



Justin Weaver's

Snowhaven

SNOWPUNK FANTASY
SUPPLEMENT FOR
5E

The Climate of Snowhaven

Snowhaven is home to the coldest weather found anywhere in the world. Year-round snowfall blankets the region, and only the hardiest of plants and evergreen trees break through the snowbanks. Apart from a few weeks in summer, the region is in a constant state of Extreme Cold (DMG, P. 110). Most native creatures are adapted to resist the cold or are completely immune to it.

Snowdrifts

Snowdrifts cover the region, and can be over six feet deep. Snowdrifts are always considered Difficult Terrain (PHB, P. 182) and fighting in Snowdrifts causes all combatants to have a Disadvantage on Initiative checks. Trudging through snowdrifts is taxing, and creatures moving through snowdrifts for more than four hours must make a Constitution Saving throw at DC 10 or suffer one level of Exhaustion. Continuing further requires another check every two hours.

Less than a foot of snow is considered a Light Snowdrift, while more than a foot of snow is considered a Heavy Snowdrift. Small creatures have a Disadvantage on Athletics checks and Dexterity Checks related to movement in all snowdrifts, while Medium and Large creatures only suffer those effects in Heavy Snowdrifts. Much of the nearby land is covered in Light Snowdrifts in late spring and summer, deepening into heavy snowdrifts during fall and winter.

Snowdrifts can conceal other Wilderness Hazards, such as Thin Ice over Frigid Water (DMG, P. 110), small crevices (As simple pit traps, DMG P.122), or even Quicksand (DMG, P.110). Spotting such Hazards requires an Intelligence (Nature) Check at DC 15 if they are covered by Light Snowdrifts and DC 20 if covered by Heavy Snowdrifts. Thin Ice can only be covered by Light Snowdrifts and has a weight tolerance of 2D10 x 10 pounds per 10-foot-square area when so concealed.

Snowshoes remove the Disadvantage on Athletics Checks and Dexterity Checks related to movement while in snowdrifts, but not the Disadvantage on Initiative.

Walking through Snowdrifts can lead to Trench Foot and Frostbite.

Exposed Ice

Some snowbound rivers and glaciers in the region are exposed in late spring and throughout summer. Ice sheets in exposed rivers have a 50% chance of being Thin Ice (DMG, P.110) in Spring and 75% in Summer, and may also be Slippery Ice (DMG, P.110), especially in sunny weather. Water beneath the Ice is always considered Frigid Water (DMG, P.110). Falling into Frigid Water can inflict Chilldeath.

Snowfall

Every two or three days, Snowhaven will have a Light Snowfall. Light Snowfall makes areas further away than thirty feet Lightly Obscured (PHB, P.183), and will deepen any snowdrifts over the course of 1D6 hours. Any clothing not waterproofed will become wet after two hours in a Light Snowfall due to melting snow. About twice a week, a Heavy Snowfall will blanket the region. Like a heavy rainstorm, a Heavy Snowfall is Heavy Precipitation (DMG, P.110) and will deepen snowdrifts over the course of an hour. Any garment not waterproofed will become wet after an hour in heavy snowfall due to melting snow. Any creature not immune to cold caught in a Heavy Snowstorm must succeed at a DC 15 Constitution Save every hour or suffer one level of Exhaustion (PHB, P.291) and the Chilldeath condition.

Blizzards

Blizzards usually happen once a fortnight in every season save summer, and count as Heavy Precipitation with Strong Winds (DMG, P.110). The affected area is considered Heavily Obscured (PHB, P. 183). Heavy snowfall will deepen any Snowdrifts and soak any garment not waterproofed within half an hour. Creatures caught in a Blizzard who are not immune to cold must succeed at a DC 18 Constitution Saving Throw every half hour, or acquire Chilldeath while suffering one level of Exhaustion (PHB, P. 291).

Ice Storms

Ice Storms are rare but can be deadly. They are more common in summer, particularly when warmer winds from the South meet the perpetually frigid air of the northern mountains but can occur in any season. Falling shards of ice rain down like arrows from the heavens, inflicting 1D4 Cold and Piercing Damage per minute of exposure. At DM's discretion, these storms may also damage clothing and non-metallic armor. During an Ice Storm, melting ice will soak any gear not waterproofed within fifteen minutes of exposure. Creatures caught in such conditions and not immune to cold damage must make a Constitution Save at DC 20 every half hour, or gain the Chilldeath condition and a level of Exhaustion (PHB, P.291). Such storms also include Strong Winds and Heavy Precipitation (DMG, P. 110) and can give rise to lightning strikes.

Some Ice Storms arise supernaturally. Against such storms, casting Dispel Magic against a Sixth Level Spell (DC 20 Dispel Check) may be effective at DM's discretion. Success converts the Ice Storm into a Light Snowfall. Such spells have no effect on a naturally occurring Ice Storm.

