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WILDERNESS DRESSING: SNOW & ICE



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WILDERNESS DRESSING: SNOW & ICE

Tired of glossing over the details of your PCs' overland journey (except for the inevitable, violent random encounters)? Want to add in minor features of interest to their journeys? Want to make their journeys seem more "real"? Then Wilderness Dressing is for you! Each instalment in the line focuses on a different type of wilderness or a feature therein and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of Wilderness Dressing presents loads of great features and details to enliven travel through the extreme frozen north or south. Designed to be used both during preparation or actual play, Wilderness Dressing: Ice & Snow is an invaluable addition to any GM's armoury!

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TABLE A: MINOR EVENTS

The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration (or possibly the prelude to) a larger encounter.

D%	
1	Lemmings gather on the shore of a partially frozen river. Little bigger than a hamster, their brown and yellowish hair appears oily.
2	The body of a recently killed caribou lies on the snow. No hunter is in sight.
3	Clouds of snow glide swiftly down a mountainside. The distant rumble of an avalanche reaches the party's ears.
4	A caravan train of dog sleds glide across a snow-covered plain in the middle distance.
5	Five sets of cross-country ski tracks head off to the east.
6	Columns of sunlight shine through clouds highlighting the broken roofs of an abandoned, snow drenched village.
7	Smoke slowly rises from the encampment of five large canvass tents in the lee of a nearby hill.
8	No clouds mar the sky and the sun blazes down creating some localised melting of snow and ice.
9	A huge, frozen bloodstain mars the ice.
10	Caribou gather in a herd 400 strong to feed on light scrub grass poking through the snow.
11	Two whaling ships and their crew are cleaning their catch off shore; red waves lap the shore.
12	Ice crystals floating in the air cause halo rings around the moon.
13	Suddenly a snowstorm strikes; it drops up to five feet of snow in one hour.
14	The trumpeting of sea lions basking on a nearby ice flow startles the party awake in the morning.
15	While chewing on grass shoots, three small pikas watch you from atop a small boulder.
16	The ground vibrates and shakes. Fissures and cracks form in the ice, but do not become large enough to swallow an explorer.
17	A group of 15 walruses sun themselves on a rocky beach.
18	A towering, lone thunderhead shaped like a castle slowly moves southward.
19	A family of mastodons – one male, a female and a smaller young female – move across the snow-covered valley floor.
20	Arctic hares, their plump white fur bodies topped by black tipped ears, chase one another through deep snow.
21	The wind moans like the disembodied voices of those who have died in the snow.

22	Parliaments of horned owls "hoot" from the few trees bordering the tundra.
23	Dusk comes early this day.
24	Great gouges in the snow show where two young white dragons wallowed (DC 16 Knowledge [arcana] identifies the creatures).
25	A lone arctic fox zigzags behind the group. Its brown tipped white fur waves in the breeze as it darts about.
26	The naked, frozen corpse of a human male lies in the snow.
27	A pack (1d6+5) of huge white wolves (DC 15 Knowledge [arcana] identifies) moves across a nearby ridge.
28	The journey is taking its toll on edible rations and supplies; unprotected rations are frozen solid.
29	Four dwarves pulling handcarts trek across the frosted plain.
30	Several gangs of elk form a migratory herd moving across the snow-covered field.
31	A snow trench looks a little too unnatural (DC 27 Knowledge [arcana] identifies it as the track of an ice linnorm).
32	Three fur-clad thugs rummage through a dog sled. Human and animal remains surround the scene.
33	With the sun just above the horizon the sky turns into stripes of sea green.
34	Dark clouds block out the sun.
35	Fourteen tundra swans glide atop the freezing cold water of a lake.
36	Huddled by a dead fire sit four figures. (DC 14 Knowledge [religion] identifies as frost wights).
37	The eight peaked roofs of snow trench shelters form a radial pattern (DC 20 Perception spots).
38	The remains of an ancient battle between humans and orcs peak through the snow.
39	Screaming from the heavens, a meteor strikes the ground just over the horizon.
40	An unkindness of arctic ravens gathers for a feast of carrion in the snow.
41	Melt water bursts from fissures in an ice wall. Characters failing a DC 14 Reflex are drenched.
42	Crude, guttural yelps carry on the gusty snow-filled wind (DC 19 Knowledge [nature] identifies them as the call of a yeti).
43	Massive chunks of ice fly through the air; two young frost giants are having a hurling contest.
44	The glaring sun blinds the characters (DC 15 Fortitude negates; duration 1d6 hours).
45	A pod of whales gather offshore in the open water. About 30 feet long; their purplish grey skin shines in the sun.
46	Two frost giants (DC 14 Knowledge [local] identifies) feed on a mastodon's carcass.

