5

On a success, there is a pleasant day of travel. If they Succeed by 5 or more, reward them with extra distance covered or roll on the "Safe Encounter Table" (see tables)

On a failure, it's a rough days travel and it takes them longer to get there than planned and the Dungeon Master rolls on the Dangerous Encounters Table or the Travel Complications Table, If the navigator fails by more than five, the Dungeon Master rolls on two of these tables. You could also do things like rolling on the random weather table to add in a storm as well

Time Out!

DM's rolling on tables for encounters is a tried and true method for random encounters, but I do things a little differently. I talk about it in the main video but I use the Variant Group Encounter Rule (see explanation below).

DM Tip: Prepare some descriptions of what the players will experience as they travel or be prepared to make them up as you. These little moments of sensory detail help keep your players immersed and traveling nicely. Be sure to plan important details and moments that work into your narrative as well.

If you want to spice up your travel for your games in other settings, check out my PDF and video explaining my favorite travel homebrews. Check out the PDF (<https://www.dmsguild.com/product/319438/Travel-Systems>) and the video here. <https://youtu.be/6QZyYZyj4oE>.

4. TRAVEL ENCOUNTERS

As stated above the Dungeon Master should roll on the Generic Encounter Table to see what interesting things might happen along the way. You can also choose at this moment as the DM if you want to roll on a different table. I have lots of options to choose from based on what type of encounters you want for them.

If you want something more dangerous, then just roll on that table, if you want them to have a social encounter, then choose to roll on the social encounter table. I only have the Generic Travel Table if you truly want to keep things random. I have descriptions of each table at the end of this Manual.



DM Tip: Mixed in with these random encounters should be planned encounters that advance the story line. It's also possible that they just have a pleasant day of travel -- things are bad in Icewind Dale, but there's lots of beauty to behold as well. You should be sure to customize the Travel Encounter Table to your liking and use your discretion if it seems like a particular encounter might bog things down. Add in or take out Encounters that your group like / don't like and even add in individual side quests hooks for them. Lastly, if you think one of these encounters would be really fun, then you can just CHOOSE the one you want and have it happen!

VARIANT GROUP ENCOUNTER CHECKS:

I created this homebrew system to involve the party in rolls for encounters and be able to manipulate the chances of triggering one from rolling.

When you want to make an "Encounter Check" have everyone at the table roll a d12 to see if an encounter happens. If any player's roll matches the Dungeon Master's roll, an encounter is triggered. You can vary the likelihood of this to happen by the DM rolling more than one d12 at a time or everyone rolling a smaller die like a d6 or even a d4. This might be more likely in a dangerous circumstances.

The best part about this though is you'll see that ALL of the Random Encounter Tables I have created for this are all d12 tables. This is because when you use this system the players are literally rolling on these tables. So whatever the matching number is on the d12, then THAT number is the encounter from the table. I also have structured all tables to have the BEST outcomes at 12 and the WORST at 1. This does 2 things: It gives players anticipation when they see what each other roll while still not knowing what the DM rolled matches or not.

If you roll on the same table with a smaller dice, you are guaranteed to have worse things happen, and a higher chance of that "nat 1" happening

Again, this is all at your discretion and you should feel free to make a choice that best serves the table at any given time.

MIDNIGHT FROST CHECKS

When resting out in the harsh elements in the Rime, rest is hard to be had. At midnight each night, everyone must make a Frost check to see how they have managed the punishing cold. This check is not needed if they are inside of a town/area safe from the elements .

Upon stopping to set up camp you can have a member of the party make a survival/ perception/ investigation/ stealth check to find a good place to set up camp. Whatever the result of this check is the DC that enemies would have to beat on their perception check to find it (if an encounter occurs). Once they settle in they can spend 3 hours to perform any of the "Rest Roles". Anyone can choose to perform any role and a character needs to get at least 3 hours of sleep per day while adventuring or make a DC 10 Con saving throw or gain 1

level of exhaustion. The DC of this check goes up by 5 for each day without the minimum 3 hours of sleeping.

However they want to spend their time is up to them, but in order to perform anything from below, they need 3 hours to do so.

ARCTIC ANIMAL MOUNTS/ TRANSPORTATION

A variety of snow-friendly animals will be necessary for your party to travel safely throughout Icewind Dale. Below are some options to help travel go as smoothly as possible for the party. These are a few ideas to get started, but keep in mind that you can create your own creatures like Giant Snow Owls or Dire Wolf mounts.

You can also consider tweaking the mechanics in Icewind Dale. For instance, below I added a team mechanic for dogs, buffed Axe Beaks and added Polars Bears to be the go to for slow, steady mounts. If the carrying capacity of any animal is exceeded, their speed is reduced by 50% and if doubled drops to 0.

DOGS

Dogs are the most fragile of all the mounts, but they're easy to acquire and will be the fastest once you have a full team. Sled Dogs need 3 hrs of rest for every 3 hrs they sled. If they don't get rest, they get one level of exhaustion. This means they need to stop for a "Half Long Rest" (Variant Rule) or have the group stop to perform some "Rest Roles" for 3 hours before continuing on their journey. See Rest section (pg. 14)

AXE BEAKS

Axe beaks can't pull sleds, but are the fastest mounts for individuals. Axe Beaks can travel for a full 6 hours before they require a long rest (6 hours).

POLAR BEAR

Polar Bears are the most sturdy and can pull the most weight, but they are the slowest and cost the most. However, they can pull huge sleds, which allows for a portable shelter for the party. Polar Bears can travel for a full 6 hours before they require a long rest (6 hours).

TRAVEL SPEEDS

	Speed (mph)	Daily travel speed (mpd)	Mountain travel speed (mpd)
Polar Bear	1/2	3	1
Two Polar Bears	1	6	3
Axe Beak	2	12	6
Dogs (1 or 2)	1	6	3
Dogs (3 or 4)	2	12	6
Dogs (5 or 6)	3	18	9
Snow Shoes	1/2	3	1
Base	1/4	1	1/2



ADDITIONAL DETAILS

	Carry capacity (Lbs)	Purchase Cost (gp)	Rent /day (gp)	Food Needs (lbs/day)	FC Modifier
Polar Bear	2000	500	50	8	+25
Axe Beak	600	200	20	4	+20
Dogs	300	300	20	1	+15

DM Tip: You can include subtypes of these creatures with variant stats. This will give your players more options or even allow them to train wild animals they befriend! Imagine finding a wild polar bear and training in through Animal Handling checks to become your ultimate frosty travel companion!

FROST CHECKS FOR ANIMALS

Use the chart above for the base modifier for these creatures' Frost checks. Roll for the creatures as a group and if there is a fail then they all gain a level of exhaustion. The same rules apply to the creatures as do the players.

SLEDS

Here is a chart of the 3 different sizes of sleds. Dogs can pull small and large sleds, while polar bears can also pull huge sleds. Don't be afraid to tinker with the types of sleds available too (or damage them). For instance, below I added a team mechanic for dogs, buffed Axe Beaks and added Polars Bears to be the go to for slow, steady mounts. If the carrying capacity of any animal is exceeded, their speed is reduced by 50% and if doubled drops to 0.

Sled Size	Cost	Weight	# of drivers	# of passengers	Max # of harnesses	# of dogs needed	# bears needed
Small	20	100	1	0	4	1	1
Large	50	300	2	2	6	2	1
Huge	300	600	2	4	2	-	1

FOOD

If the party is planning a long journey, they'll need to prepare enough food for themselves and their mounts. A character can go 3 + Con mod days without food before automatically gaining one level of exhaustion and 1 more for every day after. Exhaustion levels from starvation reset after 1 day of eating food in a town or safe area.

TRAVELING THROUGH DIFFICULT WEATHER AND TERRAIN

When poor weather or difficult terrain arises, the party should be prepared for things to take a turn for the worse at the drop of a hat.

TRAVELING IN MOUNTAINS

Base Travel DC throughout any mountainous terrain is 20+. All traveling speeds are halved and if a player ever rolls a 1 on a travel check while in the mountains an avalanche is triggered (read more on page 19). Furthermore, you now roll on the more dangerous "Mountains Encounter Table". If you're using my Variant Group Encounter check, you could also have everyone roll a d10/8/6/4 as well. But I would start off just rolling on the new table and keeping at a d12 until they get to a more dangerous part of the mountains.

TRAVELING IN A BLIZZARD

During a Blizzard, the Travel DC is increased by 10, in addition to the rules outlined in the previous section. If the party chooses to travel and fails their Travel check, they make no progress. Additionally if they fail by more than 5, the party becomes "Lost" and everyone has to make a "Lost Roll", described below.

WANT A BOBCAT MOUNT?

That's awesome! You can homebrew one and fit it into this system. Start with the stats of the dogs I present here, and blend in some of the features of the cat stat block. BOOM, Catsled.



LOST ROLL

A “Lost Roll” works like a Death Saving throw. Each player rolls 1d20 with no modifiers attached to it. Players who roll 10+ remain together and players who roll under 9 are lost, meaning the party is split. When this occurs, the DM makes an Encounter Check, meaning the split party could potentially be attacked. In order to find the lost party member(s), the main party must make a Travel Check to find each other or they can stay and wait until the storm clears.

Variant: Lost Roll

The Dungeon Master could opt to have the players find each other in other ways, such as a skill challenge or other methods listed off in the Environmental Hazards section. Additionally you can change what happens if they fail. They might still re-join on a failure but would have to make a Frost check at disadvantage or roll on the “Dangerous Encounter Table” (while fighting in a Blizzard).

GENERAL TRAVEL

In addition to these hazard-specific types of travel, here are some fun ideas for traveling in the general wilderness of Icewind Dale. As with the Natural 1 triggering an avalanche, you might also consider what other sorts of dire consequences occur in the wilds.

For my games, I like to have some sort of horrifyingly powerful creature built into my games. Ideally, the Dungeon Master should work this into the game via stories from NPCs or other clues, so players know that a particular, highly

dangerous creature is always lurking in a particular region. This is a great spot to work in some horror and tease a future encounter--its all the more fun, since even you don't know when it will show up!

