

KICKSTARTER

PREVIEW PDF

Vöyages of the Vagabønd



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The Voyages of the Vagabond is a duo of fantasy roleplaying game supplements that can be used by any Game Master to help build their world. The focus of these supplements is the roads of the fantasy worlds and the environments that those roads exist in. It is a great way for a Game Master to truly begin to flush out their fantasy world, build upon current writings, or even pull content that fits their world the best.

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TOBURNY LYNNRIS

GOLIATH VAGABOND

Description

A hulking man with large muscles and when looking upon him you wonder if he from a race of giants. Toburny Lynnris in fact comes from the traces of the Goliath race but seems to have absorbed the more human side than his stone giant heritage would give thought. He wears loose pants that look as if they might have been made of cloth once, but years of wear and tear have found them patched with all sorts of leathers. A sleeveless black leather made from some unknown creature rests upon his torso, but of course to Toburny Lynnris, sleeves only restrict movement. His brown eyes dart around the room hyper actively observing anyone and everything but only when he is not wearing is one of a kind set of goggles.

Personality

He is a large man who does what he needs to while traveling all around the realms. He is a jovial happy person but at times he can admit a tone of over seriousness. He is convinced people are living their lives too quickly and would do far better traveling the realms as he does. He spends most of his days drinking in the Inn, the rowdiest and most dangerous establishment in town. There he gambles, wrestles, and listens to stories told by travelers. That is of course when he is not traveling across the realms on his next adventure.

History

Toburny Lynnris was born to a poor family of goliaths that was trapped mining resources from the earth. As any good son, he found himself doing exactly what his family and ancestors had done for years but when his brother died his life took a different direction. The winds of travel took him to travel the realms where many adventures took place. His adventures brought him across hundreds of animals, travelers, and ways to get there. For some reason he had a fondness for hags and their antics but also kept a safe distance. Yet, no matter the terrain, roads, or issues, he always found himself back home.



Voyages of the Vagabond is a set of books designed to make bring the content of our *Expedition Book Series* and show how they can be combined to truly make world-building, travelings, and exploration fantastic. The best part about this incredible supplement is that it is mostly system-neutral content that is incredible for game masters.



CRYSTAL RAPTER — UNIQUE MOUNT

Elven Name - Rapinyaire Cristall - Medium beast

A truly terrifying creature but would rather eat rocks than you.

Physical Traits

Due to the rarity of sightings, it is difficult to get an exact idea of how large these creatures can grow. It is clear they start out as small when they hatch from their eggs, which are no larger than the average orc's fist. I have collected reputable reports of these creatures of varying heights up to feet tall. This does not include the length of their tails as they are not amenable to holding still for measurements. The crystalloid hides of these creatures seem to be able to take on any number of hues. My best hypothesis is that it varies based on their diets, as the biggest variations seem to be in Raptors from different biomes. What is interesting is that their eyes are always reported to be an opalescent white color, although it is usually only a glance that is caught before the creature disappears. The first thing that stands out about the physicality of the Crystal Raptor is its hide. Appearing to be made up of some sort of crystalloid it moves like a reptile's skin. It catches the sunlight and refracts rainbow patterns all around it during the daytime. The unique eyes point forward like a predator and appear to be as accurate at narrowing in on the smallest detail as any airborne raptor. Both the arms and feet of the Crystal Raptor end in large digging claws much like other reptiles, and presumably older, specimen seem to develop jutting crystal formations all over their bodies. These are usually uniform in color and the best explanation I have heard for these is that it represents a separate developmental phase in life than the others. There are only a handful of accounts of these I have found though and all second-hand at best involving vague tales of the creature disappearing from plain sight.

In The Wilds

Generally found in mountainous areas or deep forests near underground caverns. They do not appear to need any source of water or expel any kind of waste. Because of this some experts hypothesize that these creatures just keep growing larger indefinitely throughout their lives.

No one knows for sure where Crystal Raptors come from. Some swear they are a fey creature; some claim they came up from deep underground, and some claim their strange behavior with the moon is because they came from there.

Becoming A Mount

They center their territory on the highest point open to the sky in a mineral-rich area. There they store their favorite gems and crystals in a tall cairn-like tower. There are stories, completely unsubstantiated, of Crystal Raptors performing leaping dances in the moonlight around these piles. Regardless of the veracity of these claims, it is true that the only place that Raptor eggs have been discovered is within such a pile just after a full moon. When confronted with a potential predator or something new, this creature's instinct is to run away. If it is cornered, it will attack with an incredibly ferocity and usually prevail. Its teeth made for crushing minerals makes short work of soft fleshy threats. Those who have tried to charm or capture one with magic quickly find that something about its crystalloid composition renders its mind completely immune to being affected by those kinds of magics or powers. This may be what leads to the rumors that armor of its hide will convey resistance to the wearer.

Caring For The Mount

From all reports, Crystal Raptors seem to consume, well, crystals. Their diet consists of gems, crystals, and even certain kinds of raw ore. Their long-curved claws are ideal for digging these out of the ground. Teeth recovered from a rare successful hunting party show that they are mostly flat with sharp edges and comprised of a material much like diamond.

As A Mount

This mount is a species of amazingly fast runners, but they are not exceptionally durable over the long run. They are traditionally used as mounts for guards or watchmen.

At their fastest sprint they can run at more than 60 miles an hour, but rarely find reason to get that fast.

Other

These animals are often hunted by some for their meat and the beauty of their horns. Yet, most creatures and/or hunters are not even able to catch them to make the task of hunting them worth it.

IVORY WULENI – BATTLE MOUNT

Elven Name – *Hieraatus Lagotriae* - Medium beast

The morning was bright and propitious and right before our departure, prayers were given to the God of Earth. The protection of the god of earth invoked against all who dare come against us, but especially against the Ivory Wuleni we were searching for. It is only their nature, but we needed them for the coming storm.

Physical Traits

Ivory Wuleni are known for their muscular backs, long claws, and sensitive noses that truly make them unique as mounts. These creatures are particularly useful for the dwarven people for their use as an aggressive battle-ready mount. They are covered in coarse almost spine like fur that although variable in color from blond to nearly black, Ivory Wuleni fur is typically brown with darker legs and commonly white or blond tipped fur on the flank and back.

A pronounced muscular neck with thick and large ivory horns coming from the place where the neck meets the head on adult males. Aside from the distinguishing horns of the males, both male and females develop hard patches of skin on their shoulders, spine, feet, and fronts of their legs. A female Ivory Wuleni can be identified by its rump, which is lower than its shoulders and are typically heavier set than their male counterparts. Another physical trait of this creature is their razor-sharp claws that can shred hard rock and reach easily 4 inches in length.

In The Wilds

Ivory Wuleni mate for life and they have several relationships with their environments. They are often found enjoying large fleshy-fruit bearing plants and are responsible for spreading the seeds of these mountain fruits all over their territory. They are also often found foraging for tree roots, plant bulbs, or small underground animals in caves, the underground, and the surface of the realms. While they may seem calm and even cute while eating away at fruits and vegetables, they are exceptionally large meat eaters and enjoy small and large prey across their territory. They have even been known to attack and eat a variety of different humanoids when threatened.

Becoming A Mount

The transforming of this creature to becoming a fully functional mount is difficult, and it seems that only the dwarven clans are stubborn enough to do so. Many dwarf clans both respect and fear the Ivory Wuleni but there seems to be a natural connection between Dwarves and this beast. In fact, dwarven children and dwarven breeders of Ivory Wuleni are often found nestled in the same bed and this is said to help build a connection to dwarves for this future battle mount at an exceedingly early age. There is always a test of ones will when a dwarf mounted soldier is selecting their Ivory Wuleni and if the dwarf fails it can be very dangerous for them, more than one have lost their lives.



Caring For The Mount

These creatures' mate for life, and this passes on to the connections they have with those who breed them and to those who ride them. It is rare that an Ivory Wuleni will take on another rider unless they are extremely strong willed. Yet, they are rather easy to take care of as a creature and will happily eat fruit, vegetables, and a variety of different meats. It does not seem to be extremely aggressive to humanoids that smell similar but if they are unsure, they can be aggressive. One thing one does not want to do is attempt to ride this creature if they are not its known rider. The events shortly after the attempt often end in disaster.

As A Mount

The mounts are already extremely aggressive and take to attacking and defending their rider very quickly but there is a certain amount of time one needs to take to allow their mount to get used to their new saddle and riding gear. They are not extremely fast but are extremely durable and resistant to the cold elements. It is truly terrifying to see a host of dwarven soldiers mounted upon these creatures.

Other

These mounts are very unique because they are just as happy on the surface as they are below it. They are thought to have dark vision because they have been found miles deep within the earth and seemingly unaffected by the darkness.

Mount Example



JADE CROWNED CAPRA —

Average Mount

Elven Name - Catedrix Qoul - Medium beast

Through the dust laden trails of the roads one will see this creature running with wild abandon at desperate spirit, one would be resigned to trying to catch a flying bird before one of these creatures.

Physical Traits

Jade Crowned Capra are about four feet tall at the shoulders. They are reddish brown fur that clings to their backs, tail, neck, head, and legs. Yet everywhere this thick but soft reddish-brown fur is not, you will find a much shorter white covering of hair. Typically, on their bodies one will find a blueish gray set of stripes that begins from their eyes and wraps down along their bellies. Both male and females have a set of beautiful jade ivory, backward-curving horns. The horns split to form forward-pointing prong like horns in the front, as well as small rear horns down the side of their necks. The male variety are the only ones that shed their horns just after the mating season. The horns grow during winter and are fully grown back before the beginning to mid spring. Some of these majestic animals have horns that are more than a foot long.