47	The temperature suddenly drops to -20 (extreme cold); characters suffer 1d6 lethal damage and must make a DC 15 (+1 per previous check) Fortitude every minute or suffer 1d4 nonlethal damage. The cold snaps lasts 10 minutes.
48	A small thatch hovel surrounded by a flowering garden stands alone. Snow drifts surround it.
49	Three heavenly bodies align; a swirling mass of spectral blue and red forms an upright disk above the snow.
50	A huge arrow has been drawn in the snow. It points in the direction of the party's travel.
51	Three igloos flanked by racks of freeze drying meat come into view around a hill.
52	A mile-wide spectral green aura borealis lights up the sky.
53	A group of igloos set just below a ridge capped with ice appear abandoned; one has partly collapsed.
54	Three frozen trees stand atop a high, icy hill.
55	Emperor penguins gather on an ice flow; their tall tuxedoed bodies cluster in a tight clutch.
56	Ice blue flame licks across the ice
57	As darkness falls the immense expanse of the star-filled sky stretches from horizon to horizon.
58	Growing from the frozen taiga, a large hawthorn tree (a treant; DC 18 Knowledge [nature] identifies) shakes snow-covered branches.
59	An empty dogsled pulled by a pack of thick furred huskies approaches the party.
60	Just below the ice salmon swim to the ocean.
61	The shard of a broken disk juts from the snow; arcane runes adorn its surface.
62	A near perfect hole is cut into the thick ice wall; A DC 22 Knowledge (arcana) identifies this as a remorhaz hole.
63	Hoarfrost forms on every surface following a light, misty rain.
64	Blowing ice and snow reduce movement by half.
65	A sudden, savage wind chills the party.
66	Exposed metal has become so cold that touching it with bare flesh causes it to become stuck.
67	A deep patch of slush snow (treat as quicksand) lies ahead (DC 15 Survival identifies).
68	The sounds of reverberating cracking signals the breaking of ice ahead.
69	A frozen hand protrudes from the snow.
70	The shores of a thawed river are covered in buzzing black flies.
71	A wagon with no horse rolls lies forlornly on its side in the snow.
72	Four ice climbers ascend towards a dark cave opening.
73	A flurry of "St Elmo's fire" passes though the party's campsite.
74	Five frozen bodies are found huddled next to a low rocky rise.

75	Late one night, the howling of wolves is heard in the distance.
76	The blank snow plain causes disorientation; +5 to the DC of Survival checks made to not get lost.
77	Eight humans stand frozen in place as if in flight from some attacking creature.
78	A single raven soars overhead.
79	Seals poke their heads through holes in the ice. Some pop onto the ice and watch the party.
80	A small tribe of mountain goats scramble up a steep cliff 30 feet above the party.
81	The snowy plane is actually an ice covered lake (DC 15 Perception reveals). Encumbered characters have 1 in 4 chance of breaking through.
82	The broken body of a penguin lies in the snow.
83	Fur-clad barbarians are sacking a small fishing village in the distance.
84	When mirages appear that would be reflected in the snow, they appear to move across the sky.
85	Two polar bears emerge from the open water onto an ice flow.
86	At high noon a group of five oval-shaped, ice mirrors appear out of the swirling snow.
87	A low breeze blows snow into a mist; the party are but shadowy figures within.
88	Snow squall: winds are strong and visibility is reduced by 50%; condition is sporadic and lasts up to 30 minutes.
89	The wind blows small whirling columns of snow about randomly.
90	Toboggans race downhill carrying blue skinned goblins. They brandish weapons of bone.
91	Three longswords crossed by daggers stand as headstones for low rock piles.
92	An eight-foot long, cylindrical snow boulder rolls across an open snow field. It slowly comes to a half nearby the party.
93	The pole star winks out and does not return for 1d4 hours.
94	The characters' breath forms crystals; the light creates rainbow like patterns.
95	Set on the stony shore is a small cabin whose roof is made from an overturned long boat.
96	Groups of natives glide across the open water in sealskin kayaks.
97	A large ice slab floats by with stranded human explorers on board; they shout for help.
98	Nine light blue skinned elven travellers gather by an overturned sled.
99	All-day long the sun appears to be transfixed with a large cross.
100	Brown and white sandpipers gather during their migration. Their sharp calls cut through the air.