In a matter of fairness, you should stress how dangerous this creature is and make sure you're not just setting up a random total party kill. This might mean your NPC also gives them some tips on what to do if they ever encounter this creature in the wild. You might also have the creature be occupied with a fresh kill or have it get distracted.

There's all sorts of fun ways to generate this creature, from drawing on the Abominable Snowman to letting your characters brew this creature themselves. Maybe each of the player characters has already heard ominous, terrifying tales of this creature help make their nightmares come true!



RULES FOR RESTING

RESTING IN THE WILD

As the party expends their resources, they will need to rest more often than they might in a normal D&D setting, since the travel itself is much more expansive. Here are some alternative resting rules that fit in with my other setting homebrews.

1. Make a Camping check (survival) to see what sort of camping spot the party is able to find. The players should be allowed to be creative in describing their situation, as their roll from the Camping check will be the DC potential encounters need to meet or beat in order to initiate.
2. The party decides if they are going to take a Long Rest, half a Long Rest, or just performing some rest actions before setting back out. Rest actions take 3 hours and Long Rests take 6 Hours. More on these rules below.
3. DM makes a Rest Encounter check.

DM Tip: Remember you can always use your discretion on encounters, meaning you can select an encounter or even choose not to roll. You can also use the “Variant Group Encounter” from the Travel section!

4. At the darkest part of the night, everyone needs to make a Frost check. Upon failure, they start the next day with a level of exhaustion from not being able to rest in the cold. They still gain the benefits of a long rest (unless interrupted in some other way), but they do not lose this level of exhaustion because they gain it after the long rest ends.

SHORT REST RULES

In general, I use the same rules from the *Dungeon Master's Guide*, except Same as RAW (it takes 1 hour of “light activity” for a short rest). A party can only have 2 short rests until they have slept for 3 hours, then you can take short rests again

LONG REST RULES

This uses the “Slow Natural Healing” Variant from the *Dungeon Master's Guide*. At the end of a long rest, a player can spend their hit dice in the same way they do in a short rest. In my variant, I make some other modifications to the duration and when things happen. In my system, a long rest is a minimum of 6 hours instead of 8. This is broken up into two 3 hour sections. In order to gain the benefits of a long rest, players need to have 3 hours of “light activity” (Rest Roles) and 3 hours of “no activity”. Players need to sleep (no activity) for at least 3 hours of the long rest. Most of the time, this is broken into two “shifts” between the party members, so they can sleep first or second, as long as they get 3 hours of sleep.

In terms of recovering abilities and resources, players gain ½ their hit dice back after the first 3 hours of a long rest. They gain their spell slots back after the second 3 hours and they lose one level of exhaustion if they complete a full long rest with no interruption.

VARIANT RULE: ½ LONG REST

If there isn't enough time for a 6 hour long rest, but spell casters need to recover some spells, they can take a ½ Long Rest. At the end of these 3 hours of no activity you can regain a number of spell slots equal to your spell caster level. You can mix and match these spell slots gained to get to this total but they can not be of 6th level or higher.. This is also an option listed in rest roles for casters.

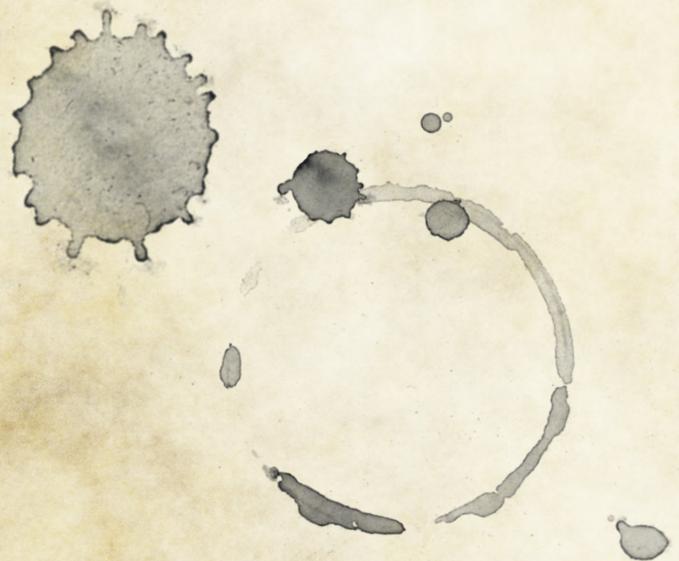
DM tip: This is a GREAT opportunity to ask players who are taking shifts together and encourage some roll play by asking them “what do y'all talk about?”. When you first ask this question they might not have much or will feel uncomfortable. But if you are consistent and always ask, they will start to come up with things for their characters to say and do. Eventually I will have players excited for their next long rest to be able to pull aside certain characters for some one on one time. This is also great for inexperienced role players to open up. For me and many others, this has been HUGE.

FULL REST RULES

The party must spend at least 24 hours within a town or DM determined safe haven. After a full rest, the party regains all hit points, all hit dice, and all spells. Players recover from 1 level of exhaustion per day. As the DM, you can determine how long players need to take to complete a full rest and if the party will face a penalty for not completing a full rest. One option is to have players have disadvantage on all future constitution checks.

DM TIP: Come up with cool buffs or boons to possibly give players for being “well rested”. This could come in the form of temporary hit points, advantage on wisdom saving throws for 1 day, or a temporary+1 to their perception.

DM TIP #2: You can customize the difficulty on their recovery rates as much as you want. You can change the amount of resources they get back on short, long and full rests for Health, hit dice, spell slots, even class features. Change them from all, half, or none!



RESTING ROLES AND REST ACTIONS

Anytime players are traveling and have 3 hours to spend, they can perform Rest Actions that take 3 hours to complete.

SETTING UP CAMP

Upon stopping to set up camp you can have a member of the party make a survival, perception, investigation, or stealth check to find a good place to set up camp. The result of this check is the DC that enemies would have to beat on their perception check to find it (if an encounter occurs). Once they settle in they can spend 3 hours to perform any of the following Rest Roles.

RESTING ROLES

The base DC for these rolls are 15. The Dungeon Master can modify and change them to make it harder or easier based on the environment or based on past successes and failures. If the party just defeated the big bad monster and completed their quest, the party will be in a pretty good mood. If the party is in Deadly Cold, it would be a lot harder to secure a shelter. Adjust these as needed from the base DC of 15.

CARTOGRAPHY

Roll a Cartography check (Survival) to gain 1d6 on any future Survival checks towards navigation/ being lost within the mapped area for any future travels in the area traveled prior to the Long Rest. If the roll succeeds by 5 or more, roll an additional 1d6.

SECURE ENCAMPMENT

Roll a Survival to fortify shelter. On a success everyone inside the shelter can roll an additional 1d6 on any Frost Checks made. If the roll succeeds by 5 or more, roll an additional 1d6. If you succeed by 5 or more, you gain an additional 1d6.

HIDE ENCAMPMENT

Make a stealth check to disguise your shelter and hide it from enemy forces or creatures. On a success add an additional +1d6 to the DC to be discovered. If the roll succeeds by 5 or more, you gain an additional 1d6.

ENTERTAIN/ MOTIVATE

Roll a Performance check for 1d6 + Charisma Mod of Temporary HP. If the roll succeeds by 5 or more, roll and additional 1d6.

FORAGE

Survival Check to find 1d6 + Wis mod Pounds of uncooked food. If the roll succeeds by 5 or more, roll and additional 1d6.

COOK

Roll a Cooking check to cook 1d6 + cooking proficiency bonus pounds of food. The player must be proficient in cooking AND they must have enough uncooked food to cook, since it consumes that many pounds of uncooked food. If the roll succeeds by 5 or more, roll and additional 1d6.

MEDIC

Roll a Medicine check heal 1 party member. On a success, the player recovers 1d6 HP. This requires a health kit, and uses up one of its 5 charges. If the roll succeeds by 5 or more, roll and additional 1d6.

REPAIRER

Roll a Trade check at the DM's discretion to repair 1 item. The repairer must also spend ¼ of the items cost and be proficient in the skill (leather working for armor/blacksmithing for weapons). This allows the player to improve the condition of the item by one level. If it is broken, it becomes damaged. If it is damaged, it becomes repaired. If the roll succeeds by 5 or more, the item is fully repaired.

DEFENDER

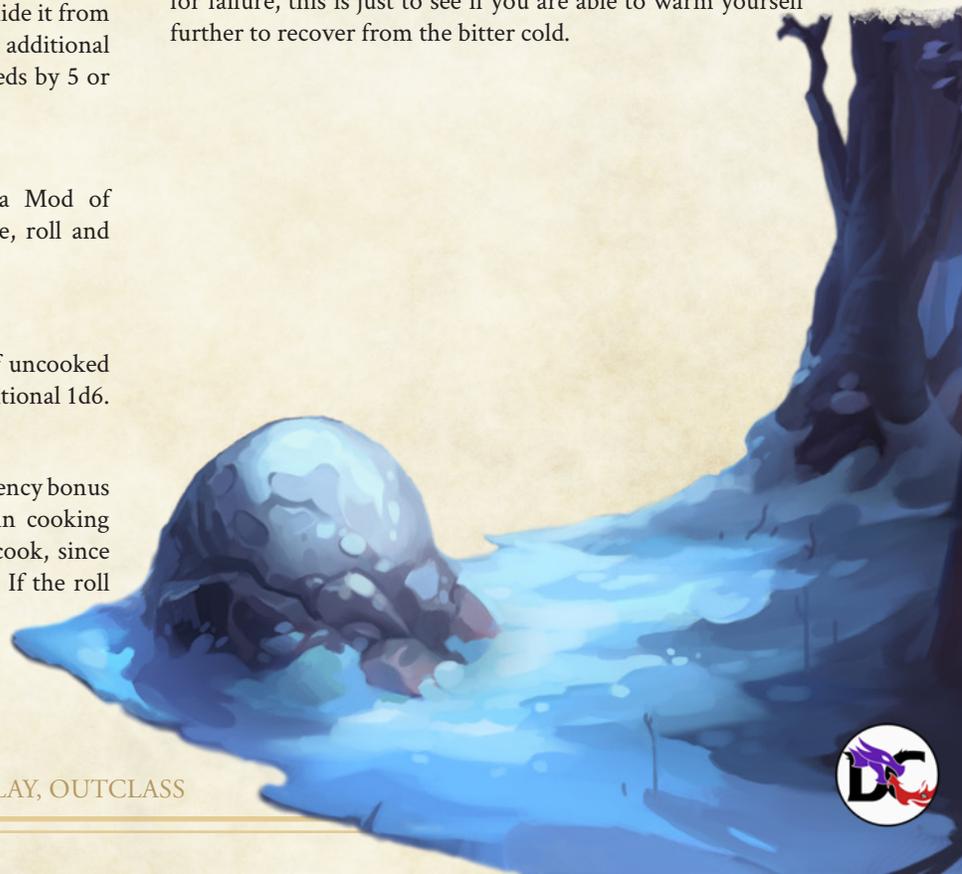
Roll an Attack roll to protect the group from a possible attack. If the party is attacked, the Defender gets one Surprise attack on a target of their choice. Roll damage as normal. If the roll succeeds by 5 or more, roll Critical Damage.