In The Wilds

Jade Crowned Capras normally live in small melding's in summer, but they may form large herds in winter to keep warm. Most of these creatures can be found in the flat plains of the realms. The large flat areas provide a wonderful environment for these animals to thrive but some of these creatures have been known to be able to thrive in the sandy deserts as well. There is an exceedingly small in spring where the large heard formed during the winter begin to separate into their melding's. This short window of time is in late summer and early fall and shortly after this point in time the females of the melding, always give birth in pairs.

Becoming A Mount

The transforming of this creature to becoming a fully functional mount is difficult, but mostly because the creatures are extremely hard to catch. When they are startled, they raise the hair on their bushy tails to display a bare white underneath with two blue gray stripes to warn either their herd or their melding. They are known to have very perceptive eyes, and this allows them to have astonishingly acute vision and can readily identify predators, hunters, or capturers at distances of around a half mile. So, this simple warning system, is an effective way of all the creatures being informed.

Caring For The Mount

As a natural family type animal, the acquiring the young of this creature is essential to making this majestic animal into a mount. Once the young Capra is taken from their melding, then they typically imprint on the capturer or the one who trains the young animal. This can make it a bit difficult to transfer the ownership of this mount to another, especially after long periods of time. Often times these animals are uses as replacement mounts along a messenger's route or sold in twos or threes for a happier animal. Overall, the mount is rather easy to maintain, and they are not prone to attack without good reason.

As A Mount

This mount is a species of amazingly fast runners, but that is usually done in spurts. Yet, there speed and endurance are quite unique across the realms as they can gallop for an hour at a time but still keep a good normal pace for the remaining part of the day. At their fastest sprint they can run at more than 47 miles an hour, leaving pursuing predators, hunters, and captures in the dust. They are also great distance runners that can travel for miles at half that speed.

Other

These animals are often hunted by some for their meat and the beauty of their horns. Yet, most creatures and/or hunters are not even able to catch them to make the task of hunting them worth it.

GIANT NIGHTWING MOTH –

Magic Mount

Elven Name – Coleopturnix maximianus - Medium beast

It was the Giant Nightwing Moth that first revealed themselves to their loved halfling riders. This came in grey-tipped whispers in the moonlit night. Two or three here, one there. Eventually brave halflings went looking for these whispers through the darkness, silent they crept and found these seemingly harmless beautifully winged creatures and have raised them ever since.

Physical Traits

The Giant Nightwing Moth is one of the largest moths found throughout the realms and are almost exclusively raised and ridden by halflings. They have a wingspan measuring up to 6 feet from tip to tip and this blanket like set of wings can cover easily 24 square feet. Strangely they are almost never seen at night because of their night sky colored wings that makes them blend in and they are also often thought to be shooting stars from their lightly glowing red bodies. As in the more mundane and smaller varieties of this creature, females are noticeably larger and heavier than males, while males have broader antennae. Yet, in both male and female varieties, the antennae curl up and only straighten when the Giant Nightwing Moth is performing magic. The body is disproportionately small compared to the wings. The upper side of the wings are purple with a tint of red with a pattern of black, pink, and purple lines and triangular, scale-less windows bordered in black. The undersides of the wings are said to match the sky they are found it but during the day they are purplish blue with specks of white. Both forewings have a prominent extension at the tip, marked with glowing red lights that are thought to be the moths magical focus.

In The Wilds

The Giant Nightwing Moth is one has no mouth, and they do not eat once they have emerged from the cocoon but survive on lasting magical power for around 1 year or so. Yet, when it is in its larvae stage, the extremely small version of this creature (in comparison to the adult size) will continually eat more and more each day. They conserve energy by flying as little as possible and while they are extremely happy mounts, it is sad that their task shortens their lifespan. In the jungles and forests that is commonly their homeland, they develop large silk thread filed areas where a matron Giant Nightwing Moth forms their shroud. This shroud is where all the females will come back before death to lay their eggs and keep their lineage. The males then come reaching out with their antennae and breathing life into their unborn young with their last remaining magics before dying.

Becoming A Mount

The transforming of this arthropod into a mount is done quite easily. The Giant Nightwing Moth seems to absolutely love halflings and even gnomes at times. Truly, these two humanoid races are the very few that the Giant Nightwing moth could support in flight, regardless of



their powerful wings. They are raised from the point they are larvae by halflings, often being household pets until they cocoon. After they cocoon, they are transported to a protective nursery of sorts until they break free. At this point they are easily smitten with their halfling breeders and riders and are happy to allow any halfling rider upon their body.

Caring For The Mount

These creatures are extremely easy to take care of since they do not eat, sleep, or require water. Yet, there are some small concerns with the mount and mostly it has to do with the end of their lives. They can get very violent if they are not allowed to return to their shroud when they feel their time is near and often times, they are released a couple of months before the time is near to prevent this.

As A Mount

The mounts are extremely unique and are known to contain large amounts of illusionary magics. This helps them blend into the night sky and also allows the rider to control these magics if they are well attuned to the Giant Nightwing Moth but this usually only can happen with very experienced halfling riders, especially those with natural spell casting abilities.

Other

These mounts are sought after for their wings as they make incredible blankets, clothing, and accessories. The wings are also an incredibly powerful magical additive for illusionary spells, potions, and other alchemical things.

Mount Example



CRYSTAL RAPTER

Physical Traits

Creature Type – Reptile
Height – 5.25 to 6.5 feet
Weight - 105 to 135 pounds
Color – White crystal-like scales
Distinctions – White eyes, crystal hide, reflective

In The Wilds

Habitat – Mountains & Highlands
Range – 54 miles
Group Name – Clutch
Life Span – 30 years

Becoming A Mount

Capturing – As an egg
Humanoid Interaction – Territorial but will flee
Life Span – 30 years
Dangers – Claws, teeth, and rough hide

Caring For The Mount

Diet – Earth
Food Needs – 13 lbs./day
Personality – Fierce, Noble, and Proudful
Riding Gear – Required
Training – High

As A Mount

Locomotion – Bipedal
Slow Pace – 56 miles over 12 hours
Normal Pace – 45 miles over 8 hours
Fast Pace – 47 miles over 4ca hours

Other

Armor Class – 14 (natural armor)
Hit Points – 19
Speed – 75 ft.
Stats – STR (12), DEX (17), CON (10), INT (8) WIS (9) CHA (7)

IVORY WULENI

Physical Traits

Creature Type – Mammal
Height – 4 to 7 feet
Weight – 950 pounds
Color – Brown, black, and blue gray
Distinctions – Ivory horns from head, bulky fur, thick and armored hide.

In The Wilds

Habitat – Mountains & Highlands
Range – 450 miles
Group Name – Set
Life Span – 13 years

Becoming A Mount

Capturing – Separating at young age or breeding
Humanoid Interaction – Territorial & Aggressive
Dangers – Claws and Horns

Caring For The Mount

Diet – Omnivore
Food Needs – 15 lbs./day
Personality – Brave, Defensive, and Fierce
Riding Gear – Not Required but helpful in combat
Training – Minimum for a mount but extensive for battle

As A Mount

Locomotion – Quadrupedal or Bipedal
Slow Pace – 51 miles over 12 hours
Normal Pace – 42 miles over 8 hours
Fast Pace – 35 miles over 4ca hours

Other

Armor Class - 15 (natural armor)
Hit Points - 56
Speed - 35 ft.
Stats – STR (16), DEX (11), CON (19), INT (9) WIS (11) CHA (8)



Stat blocks will be included on the final version



JADE CROWNED CAPRA

Physical Traits

Creature Type – Mammal
 Height – 4.25 to 6 feet
 Weight - 110 to 160 pounds
 Color – Reddish-brown, white, and blue gray
 Distinctions – Jade ivory horned crown, lean & muscular, flowing reddish brown fur.

In The Wilds

Habitat – Grasslands
 Range – 137 miles
 Group Name – Melding
 Life Span – 13 years

Becoming A Mount

Capturing – Separating at young age
 Humanoid Interaction – Skittish & Distant
 Life Span – 13 years
 Dangers – Horns & Hooves

Caring For The Mount

Diet – Herbivore
 Food Needs – 8 lbs./day
 Personality – Calm, Loyal, and Possessive
 Riding Gear – Not Required
 Training – Minimum

As A Mount

Locomotion – Quadrupedal
 Slow Pace – 63 miles over 12 hours
 Normal Pace – 52 miles over 8 hours
 Fast Pace – 38 miles over 4ca hours

Other

Armor Class - 13 (natural armor)
 Hit Points - 24
 Speed - 70 ft.
 Stats – STR (14), DEX (18), CON (15), INT (7) WIS (9) CHA (11)

GIANT NIGHTWING MOTH

Physical Traits

Creature Type – Arthropod
 Height – 3 feet
 Weight – 17 pounds
 Color – Blue, Purple, Black, and Red
 Distinctions – Glowing orange/red eyes, silk like blue/purple wings, curly antenna

In The Wilds

Habitat – tropical forests, forests, and shrublands
 Range – 150 miles
 Group Name – Shroud
 Life Span – 1 year

Becoming A Mount

Capturing – Breeding and hatching
 Humanoid Interaction – Curious and Loving
 Dangers – Illusionary Magic and Druidic magics

Caring For The Mount

Diet – Herbivore
 Food Needs – 6 lbs./day
 Personality – Peaceful, Engages, Responsive
 Riding Gear – Yes for flying
 Training – Minimum and more for the rider than the mount itself.