Avalanches

After any snowfall, unsettled snowdrifts at higher elevations can shift suddenly, cascading down mountains, falling over glaciers or rolling down hills in a flood of snow which sweeps up anything in its path. Avalanches can occur naturally or be set off by explosions from firearms, evocations like Fireball, and any sonic effect. Avalanches cannot be dodged unless the characters can fly, and last 3D6 rounds once triggered, falling from their point of origin at a rate of 1D6 x 100 feet per round. Most creatures have only a single round's warning once an avalanche begins before being struck.

Avalanches can be detected with a DC 18 Wisdom (Perception) check the round after they are triggered. Failure causes a Disadvantage to both Saving Throws below.

Any creature struck by an avalanche suffers damage as per a Dangerous Hazard (DMG P. 249), evenly split between Cold and Bludgeoning Damage, and can be pushed 1D10 feet away from their original position per round the avalanche persists. Creatures hit by an avalanche must make a Strength Save at DC 15 to keep from being knocked prone, and then make a Constitution Save at DC 20 to halve the damage taken from the avalanche. Succeeding at both Saving Throws enables the creature to stay close to the surface, though they will be Restrained (PHB, P. 292) by the debris once the Avalanche ends. Failing at the Constitution Saving Throw buries the creature in 1D6+1 feet of snow. Failing at the Strength Saving throw buries the creature in 2D6+2 feet of snow in addition to knocking them prone. Failing at both Saving Throws leaves the creature prone and buried under 3D6+3 feet of snow, and they must make a Constitution Save at DC 15 or be knocked Unconscious. Any creature buried in snow that is not immune to cold must also make a DC 20 Constitution Save. Failure gives the creature a level of Exhaustion and the Chilldeath condition, and they must also make a Constitution Save against Frostbite at the same difficulty.

Any creature caught in an avalanche cannot free themselves until the avalanche ends. Those close to the surface and Restrained (PHB, P. 292) by debris can free themselves with a DC 10 Strength (Athletics) check. Those buried under the snow and not prone know which direction is up, and can make a Strength (Athletics) Check DC 10 +1 per foot of snow burying them to free themselves, with success moving 1 foot of snow, repeating the check once per round until they reach the surface. Creatures knocked prone by the avalanche must orient themselves with a Wisdom (Survival) Check at DC 10 to know which direction is up, after which they can also attempt to free themselves with the same extended Strength (Athletics) check above. Attempting to escape being buried alive this way is grueling, and creatures so buried must make Constitution Save at DC 15 after every 2 rounds of digging, or gain a level of Exhaustion (PHB, P. 291). Creatures buried deeper than 10 feet cannot free themselves. All creatures buried under the snow start suffocating (PHB, P. 183) after being buried for more than 2D6 rounds.

Moving around on unsettled snow in the aftermath of an avalanche is treacherous, as the snowpack can give way without warning. Unsettled Snow is considered Difficult Terrain (PHB, P. 182) and Medium or larger creatures moving across unsettled snow must make a Dexterity save at DC 15 every round, or fall 1D4+1 feet into the snow, which is thereafter treated as Quicksand (DMG, P. 110). Searching for creatures buried in the snow is a Wisdom (Perception) check, DC 10 to find any creature buried in less than 5 feet of snow, DC 12 to discover creatures in 5 to 10 feet of snow, and DC 15 to locate any creature buried deeper than 10 feet. Looking for any creature actively trying to free themselves gives an Advantage on the check. Freeing other creatures buried by an avalanche is a DC 15 Strength (Athletics) Check that may be attempted once per round and can benefit from teamwork. Each successful check clears 1D4 feet of snow from the buried character.

Maladies of Frost and Snow

Residents of Snowhaven must contend with many ailments unique to their frozen environs, including several conditions largely unknown outside the uttermost North. Creatures native to the environment or immune to cold never contract these maladies. Conversely, cold-blooded creatures from warmer climates are at a Disadvantage on all Saves against all these maladies except for Snow Blindness and Snow Glare.

Snow Blindness

On clear days, the white, featureless snow stretching as far as the eye can see can cause Snow Blindness, which gives a Disadvantage to all Wisdom (Perception) checks involving Sight. In bright conditions, any creature making that check must also make a Constitution Save against Snow Glare at a DC of 12 or be blinded for 1D6 rounds. Snow Goggles protect the eyes from both Snow Blindness and Snow Glare, but limit vision to 10 feet while worn.