SCOUT

Roll a Perception check to look out for danger. If the player perceives anything, they can wake up any sleeping allies before combat happens and are immune from surprise rounds. If the roll succeeds by 5 or more, the party is able to don armor.

FROST RECOVERY

Normally Long Rests only can recover 1 level of exhaustion, but if you want to attempt to recover an additional level you can do a Frost Recovery. Instead of the standard 3 hours of "light activity" and 3 hours of "no activity" you must do a full 6 hours of "no activity". You then roll another Frost check. Upon success, recover 1 additional level of exhaustion (2 total). If the roll succeeds by 5 or more, roll 1d6 on your next Frost Check. For this type of frost check there is no penalty for failure, this is just to see if you are able to warm yourself further to recover from the bitter cold.



ENVIRONMENTAL HAZARDS

There are a number of environmental hazards you have at your disposal as the Dungeon master. Here are a few ideas to keep things fresh at your table, though, as always, I recommend you brew up your own ideas to explore the wide array of bad things that can happen in the wilderness of Icewind Dale. Personally, I like to use avalanches, rock slides, frozen lakes, and stampedes of creatures. If you want to spice these up, you might consider adding in a daring escape from a giant frost beast to any one of these scenarios. Really anything that puts the characters in immediate danger and they have to work together to survive!

SKILL CHALLENGES

Characters make skill checks using their wide variety of options to try and gain a certain amount of successes (usually 5) before 3 failures. I go around the table and ask each player what they want to do in this situation. Each of them describes their actions, and I determine what sort of skill check is appropriate. There is a "Skill Challenge DC" that is set, and after 5 successes or 3 failures, they succeed or fail as a group. The main rule for this challenge, is that players cannot repeat the same check as another ally for an entire round. So once one player uses a perception check in round 1, that is now off the table and cannot be used again by anyone until round 3. This means they have to work together creatively to solve the situation.

DM Tip: If a player 1 does athletics first round and then second round also describes an "athletic action", I have them make a flat strength check (no proficiency). This still lets them stay in character, but still challenges them to think on their feet. Spell casters casting spells could be a spell attack roll, Spell casting modifier check, or even arcana/ nature/ religion checks, be flexible but consistent in what checks you ask for. Again, this is at your discretion and if you feel that a player is being innovative, be sure to reward them.

Furthermore, a player may use their action to assist a party member. They do so by rolling the same roll as the player they are assisting, but at a DC that is 5 points lower. A success grants the chosen ally they are helping Advantage on their next check, BUT a failure on these still count towards those overall Group failures. So be strategic when you do this!

Variant "Help Action" Homebrew

In this variant, the assisting party member rolls an additional 1d10 and adds it to the assisted character's roll, much like Bardic Inspiration. But rolling a d10 also represents how much that character actually helped the other character and is a fun way to make the Help Action more dynamic!

SITUATION: AVALANCHE

Here are some examples of what players could say during an avalanche skill challenge, and what check you could have them make.

Player: "Do I see any openings where we could safely get to?"
DM: "Make a Perception check!"

Player: "I want to grab my ally to prevent them from falling!" DM:
"Make an Aid Ally Athletics check"

Player: "I just want to run as fast as I can to get ahead of it!" DM:
"Make a Dexterity check"

Player: "I want to cast Fly and take flight!"
DM: "Make a spell check!" (spellcasting mod + prof)

DETERMINING SKILL CHALLENGE

DIFFICULTY:

The overall difficulty of a given skill challenge is based on group size and how challenging the DM wants the challenge to be. If there are 5 party members, then make sure there are at least 5 successes or people could be left out. Take your players modifiers into consideration as well. If they have a +5 strength modifier all strength rolls will succeed 55% of the time at DC15 (since they just need to roll a 10). I prefer a 60% success rate, which would be DC 14 for this example. You can also increase the difficulty by increasing the amount of successes needed, but I never change the failures, it's always 3 failures.

FAILURES

Determining the consequences of individual and group failures is important here. Make sure as the DM you know what happens with each failure. For individual failures, sometimes it's enough that they failed their friends. Sometimes a little falling damage or other set back might be appropriate. Maybe there are multiple "end results" based on how many failures you got before you succeeded? Getting 5 successes and 0 failures is a lot harder to do than 5 successes and 2 failures... both are a success, but are the results the same? You decide. If they all fail, the consequences might be dire. Maybe they all are buried under an avalanche, maybe they all get lost, or maybe someone gets trapped. Make sure you and the party knows the stakes!

DM Tip: You could have everyone roll for initiative at the start to determine an order, but I usually don't. Additionally here are some tips on different kind of rolls you can ask players for based on what they say.

Attack roll/ ranged attack roll/ spell attack roll
All saving throws
Flat ability modifier checks
Profession Checks
(Ability modifier + Proficiency modifier) for any of those
"outside the box" checks

ONE ROUND SKILL CHALLENGES

Alternatively, you could determine success or failure in one round, instead of requiring an amount of successes before failures. You still require a challenge DC and you go off of the total number of successes and failures. If there are more successes than failures, the party succeeds. All the other rules remain the same. These are great because they are fast paced and everyone gets a chance to effect what happens. Additionally just as before you can have different things happen with each different amount of failures gained.



TIE BREAKER

In the event of a tie, either the DM rolls 1d20 to determine the outcome at DC10, OR you throw it back to the party for one last person... to make one last check!

CHECKPOINT (DEPRECIATION) DC

The DC to accomplish this task starts off high (ex. finding someone buried in the snow) and with each success the DC is reduced, making it easier for follow up attempts. So the DC might be at 20, but once the first player succeeds, it drops to 15. Now the second player makes their check and once they hit 15 it drops to 10. Once they hit a DC of 10 I would stop because DC's lower than 10 are... lame.

You can have these DC's lower by as much or as little as you want and start off as high or as low as you want. Also let your players get creative at WHAT skill they want to use to accomplish this task and similar to above, encourage them to mix it up and not repeat the same checks. Failed checks do not increase the DC of these... but if you wanted them to, that's your call!

CUMULATIVE GROUP DC

These are DC's that allow multiple party members to combine their rolls together. Each player makes a check of some kind towards the DC and then all the results are added together. This allows your team to come together and surpass otherwise impossible DC's.

For instance, what if your party of 3 has to find their 4th ally that's buried under the snow, they can work together to save them. For this you might set the total DC at 30, which would normally be impossible, but with Cumulative DC's this would be relatively easy. Each party member then describes what they want to do, the DM requests the rolls, and then sees if they hit the DC together!

Example:

Player 1 looks around for signs of their partner and makes a perception check. They roll a 12.

Player 2 starts frantically digging through that opening to find their lost friend. They make an athletics and get an 8. (The groups total would be 20 so far)

It's all up to player 3 now... they need to roll at least a 10 to hit that DC 30!

Player 3 is small and is able to work their way into the small opening. They make a dexterity check and get a 15.

The total party DC is 35, which beats 30. They successfully find their friend before they suffocate.

Variant Option:

Another way to run this is to have one Final DC that has to be made by one person (in this case the buried person). Each ally SUBTRACTS their check from this "Final DC" and after everyone contributes, the final player has to make a check to see if they get out or not. So the rest of the party is trying to bring that check down for them as much as they can before the final character makes their roll!

ERODING DC

For an Eroding DC, you set the DC very high, like a 25. Once someone finally succeeds, however much they beat the DC by is subtracted from the overall "Erosion DC".

So if they rolled a 30 against an Erosion DC of 25... they beat the DC by 5, SO NOW the Erosion DC of 25 goes DOWN by 5 and is now 20. This represents progress made towards whatever this goal is and now the next person to attempt this only has to beat a 20. So lets say the next person gets a 23 on their check, now (since you beat it by 3) you would lower the Erosion DC to 17 (subtracting 3 from 20). Once the DC reaches 0, the party succeeds. This is a fun way to show progress against a challenge like a large barrier, convincing an NPC, or preventing a dangerous spell from being cast.

CONFLICT DC

This works the same way as an Erosion DC, but it goes both ways. You can have either or both of these effects with these type of DC's

The DM rolls on behalf of the encountered hazard or enemy to increase the DC in the same way. The party rolls in an effort to erode the DC

DM Tip: You can combine these sections to make for really interesting encounters. Maybe there's an Erosion DC that's so high the party has to add their rolls together (Cumulative DC) to bring it down.

HAZARD DAMAGE

Sometimes during these Skill Challenges/ DC's players might take some damage from their failures on rolls. This can come from individual fails, not rolling higher than a certain threshold during their DC Check rolls, or the group failing overall at the end. The "consequence" of the failure doesn't always have to be damage, in fact usually its better to have some other thing happen, BUT in those cases where you don't know how much damage to deal to players, this chart helps. Just do what feels right!