As A Mount

Locomotion – Flying
 Slow Pace – 39 miles over 12 hours
 Normal Pace – 61 miles over 8 hours
 Fast Pace – 87 miles over 4 hours

Other

Armor Class - 11 (natural armor)
 Hit Points - 19
 Speed – 20 ft walking & 75 ft flying
 Stats – STR (8), DEX (16), CON (11), INT (13) WIS (14) CHA (15)

Stat blocks will be included on the final version



THE BRONZE WATER BROTHERHOOD

Motto - No Waters Too Deep

Overall Alignment - Chaotic Neutral

Insignia - Two Bronze Streams Running Parallel, Forming a Trail

Targets - Large or Rich Riverside

Merchants

Leader - Sno Woet

Attitude

Traditional in terms of structure; the highest levels call all the shots, while the lowest are completely disposable. The Brotherhood can protect those without protection, but they will never let you forget that you owe them everything. Once you join the organization, you cannot leave except through extraordinary means. The Brotherhood is a family, one you join for life.

Quote

"You're never quite sure when you're dealing with 'em. They're smart, in an' out without a callin' card. Maybe it's just a couple random pirates, but maybe... it's the Brotherhood."

Marian Donny Gochal, First Mate of the Po's Wing

History:

Origin

In a riverside village, once called Aristke, was an orphanage for children from the region. The kids were given the bare minimum and put to work for the villagers with no pay. What little money they cobbled together would go missing, along with toys and treats shared with them by kinder travelers. Even as they grew up, these young adults were kept as slaves to the town. Sick of this way of life, several of them hatched a plot to run away. They stole a fishing boat and plenty of supplies, heading off into the unknown waters. The success of this scheme led to the similar thefts of larger ships, and the establishment of the Bronze Water Brotherhood.

Recruitment

The world is rough, sometimes more than someone can handle. To these forlorn individuals, the Bronze Water Brotherhood is a helping hand. Anyone can join and expect to find work. Your background doesn't matter, just how hard you can work for your meals. They promise rewards that common peasantry can only dream of. One can climb through the ranks if they are dedicated enough, an option completely nonexistent in other fields. Those of 'monstrous' ancestry, such as goblinfolk, half-orcs, and tieflings, may join to escape

persecution. Abandoned or mistreated children and spouses may run for protection or family. Invalids and elders who have been forgotten by their community may join for survival or the chance at work.

Requirements

No official requirements are applied to new recruits. The poor, untrained, sickly, and old are all viable candidates. There is always work to be done, and the captains will make sure they find a job for everyone. Loyalty to the Brotherhood is strictly enforced. Any hint of deserting or stealing from the group is thoroughly investigated.

Orientation

The first few days aboard a ship are still considered part of the recruitment. To truly convince wayward folks to join the community, the crew makes them feel welcome. Comradery is built through assistance and storytelling.

New recruits are often watched after by a high-ranking member. This liaison shows them the ropes and gives them guidance during their first voyage. After the first large payout, the crew scrutinizes the newbie for signs of greed or flaking. If they pose a threat to the Brotherhood's way of life, they will be permanently removed.

Location:

Stomping Grounds

For those who seek a member of the Bronze Water Brotherhood, one can find them at the water's edge. Riverside towns are where they rest when not riding the currents. Taverns, shops, and temples near the shore may be fronts to collect information. These places often feature the Brotherhood's insignia to alert other members of their affiliation. Otherwise, members of the syndicate live their lives on the river's current. They fly no colors, or ones not recognized by any local authority.

Headquarters

The village of Aristke was burned to rubble several decades back. Everyone within it was killed. The roads leading to the village were torn up and grown over. From the ashes, a fort was built. Now, it is known as Fort Vunena. This small castle protects its inhabitants, the leaders of the Brotherhood. Thick forest hides this construction from the shore, and a hidden waterway conceals ships resting outside the fort.

Branches

Anywhere with consistent sea trade is a viable location for branches of the syndicate. Areas recovering from war are particularly popular for recruitment and construction of new, underground information rings.



Hierarchy:

Leader

Sno Woet, a cruel elven general, controls the group's actions from Fort Vunena. He often excuses himself from this sanctuary in order to lead a crew of his chosen on a bloody raid. These excursions often incur far more casualties than normal. In actuality, Sno is one of the original founders of the Bronze Water Brotherhood.

Important Figures

Taye Kleaf is a dwarven cleric who acts as the healer of the fleet. She was outcast from her original congregation due to her dips into necromancy as a way to extend life. With the brotherhood, she has a list of individuals consenting to rituals of undeath upon their end. Her hopes are to create a ritual that leaves the mental faculties intact without destroying the soul. Taye acts as the right hand of Sno, ruling in his stead while he is out raiding. Lumlonamous "Lonnie" Ralwit is a dwarven wizard and brother of Taye. He is the only one who openly mocks the powerful official, a feat unique to him through the virtue of shared blood. While he often acts a fool, Lonnie is of sharp wit. He acts as a spy within port towns, playing the drunkard and listening in on private conversations. His charming demeanor gets strangers to open up to him, and his keen insight often alerts him when he is being lied to.

Demographics

These bandits are a diverse group in almost all respects. Some of the members are born into the life, but many are recruited outcasts and other wayward souls. In total, there are a little over 500 members. About 10% of the population left discrimination from their monstrous ancestry. An additional 10% flee persecution for their magical or religious practices. Another 20% join for protection from their birth or married family. Abandoned children take up 20% as well. The remaining 40% were born into the Brotherhood, some being up to six generations into this business. The sick and elderly tend not to last long with these crews. The physical labor and rocking boats make the environment too hostile for these individuals to last very long.

Movement and Timing:

Attacks and Ambushes

Dreary days plagued with rain or fog prime the landscape for a raid. The knowledge gathered by portside informants guides where the Brotherhood's ships trawl for their targets. If they catch wind of pricey cargo coming their way, they will set up an ambush for a particular ship. In most other cases, they simply explore the rivers in remote locations and board any boats unfortunate enough to pass them. Ambushes take more ships than the normal trawl due to the need to cover the entire width of the river.

Headquarters

It is a sign of great loyalty and action to be extended an invitation to stay at Fort Vunena. All proven members are welcome to stop nearby to rest and recover. Very few are actually given a permanent room in the castle. Older rovers may 'retire' to strategic positions, especially those capable of information sharing magic. Some individuals are interred within the fort in order to be treated by Taye-- in life or death. During the peak of summer trade, many of the elite individuals go with Sno on his vicious onslaught of the rivers. This often cleans out the old blood from headquarters and creates space for new individuals to be promoted. Interactions:





Targets

For most of the Bronze Water Brotherhood, their targets are simply a payday. They do not wish ill upon these sailors, but will force them into compliance. If attacked, they will remove any threat to their safety. Overall, they recognize that these people are just doing their jobs, and many of the bandits view themselves doing the same. Law Enforcement - Heavily armed guard patrols are avoided whenever possible. The first instinct is to run when hailed by an authority. If they must be boarded, the crew will often provide forged documents to escape detection. The strange congregation of creatures leads to foreign tradeship as the usual cover story.

Bounty Hunters

Those who know who they're looking for are especially dangerous to the Brotherhood. The cleverest ones pretend to join the crew and attempt to work their way to the stronghold. Few make it this far, and even fewer are able to leave. Most often, the bounty hunters are after a specific crew member and abscond with their quarry when the best opportunity presents itself.

Adventurers

Some hired mercenaries get dispatched by the merchants who keep being robbed. These guards are often placated along with the crews they protect. However, some parties are sent to specifically attack the Bronze Water Brotherhood in revenge, or to recover the stolen goods. Members of the syndicate will not go down without a fight. They will do their best to keep the stolen goods from being retaken, short of giving up their lives.

Laws:

Motivations

The motivation for many of these bandits is belonging and survival. They seek a found family that will protect them and provide all that they need. Morally, many consider what they do rude, but necessary. With the exception of Sno and his elite guard, most of the group do not seek to hurt those they clash against.

Group Dynamics

Seniority and bonds rule in terms of the Brotherhood's social ranking. Those born into this life tend to have more clout than those who join. While those who call the shots from Fort Vunena are technically higher in authority, many of the raiders look down upon these 'sheltered' individuals.

Bandit Code

The Bronze Water Brotherhood follows the following rules. Treat those of the Brotherhood with respect. Do not reveal your colors to outsiders. Family is never to be deserted, and those who abandon you are not family. Any act against the Brotherhood will be met with serious repercussions.

Culture:

Beliefs and Norms

Many members believe that they act out of necessity. They steal, yes, but it is in order to survive. Those who sell these surplus goods obviously have plenty already. Wealthy merchants are targeted not only due to their valuable goods, but because they already have everything they need.

Taboos

Leaving the Brotherhood is forbidden. Even talk of leaving is barred. In the rarest of occasions someone can buy their way out of the group, but doing so usually involves a mission akin to a suicide run. Theft from the syndicate or any of its members is punished by death.

