

SATURDAY SHORTS

IN AN ICY COLD SAVAGE LAND YOU NEED EQUALLY COLD AND SAVAGE NEW RULES.

Anything custom to this campaign or homebrew will be found here.



SATURDAY SHORTS

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HELPFUL & CAMPAIGN SPECIFIC LINKS

- [Whitefaire Adventurer's Guide](#)
- [dndbeyond campaign link](#)
- [Player's Handbook 5e](#)

I'LL ADD TO THIS AS WE GO ON, IT WILL BE AN
EVER GROWING RESOURCE FOR THE CAMPAIGN...

ENVIRONMENTAL HAZARDS

While the enemies are bad enough, the cold environment which Frost Giants thrive in can present its own challenges. The cold and ice will be hard enough to conquer for many adventurers even before they start to fight. The general rules for Environmental Hazards can be found below - any specific environmental hazards which are present in each area will be explained at the time. These rules are taken in part from The Whitefaire Adventurer's Guide.

Travelling in snow is slow, difficult and demanding. It requires specialist equipment and skills even to make progress in these environments. Ponies, donkeys and other non-specialist pack animals can survive cold weather but they travel slower in the deeper drifts.

Average movement speed without specialist gear for an adventuring party is half of the average given in the Player's Handbook for walkers and animals when walking in snow. In addition, if a character wants to sprint, they must make a DC10 Strength (Athletics) check, otherwise they move at half speed for the sprint move as well.

TRAVEL PACE IN SNOW DISTANCE TRAVELED PER...

Pace	Minute	Hour	Day	Effect
Fast	120 ft.	1 & 1/4 mi.	10 mi.	-5 to Passive Perception.
Normal	60 ft.	1 Mi.	8 mi.	No effect
Slow	30 ft.	1/2 Mi.	5 mi.	Able to use stealth

SNOWSHOES

The first piece of equipment that almost all travellers will use when traveling across snow is a pair of snowshoes. These simple devices, which distribute the weight of the walker over a much larger area, allow them to move much quicker. When a character is wearing snow-shoes, they can move at the speeds given in the Player's Handbook when travelling in snow. Please note that your characters cannot sprint while wearing snowshoes.

In heavy snow, the characters will move at the speed given for travel pace in snow. Characters also cannot sprint while they are wearing snowshoes in heavy snow. If a character needs to tie their snowshoes in haste, for example while camping, they must pass a DC10 sleight of hand check to do so. Otherwise they will move at the normal character speeds in snow.

BLIZZARDS, SNOWFALL, SLEET, AND HAIL

The weather is as deadly an opponent as any monster, especially in the deepest of winter. Blizzards can fill the air and swirl around an adventurer, blocking their sight and chilling their bones.

Snowfall can do all the same thing, but also sit like a blanket upon travellers and slow them yet further.

Sleet is often worse, as it is often accompanied by a sharp wind, which soaks clothes and then freezes the people within them.

Hail can be particularly brutal, a pelting rain of ice-shards which sometimes hit hard enough to cut skin and tear clothes. Adventurers who are hit by this kind of brutal shower will mostly seek cover from this weather.

To push on would invite disaster

SNOW AND FOG

- **Snow** fills the air and blocks sight and sound at any significant distance. Creatures have disadvantage on **Wisdom** (Perception) checks that rely on sight and hearing. Any survival check for tracking or navigating are at a *disadvantage*.
- **Fog** merely swirls and blinds a character, but leaves their hearing still clear. Creatures have *disadvantage* on **Wisdom** (Perception) checks that rely on sight. Any survival check for tracking or navigating are at *disadvantage*.

BLIZZARDS

- **Blizzards** wrap around a creature, blinding and deafening those unfortunates to everything around them. At the same time, the sharp wind and swirling snow chills the body sharply, causing injury to all of those who are not prepared and often, even to those who are. Creatures trapped in blizzards have *disadvantage* on **Wisdom** (Perception) checks that rely on sight and hearing. Any survival checks for tracking and navigating are at *disadvantage*. In addition to this, the characters have to take a **DC12 Constitution Check** for every hour they spend within a blizzard without cover. On a fail, they take **1D6** cold damage.

RESTING IN SNOW AND ICE.

Without preparation and skill, resting in the snow at night can be lethal. The temperature drops, clothes freeze, bodies cool to their deaths. If creatures try and sleep in the open air, they must all take a **DC12 Constitution check**. If they fail, they do not recover any hit points for their rest and take **1D12 cold** damage. If creatures are able to raise some light cover, such as a light tent or simple lean-to hut, then the resting creatures need to take a **DC10 Constitution** check. If this check is failed, the creature awakens with a level of exhaustion. If the creatures are able to find substantial cover such as an existing cabin, raising an igloo, or spells such as Leomund's Tiny Hut, then they can rest as normal.

ICE LAKES

Ice Lakes are one of the most beautiful and deadly features of Whitefaire. Ranging from the simple banks of a small pond, to the great open spaces of the Melt-Basin lake to the North, they are a wide area of flat clear land amongst the hills and valleys of Whitefaire. Frozen lakes offer both lethal danger and excellent opportunity.

During the winter, when the ice is solid, fisherman and ice hunters can find excellent prey beneath the frozen surface. Frozen rivers also work as highways for dogsled caravans, and huskies are easily able to make great time across these flat frozen areas. Nonetheless, the dangers are clear.

ICE LAKES CONT...

Thin ice looks the same as thick ice, and it only takes a moment for a sled and a dog to vanish into the freezing water. After this, frantic scrabbling from beneath the ice will follow and then ... nothing else. There is rarely even a body to recover until the great melt of the spring. Such is the fate of those who fall in the deep, freezing water.