DAMAGE SEVERITY BY LEVEL

Character Level	Setback	Dangerous	Deadly
1-4	1d10	2d10	4d10
5-10	2d10	4d10	10d10
11-16	4d10	10d10	18d10
17-10	10d10	18d10	24d10





AVALANCHES

Use the options above to pick and choose from on how you want to run avalanches. You can always run them the same each time or give each one a unique and different feel. It should be frightening, but an exciting challenge to overcome. They should have chances to save each other and feel like they have to work together to survive.

I also go into full detail in my YouTube Video explaining this section too: [LINK HERE](#)

(TLDR: I would use One Round Skill Challenges for an Avalanche)

No matter what method you use after the “Avalanche Challenge” you will have some that got away from it, and some who did not. Here is how to handle what happens AFTER the Avalanche. If an avalanche catches a player character, they take 2d10 (or more: see Damage by Severity Level Table) cold damage and fall prone. This buries the player in the snow and triggers a Frost Check. For the players who succeed or barely succeed you can have them take ½ damage from the 2d10 OR take no damage, they are able to stay on top of the surface of the avalanche... and now might have to go save their friends who are “buried in snow”.

CREATURES BURIED IN SNOW

Buried creatures are considered blinded, restrained, and have total cover. The moment a creature is buried they make a Frost Check (or gain one level of exhaustion as usual). This is when the clock starts ticking and this works a lot like death saving throws. At the end of each minute that a creature is buried they make a Frost Check. The creature needs to succeed on 3 Frost Checks to be able to pull themselves back to the surface.

This is a race against the clock because each Frost Check failure grants one stack of exhaustion. This continues until either the creature reaches 3 successes and pulls themselves out... or reaches 6 stacks of exhaustion and meets their end in their snowy burial site. But don't worry! Your friends are on the surface and can save you!

SAVING PARTY MEMBERS BURIED IN SNOW

While a party member is buried, the remaining party members can attempt to save them. But they must hurry because each minute that passes their friend is making one more Frost Check towards their possible death.

So what can they do? This is another group effort “Skill Challenge” type moment that you can use any of the above methods for. Make sure you keep asking the buried players for Frost Checks in between what the rest of the party is doing to keep the tension up as they try and save their friend.

(TLDR: I would use Checkpoint/ Depreciating DC's)





HORROR HOMEBREW

TENSION DICE:

Tension dice are a pool of dice that build up in the center of the table (usually in an ominous bowl or something). These dice represent the growing feeling of dread from something bad that is about to happen. This build up of dice can represent different things depending on the adventure/ scenario. These can be used to represent the passage of time (sneaky missions where you don't know if the guards are coming), or the ominous possibility of something bad happening (creature wakes up, ritual is completed etc.). The tension dice give them a visible indication of dread. Whenever the players waste time on an action, they see the tension mounting and they feel what their characters feels

The rules for the bowl are pretty simple. The Tension Bowl starts out empty and different things can cause dice to be added to the bowl. Once a "trigger" happens you roll ALL the dice in the bowl (more on triggers in a second). Any time a 1 is rolled on any of the d6 from the bowl, something bad happens. This can be a set back, complication, encounter, or anything else that the DM can think of. The DM should consider preparing a list of possible complications for the scenario they want to use Tension Dice for. These complications always make things worse, they are never beneficial.

INTERACTING WITH THE BOWL

There are 3 ways to interact with the bowl.

1. Add a Die: Pick up a d6 and visibly drop it in the bowl. This happens when something increases the tension of the situation.

For example:

- In combat, add a die at the end of every round to add a feeling of inevitability.
- Failing checks or attempts towards something, in order to account for the loss of time.
- Taking cautious actions (since they would take longer), forcing them to weigh the benefits between caution and speed.
- Any time you feel the group lagging around or taking their time.

2. Subtract a Die: If someone does something to save time or reduce the chances of this bad thing from happening, maybe their efforts take away a tension die.

3. Roll the ALL the Dice: Pick up all the dice currently in the bowl and roll them. This is triggered by one of the events listed below.

TRIGGERS

The bowl can never have more than six dice in it. Once you add the sixth die to the bowl, this causes them ALL to be



rolled. One chosen player rolls all of the dice, and everyone prays for no 1's.

- The event you are trying to prevent or avoid takes place. The ritual is completed, the avalanche reaches you or the slowly fraying rope finally gives way.
- Someone does something risky, reckless, or unsafe
- When a failed check is made for something of huge importance.
- These will all depend on the situation and the feeling you are going for at the table. So pick what best fits or come up with your own.

The key to this mechanic is to figure out what the trigger is and what the complications are.

VARIANT RULES:

This system is so diverse and there are so many things you can do with it. Here are some ideas to get you going:

- You can have the player that caused the die to be added to the bowl to roll that die (just their own) and if they roll a 1 it could also trigger the big bad effect, or maybe just something bad for just them.
- If something really bad happens maybe add two dice at the same time.
- You can remove the cap of 6 dice, having the number of dice build until some story event or failed roll happens. Then you roll all of them to see what happens. The more 1's you roll, the worse it is!

DM Tip: This could also be adapted as a way to keep track of the passage of time. This works out because each Tension Die can represent 10 minutes which means when the bowl is full, that would be 1 hour.

EXAMPLES:

Here are some examples of complications and what adding tension dice would look like, including what might happen if a 1 is rolled.

Scenario: On the side of an unstable snowy mountain (just like in any movie you've seen).

- Adding Tension Die: Failed checks for silence, dropping something, talking too loud (even at the table) all could add dice into the bowl.
- Rolling a 1: Triggers an avalanche.

Scenario: Dangerous Section of Travel through a particularly cold and/or monster filled area.

- Adding Tension Die: failed perception checks, staying in the area too long looking for a quest item or treasure, taking short rests while in the area, small combats in the area. Add a Tension die each round of combat.
- Rolling a 1: Roll on the most dangerous encounter table, or if you are going for cold, have them all make a Frost Check
- Rolling multiple ones causes you to fight more difficult things or roll twice on the encounter table, taking the more difficult encounter.

USING TENSION DICE FOR TRAVEL

Traveling by day is considered Safe as is sleeping by night with a watch rotation. This forms the basis for normal travel. For each hour of travel out in the wilderness or in other dangerous locations, add a die to the bowl. For every failed survival check, add a die to the bowl. When there are 6 dice in the bowl, roll them all. So, what happens on a roll of a 1? An avalanche? The creature that's been stalking the party catches up? A random encounter? Alternatively, you can add a die for each day of travel and each night the bowl is rolled. If any 1's appear, there is an encounter that evening.

Examples:

Want to use them to keep track of time to see if the group makes it back in time? Use the dice to see if they make it. Each time a long route is taken, they get lost, or they do something safe, add a die to the bowl.

Want to use them to keep track of tension or something scary that's looming over them? (A creature attack/ catch up to them that's been stalking them). Every time they do something risky that is more "dangerous" add a die to the bowl and they try and frantically try and get through before it catches them (rolling a 1)

STACKING D6 DICE TOWER:

This is similar to the tension dice, but has a slightly more "Meta" feeling to it, so play around with what you like better. Each time a failure is made on a check during this specific part of the adventure, a die is stacked in the middle of the table (use all the same d6 type die, from the DM). Once the dice tower falls, something terrible happens (The death of a player?!? Also other things less extreme). Here are some ideas to get you started:

- Failed stealth checks add 2 dice to the tower and upon collapse the party is discovered.
- If a ritual is about to be completed and they need to do something to stop it from happening, add a die on initiative 10 and 20. Additionally, failed attempts to stop the ritual add dice.

When the tower falls, add up the values and use the total as the amount of damage taken from this thing happening to them. It could be divided among the party or all dealt to one person. For example, someone has a creature that has burrowed inside of them and they have to get it out, over time more dice are added to the tower, and when it falls, the player takes that much damage.

DM Tip: Change up what dice they are stacking... it's a lot harder to stack d8's than it is d6. Just don't try to do d4s, that's impossible!



DICE TOWER OF DOOM:

Have a dice box with a skull on it, a fancy dice tower, or just an ominous looking bowl. When something BIG is about to happen, be completely transparent with ALL the modifiers for this high stakes situation and everyone at the table will know the exact value that you or the player needs to roll. The “roller” then rolls the dice in the “Tower/ Bowl of Doom” and everyone knows what number they are looking for. The tension and anticipation is INSANE!

PHYSICAL AND MENTAL HORROR TABLES

The events that these adventurers go through in Icewind Dale would be terrifying. This is a subtle mechanic and a role play cue for players to run with. These tables will tax your players in mental and physical ways. You can have these last until the next long rest OR maybe they become a part of the character’s story and they have to shake it off over time. Treat these as additional tools that you can use to impart the feeling of horror and cold on your players.

HOW THESE TABLES WORK

So when do players roll on these tables? Use the “Extended Cold Mental and Physical Tables” to get across the feeling of an intense **duration** of cold, like being worn down over time. While the “Lingering Injuries and Terror Tables” are used more for a single **intense** moment that would be traumatic. The rules in this Manual are already punishing enough and these extra effects can feel really bad if it’s extremely difficult to remove these effects. There needs to be hope of recovering from these physical ailments or shaking off the mental ones. So you need to keep two things in mind, the duration of the effect and how you can recover or cure them.

DURATION

The duration you want these effects to last will change for different scenarios. I purposely do not give durations down below because it should be on the DM to determine the severity of how long these things last. Additionally you could allow them to repeat saving throws after a certain amount of time as well and over time they can shake it off themselves. Here’s a list of ideas for duration from longest to shortest

- Full Rest in Town
- Certain “healer” type NPCs
- Long or Short Rest
- A set duration of time (1 hour, 1 day, 1 week?)
- The creature/ source of fear is dead/ gone
- Spells like calm emotions

RECOVERY

Here are some options for recovering from an injury. This largely depends on how bad the injury is. For example, if someone has a broken limb that would have a much larger effect than just having a limp. Additionally, you could even have them progress the injury over time from a broken leg into a limp.