Loyalty

Unfailing dutifulness to the clan is greatly encouraged. This unwavering loyalty may be performed by many, but is the truest in those raised within the syndicate. The true spirit of these individuals often shines through to the leadership. This is why those raised within the Brotherhood are often promoted more than others, despite the belief from many that it is simply nepotism.

Clothing

Dull colored clothes for temperate weather are worn for most of the year. Stolen gear armors many of the raiders. Items of bronze are valued as representations of the clan's spirit.

Tactics:

Mechanics

When readying an attack on the river, multiple boats are used. Two to four ships will flank the target, preventing it from turning towards the shore without a hard fight. Before an attack, targets will be called or assigned to each crew member. Their job is to disarm that target as soon as possible when the fight breaks out. This is done by either knocking the creature unconscious, forcing them to surrender, immobilizing them, or killing them. When someone has disarmed their target, they will move to assist the next closest member until all are secured on the deck. Grappling hooks and gangplanks are used to forcefully board the ships. ¼ of the crew will be ranged support while the rest are melee fighters. Archers and mages provide cover for the crewmates tasked with boarding the target ship. Most of the time, just enough force is used to placate the target crew until the cargo can be searched and seized. Those tasked with boarding the ship head straight to the belly of the ship to find the most valuable cargo. The sails of the target ship are also shredded or taken to prevent them from following after the bandits. The less exploited shoreline raids tend to use more deceit. Lone ships will approach the river's edge while other boats land further up and down the coast. All groups will converge on the camp at once, hoping to pen them in.



Weaponry

Most of the weapons used by the Brotherhood are stolen. This has led to a random assortment of weapons used by the clan. Training for the more complex weaponry is limited, so simple weapons tend to be favored by many from the peasantry.

Wealth:

Stolen Goods

Food and drink are kept for rations. Items like armor, weapons, and magic items may also be kept if needed. Supplies like rope, torches, and tools will be stocked as needed. Things deemed of no immediate use to the Brotherhood are smuggled to riverside contacts and sold. Some specialty goods may be stored at Fort Vunena, such as artifacts or other items of interest.

Shares

Fine consumables, such as sweets and foreign liquor, are split up amongst the crew that finds it. This crew also gets first dibs on equipment. Excess gear and food is shared among the other crews and stored at the headquarters. Of the treasure found, half is designated as belonging to the clan itself and kept at the fort for purchases. A quarter is split up among the crew that found it, and the rest is split up among the other crews. This personal wealth is often given to a middleman to fetch any requested goods.

Dues

The books are balanced for any struggling fronts. Mercantile informants are slipped their sums. There are not many dues that they owe beyond these.

Mechanics:

Encounters

Front Henchmen (CR 4). 1 bronze water brother OR 1 bandit captain + 4 bandits . Small fronts set up by the Brotherhood may be run by one individual, or a small group.

Boarding Party (CR 11). 2 bronze water brothers + 1 bandit captain + 7 bandits OR 1 bronze water brother + 2 bandit captains + 11 bandits . This is the initial group sent to pacify a target ship's crew. 2-5 of the bandits are the ranged support.

Roleplaying - A captain will usually speak for the ship. They will be polite, telling the target that they plan to board and for the crew to be peaceful. Once a skirmish has begun, they will request that everyone remain calm and no blood needs to be spilt.

After any fighting is resolved and the goods are gathered, the captain will thank the other ship's crew for their time and wish them a good day. Then, the bandits will sail away in the direction best favored by wind and current.

BRONZE WATER BROTHER

Medium humanoid (human), chaotic neutral

Armor Class 18 (breastplate, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft., climb 20ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	13 (+1)	15 (+2)	10 (+0)

Saving Throws Dex +5, Con +5

Skills Athletics +6, Intimidate +3, Stealth +5

Senses passive Perception 12

Languages Common plus any one language

Challenge 4 (1,100 XP)

Bond of Brotherhood. When another member of the Brotherhood is within 5 feet of a target, this member gains advantage on attack rolls against that target.

Actions

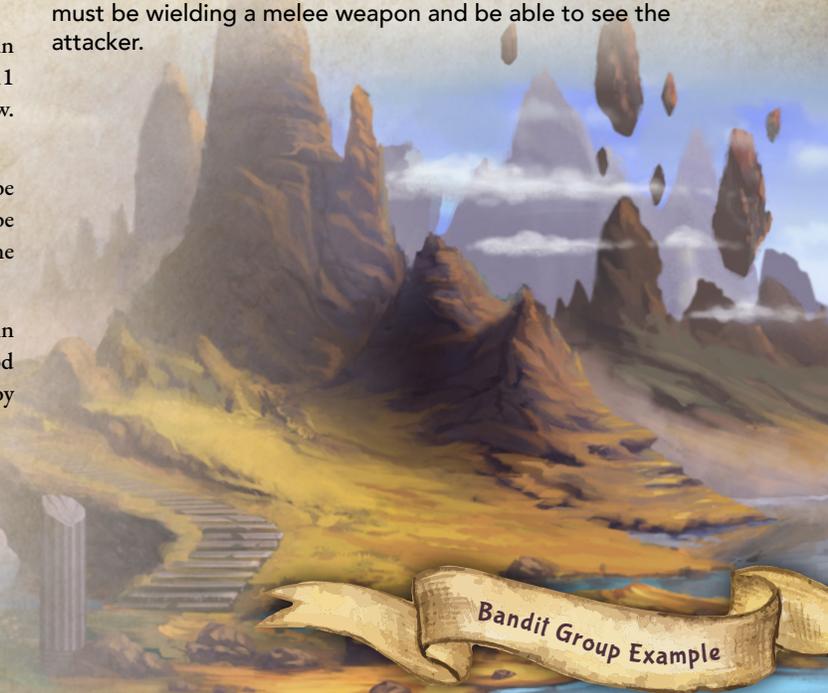
Multi-attack. The bronze water brother makes two shortsword or shortbow attacks.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

Reactions

Parry. The bronze water brother can add 2 to its AC to one melee attack that would hit it. To do so, the brother must be wielding a melee weapon and be able to see the attacker.



Bandit Group Example



THE CRIMSON WATER CHILDREN

Motto - Chains of Sisterhood Cannot be Broken

Overall Alignment - Chaotic Neutral

Insignia - Five Chain Links Dripping with Water

Attitude

The end and beginning are the same. They take each day as it presents itself, and create plans only as needed. The matriarch has absolute rule, but a duel can take this leadership at any point. She must create a balance between destruction and creation, rage and diplomacy. Strength is a necessary attribute for all, as every creature must fight for their place in life.

One thing that is not tolerated amongst this tribe is the use of magic. Even if used for their benefit, the leader tells young spellcasters to make a choice. They can keep their magic, or their tribe. Mothers may leave young sorceresses in villages with male siblings and sires. Even magical weaponry is shunned. Passive abilities can be acceptable. Sentience and activated abilities are abominations to the natural order.

History

Origin

An arcane field of chaos warped the land into something unrecognizable. This cataclysmic event had an especially lasting effect on lifeforms. Nature grew wild and inhospitable; beasts became agitated and hostile. New abominations surfaced, terrorizing all who called this area home. It was kill or be killed. Many groups of humanoids also roamed these lands. Some bands found themselves disfigured by the chaos. Others suffered from various magical maladies. For those of the Crimson Water barbarian tribe, only the women survived a magical plague. Even generations later, men taken in by the tribe died mysteriously. Partners fell ill. Sons were born without breath. After suffering the loss of many husbands and sons, the surviving women formed a new order.

Important events

When a member of the tribe reaches full maturity, she sets forth on a journey to other civilizations. For humans, this is usually between 20-25 years of age. This is to experience the world beyond, and select a suitable mate. The tribe initially sends groups for protection. Where each individual stops is up to them. As each debutante meets a strong, suitable individual, the group leaves her behind. Each individual is then free to pursue the matchmaking. Some women wander for a decade or more in pursuit of a worthy stud.

Description

Appearance

The racial makeup of the tribe varies quite a bit. Wandering women of solid stature and constitution may be incorporated into the tribe. Returning members with children in tow may gather outcast women during their journey. War paint in bright colors is both ornamental and depicts status. Matriarchal lineage and clan pod are tattooed upon adult members.

Within the main group, everyone wears similar clothing of leather and fur. These are layered to allow them to dress for the weather. Occasional trade may grant them access to woven cloths and silks. But, these materials don't stand the test of time and battle as well as hide. Extra decoration may be done with bone, stone, mother-of-pearl, and wooden beads.

Traveling

Pods of eight members travel together at all times. They are responsible for each other's safety, as well as the supervision of any children. Each pod will usually have a 'sister' pod whom they check on after, or call on during, an emergency. These paired pods work to fulfill the same goals during camp and travel. At least one individual with darkvision is assigned to a pod. Those with a sensitivity to sunlight are also spread out across different pods. Sister pods will share mirrored symbolic tattoos. **Camping** - When they set up a camp, the Crimson Water Children end up creating a temporary village of sorts. Their yurts provide solid shelter that is easily transported. Drying racks are set up to dry various foods and help tan hides. If they expect a hostile encounter, they may construct defensive fortifications around the camp. At camp, the women are hard at work preparing all that they've gathered on the road. It is also the time for better socialization, as the pods are no longer spread far apart. Onlookers may see children running about, the repair of weapons, and preservation of food. They may hear singing and chanting to folk tunes from hundreds of small villages.