When the adventurers encounter an ice-lake, the GM can roll to find out it's condition. The adventurers should make a Wisdom (Survival) check every 30 ft. to see if anything gives way beneath them, based on the DC's given on the chart below.

CONDITION OF THE ICE

D6 Condition of the Ice	DC
1 Extremely thin.	DC18
2 Thinning ice	DC15
3 Beginning to show cracks	DC12
4 Solid and strong	DC8
5 Newly frozen	DC5
6 Rock solid permafrost	No check required

If the creature should fall in, then they are classed as drowning (see the Dungeon Master's Guide and will take an additional D6 cold damage for every round that they are trapped within the frozen lake. They will need to take another survival check at the same DC to see if they can escape from the ice, or swim back to the hole which they fell through.

When fighting on frozen lakes, damage to the lake's surface from fire spells or effects can lower the condition of the ice either in places or throughout the lake. Every 10 points of fire damage will lower the condition of the ice in that area by one category. Accordingly, the condition of the ice can be improved with the use of cold magics - refreezing the ice and strengthening it if it is weak. Every 10 points of cold damage will improve the condition of the ice in the affected area by one category

ICE-CLIMBING

Sometimes the only way to reach certain areas will be to scale the ice-climbs that surround them. This is an exceptional dangerous operation, requiring in equal parts strength, skill and luck. Ice-sheets are known to collapse while being climbed, and one mis-placed axe blow can shatter a carefully frozen ice wall into a thousand pieces with a climber still upon it.

Holding a grip requires strength to drive an ice-axe into the wall over and over again, while trusting that the ropes that you are carrying will support your weight. Even for experienced climbers in Faerun, such as the Harlech Rangers, scaling an ice-cliff is something that is done with deadly seriousness and focus. Oft-times, all of those who start climbing will not get to the top, but end up as broken reminders of the ice-cliffs danger at its base.

Climbing an ice-cliff uses the rules for climbing as per the Player's Handbook, with the following additions. First, each climber must have an ice-axe or similar piercing weapon they can use in this role. Each climber must also have a set of crampons to climb with - otherwise the icecliff to be climbed is classed as impassable terrain. Even the best rock-climber could not climb the slippery and treacherous surface of an ice-cliff without the correct equipment.



SPECIALIZED EQUIPMENT

In this section you will find details for the various specific weapons and equipment which adventurers can find and use in Whitefaire. This equipment is available in many of the towns, along with the wide range of other gear that is available throughout Faerun.

WEAPONS

Weapon	Cost	Damage	Weight	Properties
Ice Axe	1gp	1d6 piercing	1lb	This axe gives advantage when used in conjunction with a Strength (Athletics) climbing check.
Ice Spike	1sp	1d4 piercing	3lb	This spike gives advantage when used in conjunction with a Strength (Athletics) climbing check. Single use only. Finesse. Thrown (30/50).
Frostkin Axe	10gp	1d8 slashing	3lb	Thrown (10/30)
Boar Spear	5gp	1d8 piercing	3lb	Versatile (1d10)
Snowball	0	0	1/8lb	Thrown (30/90)

EQUIPMENT

Item	Cost	Weight
Climber's Rope	1gp	3lb
Warm Cloak	1gp	1/2lb
Winter Furs	2gp	1lb
Snowshoes	5sp	3oz
Set of Cross-Country Skis	5gp	5lb
Snow Shovel	1gp	2lb
Storm Tent	3gp	12lb
Snow Goggles	5sp	1/2lb
Snow Wanderer's Pack	6gp	1/2lb

Climber's Rope: Any Strength (Athletics) climbing checks or Dexterity (Sleight of Hand) checks used with this rope will be at advantage.

Warm Cloak: These warm furs allow a wearer to add 2 to the results on Constitution checks or saving throws in relation to the cold conditions.

Winter Furs: These padded and warm clothes allow a wearer to roll with advantage on checks or saving throws when suffering cold damage.

Snow Shoes: When a character is wearing snow-shoes, they can move at the normal speeds given in the Player's Handbook when travelling in snow. In heavy snow, the characters will move at the speed given for travel pace in snow. Characters also cannot sprint while they are wearing snowshoes

Set of Cross-Country Skis: Character can move across clear snowfields at double their normal travel speed, if they pass a DC10 Strength (Athletics) check. If this is failed, they move at normal speed.

Snow Shovel: When making any Wisdom (Survival) checks involving building or moving snow (for example, building an igloo) the check can be made with advantage.

Storm Tent: Any character resting within the storm tent counts as being protected from all weather conditions during the night. The maximum occupancy of the tent is four.

Snow Goggles: When in snowy or icy conditions, this character does not suffer any disadvantages to their Wisdom (Perception) checks from these conditions.

Snow Wanderer's Pack: This pack contains a climber's rope, a warm cloak, snow shoes, snow goggles, five ice spikes and one ice axe

SNOWBALL FIGHTS

Snowball fights are a staple of Whitefaire entertainment, and people of all ages enjoy these racous affairs at the start of winter. Entire villages will have snowball fights as mid-winter festivals, enjoying the short sunshine of the day. Snowball fights take place in the same manner as any other combat, with the following rule changes: Snowballs cause no damage to hitpoints and follow the rules given in the weapons section. However, when someone is struck by a snowball, they must make a DC3 Constitution saving throw. Each additional snowball they are hit by increases the DC of this saving throw by D3, and this is a culmulative score as the snowball fight continues. When a character fails their Constitution saving throw, they are out of the fight because they are too cold to continue. Combat continues until there is only one, rather cold, fighter left! DM's are free to award experience points if they feel they are appropriate!