Physical Recovery

- Medicine check to fix it right away. Pass the check and the injury is gone.
- Multiple successful Medicine Checks. Pass the check x number of times and the injury is healed. You can limit the number of times per day this can be done.
- Multiple Medicine Checks up to a threshold value. Medicine check results are recorded by the DM and added together up to a certain threshold. Once that number is reached, the injury is fixed.
- Healing for a certain amount of hit points. The points would not go to their HP pool, but instead to the injury.
- Healing Threshold. Require a certain amount of healing to be done all at once for it to have an effect. Small amounts of healing (below the threshold) would have no effect.
- Powerful spells like Heal or Regeneration

Mental Recovery

- Wisdom saving throw given every set amount of time to shake it off themselves
- Allow allies to “help” them with this
- Magical effects from spells like Calm Emotions
- Stronger Magical effects like Remove Curse, Lesser/ Greater Restoration
- Simple things like a certain distance away from danger, or being safe in a town

THE TABLES

Here are each of the tables and when I would use them. There are 4 combinations of mental and physical both paired with a worn down effect and traumatic (combat) effect. Many of the following effects carry some form of mechanical detriment, but the real fun is being aware and weaving them into the narrative and role playing scenarios. Consider how some of these effects might alter a social encounter, or adjust the character’s reaction to a particular event. Don’t be afraid to remind a player of their effect, should a moment arise where they may have an opportunity to incorporate it.

EXTENDED COLD PHYSICAL TABLE

Physically Worn Down (Non-Combat)

Did they just fail a series of things out in the cold? Did they take an extra day to travel to the quest location? Have them make a constitution saving throw and on a fail they roll on the “Extended Cold Physical Table” to see what new ailment they have to deal with that is not as simple as an exhaustion level. Use this table to bring an extended worn down feeling to your players when they have spent days upon days out in the cold with no break. You could roll on this table in the following conditions:

- When the PCs haven’t taken a full rest in over 5 days.
- When they have failed a total of 3 frost checks since their last full rest or if they fail a frost check by 5 or more.
- As an effect from a monster or the environment.



1d8 Extended Cold Physical Table

- 1 Chronic Fatigue**
Your body has difficulty with continuous physical activity and you feel a tightness in your chest. If you do not take a short or long rest directly after a combat that lasted more than 5 rounds, you suffer one level of exhaustion.
- 2 Frozen Soul**
Your body and soul resist divine energies. Any hit points you would regain via divine healing spells are halved.
- 3 Frozen Joints**
Your joints become stiff and frigid from the cold. You have Disadvantage on dexterity based ability checks.
- 4 Frost Burn**
Painful sores cover your body and your skin is so cold and dry that it cracks, making it difficult to exhibit all of your strength. You have disadvantage on strength based ability checks.
- 5 Over-cold**
Your ears ring from the howling winds, your eyes are hard to open, and everything feels hazy. You have disadvantage on perception and survival checks.
- 6 Brain Freeze**
Your head hurts from the extended cold, all you can think about is getting warm again. You have disadvantage on all intelligence based ability checks.
- 7 Gaunt Flesh**
Your flesh has pulled tight against your skeleton, making your visage terrifying to behold. You have disadvantage on charisma based ability checks.
- 8 Cough**
You develop an uncontrollable cough that creeps up every now and then. You have disadvantage on stealth checks.

EXTENDED COLD MENTAL CHART

Mentally Worn Down (Non-Combat)

Did they just watch a creature tear apart something in a huge display of power? Do they witness the aftermath of an attack as they track it down? Did they just enter the horrifying creature's lair? Have them roll on the horror table to add a pinch of mechanics and role play into the mix to see how they react to seeing something scary or horrific. Are they worn down and mentally pushed to their limits? Make a wisdom saving throw and on a fail they roll on the "Extended Cold Mental Table". These mental fear effects are also great to help players role play their character in a different way, giving them something else to overcome or something to come together for to help their allies through what they are feeling now.

1d12 Extended Cold Mental Chart

- 1 Severely Phobic.** You acquire a severe fear of a certain creature type. (DM's choice). When you enter combat with a creature of this type, you immediately become frightened of the creature for 1 minute and must make a wisdom saving throw vs the fear DC. On a failure, you are stunned. You can repeat this Saving Throw at the end of your turn.
- 2 Dread.** You feel an overwhelming sense of dread. Until your next successful moment, you have disadvantage on all charisma, intelligence, and wisdom based ability checks.
- 3 Paranoid.** You no longer trust even your closest allies. You no longer count as a friendly creature to anyone, nor does anyone count as a friendly creature to you, in regards to abilities or spells. The only creature your beneficial spells and abilities can target is yourself.
- 4 Compulsive.** You begin to exhibit a mild, compulsive habit of the DM's choice. This can manifest as categorizing collected loot, or needing to thoroughly clean yourself after every challenge, for example. It takes you twice as long to perform any rest roles.
- 5 Moderately Phobic.** You acquire a moderate fear of a certain creature type of the DM's choice. When you enter combat with a creature of the chosen type, you must make a DC10 Wisdom Saving Throw. On a failure, you are frightened of them for one minute.
- 6 Trusting.** You become too eager to accept others at face value. You have Disadvantage on Wisdom (Insight) checks.
- 7 Doubtful.** You've lost confidence in the face of danger. You have disadvantage on attack rolls once combat starts until you land your first hit, then it subsides.
- 8 Hallucinations.** Strange visions and voiceless whispers occasionally tug at your perception. You have Disadvantage on Wisdom (Perception) checks.
- 9 Mildly Phobic.** You acquire a mild fear of a certain creature type of the DM's choice. When you enter combat with a creature of the chosen type, you become frightened of the creature for 1 round.
- 10 Broken Will.** Your willpower has crumbled, leaving your mind vulnerable. You have disadvantage on Wisdom ability checks and Wisdom Saving Throws.
- 11 Jittery.** You become easily spooked or startled. You have disadvantage on Initiative Rolls.
- 12 Distracted.** Your mind has grown scattered and easily clouded. You have Disadvantage on Intelligence ability checks.



TERROR TABLE

Mentally Traumatic (Combat)

This table is a fear table that you can use to enhance the level of horror at your table beyond the simple fear mechanics presented in the core rule set. You can give these as special effects that monsters have to trigger in others, zone wide auras, lair actions, or any other combat type effect that you want to use to get this feeling of fear across in different ways.



1d20 Terror Table

- | | |
|----|--|
| 1 | The character falls unconscious. |
| 2 | The character becomes incapacitated and spends the duration screaming, laughing, or weeping (lost their mind). |
| 3 | The character becomes frightened and must use his or her action and movement each round to get as far away from the source of the fear. |
| 4 | The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage. |
| 5 | The character experiences vivid hallucinations and has disadvantage on all ability checks and attack rolls. |
| 6 | The character experiences uncontrollable shivers, tremors or tics, which imposes disadvantage on Strength or Dexterity based attack rolls, ability checks, and saving throws. |
| 7 | The character feels compelled to repeat a specific activity over and over. This can be small RP stuff or in combat, they must repeat the same action they took last round, even if the target is already incapacitated, or attempt to cast a spell they don't have a spell slot for. |
| 8 | Whenever the character takes damage, they must succeed on a DC 15 Wisdom saving throw or be confused as per the confusion spell. This effect lasts for 1 minute. |
| 9 | The character begins babbling and is incapable of normal speech or spellcasting. |
| 10 | The character is frightened and cannot move any closer to the source of the fear. |
| 11 | The character is in a state of shock and becomes paralyzed until an ally can touch them to snap them out of it |
| 12 | The character is frightened as long as there are any hostile creatures in view |
| 13 | The character must use his or her action each round to attack the nearest hostile creature. |
| 14 | The character has the frightened condition unless they are within 10ft of an Ally. |
| 15 | The character is frightened of the source of fear until it lands a hit/ helps land a hit on the source |
| 16 | The character becomes attached to something that they see as their lucky charm (could be a person or an object) and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it. |
| 17 | The character has the frightened condition unless they are within 30ft of an Ally |
| 18 | The character suffers extreme paranoia. The character has disadvantage on wisdom and charisma based ability checks. |
| 19 | The character loses the ability to speak coherently. You can only say nouns, but you are still able to cast spells. |
| 20 | You dig deep and shake off the fear, gaining confidence to push forward. Additionally you gain advantage on your next wisdom saving throw. |

LINGERING INJURY AND MASSIVE DAMAGE TABLE

Physically Traumatic (Combat)

I have never seen a lingering injuries table that I would sign off on. The players characters bodies are something that I don't want to permanently damage or maim, unless the player is 100% ok with this happening. Some players might not want to lose a limb and if they did, they might not want to play that character anymore. So my solution? All of the options that could cause a loss of something permanent have an option for the player to choose for it to be broken instead. So, instead of their arm being chopped off, it's just broken.

REASONS TO ADD LINGERING INJURIES TO YOUR GAME:

- You want to make combat feel more perilous without actually making it more dangerous. Well, most of the time...
- Epic stories about overcoming even more odds.
- Lasting effects of combat. You shouldn't just be able to "sleep off" the effects of epic battles where you are pushed to your absolute limits. These give the players additional injuries to recover from that really makes them feel like they earned the win.
- Bad-ass battle scars.

WHAT CAUSES A LINGERING INJURY?

I personally would have it be from taking over 1/2 your max hp in damage from a single blow and I might add it in there if someone fails a death saving throw by 5 or more. Upon returning to consciousness they would roll on the table. Additionally, you can have them roll on this table in the following circumstances:

- When an enemy scores a critical hit
- As a specific monster attacks (special ability to make it more scary)
- A particularly nasty spell effect
- Losing consciousness/ any time you make a death saving throw

Variant Rule: Use this if you want to greatly reduce the frequency that this could happen to your players. Instead of them automatically rolling on the table once this physical trauma happens, you can have them make an additional DC 15 Constitution saving throw to confirm if you get a lingering injury or not. I usually use this rule so players really have to roll pretty bad to get some of these, which feels more fair.

If you are a super nice DM, then have them "roll a death save" type of check and on 10 or higher they are ok, but on 9 and lower, they roll on the Lingering Injury Table.

Depending on how bad the event was, assign a DC and have them roll a constitution check that can get increased by the severity of damage or circumstance.