Trench Foot

Trench Foot was first discovered during the founding days of Snowhaven, when workers were digging wall trenches, and regularly spent days up to their knees in freezing water. Trench Foot is easily treated but can be crippling if left to fester. Any character walking through Snowdrifts, wading through water, or whose footgear is allowed to remain wet for prolonged periods is at risk of Trench Foot. Anyone exposed to these conditions more than four hours must succeed at a DC 15 Constitution Saving Throw, making the same save every two hours thereafter. This Save is at a Disadvantage in Extreme Cold or Frigid Water (DMG, P. 110). Failing such a Save inflicts one level of Exhaustion and the Trench Foot condition, which halves movement rates and imposes a Disadvantage on all Initiative checks and Dexterity Checks relating to movement as the creature loses sensation in their feet. Taking damage to the feet while afflicted with Trench Foot also increases the difficulty of any check to avoid infection by 5. Trench Foot is diagnosed with a Wisdom (Medicine) check at DC12. Trench Foot is cured by removing wet footgear and allowing the feet to dry while gradually warming them over a Long Rest. Any spell that can cure disease can cure Trench Foot.

Frostbite

A common occurrence in northern climates, Frostbite occurs when the extremities are exposed to Extreme Cold for prolonged periods. Any creature exposed to Extreme Cold must make a Constitution Saving Throw once per hour, at DC 10 +1 for every accumulated hour of exposure beyond the first. Wearing protective winter garb grants an Advantage, though wet protective gear gives a Disadvantage instead. Success means the character only has Frostnip, which only reddens and slightly numbs the affected area. Failing the Saving Throw means the creature has contracted Frostbite in the affected extremity, taking 2D6 Cold Damage. The DM should roll a D4, with 1 & 2 for the left and right hands, and 3 & 4 for the left and right feet. Frostbite imposes a Disadvantage on all Dexterity Checks using the affected limb due to numbness. Frostbitten areas are pale and feel frozen to the touch, and are often completely numb. Failing a second Frostbite Saving Throw on the same limb inflicts a further 2D6 of cold damage and results in a condition the people of Snowhaven call Frostrot, as the cold penetrates deep into the limb, turning the skin black and blue and making any checks involving the affected limb fail automatically. Frostrot in one foot halves movement speed, and in both feet makes walking almost impossible.

Any form of Frostbite can be diagnosed with a DC 12 Wisdom (Medicine) or Wisdom (Survival) Check. Frostnip goes away after a Short Rest in a warm area. Frostbite is cured with a DC 15 Wisdom (Medicine) or Wisdom (Survival) check, and involves slowly and painfully reheating the affected limb over a fire during a Long Rest, being careful not to burn the afflicted area. Frostbite can also be reduced to Frostnip with any spell that heals all the cold damage sustained. Frostrot requires medical attention. Curing Frostrot without magical healing requires a DC 20 Wisdom (Medicine) check to avoid permanent disability in the affected limb. Successful treatment of Frostrot without magic always requires weeks of recovery. Any spell that cures disease can cure any form of Frostbite but cannot protect against falling victim to it in the future.

Chilldeath

Chilldeath is the deadliest of all cold – related maladies. Chilldeath causes its victims to gradually lose their body heat until they literally freeze to death. Warning signs of Chilldeath are uncontrollable shivering, slowed breathing, slurred speech, clumsiness, and confusion. Any Failed Saving throw against Frigid Water or Extreme Cold (DMG P.110) inflicts the Chilldeath Condition, as do failed Saving Throws caused by exposure to Heavy Snowfall, Blizzards, and Ice Storms, or being buried alive during an Avalanche. Powerful Cold – based attacks can also require a Constitution Save against Chilldeath at the DM's discretion. Any creature exposed to Extreme Cold while wearing wet garments is at a Disadvantage on all Saving Throws against Chilldeath. This penalty also applies if the character has exerted themselves at the DM's discretion, as sweat freezes on their skin.

Once a Creature has Chilldeath, they suffer a Disadvantage to Dexterity, Intelligence, and Wisdom checks, as cold numbs their limbs and addles their wits. Afflicted creatures must continue to make Constitution Saving Throws against Chilldeath every half hour at a DC of 15 + their Exhaustion Level. Being exposed to Extreme Cold without protective gear or in wet clothing reduces the interval between saving throws to once every 5 minutes, as does falling Unconscious on snow, ice, or any other cold surface. Success means no immediate ill effects, while failure inflicts an additional level of Exhaustion. Creatures must continue to make saving throws against Chilldeath as long as they are exposed to Extreme Cold or Frigid Water.

Diagnosing Chilldeath requires succeeding at a Wisdom (Medicine) Check with a DC of 15 - afflicted Character's level of Exhaustion. Treatment for Chilldeath involves getting out of the cold, changing out of wet garments and into dry clothing, and gradually warming up over a Long Rest. After such treatment, the character will lose the Chilldeath condition but will still have any Exhaustion acquired. Any spell that can cure disease can cure Chilldeath, but Chilldeath can return if the creature remains in Extreme Cold conditions.