TABLE B: ICE AND SNOW DRESSING

The land through which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or to break up otherwise uninteresting day's travel.

D%	
1	The glacier ice forms a bridge between two peninsulas over freezing water.
2	Three long shadows of triangular shape appear to be cast by nothing.
3	A crust of hard snow covers softer snow; all Stealth checks are made at a -6 penalty.
4	After being sun-baked for hours the clouds cover the glacier. Cooling rapidly the surface breaks in small explosions.
5	Gaps in the glacier ice form deep crevasses.
6	Like a frozen castle gate, a waterfall rises 30 foot up the cliff.
7	The snowy plain is broken by a spider web of volcanic cracks, seeping noxious gasses.
8	The rocky plateau is comprised of sun cups; shallow, bowl-shaped hollows, filled with fresh melt water.
9	The surface of the snow and ice swirls into a frozen downward spiral.
10	Towering, cone shaped hills of sediment dot the landscape at the leading edge of a glacier.
11	A white valley of snow and ice has been cut by a yet unfrozen river.
12	Twenty-foot tall ice shelves form the coastline.
13	The remnants of an expedition's camp – preserved fish, blackened fire ring and blood stained tents – lie scattered about.
14	A forty-foot tall arch of carved blocks frames the pass in the mountain valley entrance.
15	Flowing out from the glacier, slopes of loose rocks form an outwash.
16	The ice here is particularly smooth; movement is halved and Acrobatics checks suffer a -5 penalty.
17	A lake covered with small, round pancake-like disks of ice fills a large valley.
18	Curtains of icicles line the face of a rocky valley.
19	Crystal clear sheets of ice surround the entrance to an extremely slick ice cave.
20	A set of footprints twice the size of a human's cuts through a deep snowdrift.
21	On a slender jetty of tumbled rock stands an ice-shrouded lighthouse.
22	Sheets of ice extend out from the coast over the sea water.
23	Wind swept snow forms ripples like miniature sand dunes.
24	Aqua blue ice slabs capped with granular snow lie in a seemingly random pattern.

25	The glacier has receded enough to form a kettle hole filled with fresh melt water.
26	Ice caked scaffolding surrounds a twisted spiral shaped tower.
27	Gaps of thick ice form angular breaks with fresh, thin frozen water between them.
28	Towering icebergs bob slowly off shore.
29	Islands of high rock cliffs are surrounded by deep, white streaked ice.
30	Several small, black rocks lie in a random pattern amid small snow craters.
31	The icescape forms a rippling sheet of sastrugi (three to four inch deep ice ridges) making this difficult terrain.
32	Just below the surface of the ice lies a fine sailing ship.
33	A set of ice stairs descends into the base of a 30-foot deep cone of powder snow.
34	The ends of these twenty-foot tall horseshoe-shaped snow barchans point downwind.
35	Windblown snow and ice have formed a series of natural arches.
36	A grove of trees is cloaked in crystal clear ice.
37	Four deep sinkholes drop into blackness; their sides caked thick with ice.
38	Two sets of snow shoe tracks head off to the west. A trail of blood runs between them.
39	Eight-foot tall spikes of ice form a border around the base of a rocky crag.
40	A long pier extends out into the sea; its planks thick with ice. A dingy is half sunk near the shore.
41	Two ten-foot tall columns of ice rise from the snow. A human skeleton hangs from manacles between them.
42	Towering half cones of ice lie on their sides. The bottoms form windswept spiky shallow caves.
43	A fifteen-foot long snow bridge stretches across an icy crevasse.
44	Permafrost has dissolved away into bubbling, hot mud.
45	The massive structure of a pyramid made from carved blocks of ice rests before a rocky cliff face.
46	The black crack in a glacier wall is much colder than the surroundings. A DC 18 Knowledge (planes) reveal it is the entrance to the demi-plane of ice.
47	A series of what appears to be tunnel mounds rise from the snow. They look a lot like what a burrowing creature might make.
48	This mile wide crater is filled with snow and ice; in the middle lies a three foot tall rough boulder.
49	A circle of standing stones is made of eight slabs of onyx. They are 10-foot tall, 3-foot wide and 2-foot thick.

