

EXPERIMENTAL BLIZZARD SYSTEMS FOR HORROR ONE-SHOT

Frostbite System

General Rules

Each time a character has to check for frostbite they need to make a fortitude save (DC 16). If their clothes are wet or they are not wearing appropriate cold weather clothing they get a result one degree worse on the table.

Critical Success: no frostbite

Success: the character rolls on their frostbite chart and adds stage 1 frostbite at the indicated location or increases the frostbite at the indicated location by 1 stage. If there is any frostbite in a location, the characters take the penalty indicated at that location.

Failure: as success but they roll twice.

Critical Failure: as success but they roll three times.

Healing from Frostbite

Characters heal from stage one frostbite by being in a warm place for a period of time.

Characters need medical attention when recovering from stage 2 frostbite. If the characters don't receive a successful medicine check (DC 18, roll for each affected location) after they start to warm up then painful blisters and scarring occurs and the characters take the listed effect for a week or until appropriate magical healing is applied (usually the restoration spell, note that this spell will also remove the status penalty to speed when it removes the clumsy condition).

Characters need serious medical attention when recovering from stage 3 frostbite. If the characters don't receive a successful medicine check (DC 20, roll for each affected location) after they start to warm up then tissue necrosis set in and they lose sections the affected area (roll 1d3 to see how many fingers and toes they lose). If they lose too many fingers they may be unable to use that hand for certain functions. In any case the characters take the listed effect for a month or until appropriate magical healing is applied (restoration or regeneration; regeneration will regrow the missing parts).

Lost in a Blizzard

The characters are lost in a severe blizzard. Driving snow and constantly shifting, howling wind obscures almost all sight beyond 20 feet and masks most sounds. Characters are at severe risk of hypothermia and frostbite.

Each group of characters in the blizzard starts with three lost points. Each turn (about 30 minutes) each character can attempt to reduce the number of lost points by taking actions (standard DC is 20). Certain actions can also cause the character to gain lost points (usually critically failing a check). When that happens roll on the mishap table. The blizzard lasts 3-4 hours (6-8 turns) and after the blizzard ends the DC for reducing lost points drops to 15. When the lost points are reduced to zero the characters end up back at the lodge (or another warm location at the GMs discretion).

At the end of the turn (including the last one), the characters take 1d6 cold damage (4d6 if their clothes are soaked or they are not wearing cold weather clothing) and must save against frostbite.

Sample Actions that reduce lost points: finding your own tracks (perception, DC increases by 2 per turn), following your own tracks (survival, DC increases by 2 per turn, failure loses tracks), sensing direction (survival), casting know direction continuously to stay on course (survival DC 15), consulting a map (if you have one)

Sample Actions that don't reduce lost points: build a shelter such as a windblock or snow trench (Athletics; reduces cold damage by 2 and DC of frostbite by 2), huddle and try to conserve heat (roll twice on cold damage and frostbite saves and take the better result), attempt to start a fire (Survival DC 30 unless you are carrying dry wood, tinder, kindling, and tindertwigs or flint and steel and have a wind block; having a fire negates the cold damage and chance of frostbite), find dry fuel to start a fire or keep it going one turn (Survival DC 25), keep a fire going (Survival DC 20; provided you have a wind break)

PLAYER FROSTBITE TRACKER

D10	Location	Stage	Effect
1	Toes: right foot	1 2 3	-5 status penalty to speed, Clumsy 1
2	Toes: left foot	1 2 3	-5 status penalty to speed, Clumsy 1
3	Right cheek	1 2 3	
4	Left cheek	1 2 3	
5	Tip of the Nose	1 2 3	
6	Chin	1 2 3	
7	Right ear	1 2 3	
8	Left ear	1 2 3	
9	Fingers: right hand	1 2 3	Enfeebled 1, Clumsy 1
10	Fingers: left hand	1 2 3	Enfeebled 1, Clumsy 1

BLIZZARD MISHAP TABLE

D10	Mishap
1	Encounter a monster (Creature)
2	Gully (Hazard)
3	Widowmaker (Hazard)
4	Soaked clothing
5	Separated (don't increase lost points)
6-9	No Mishap
10	Trail (Reduce lost points by 1)