Location

Movements

During their travels, the clan tends to favor walking through grassy fields. The pods' spread allows for easy hunting as they chase field creatures towards other pods. A few Austringers and their hawks assist in this practice. Among other terrains, low valleys are preferred to keep out of direct view of the sun. In warmer climates, the clan travels at night by torchlight. Children tend to be torchbearers to keep track of them in the darkness.

Preferred Roaming Grounds

Temperate forests with nearby water sources are desirable to the Crimson Water Children. Sizable game gathers in these areas, and resources are plenty. The clan tends to hunt while traveling more than around camp. So, they pass through these areas more than stop within them. Settlements may be passed through, or nearby, for trade. This may also be done to leave a trail for returning members to find the main group.



Common Camping Grounds

Cowardice

The mossy shoreline and thick treeline is not this area's claim to fame. A graveyard of water vessels decorates the bottom of the nearby lake. Elders of the tribe recount the one-sided battle that they waged here. After some passing boatmen made crude remarks, a few of the women returned with some of their own. Angered, one of the men took aim at the women on shore and let an arrow fly, striking her. In return, the clan let loose a hail of arrows, bolts, and bullets. Those who survived the initial volley quickly paddled away. The cowards attempted to flee the scene and were shot dead, one by one. Their remains were dumped into the lake and the boats capsized.

Celebration

A favorite locale for the biannual maturation celebrations. This is a small glade bordering several ponds and a hot spring. The pools of water are perfect for bathing in both summer and winter. Local wildlife has learned not to get too close when the clan members are present. Semi-permanent structures have been built along the grounds due to the regular visits. These partially-buried hovels stay cool in the heat and retain warmth in the chill.

Timing

Seasonal Camps

The clan doesn't follow any additional rules when it comes to camping in different weather. More furs are worn in winter, but the locale, camp setup, and lifestyle don't change all too much. Large deer and rodents are still available for hunting; trees can be felled. All manner of crafts can be done within the relative warmth or shade of their yurts. Water features continue to be sought after. Life gathers around water, which makes these areas easy hunting grounds. Increased travel amongst other populaces in the summer does affect the clan's encounters with other wanderers and traders. One thing that may change is how the clan prepares for trading. In the colder months, fur, lard, and waterproofed apparel are popular. During the travel-filled days, filled water vessels, dried meats, and raw resources are happily exchanged.

Celebrations

The maturation celebration is done twice a year, near the summer and winter solstices respectfully. Clan members gain a year in age depending on which solstice they were born before. Upon two solstices where no noticeable growth has occurred, a child can claim maturity. During such a celebration, the new adults are welcomed into the clan and tattooed with symbols of their maternal line and pod affinity. New clan members who have already matured are also celebrated at this time. This is their official welcome, as they are also placed within a pod and allowed to be adopted into a matriline with the family elder's blessing. Those wishing to start their own line often get the clan's insignia tattooed around an arm or leg.

Camping/Travel Time

There is an important balance between the time spent traveling versus camping. Enough time must be spent traveling to hunt and gather resources. But not too much, for the excess of gathered goods can spoil before being processed. Likewise, they must spend enough time at camp to properly prepare their perishable goods. But not so long as to run low on certain resources. The needs of other travelers and periods of heavy traffic must also be recognized for trade. Ultimately, it is the clan leader's responsibility to determine when they camp and when they move. On average, the tribe spends twice as long traveling as they do camping. If game is scarce or eaten by the day, they may journey longer. Freezing winter air can also contribute to the maintenance of raw meat. Dry, windy summers may allow for sun-drying various foods during travel.





Figure Heads

Leader

The balance of chaos is kept by the clan matriarch. Current head of the Crimson Water Children is Ah'ut Ka'all. She is a ferocious storm of energy, ready to tend to any matter at any time. Now in her early forties, she knows someone will soon take her title from her. Three of her seven daughters show promise in having the strength necessary to defeat her. Ah'ut is not bitter about this knowledge, but proud of her progeny. She hopes that their inner strength will also stand up in decisions of diplomacy and war.

Ahfep, her eldest, is currently four months pregnant with her third child. She is doing her best to convince others within the tribe to not challenge her mother. This is her goal until she is fit to enter the challenge herself. At times, she has stooped to sowing rumors as a distraction.

Important Figures

A member's strength comes, in part, from her connections within the tribe. No one is better connected than Fi'ht Di'ehn. Along with her five daughters, she provides much of the prepared hide for the tribe. Her deft hands work through well-practiced motions quicker than anyone else in her pod. When she finishes her portion of the work, she partakes in decorative crafts. She often designs and decorates clothing, tents, bags, and everything else made from skin. These decorated trinkets are often gifted to earn favor amongst the various pods. Should she need, Fi'ht may be able to call in enough favor to pass any judgement she chooses.

Extreme luck and skill seems to surround In're Hu'ren. In reality, she is a cleric serving the Goddess of Life. She keeps her divine magic hidden from the rest of the clan as best she can. Small miracles are performed to help heal the wounded, disguised with unnecessary gauze and poultices. When she can, she stocks up on plaster to put casts on larger injuries.



Join the Kickstarter to gain bandit clans like The Shell Tent Travelers, The Dread Rotter Tribe, The Stone Ash Clan, The Ebon Morass Tribe, The Bloodaxe Tribe, The Crimson Water Children, The Sandclaw Tribe, The HedgeTracker Horde, and The Sapphireforged Gaint Clan

Nomad Clan Example

Demographics

The clan has around 450-470 members, not counting those abroad seeking a mate. All members are trained as barbarians. Some families have different traditions and fighting styles they pass down. Racial composition is quite varied. Some lineages are clear, such as the dragonborn, half-orcs, and humans. Some keep their history a secret, such as the lycanthropes and other cursed humanoids. The child population tends to be around 40% of the tribe. Maximum age with the clan depends on the longevity of one's race, but is around 55 for humans. Elders who can no longer keep up with the tribe may be asked to stay behind at the next village they pass.

Interactions:

Travelers

Fellow wanderers are regarded as outsiders, but trade is usually welcome if sought after. The Crimson Water Children do not like those who camp too close or regard their number as a novelty. Lessons in manners may be granted via warning shots to those who wander too close. Those who do not make their intentions known may be followed and watched from afar until they prove to be of no threat. Magic users are shunned, as magic is associated with death to the tribe.

Settlements

Trade with the towns and villages the clan passes is important. Masterwork weapons and other metalwork are highly sought after due to their inability to build a proper forge during travel. Most settlements are happy to trade with the tribe, as they provide large quantities of food and resources. Occasionally, a dispute will occur between a sire and mother over their child. The argument is settled as peacefully as possible, and that particular village may be avoided in the future. This is one reason why mates are sought after in far away places where the clan doesn't roam.

Enemies

Bandits, monsters, and other creatures who pose a threat to the tribe are treated without mercy. When battle has been decided, almost no survivors are allowed to remain. Even those who surrender are executed. If their enemies have a fortified base, the tribe employs rudimentary siege tactics. They can wait out enemy forces for weeks on end. Most individuals prefer to simply storm the construction and engage in hand to hand combat, however.

On the rarest occasion, young girls may be spared and taken in. This is based purely on the matriarch's judgement. If this is done, the child is not free to play as with the other children, but is expected to work amongst the women to prove their worth. Because the matriarch is the only one who can spare a child, she is often the one who adopts the child into her line. If the child proves unyielding to the command of the leader, they may be given a small pack of goods and set loose in the wilds. There is no bravery in killing a lone child. Should she have the strength to survive, she is worthy of being an enemy to the tribe. A later meeting will likely involve spilled blood.





Along with the arctic terrains the content will contain fully detailed information about canyons, deserts, forests, oceans, wetlands, grasslands, valleys, highlands, and oases.

ARCTIC

On the polar ends of nearly all worlds lie the vast frozen deserts of the Arctic realms. Miles of landscape filled with frozen tundra's, glacial expanses, and Icy depths.

While initial concepts of ice, snow and near freezing waters come to mind when imagining the northern and southern poles, the lands often provide a vastly more diverse, unique, and beautiful landscape than one would come to expect.

Tundras, consisting of two differing biomes, Alpine and Lowland, form the more earthen and inner sections of the polar terrains with communities, diverse and widespread flora and fauna, and more common areas of travel.

Glacial biomes fill the extreme edges of the world. These harsh landscapes consist of frozen snowfields or vast expanses of ice-filled water with little to no flora and only the most resilient fauna. Communities are rare to nonexistent with those that do occupy the areas more nomadic in their habitation. Travel is only sought here by those in dire circumstance or seeking the unknown.

While an area often avoided by the majority of the world the Arctic offers breathtaking views, expansive lands, and a unique experience unlike travel seen anywhere else.

TERRAIN

From grassland plateaus, immense alpine peaks, frozen ice sheets, island archipelagos and expansive fjords the Arctic regions of the world offer a variety of terrain types to encounter.

These areas are often spread in a specific method across the northern and southern hemispheres relative to the landmasses distance to the magnetic pole of the planet along with its axil tilt. On the very edge of these areas sit either perpetually shifting masses of water and ice, or areas of solid ground permanently frozen over.