50	Deep crevasses in the ice make it impassable for several miles in either direction.
51	A massive mote of ice floats 20 feet above the ground; its top crowned by mist.
52	Large cornices of bluish ice cling precariously to a rocky overhang.
53	Suspended in the opening of an oval mouthed cave are frozen sea birds; their wings held as if in flight.
54	A dark spire of rock is topped by a huge tower taller than any man-made structure.
55	The wide shore of a river comprises rolling eskers of glacier silt and tilled gravel.
56	Seven rocks are lined up next to one another. At one end of each is a smooth, grey stone sphere.
57	Bare ice patches cover the ground. The area is slippery.
58	Miles of taiga or boreal forests skirt the snow and ice covered plains.
59	A small cairn of stones sits upon a low snow-covered hill.
60	Mist boils from the mouth of a valley. Warm tropical air bathes the party.
61	Frozen ice has formed in swirling patterns from a colonnade.
62	A group of three canvas tents have been blown down by the wind.
63	The snow is packed tightly and covered in booted footprints. Amid the tracks lies a smooth, red rock sphere.
64	Tucked into a rocky crack is a crude altar of unknown design.
65	Mine car tracks lead out from a cave mouth; the frozen mine car is full of ice and snow.
66	At the edge of the taiga stands a lone tree. Oddly, under its green canopy grows tall grass.
67	Out in an ice locked bay; a galleon is caught in the grip of deadly ice.
68	Thick window like ice covers a network of deep crevasses.
69	The permafrost has thawed to form a cold, wet bog.
70	Swirling masses of snow form patches of impenetrable columns of snow and wind 30 foot in diameter.
71	A devil's tower of octagonal, volcanic rock forms a tall ice cover butte.
72	Twenty-foot tall mega-dunes of ice and snow break up this low plain.
73	Six ring-shaped stones five foot in diameter emerge from the snow; two stand upright and face east, one is broken, the last two are linked through the centre.
74	Patches of snow topped white and bluish mushrooms grow on the side of a hill.
75	A 30-foot tall archway rises majestically and mysteriously from the snow.

76	Warming lake water billows up in a mist and forms clouds over the water.
77	The ice wall of the glacier is made of compacted, granular snow.
78	A radiant nimbus of bright green light surrounds a spear-like rock formation.
79	A roughly carved black and grey granite rock is carved like a sneering orc head.
80	Cracked and broken shards of ice float down a wide slow moving river.
81	Two small hills are each topped with a single standing stone.
82	Several small wooden buildings stand on stilts above the surface of a frozen lake.
83	Patches of black ice mar the otherwise normal snow. Infused with negative energy they damage any standing upon them (1d8+1 damage; DC 11 Will halves).
84	Four huge balls of ice lie atop a steep hill. Sometimes frost giants push them down on travellers.
85	The gaping mouth of a cave opens in the snow; the interior walls are solid ice.
86	Bright red flags dot the snow.
87	A frozen maze of thick hedges standing ten feet tall surrounds a lone shingled tower.
88	Frazil flows downstream in tumbling piles of needle shaped ice.
89	A recent avalanche has uncovered the ruins of an octagonal tower.
90	Higher up the valley wall is a smaller hanging valley whose mouth is partly blocked by thick ice.
91	A smooth, perfectly formed 15-foot snow dome rises from the ground and measures 50 feet in circumference.
92	A tight valley filled with icicle overhangs another valley.
93	The upper parts of this glacier are covered in névé: small granular particles of snow.
94	Ice forms in deep blue streaks on the glacier face; a slow trickle of fresh water runs from its base.
95	Broken slabs of ice form overlapping finger-like projections; movement is reduced by half.
96	The jagged edge of an open pit pierces the ice; blackness shrouds its depths.
97	Five to ten foot drifts of powder snow form massive dunes; all movement is halved.
98	Jutting at odd angles, spikes of ice protrude from a flat topped rock.
99	On the shore of a small inlet is a village of 18 cottages. Snow has inundated the settlement.
100	A group of tall darkly coloured stone plinths has unearthly angular projections.