LINGERING INJURIES TABLE

1d20	Lingering Injury and Massive Damage Table
1	Lose (break) a leg or foot - Your movement speed is halved and you have disadvantage on all dexterity based ability checks due to your lack of balance.
2	Lose (break) an arm or hand - You can only hold one object at a time and you can't make any two handed attacks.
3	Lose an eye (blurred vision) - You have disadvantage on sight based perception checks and ranged attacks.
4	Lose an ear (ringing in ears) - You have disadvantage on hearing based perception checks.
5	Impaled or punctured lung - You can only take an action or a bonus action while this object is inside you. Once removed you now have an "Internal Injury" (see 10 below).
6	Skull fracture or other broken bones - You have disadvantage on attack rolls and all strength, dexterity and constitution based ability checks (including spells). Additionally, you always fail concentration checks.
7	Festering Wound - Your Max HP is reduced by 1 each day.
8	Fragile - Any time you take damage, take an additional 1d6 damage of the same type.
9	Major Concussion - You have disadvantage on mental ability checks (intelligence, wisdom, and charisma checks that are not combat related).
10	Internal injury - You have disadvantage on all attack rolls.
11	Weak Point or painful scar - You take an additional 1d6 damage when hit at the point of the injury.
12	Contusion or Deep Bruise - you lose the ability to act quickly. You can no longer take a reaction.
13	Minor Concussion - You have disadvantage on intelligence based ability checks that are not combat related.
14	Broken ribs - You have disadvantage on strength and dexterity based ability checks.
15	Lose a finger (broken hand) - You have disadvantage on sleight of hand checks and any ability check that involves the use of thieves tools.
16	Limp - Your base movement speed is reduced by 5.
17	Horrible scar
18	Teeth knocked out, large scar
19	Minor small scar
20	Adrenaline Surge: You gain a number of temporary hit points equal to 1 of your hit die + your constitution modifier. Additionally, for the next two rounds you can dash as a bonus action and your strength modifier is doubled.

DM Tip: Character Creation/ Backstory

Let your players roll on this table before you start your game and see what they get. This could give them some unique flavor things, and if they are not comfortable with what they got, give them one re roll or just leave them with nothing.



RANDOM ENCOUNTER TABLES

REACTION TABLE

You encounter something that may be hostile, friendly, or a mix of thing in between. This if for those times when you don't really know how the creatures your party just ran across would act

1d12	Reaction
1	Kill/eat the PCs
2	Capture the PCs
3	Trick the PCs using result 8-10 (roll again for true intentions)
4	Call for reinforcements – then see result 7 on this table
5	Demand the PCs withdraw – if they don't subtract 1d6 to this result.
6	Withdraw to a safer location
7	Wait for the PCs to act first
8	A mutually beneficial trade
9	Mistake the PCs for allies
10	Give PCs an item/info/aid
11	Run away/ flee/ go the other way
12	Become an ally/ surrender

WHAT ARE THEY DOING? (INTELLIGENT)

Similar to the “Reaction Table” you may encounter some things that have not yet seen you. This is for determining what this creatures you have come across is currently doing (before they see you).

1d12	What is this humanoid doing?
1	Patrolling
2	Stand guard
3	Chasing/ fighting a creature
4	Inspecting a map
5	Gambling/ hobby
6	Sparring/ fighting each other
7	Cooking/ eating/ drinking
8	Singing/joking/ laughing
9	Arguing/ whispering with each other
10	Tending to their wounds (injured)
11	Drinking alcohol
12	Sleeping

WHAT ARE THEY DOING? (BEAST)

This is the exact same as above, but for creatures that are not intelligent and have more feral or animalistic minds.

1d12	What is this creature doing?
1	Sees the PC's and charges
2	Has a sent, searching for PC's
3	Sniffing around
4	Freshly killed something
5	Fighting a creature
6	Searching for food
7	Nesting/ about to sleep
8	Eating a carcass
9	Roaming around
10	Grooming
11	Licking wounds (injured)
12	Sleeping



ARCTIC CREATURES TABLE

You will run across many different kinds of creatures in Icewind Dale, this is for when you want to randomly determine what your players just encountered. I usually choose what I want my party to fight but look to this list for inspiration or add your own encounters to it.

1d20	Arctic Creatures
1	White Dragon
2	Frost Giants
3	Remorhaz
4	Frost Ooze
5	Yeti
6	Ice (water) Elemental
7	Roc
8	Undead
9	Werebears/ Werewolves
10	Ogres / Trolls
11	Snowy Owlbear
12	Mammoth
13	Saber Toothed Tiger
14	Polar Bear
15	Giant Snowy Owl
16	Ice Mephits
17	Reindeer
18	Gnolls
19	Kobolds
20	Arctic Dire Wolf

WEATHER TABLE

The frozen winds of Icewind Dale can change in an instant. This table is for you to roll on when you want to see what the day's weather will hold. I would roll on it as they plan for travel, or right when they wake up from a long or full rest.

1d20	Weather Table
1	Blizzard (-5 on next weather roll)
2	Hail Storm (-2 on next weather roll)
3-5	Snow Storm (-2 on next weather roll)
6-7	Frigid Winds
8-9	Dense Fog
10-14	Snowing/ light fog/ clear
15-19	Clear skies (+2 on next weather roll)
20	Rays of Hope (+5 on next weather roll)

ARCTIC LANDMARKS TABLE

On your travels there are many interesting and terrifying sights to see, use this to add depth to your world and decide which one of those sights you see on your travels.

1d20	Landmarks
1	Another adventuring group passes them by exchanging a casual greeting from the forest being too dangerous, you continue in to see the corpses of these same adventurers lying around a freshly extinguished campfire
2	corpses of dead animals partially burried in a strange fassion are arranged from smallest to largest (human size creature looks to be next?)
3	Ice castle with frozen blood and frozen solid bodies (Lair of Nightmare Creature?)
4	Boulder sit in the middle of the snow, it looks as if it fell or was thrown (Ogres near?)
5	A family of 4 huddled together... frozen to death
6	Massive flying creature/ bird/ dragon flies overhead
7	A frigid battle field with bodies frozen in place
8	A 500 ft high wall that is 300 ft thick and is over 3 miles long
9	A 50ft tall statue of a dwarf holding his palm up, as if to forbid travelers from coming this way
10	A tiny island in the middle of a large frigid water lake (Whats on the island? Is the lake frozen?)
11	A mile wide frozen lake with bodies frozen inside
12	A mile wide frozen lake with one singular creature frozen inside
13	A massive block of ice with a dangerous creature frozen inside
14	A massive block of ice with a gentle creature frozen inside
15	Skeleton of a huge creature sticks out of the ground forming a large canopy (safety or a creatures lair?)
16	An adventurer frozen in a block of ice w/ a magic item on them
17	Sharp spires of Chardalyn extend out of the ground forming a jagged wasteland (Lair to a Chardalyn Dragon?)
18	A hot spring of some kind of thermal vent warming a small body of water
19	Find a magical item buried in the snow/ trapped in ice
20	You find a large cavern face with dark blood across it, inside you find a singular white scaled egg... Where is the mother, what is this creature? (White dragon?)



TRAVEL TABLES TABLE

Your group is about to set off and you have no idea what you want to have them do? This table is for you to roll on... to see what table you should roll on! Tables within other tables?? Tableception...

1d12	Travel Table Tables
1	Dangerous Encounter Table
2	Travel Complications Table
3	Environmental Hazards Table
4	Mountain Encounter Table
5	Weather Table
6	Travel Encounter Table
7	Rest Encounter Table
8	Town Encounter Table
9	Tavern Encounter Table
10	Landmarks Table
11	Social Encounter Table
12	Safe Encounter Table

TRAVEL COMPLICATIONS TABLE

I really like this table because it makes their travel just that much more difficult. These situations will cause a "set back" for them to have to deal with and really hammer in that feeling of survival and the harsh wilderness of Icewind Dale!

1d12	Travel Complications Table
1	Avalanche or Blizzard
2	Start to be hunted down by a creature (unaware at first)
3	Start to be followed by an Assassin (unaware at first)
4	Baited/ led/ trapped into an ambush by creatures
5	Section of frozen land/ lake is between you and your destination (1/2 speed for the day)
6	Everyone makes a Wisdom saving throw or rolls on the "Extreme Cold Mental Table"
7	Everyone makes a Wisdom saving throw or rolls on the "Extreme Cold Physical Table"
8	One of your beasts gets sick/ cant travel till recovered (medicine/ animal handling checks to recover them?)
9	Each party member rolls a d20 on a 9 or lower they roll on the "Item Durability Table"
10	1d6 x # of party members food rations go bad
11	Everyone makes a Constitution saving throw or gets "the cold" (poisoned condition) for one full day (unless healed/ treated?)
12	You got lucky, things are gonna be ok... (or roll twice on this table)

TRAVEL ENCOUNTER TABLE

This is your bread and butter travel table that you can use for any of your travel encounter needs. There is purposefully a wide variety of encounter types on here that could go either way, so decide what feels right in the moment once you get that result

1d12	Travel Encounter Table
1	The "Creature of Nightmares" finds the party (see above explanation)
2	Creature is stalking the group and always retreats when moved towards, what is it waiting for? (moment to strike/ more to arrive?)
3	A partially eaten carcass of a large creature (Does the predator return?)
4	A huge sleeping creature blocks their travel, can they pass without waking it? (owlbear/ frost giant?)
5	A group of tribal nomads, are they hostile or friendly? (Roll Reaction Table?)
6	A Traveling salesman that tries to sell fake stuff (Magic items, Frost check gear... that doesn't work)
7	An abandoned wagon off to the side (Supplies inside? It's a trap?!)
8	You find a baby dangerous creature (Overprotective mother attacks, becomes companion?)
9	Person looking for help towards where PC's are going
10	Person coming from where PC's are heading
11	A small cute creature befriends one of the PC's and is their new familiar (what unique thing can it do?)
12	A person offering help towards where the party is going



DAINGEROUS ENCOUNTER TABLE

This is the most dangerous table of all! Roll on this table if you want to throw something nasty at your players. You can even let them know this is the table your rolling on to scare em! Maybe roll on this if they fail a travel check by more than 5?