The more arable lands of the biome, grassy tundra's, fjords and waterways, and the island archipelagos, sit closer to the equator and contain civilization alongside plants and animal life to support it. These lands lie normally just outside of other biomes and are separated by significant decrease in temperature and low levels of precipitation.

The further one heads towards the planets poles the more they will come across the biomes of frozen ice sheets and icy waters. Vast distances of land covered in a thick layer of ice and frozen earth, or where the water itself has frozen into a solid surface of ice. Landmass and oceans fluid in their location and size as the seasons shift.

Origin/History

The origins of these areas are often based on the whims of the gods and the shifting of the lands. As the Arctic terrain is heavily reliant upon the landmass's location within the world, it's formation can be brought about from the upheaval of primal forces during the planet's formation, or the twisting and turnings of the land over the eons of existence.

Rarely sought out by beast nor humanoid its habitation is often one of little choice or design. Tribes and creatures frequently found to have taken to the areas by forced relocation or removal. Those creatures that are born of the bitter, frigid lands often finding more comfort in the cold and inhospitable environment, their bodies and minds fashioned to withstand the abnormal conditions.



Formation

As a terrain that can contain a numerous amount of internal biomes, the formation of the Arctic zones are variable at the best of times.

Grassland Plateaus & Lowlands: The grassy plateaus and lowlands of the arctic tundra form both within the alpine heights and upon the coastal lowlands. These areas are situated between the extremes of the icy waters and frozen heights, and the surrounding biomes of warmer climates. The grassland areas form around the strong flora and fauna that cling to the earth. The plants and animals that live here eking out a meager existence during the warmer months of the year and surviving when possible during the colder.

Alpine Peaks: The alpine peaks of the frozen lands form in a similar method to many other mountainous terrains across the world. At the edge of tectonic plates or the result of immense volcanos, these heights are often as old as the gods themselves.

Frozen Ice Sheets: The vast and arid frozen ice sheets of the Arctic realm form in two common methods, depending on the time of year and location. Those upon landmasses of solid earth build a few inches to feet above the hard surface. Those upon the icy waters turn solid, with the ice sometimes sinking to the ocean floor itself.

In both circumstances the frozen sheets can be permanent or temporary fixtures to the environment, the location either so cold the ground and water remain frozen year-round, or the variable temperature causing the areas to melt during the warmer months.

Island Archipelagos: Similar to the Alpine Peaks the island archipelagos of the Arctic are often the result of volcanic eruptions, these however form when the volcano lies below the ocean floor, pumping lava up into the water and creating new landmasses. These areas often replicate the surrounding biome conditions.

Fjords: One of the more beautiful locations found within the Arctic realms are the naturally forming Fjords. Formed by the retreating of glaciers of ice (not to be confused with glacial terrain), the resulting gorge left between the mountains or plateaus are known as Fjords. Often created during ice ages, or by the destructive force of gods and titans, these areas often lie closed for thousands of years before the ice rips away.

TRAVELING

Travel is the means in which communities live, merchants prosper, travelers explore, adventure begins and long lives end. Travel is the bedrock of civilization and the first steps of any new discovery of the mighty and wonderful world.

Within this section we will cover the varied and harsh realities of travel within the Arctic realms, the what, when, and how of traversing the cold and icy plains often so far removed from society.

Common Methods of Travel

Travel across the desolate snowy deserts of the Arctic terrain can be broken into two major methods, by land and by sea. An area of constant change, depending on the time of year, many travelers often find the need for both forms of transport.

Alongside traversing a shifting and changing terrain of ice, snow, water, and stone is the unique issues brought about by the frozen earth. In a similar vein to travel over sand, the snow and icefields are treacherous and constantly shifting underfoot. One might easily be walking upon a hard surface one moment, to be sinking 3ft into the snow the next.

This difficult and unruly terrain also effects the use of more traditional and common forms of transport. Horses and mules struggle in the difficult terrain, the heavy beasts of burden unused to the shifting soft ground. Carts and caravans also of little use with wheel-based travel often unreliable and slow going. As is quickly learnt by all who travel the Arctic realms, weight dispersion is key to efficient travel.

Sleds and Sleighs: The most common form of transport across the tundras and glacial ice of the Arctic region are upon sleds and sleighs of wood or metal. Built in a multitude of shapes, sizes, and materials these devices, of personal and commercial transport, are seen across the biome wherever a solid surface can be found.

Built in a similar method to a cart the vehicle replaces the circular wheels with runners, long stretches of wood or metal that run the length of the bottom on parallel sides. Raised away from the bottom of the cart these horizontal poles allow for a greater dispersion of weight across the ground and allow the vehicle to slide upon snow and ice.

General crafted in two sizes, the larger vehicles are designed to be pulled by beasts of burden and allow for quicker and heavier transport. Smaller sleds are crafted for single users and are often pulled while the device is loaded with gear.





Snow Chains: Should a person decide that wheel-based transport is required upon the snow and icefields than the attachment of snow chains to the vehicles wheels is a must. Lengths of chain wrapped around the tires give greater traction and control to the vehicle, though help little with weight dispersion or the sudden changes in density of the ground below.

Snowshoes: For those travelling within the harsher areas of the Arctic's biomes upon foot, an often-ill-advised route, the use of snowshoes allows for faster and safer travel. Essentially the attachment of a large flat base to the sole of shoes these devices stop the wearers feet from sinking within the snow and allow for a greater dispersion of weight. Snowshoes are typically made of a lightweight material, with thin wooden frames or stretched hide.

Beasts of Burden: Similar to other areas of the world beasts of burden are used to transport people and goods around the arctic spheres. The manner in which their used however is somewhat different.

While horses, mules and larger animals are rarely used in the frigid environments, the soft snow and slippery icy too dangerous for the heavy beasts, smaller and more agile companions are often found. Teams of dogs, reindeer and even wolves are used by sledding teams, merchants and caravanners to pull transport and people across the frozen earth and ice. Used in small crews of usually 4-8 animals, the lightweight beasts can often cover huge distances with minimal trouble, carrying significant weight.

Single person transport is more limited in this part of the world, with sole animals that can bear the weight of a person difficult to find. While some do use a companion dog or wolf to pull a solo sled, or some of the smaller races, such as halflings and gnomes, are able to ride the beasts, it is a rare sight.

Boats: With the large expanse of water and ice that are often found within Arctic zones comes the frequent use of boats, kayaks, and rafts. A large part of the diet and commerce of the biomes are the abundance of fish and mammals found underwater. From schools of salmon to the blubbery fat of wales and seal, the correct boat for transit and fishing is a must.

Alongside this sits the difficulties of navigating frigid seas filled with huge behemoth icebergs and shifting tide lines. To make usage more effective and efficient smaller boats made of light material are often crafted, with small kayaks used regularly to travel shorter distances. Even rafts are a frequent site in villages that locate themselves in the arctic archipelagos, the devices used to transport across the constantly changing watery expanses.

Uncommon Methods of Travel

While most travelers and inhabitants of the Arctic region are found to use simple methods of travel, like sleds, boats and dog teams, wilder more uncommon methods of transport are sometimes encountered as one traverses the vast areas of the frozen realms.

Polar Bears and Yeti's: Powerful beasts that tower high into the sky, these killers and monsters of the icy plateaus are a sight one hopes to never see when travelling, even more so when alone. Polar bears, and even occasionally Yeti's, are sometimes found under the sway of Rangers and Barbarians. A ritual often undertaken by the bravest of the tribes that roam the Arctic circle, the beasts only fall under the sway of those able to wrestle them to ground and force them to submit. An almost impossible task many a brave warrior has failed to return from their trip into the wild in search of a beast to control.

Ice and Water Elementals: A rare but incredible sight amongst the waters and ice sheets of the outer realms are that of Elements mystically enthralled under the arcane sway of magic users. The elementals lashed through beams of raw energy to the boats and sleighs, pull the rider across the arctic realm at breakneck speeds, the creatures at any moment on the verge of breaking their master's control and turning their wrath upon them.

Seals and Whales: A less extreme, though still as rare, sight amongst the icy waters are that of boats being lead by teams of seals, or the majestic titans of the sea, whales. The happy and friendly sea dogs and giant mammals are often seen free amongst the cold waters, searching for krill and fish while they evade predators. But every now and then these creatures are found pulling the boats of the local druid clans, the defenders of nature found whispering commands to the creatures as they glide across the water.

Mammoths: Mammoths, or ice elephants as they are often called by travelers, are the giant placid land mammals of the Arctic realms. With thick fur and immense tusks, the herds are often seen slowly ambling about tundra's in search of the coarse vegetation. Fierce protectors of their own, Mammoths are only seen as beasts of burden when they have been ripped from the families, the rest often slaughtered for fur and ivory. The ones enslaved by the Giants and Trolls of the Arctic are often poorly treated and cruelly driven about the lands.

Amphibious Vehicles: An ingenious invention sometimes found within the craftier gnome and dwarven communities of the Arctic are the amphibious vehicles of the land and sea. Often larger, more complex, sleighs designed with collapsible runners and sectioned areas for animal teams, these vehicles are used with mixed results. The more thoroughly designed and tested can be seen coasting the waters to easily push onto land, moments later taking off across the tundras. Others are quickly found to flounder upon the water and sink into the cold depths below.