RANDOM SNOW & ICE ENCOUNTERS

D12	EL	CREATURES*	NOTES
1	2	Zombies (4)	Four zombies lie beneath a snowdrift. By chance, the PCs make camp nearby and the heat of their campfire alerts the zombies to their presence.
2	3	Skeletal champion (1) and skeletons (3)	A skeletal champion leads three mindless minions in a hunt for victims. They move during the night and investigate any signs of life (such as a campfire) they spot. They attack suddenly (but unimaginatively).
3	3	Yeti ¹ (1)	This young yeti has been cast out of its tribe and is very hungry. Wildly inexperienced, it attacks the party seeking to drag away a pack animal or other mount for a tasty snack.
4	4	Ice golem ¹ (1)	This small ice golem carries the frozen body of its halfling master across the ice; the last command the golem received was to carry its master south in search of warmth lands. Unfortunately, the halfling died of exposure shortly thereafter. The golem defends itself (and its master's body) but otherwise ignores the party.
5	6	Glacier toad (1; <i>Bestiary</i> 2)	This glacier toad dwells on a frozen island in the middle of a swiftly flowing river. The water is shallow around the island and a good point to cross the river. The toad lurks in ambush and attacks the first explorer making it halfway across the river.
6	7	Trolls (2)	Two trolls lurk in ambush. They are not clever creatures and their tracks crisscross the snow (DC 5 Survival spots). They are easily ambushed, by a vigilant party.
7	7	Remorhaz (1)	The party are travelling over a section of snow honeycombed with remorhaz tunnels. The heaviest party member's weight is too much for the weakened snow to hold and he falls through into the tunnels.
8	8	Winter wolves (3)	Three winter wolves are feasting on the body of a mastodon. The broken bodies of another four wolves lie scattered about the crimson snow. The wolves viciously protect their prize, but otherwise show no interest in the party.
9	10	Aramonix (adult white dragon)	Petty and jealous, Aramonix is incensed with rage that a small band of frost giants have recently moved into his territory. When he spots the party, he is out searching for interlopers. He lands nearby and questions the party at length in regards to frost giants. If he likes their answers, he lets them go (after they pay suitable tribute, of course). If he doesn't like the party's answers he suddenly becomes very hungry...
10	11	Mastodons (2)	Two mastodons wander the ice searching for their new born baby which wandered away from the herd. To make this encounter more interesting, the PCs should have previously encountered the near dead baby mastodon. Unless, the PCs have the baby mastodon the parents ignore the party. If the baby is among the party, they menace the PCs.
11	12	Frost giants (3)	Three frost giants are dragging the corpses of three slain polar bears and a half-dozen seals back to their lair. They have no rocks to throw so when they spot the PCs they hurl their kills instead (which are all frozen solid). They think this is marvellous fun and laugh loudly if a hurled corpse strikes its target.
12	17	Ice linnorm (1)	This ice linnorm dwells in the depths of a deep crevasse. Its depths are choked with bones, but here and there amid the gloom discarded equipment can be made out. When the PCs arrive, the creature is sleeping. It is not happy to be awoken.

*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary*.

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

SNOW & ICE TERRAIN FEATURES

Snow and ice can make fighting and movement difficult. Canny combatants, however, can use some of these features to their advantage.

Chasms: Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall into them by accident. A typical chasm is 2d4 x 10 ft. deep, at least 20 feet long and 5 feet to 20 ft. wide. It takes a DC 15 Climb check to scale a chasm's walls.