1d12	Dangerous Encounter Table
1	Avalanche or Blizzard
2	A creature hiding in wait un-burrows itself/ breaks through ice and surprise attacks one unlucky PC
3	A woman needing help lures PC's into a trap (Hag? Shes being forced to do it?)
4	A tribe of warriors overwhelm and kidnap the party, can they escape or talk their way out?
5	A single large creature leaves dead animal in the open as bait for its next meal
6	A large flying creature(s) swoops in and attacks (trying to carry one person away?)
7	A stampede of creatures rush through the party (skill challenge to avoid being trampled?)
8	Two huge creatures battle to the death in front of the party (Do they join in?) One (or both) dies and the party is left with its corpse (White Dragon? What do they do with it? Who/ what else wants the carcass?)
9	A trap (Dex saving throw) that suspends/ nets/ traps the PC's in place (who/ what is coming?)
10	Two dueling wizards keep casting ice spells that block your path from their battle
11	A band of tribal raiders ask the party to join them on attacking a nearby village
12	A Juvenile White Dragon finds the party on its first hunt (Adult dragon watches over it?)

MOUNTAINS ENCOUNTER TABLE

Same as the Travel Table but more dangerous! This is what you should roll on while traveling in the mountains.

1d12	Mountains Encounter Table
1	Avalanche
2	Creature(s) try to lure the party into an avalanche to eat their frozen bodies (animal bait/ chase after them?)
3	Ice elementals are the source of a blizzard, must be defeated to stop blizzard
4	A song echoes through the mountains towards Bard(s) around a campfire (good or bad with enchantment music?)
5	Group of villagers fleeing from something chasing them (Single creature/ hoard/ nothing?)
6	Two opposing factions fight over treasure (bandits vs wizards / or Barbarians vs druids etc)
7	Dangerous creatures aggressively running towards party, but away from something more dangerous (Dragon/ Remorhaz/ Frost Ooze?)
8	A traveling salesman that has useful items (magic items?) BUT they only accept food rations for payment
9	A dangerous creature quickly approaches camp, but right before anything happens a horn sounds and it runs (being hunted?)
10	Lone individual asks for shelter (good? bad? important NPC?)
11	A mountaineer/ traveling cartographer roams the mountains and will help for a price
12	A cleric decked out in Cold Weather Gear offers aid to wandering adventurers (Cures stacks of exhaustion?)



TAVERN ENCOUNTER TABLE

You're in a town and walk into a bar, but what happens? This is for spicing up interactions within taverns or other buildings in town.

1d12 Tavern Encounter Table

- 1 Guards break in and begin to frisk/ inspect everyone, looking for something/ someone (do the PC's comply? are these really guards?)
- 2 A crossbow bolt flies from inside/ outside the tavern and headshot kills an NPC
- 3 A woman is in the process of giving birth in the middle of the tavern
- 4 A Bard is playing music that seems to have a strange calming effect
- 5 An Old person performing religious miracles in town to build a following to a false god
- 6 A strange individual looks to be talking to (an item) as if it is sentient... is it?
- 7 There is a Cow in the middle of the tavern, everyone is drunk and doesn't know how it got there
- 8 A member of your party is mistaken for a famous figure of some kind
- 9 A group in the back is having an arm wrestling competition
- 10 A blind man starts telling adventure stories... but the stories are about the PC's... (How does he know? Who is he?)
- 11 An annual boy band competition for free drinks judged by the patrons
- 12 Wildmagic surge Brew drinking contest, who can last the longest?

TOWN ENCOUNTER TABLE

You're just walking around the streets minding your own business... and all of a sudden! This is similar to the Tavern Encounter Table but on the streets, anything can happen...

1d12 Town Encounter Table

- 1 PC kidnap attempt
- 2 PC arrested/ falsely accused
- 3 Street merchant trying to secretly sell drugs to PC's
- 4 A man is selling potions of vitality for strangely cheap prices (Fake... poisonous?)
- 5 Someone in town has been murdered
- 6 Drunk picks a fight with PC
- 7 Bump into seemingly kind person, they steal something from PC
- 8 Manhunt being held
- 9 Someone gets mugged (or worse... executed?)
- 10 Town Crier/ Religious Zealot Speech
- 11 A child needs help finding their cat/ dog
- 12 Past (or random) NPC gives them a reward (Earned? Or mistaken for someone else?)

SOCIAL ENCOUNTER TABLE

You want your players to talk or RP with someone, roll on this table instead of a travel table, or if you just feel like they need a social encounter.

1d12 Social Encounter Table

- 1 A trusting looking individual gives false information about the groups current quest (Wants to sabotage/ join the group)
- 2 A Traveling salesman that tries to sell fake stuff (Magic items, Frost check gear... that doesn't work)
- 3 An arctic fox is being chased by hunters, it jumps into the arms of the largest party member and wildshapes back into their human form, a white haired little girl, the hunters arrive and say shes a witch that needs to be captured
- 4 A Half-Orc Druid is tending to a creature (another druid?) they have gift for players helping
- 5 An injured "dangerous" animal lies in their path (shape-shifted druid?)
- 6 Tribal nomads that react to the party however they act to them (Fight = fight or welcoming = welcoming)
- 7 Someone is freezing to death and needs food/ warmth/ shelter
- 8 A single old man traveling alone... hes quite strange
- 9 A group of fisherman struggling to catch knucklehead trout (they are too weak)
- 10 Guards on some kind of patrol, looking for? (creature/ assassin/ party/ missing caravan)
- 11 A suspicious hooded figure gathering herbs/ spell components?
- 12 "Polar Bear Club" doing ice water swimming... they are crazy!



REST ENCOUNTER TABLE

You set up camp and everything looks good? This is for seeing how those night shifts go and if they are able to sleep through the night.

1d12 Rest Encounters

- 1 Assassination attempt on a PC (or the whole group?)
- 2 Group of Adventurers need shelter (attack PC's at night)
- 3 Whoever is keeping watch notices a hunched figure standing over a sleeping party member
- 4 Whoever is keeping watch notices one party member start to sink into the ground
- 5 An annoying creature keeps messing with one PC (can't gain long rest if not dealt with)
- 6 Arctic critters (raccoon/ monkeys?) try to rifle through bags and steal food & items
- 7 One large creature starts to eat some of their rations, runs away when startled (dangerous? injured?)
- 8 There are glowing yellow eyes in the distance that anyone with darkvision can see... but when light is shines on it, there is nothing
- 9 Witch casts sleep on the PC keeping watch, leaves a potion in the center of camp (what else did she do?)
- 10 Another group of adventures set up their own camp near yours (Are the following you? On an evil mission?)
- 11 Group of Priests (or a Celestial being) wanders through the cold searching for those to help (buff? heal?)
- 12 Shooting star is spotted by a party member... make a WISH (Does it work???)

SAFE ENCOUNTER TABLE

All of these encounters are non combat related and can be used for a reward for your players. Maybe roll on this if your players succeed on their travel check by more than 5?

1d12 Safe Encounter Table

- 1 Spot the "Creature of Nightmares" but just after it kills some creatures
- 2 A man on the side of the road has broken his leg and needs help (Reward? Faking it?)
- 3 Find a dying man far too gone, he tells you that (NPC you know) had him killed/ killed them himself (is he lying?)
- 4 You stumble across an extremely powerful NPC (good/ bad/ neutral?) but they are injured and in disguise
- 5 A mount/ tamed creature tied to a post/ tree (Axe Beak mount?)
- 6 An injured baby creature that is near death (Become companion? Mother shows up and attacks?)
- 7 A group of hunters search for a specific creature to kill/ tame/ skin (Do you join in or stop them?)
- 8 Group of travelers wagon broke down and they need help repairing it (What is their cargo? Important NPC's?)
- 9 A traveling salesman with useful stuff but steep prices
- 10 Abandoned campsite with a still lit fire (who was there? Do they come back?)
- 11 A young eager adventurer wants to join the group
- 12 Enchanted animated snow man (Magic item?) only animates 1 per day for an hour (like unseen servant spell)



FROST CHECK TABLES

FROST CHECK DC

Base DC for Frost Check		Temperature
Cold	DC10	0°C
Frigid Cold	DC15	-20°C
Severe Cold	DC20	-40°C
Extreme Cold	DC25	-60°C
Deathly Cold	DC30	-80°C

Additional Frost Check DC Conditions

Elevation increase, temperature decrease, Darkness (nightfall), Windchill, Blizzard and other storms, Frigid water and wet clothes	+5 to the FC DC for each condition
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EQUIPMENT

Type	Modifier	Cost
Cold Weather Clothing Base clothing for the cold. Susceptible to item damage.	+5	10 gp
Fur Lining An additional layer of fur for your Cold Weather Clothing. Susceptible to item damage.	+5	20 gp
Blubber Insulation An additional layer of insulation for your Cold Weather Clothing. Susceptible to item damage.	+5	50 gp
Ring of Warmth Grants user an additional +5 on all Frost Checks made in Extreme & Deathly Cold temperatures.	+5	500 gp
Snow Goggles Allows the wearer to roll without disadvantage on sight, tracking, and navigation checks inside of storms.	-	5 gp
Crampons Wearer is immune to slipping on icy difficult terrain.	-	5 gp
Snowshoes Wearer can move at normal speed through snowy difficult terrain.	-	10 gp

POTIONS AND AIDS

	Modifier	Cost
Alchemical Heat Salve A warm salve rubbed on the skin or body. Effect lasts 6 hours once applied.	+5	10 gp
Warming Stone A small stone imbued with the warmth of the sun. Effect lasts 1 day once activated.	+5	20 gp
Warmth Enchantment An enchanter can enhance one of your items with the warmth of the sun. Effect lasts 1 week or more.	+5	100 gp