Types of Roads

Physical roads within the Arctic biomes are a rare sight, especially outside the more central tundras. With shifting landmasses and immense areas of land often covered by feet of snow, the concept of roads has never held strong by settlers or travelers.

Routes and passageways of the Arctic realm however are not rare and often times extremely important to accessibility and survival. As the seasons change and passageways are lost to water, or as the temperatures shift and markers are lost behind layers of ice and snow, the knowledge of where to travel and when is essential.

These 'roads' however are concepts of the mind with their locations often long, and tightly, held secrets of merchants, clans and tribes. A common roadway, though dangerous if the climate is not fully considered, is the use of frozen riverways as routes, the ice often more manageable than snow covered rock.

As will be further discussed in Road Markers, these roads are often only spotted by stone cairns or geographic markers, which if missed, lead to death and despair within the icy wastelands.

The traditional roads that do exist are often found with the tundras of the Arctic realms, in the lands closer to the equator. Often linked to other more climate friendly towns and villages, are roads of dirt and stone more typically seen throughout the world. The use of salt to clear snow on important paths a regular occurrence where the mineral is available. Though, even these roads struggle to survive long in the constantly change conditions, pools of water muddying the locations in the warmer months and layers of snow in the colder.

Road Markers

With the inability for those within the Arctic to use traditional roads across the majority of the lands, the use of Road Markers are of extreme importance. Both land and sea markers give hunters the ability to find game, merchants the ability to travel between towns and villages, and nomadic clans the knowledge of where to head and when.

Stone Cairns: The markers of the land, Stone Cairns are giant pillars of stacked stone that rise high into the air. While seemingly basic in design, these traditional pillars have proven the test of time and climate, proving both versatile and stable.

The pillars are generally built by the stacking of thick and heavy stones upon one another, layering them for stability. The height of the markers is determined by the snowfall of the area, designed to be seen during even the harshest of winters. The larger, more commonly used markers even contain small enclosures within the cairns for travelers to leave supplies or notes to one another.

The Cairns serve three purposes to those that know of their use. Firstly, as markers of the road, offering direction towards the next marker. Secondly, as indicators of the how long the path has to remain open, markings of snow height used when appropriate to indicate how traversable the path remains. And thirdly, where able, as storage places to leave notes or supplies for others.

Buoys: The markers of the sea, Buoys are used across the icy waters in a similar method to Stone Cairns. A common sight amongst the Arctic seas, these barrels of iron or wood are filled with air and layered with hide before being weighted to the ground in the depths below. While less frequently used, and more often victims to nature than stone cairns, their importance for travel and passage is paramount during the colder seasons.

Buoys were often used for two primary purposes within the seas, to offer navigation, with their design or markings giving directional indication to those with knowledge, or to warn of ice levels, with the distance to land measured as an indication of how long the passages would remain open.

Travel Tips

The Arctic is a place of extreme danger and requires the utmost care and respect should one wish to cross its dangerous plains. To help with this a few small tips have been included to get you through your journey of ice and snow.

Seasonal Approach: One of the best ways to approach travel within the Arctic is to conduct it during the warmer seasons. At the height of summer, the thick layers of ice and snow will often have receded allowing clearer paths, more active game and wildlife, and easier temperatures to manage. Should this not be possible, ensure that the routes you take are designed for the season you are currently in. Often a traveler has become lost and perished upon a path only meant to be travelled in the opposing time of year.

Body Temperature: Clothes and heat, the cure and curse to all travelers within colder climates. While most that travel the arctic are smart enough to rug-up before engaging on their voyages, an often-misguided choice is to over layer. When it comes to clothing and body heat in the cold, one of the worst things that someone can do is sweat. Many adventurers fall foul to layering too much clothes on. After taking off on their long hike they become covered in sweat before the first leg of the journey is complete. The problem only worsens from here as when the body cools down, the sweat turns the clothing wet or leaves the skin damp. And this damp and wet body pulls at the ice and cold around it freezing the traveler. Their own heat causing them to be overcome by frostbite and hypothermia. The key is always to avoid overheating and sweat, it'll kill you as quick as the cold will.





Food Sources: As with travelling in any part of the world the need for food is always paramount. When it's impossible to bring all the required provisions, you become lost, or simply your situation changes, the requirement for food is often a primary concern.

As the arctic is a more desolate place, knowing where you can obtain food from is a key concept to survival. A few sources of food common within the arctic are:

- **Fish:** Either gathered from the waters edge, or by digging holes into the ice above frozen rivers or the oceans. Ensure to have brought a lure and wire at the minimal to help gather these essential sources of nutrients and calories.
- **Larger Game:** In the Tundras of the Arctic roaming reindeer or oxen can be caught in similar method to the hunting of game in other terrain, the creatures of thick hide offering warmth alongside meat.
- **Water Mammals:** When desperate, the common seal, or less common whale, is a good source of fat to survive the more extreme locations of the arctic. While often terrible on the palette it has been known to keep local tribes alive in times of great need.

Fuel: While shrubs and vegetation are not impossible to find in the more inner lands of the Arctic, a strong supply of fuel is one of the key components to successfully travelling the area. If heading into the desolate glacial realms it is always recommended to bring wood and burnable materials. Mammoth dung can be a source of fuel for the desperate, though the smell not nearly as enjoyable as oak or elm.

Ensure fires are used sparingly and only when needed, helping to retain fuel. Leaving fires on overnight and wasting the precious commodity is another common mistake a traveler often makes.



ECOLOGY

The Arctic is one of the most unique and diverse terrains within the realms housing extreme climate, treacherous landscapes, and unrivaled yearly transformations. These conditions create a home for some of the most interesting, if scarce, flora and fauna imaginable. From the giant wales that hunt plankton and krill in the frozen depths to the edible lichen on the alpine tundras, to the Frost Giants of ice and snow.

Within this section we will approach the plants, animals and people often found within the arctic spheres, hopefully giving travelers enough information to safely traverse the dangerous terrain in one piece.

Flora

The plants, shrubs, grass, flowers, and fungi that thrive within the desolate and unwelcoming terrains of the Arctic are by far the hardiest and most resilient of Flora within the realms. This however is counteracted by their scarce nature and limited availability.

Of the two major biomes of the Arctic, the diverse tundras and the expansive glacial bodies of ice, only the tundra is home to flora. The huge plains of ice too cold and desolate for anything to survive. The tundra itself also goes long periods with little to no vegetation, the harsh long winters covering the arid earth in layers of ice and snow.

In the lower tundras, closer to other biomes, a traveler will encounter flowering plants as well as lichens and moss. Arctic Cottongrass and Ice Grass can be found in these areas with oxen, mammoths and goat herds often eating the small dense greenery. Dwarf birch and willow some of the more common shrubs and plants that litter the countryside.

A number of specific plants that are worth keeping an eye upon by travelers to the region:

- **Arctic Poppy:** Small flowers found by riverbeds, these hardy plants with yellow petals on delicate flowers grow nearly 25cm tall. While beautiful to see within the arctic they are a deadly plant, the stems containing a toxic resin that can kill beasts if too much is consumed.
- **Sun Lichen:** Hardy and able to survive extreme colds this lichen of orangey-red appearance is the main food source of herbivores within the arctic. Its source as a fuel, once passed through the beasts, valuable to travelers as well.
- **Bearberry:** Small red circular berries on green shrubs these edible treats are never far from polar bears, the beasts often making their lairs within range of the growing plants. While an easy source of food for the hungry, beware of those that also feed upon it.



Fauna

Just as rare as Flora, though easily more diverse, is the Fauna of the arctic region. From those upon land, the arctic fox, reindeer, elk, and oxen, mammoths, snow leopards, hares, yetis, and polar bears. To those within the air, geese, terns, falcons, and owls. To those under the sea, whales, walrus, seals and the immense amount of fish and smaller sea life. The animals and beasts of the Arctic are tough and resourceful with little room for error within the unforgiving land, the creatures either predator or prey at all times.

A number of these creatures should be sought for food, others should be avoided for safety.

Prey: Hares, reindeer, seal, and fish are the best source of meat within the Arctic. Most easily catchable by simple means of snare, bow or fishing rod, they provide subsistence, fur, or hide, and essential fats to help you in your travels.

A simple guide to determining what to hunt is best based off how cold the location is. The colder it is, the lower to the earth your target should be. In the warmer tundra's aim for elk and reindeer. In the Alpine heights or on the verge of glacial regions look for hares or birds upon the ground. And in the deepest frozen depths of the Arctic, look below the ice for fish and seals.

Some common examples:

- **Reindeer:** Often found grazing upon the sun lichen or drinking from melted pools of snow, these graceful four-legged beasts are great sources of meat and hide for travelers in need. While often better as companions and beasts of burden, they often fall prey to predators or the needs of the local populace.
- **Hare:** Larger, more aggressive and covered in a thick mat of fur, the cousins of rabbits are found across the tundras and alpine heights of the Arctic biome. Prey to larger carnivores the meat and fur is often also snared by hunters. Often found in burrows they run and hide at even the lightest of disturbances.
- **Cod:** One of the most abundant fish in the arctic oceans are the cod. Easily found within the waters in vast schools they can easily be cooked into a tasty meal and contain a number of oils and vitamins to keep any traveler fighting fit.

Predators: Yeti's, Polar Bears, Wolves, and killer Whales are those to avoid whilst travelling the Arctic region. Each an apex predator within their own realms they will quickly surprise and kill the unaware and ill prepared. Those upon land are best avoided, with fire and a sharp blade as a last resort to survival. The killer whales of the seas often attack humans that venture too close to their seal hunting grounds.