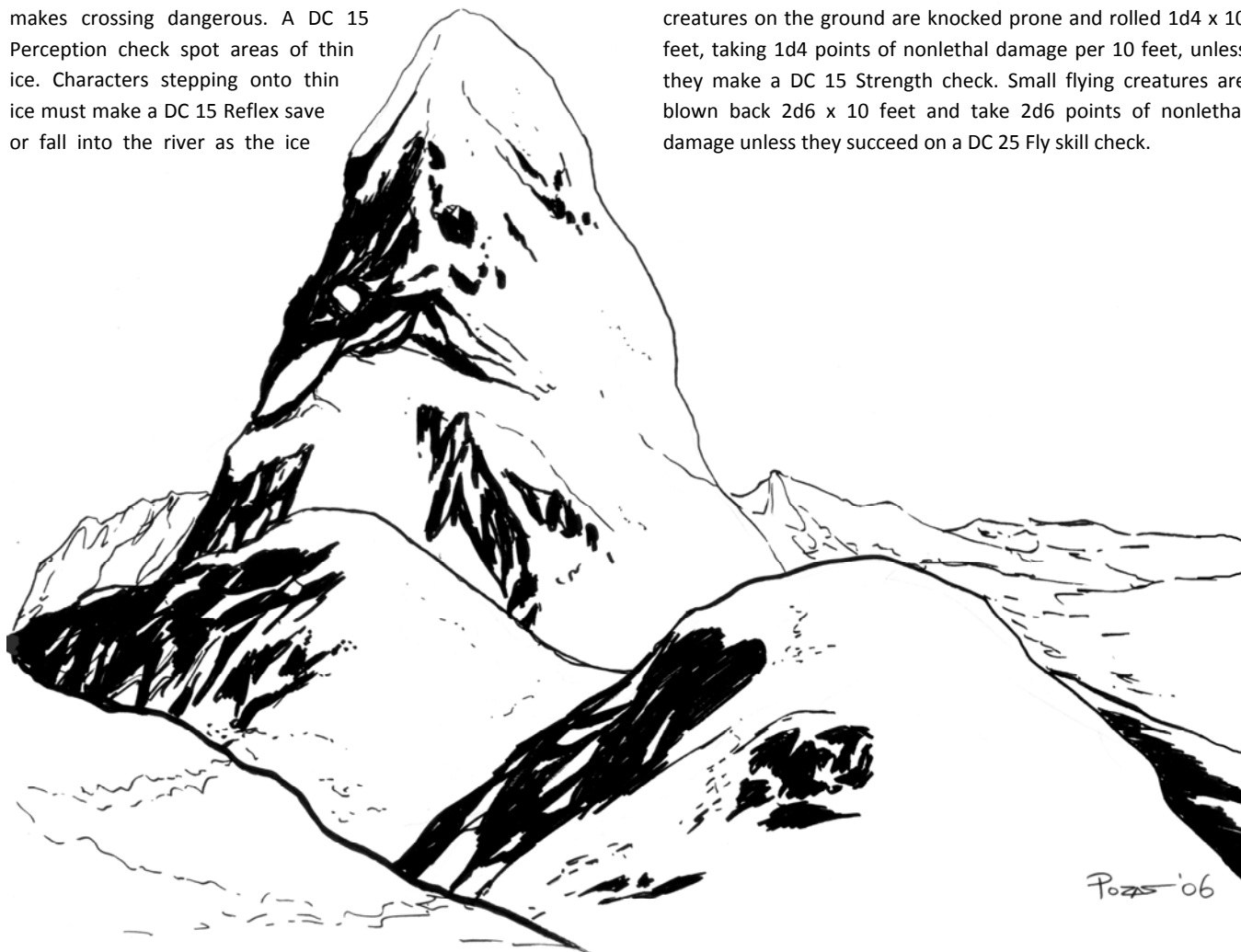
Icy Trails: Numerous narrow trails, no more than a few feet wide, covered in slick ice traverse the higher elevations of the cliffs. Creatures move at half speed along icy trails by making a DC 10 Acrobatics check. Failure indicates the character stops moving. Failure by 5 or more indicates the character falls from the ledge (a DC 15 Reflex save indicates the character grabs the ledge as they fall.) Characters falling from the trail tumble 1d10 x 10 feet (taking the requisite amount of falling damage).

Frozen Rivers: The rivers at the higher elevations have a thick enough crust of ice to allow safe travel. At the lower elevations, the ice is much thinner and makes crossing dangerous. A DC 15 Perception check spot areas of thin ice. Characters stepping onto thin ice must make a DC 15 Reflex save or fall into the river as the ice

breaks. The fast currents sweep a creature 40 ft. each round under the ice. As a move action, a creature can make a DC 15 Swim check to move quarter speed (or half speed as a full-round action) or attempt to break the ice as a standard action (9 hp). A creature takes 1d6 points of nonlethal cold damage each round it is submerged. An unconscious creature begins drowning.

Snow: It costs two squares of movement to enter a snow-covered square. A day of snow leaves 1d6 inches of snow on the ground. Falling snow reduces visibility by half, resulting in a -4 penalty on Perception checks. Unprotected flames are automatically extinguished and protected flames have a 50% chance of being extinguishing.

Blizzard: High winds and heavy snow (1d6 inches every hour) reduce visibility to zero, making Perception checks and all ranged weapon attacks impossible. Unprotected flames are extinguished, and protected flames have a 75% of being doused. Medium creatures caught in the area must make a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check (if airborne) to move forward against the force of the wind. Small creatures on the ground are knocked prone and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check. Small flying creatures are blown back 2d6 x 10 feet and take 2d6 points of nonlethal damage unless they succeed on a DC 25 Fly skill check.



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