UTILITY GEAR

	Modifier	Cost
Torches A bundle of 5 small wooden torches. Can warm one player.	+2	1 gp
Campfire Enough wood and tinder to start a small campfire. Provides warmth bonus to the entire party.	+2	2 gp
Insulated Tent A warm, insulated tent for two. Provides warmth to two medium creatures. Susceptible to wear.	+5	50 gp
Insulated Shelter A portable shelter that fits up to 5 medium creatures. Susceptible to wear.	+10	200 gp

1d8 ITEM DURABILITY ROLL TABLE

1	A magic item becomes frozen
2	A potion freezes and shatters (broken)
3	A potion becomes frozen until thawed
4	Armor or shield becomes broken
5	A weapon becomes frozen
6	A mundane item becomes frozen
7	A mundane item becomes damaged
8	Nothing Happens

HAZARD DAMAGE SEVERITY BY LEVEL

Character Level	Setback	Dangerous	Deadly
1-4	1d10	2d10	4d10
5-10	2d10	4d10	10d10
11-16	4d10	10d10	18d10
17-10	10d10	18d10	24d10



TRAVEL TABLES

TRAVEL SPEEDS

	Speed (mph)	Daily travel speed (mpd)	Mountain travel speed (mpd)
Polar Bear	1/2	3	1
Two Polar Bears	1	6	3
Axe Beak	2	12	6
Dogs (1 or 2)	1	6	3
Dogs (3 or 4)	2	12	6
Dogs (5 or 6)	3	18	9
Snow Shoes	1/2	3	1
Base	1/4	1	1/2

TERRAIN TYPE

TERRAIN TYPE	DC
Well traveled area	5
Outskirts / Less traveled areas	10
Wilderness	15
Mountains	20
Modifiers for Travel DC	
Dusk, dawn, snow / hailstorms, Icy surface, Frigid Wind	+5
Darkness (night), Blizzards	+10

SLEDS

Sled Size	Cost	Weight	# of drivers	# of passengers	Max # of harnesses	# of dogs needed	# bears needed
Small	20	100	1	0	4	1	1
Large	50	300	2	2	6	2	1
Huge	300	600	2	4	2	-	1

BEASTS OF BURDEN

	Carry capacity (Lbs)	Purchase Cost (gp)	Rent /day (gp)	Food Needs (lbs/day)	FC Modifier
Polar Bear	2000	500	50	8	+25
Axe Beak	600	200	20	4	+20
Dogs	300	300	20	1	+15

MODIFIERS FOR TRAVEL CHECK

MODIFIERS FOR TRAVEL CHECK	DC
Areas previously traveled	+5
Areas mapped by a Cartographer	+5
Hired guide	+5
Magic guiding effects	+5



EXTENDED COLD TABLES

1d12 EXTENDED COLD MENTAL CHART

- 1 **Severely Phobic.** You acquire a severe fear of a certain creature type. (DM's choice). When you enter combat with a creature of this type, you immediately become frightened of the creature for 1 minute and must make a wisdom saving throw vs the fear DC. On a failure, you are stunned. You can repeat this Saving Throw at the end of your turn.
- 2 **Dread.** You feel an overwhelming sense of dread. Until your next successful moment, you have disadvantage on all charisma, intelligence, and wisdom based ability checks.
- 3 **Paranoid.** You no longer trust even your closest allies. You no longer count as a friendly creature to anyone, nor does anyone count as a friendly creature to you, in regards to abilities or spells. The only creature your beneficial spells and abilities can target is yourself.
- 4 **Compulsive.** You begin to exhibit a mild, compulsive habit of the DM's choice. This can manifest as categorizing collected loot, or needing to thoroughly clean yourself after every challenge, for example. It takes you twice as long to perform any rest roles.
- 5 **Moderately Phobic.** You acquire a moderate fear of a certain creature type of the DM's choice. When you enter combat with a creature of the chosen type, you must make a DC10 Wisdom Saving Throw. On a failure, you are frightened of them for one minute.
- 6 **Trusting.** You become too eager to accept others at face value. You have Disadvantage on Wisdom (Insight) checks.
- 7 **Doubtful.** You've lost confidence in the face of danger. You have disadvantage on attack rolls once combat starts until you land your first hit, then it subsides.
- 8 **Hallucinations.** Strange visions and voiceless whispers occasionally tug at your perception. You have Disadvantage on Wisdom (Perception) checks.
- 9 **Mildly Phobic.** You acquire a mild fear of a certain creature type of the dms choice. When you enter combat with a creature of the chosen type, you become frightened of the creature for 1 round.
- 10 **Broken Will.** Your willpower has crumbled, leaving your mind vulnerable. You have disadvantage on Wisdom ability checks and Wisdom Saving Throws.
- 11 **Jittery.** You become easily spooked or startled. You have disadvantage on Initiative Rolls.
- 12 **Distracted.** Your mind has grown scattered and easily clouded. You have Disadvantage on Intelligence ability checks.

1d8 EXTENDED COLD PHYSICAL TABLE

- 1 **Chronic Fatigue**
Your body has difficulty with continuous physical activity and you feel a tightness in your chest. If you do not take a short or long rest directly after a combat that lasted more than 5 rounds, you suffer one level of exhaustion.
- 2 **Frozen Soul**
Your body and soul resist divine energies. Any hit points you would regain via divine healing spells are halved.
- 3 **Frozen Joints**
Your joints become stiff and frigid from the cold. You have Disadvantage on dexterity based ability checks.
- 4 **Frost Burn**
Painful sores cover your body and your skin is so cold and dry that it cracks, making it difficult to exhibit all of your strength. You have disadvantage on strength based ability checks.
- 5 **Over-cold**
Your ears ring from the howling winds, your eyes are hard to open, and everything feels hazy. You have disadvantage on perception and survival checks.
- 6 **Brain Freeze**
Your head hurts from the extended cold, all you can think about is getting warm again. You have disadvantage on all intelligence based ability checks.
- 7 **Gaunt Flesh**
Your flesh has pulled tight against your skeleton, making your visage terrifying to behold. You have disadvantage on charisma based ability checks.
- 8 **Cough**
You develop an uncontrollable cough that creeps up every now and then. You have disadvantage on stealth checks.



HORROR TABLES

1d20 TERROR TABLE

- 1 The character falls unconscious.
- 2 The character becomes incapacitated and spends the duration screaming, laughing, or weeping (lost their mind).
- 3 The character becomes frightened and must use his or her action and movement each round to get as far away from the source of the fear.
- 4 The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
- 5 The character experiences vivid hallucinations and has disadvantage on all ability checks and attack rolls.
- 6 The character experiences uncontrollable shivers, tremors or tics, which imposes disadvantage on Strength or Dexterity based attack rolls, ability checks, and saving throws.
- 7 The character feels compelled to repeat a specific activity over and over. This can be small RP stuff or in combat, they must repeat the same action they took last round, even if the target is already incapacitated, or attempt to cast a spell they don't have a spell slot for.
- 8 Whenever the character takes damage, they must succeed on a DC 15 Wisdom saving throw or be confused as per the confusion spell. This effect lasts for 1 minute.
- 9 The character begins babbling and is incapable of normal speech or spellcasting.
- 10 The character is frightened and cannot move any closer to the source of the fear.
- 11 The character is in a state of shock and becomes paralyzed until an ally can touch them to snap them out of it
- 12 The character is frightened as long as there are any hostile creatures in view
- 13 The character must use his or her action each round to attack the nearest hostile creature.
- 14 The character has the frightened condition unless they are within 10ft of an Ally.
- 15 The character is frightened of the source of fear until it lands a hit/ helps land a hit on the source
- 16 The character becomes attached to something that they see as their lucky charm (could be a person or an object) and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.
- 17 The character has the frightened condition unless they are within 30ft of an Ally
- 18 The character suffers extreme paranoia. The character has disadvantage on wisdom and charisma based ability checks.
- 19 The character loses the ability to speak coherently. You can only say nouns, but you are still able to cast spells.
- 20 You dig deep and shake off the fear, gaining confidence to push forward. Additionally you gain advantage on your next wisdom saving throw.

1d20 LINGERING INJURY AND MASSIVE DAMAGE TABLE

- 1 **Lose (break) a leg or foot** - Your movement speed is halved and you have disadvantage on all dexterity based ability checks due to your lack of balance.
- 2 **Lose (break) an arm or hand** - You can only hold one object at a time and you can't make any two handed attacks.
- 3 **Lose an eye (blurred vision)** - You have disadvantage on sight based perception checks and ranged attacks.
- 4 **Lose an ear (ringing in ears)** - You have disadvantage on hearing based perception checks.
- 5 **Impaled or punctured lung** - You can only take an action or a bonus action while this object is inside you. Once removed you now have an "Internal Injury" (see 10 below).
- 6 **Skull fracture or other broken bones** - You have disadvantage on attack rolls and all strength, dexterity and constitution based ability checks (including spells). Additionally, you always fail concentration checks.
- 7 **Festering Wound** - Your Max HP is reduced by 1 each day.
- 8 **Fragile** - Any time you take damage, take an additional 1d6 damage of the same type.
- 9 **Major Concussion** - You have disadvantage on mental ability checks (intelligence, wisdom, and charisma checks that are not combat related).
- 10 **Internal injury** - You have disadvantage on all attack rolls.
- 11 **Weak Point or painful scar** - You take an additional 1d6 damage when hit at the point of the injury.
- 12 **Contusion or Deep Bruise** - you lose the ability to act quickly. You can no longer take a reaction.
- 13 **Minor Concussion** - You have disadvantage on intelligence based ability checks that are not combat related.
- 14 **Broken ribs** - You have disadvantage on strength and dexterity based ability checks.
- 15 **Lose a finger (broken hand)** - You have disadvantage on sleight of hand checks and any ability check that involves the use of thieves tools.
- 16 **Limp** - Your base movement speed is reduced by 5.
- 17 **Horrible scar**
- 18 **Teeth knocked out, large scar**
- 19 **Minor small scar**
- 20 **Adrenaline Surge:** You gain a number of temporary hit points equal to 1 of your hit die + your constitution modifier. Additionally, for the next two rounds you can dash as a bonus action and your strength modifier is doubled.