The local population is always the best source of knowing where and when to avoid predators. Their stone cairns also offering information on the dangers of the area, should the traveler be able to read the signs.

Some common examples:

- **Ice Wolves:** Found all across the Arctic biome are the Ice Wolves. Pack animals these carnivores stalk and hunt their game across the wintery landscape. Upon first noticing prey they will howl to call their pack towards them, the beasts then stalking their victim for hours before attacking. They will purposely lie prone in snowfall to cover their bodies, leaping from their hiding spot to ambush prey.
- **Killer Whale:** Giant underwater hunters of seals and shark these immense killers are one of the more dangerous beasts in the arctic. A true apex predator they will kill anything that comes between them and food. When in the waters they are known to work together to capsize kayaks and small boats to kill fisherman and take their catches.
- **Yeti:** While a rare sight amongst the arctic circles it is a sight one never wishes to see. Standing two-three times the height of humans, they loom over even the mightiest of polar bears. Smart, brutal and incredible hunters their only weakness is the heat of open flames. A quick and violent death is common for those caught in the sights of a Yeti.



RESIDENTS

The residents of the Arctic fall within two categories, those that are natives of the ice and cold, or those that have come to desolate areas through relocation and removal. Scattered across the vast ice deserts, or on the plateaus of alpine tundras, travelers will find a number of tribes, clans, villages, and sentient beings.

Living in small close-knit communities, or alone in isolation, those of the arctic match their surroundings, cold and hardy with a focus on survival. While a seemingly cruel and desolate place, the locals often find an enthralling magnificence amongst the calm and serene moments of beauty and that can be found within the arctic lands. Four distinct communities and people that are found within the regions are explained below, though many more are thought to nomadically roam across the vast frigid lands.

Arctic Gnomes: Found in villages within the Alpine Peaks and Grassland Plateaus are the Arctic Gnomes. As mischievous and excitable as their cousins of warmer climates, these gnomes are of the more practical kind when it comes to survival and life within the cold lands. Often found building new devices to fish with, or the latest amphibious vehicle, the gnomes regularly find pleasure in overcoming their environment or finding new ways in which to find enjoyment in it.

Friendly and welcoming to travelers the small communes are often sought as places of rest between trips, or as destinations for merchants and traders. Homes of grandeur dug into the cold earth can often be spotted by the location of large, perfectly stacked stone cairns built by the gnomes to signify their village.

Ice Kobolds: The Ice Kobolds are a clan of creatures that split into the Arctic lands many centuries prior. Driven away from their places within Kobold villages for the worship of Yellroth, the god ice, they crept towards the colder reaches of the realm in search of their god.

Finding a home of darkness and ice they took to the land happily building vast structures in the glacial wasteland. During the colder months of endless night, they roam the lands hunting seals, fishing and performing rituals to Yellroth. In the warm months of endless sun, they hide within their homes, digging further into the ice and earth.

While it is rare for outsiders to ever enter the homes of the Ice Kobolds, they are known to trade with travelers for food and goods. Items of wood seen as a rare and valuable treasure. The kobolds however are superstitious and strict to their laws and scripture, with a warning against offending them. It is not uncommon for lost travelers to be saved by the Kobolds, only to then be sacrificed to Yellroth for failing to reward their acts with a present or trophy.

The Tribe of Day and Night: A native tribe of humans that are found within Arctic lands are that of the Day and Night tribe. Worshipers of Darsa, the goddess of darkness, and Larsa, the goddess of light, they are a tribe of semi-nomadic druids and barbarians who roam the tundras and glacial domains of ice.

Worshipping Darsa during winter, the clan is found to inhabit homes of ice and snow deep within the glacial realms, immense igloos built by the strength of the barbarians and magic of the druids. During summer, the tribe is found within the friendlier grass tundras, in homes of earth and stone, in worship to the goddess Larsa.

A tribe of an almost split personality, they are friendly and welcoming during the long summers and cold and warlike during winter. While happy to trade and host guests in their earthen homes, meeting them under the moon upon the ice sheets is often a death sentence. The clan can be regularly found in search of Yeti's to dominate or Frost Giants to slay within the Arctic depths.

Frost Giant's and White Dragons: Some of the most powerful beings to walk the frozen lands are that of the brutal and warlike Frost Giants and White Dragons. Solitary creatures of little intelligence and less patient, especially in comparison to their kin, they roam the polar lands in search of food, treasure, and kobolds to subjugate. Natural foes to one another, immense battles between giants and dragons are spoken of in lore by nearly all that dwell within the region. Though in most cases the sight of these mighty lords is often one of the last seen by the unlucky traveler.

Environment

In drawing together all of the ecological components of the Arctic terrain a wider, more thorough, understanding of the ecosystem can be seen. As with most things within the Arctic it can be split between two major sources of difference, night and day, winter and summer, the frozen glacial expanses and the immensely diverse tundras.

The Tundra, a more thriving location for villages, wildlife, and vegetation is where most travelers will find themselves whilst on the road. Often passing through grassy plateaus that sit overlooking vast picturesque Fjords, reindeer and oxen found eating cottongrass while nearby villages of arctic Gnomes welcome visitors.

The glacial expanses, the desolate ice deserts, filled with sea life, kobold tribes and beasts of wonder and strength. While lacking in vegetation or an abundance in wildlife, its vast emptiness of picturesque skies and incredible giant icebergs are not lacking in beauty or splendor. A place of hard people and harder climate, travel is not for those with weak constitution or little resolve.

While plants, animals and sentient creatures work relentlessly to survive in the cold and barren terrain, they do so in a hard-fought harmony and with resilience not seen anywhere else in the world.





PHYSICAL GEOGRAPHY

The physical geography of the Arctic is one that any traveler must fully consider before stepping foot in the realm. Unlike more common areas of the world, like Forests, Highlands, or Wetlands, the arctic is always volatile, constantly changing, and barren of aid or readily available recourse in the times when disaster strikes.

This section on terrain is designed to allow travelers to fully determine where to travel and how to know when they have entered a new biome. Preparation and knowledge is key to passing these terrains safely.

Terrain

The terrain within the Arctic biome is comprised within the main groupings of the Tundra and the Glacial, with the frigid oceans a beast unto their own. An extremely variable terrain the Arctic biome is one of harsh conditions, difficult topography and ever shifting rules. Where one day you have clear passage or open waters, the next you have thick ice and treacherous snow-covered pathways. Where one year stood a vast glacial ice sheets, the following stands an ocean of frigid water. Understanding these terrains allows travelers to better understand judge their ability to survive the Arctic.

The tundra biome consists of the Grassland Plateaus and Lowlands, Alpine Peaks, Island Archipelagos and Fjords. These areas can be laid out within the biome in a number of ways, some containing only grassy lowlands before reaching the giant glacial ice sheets, others a smattering of all the variations. A consistent feature across these areas are the higher temperatures, more persistent fauna and flora, and the presence of earth, rock, and water.

Tundras are often found closer to the other terrains and biomes of the realm and have more a more normal appearance. While ice and snow are a consistence sight across tundras they see more common variation of weather and seasonal changes.

The glacial biome consists of glaciers themselves and the immense ice sheets that reach to the tips of the world's poles. A cold desolate place of ice and snow, even in the warmer times of the year, it lacks the flora and fauna of the tundra, the biome also significantly colder and drier. This biome often interplays with the oceans of the arctic, if they exist, with the line between ice and water a distinction often made by the time of year or the tilt of the planet upon its axis. While a place of harsh and desolate danger it also generates unique and beautiful views across the open ice and the skies above.

Types

The Arctic regions are formed around two major categories of terrain, the Tundra and Glacial. These areas can be further broken down in Six types of terrain and the ocean, each with their own distinctive characteristics and design. While oceans themselves are unique within the Arctic environment, they are not always a part of its ecosystem with entire arctic realms sometimes containing no standing bodies of water.

The below separation is indicative of their general layout within the Arctic realms, however, it is not always the case, with icebergs potentially forming around island archipelagos or grassy plateaus sitting above ice filled oceans.

Tundra:

Grassland Plateaus and Lowlands: The grassy plateaus and lowlands are the most common areas found within the tundras of the arctic. Filled with shrubs and short grass the large expanses sit often on the edge of the Arctic biome climbing into the heights of Alpine peaks, tracing their way along Fjords, or ending at oceans, island archipelagos or frozen sheets of ice.

The grasslands contain the bulk of the Fauna, Flora, and Inhabitants of the arctic biome with larger communities, herds, and plants able to survive the slightly warmer climates. These areas often clearly discernable from non-arctic grassland by the availability of vegetation, but the lack of trees or plants that would normally rise high into the air.

The grasslands are also areas more commonly prone to greater variation in day/night cycles and a variety of weather. Generally, the furthest biomes from the poles still considered Arctic some are able to operate at almost normal day/night schedules year-round.

Alpine Peaks: Alpine Peaks are the mountainous heights of the arctic region. Often found at the edge of landmasses or the site of ancient volcanos, they tower high into the cold frigid air. The mountains also often drop down into Grassland Plateaus or Oceans of ice water.

While in many ways similar to mountainous areas within other regions these peaks are often more desolate and unpredictable than others. With little to no game or vegetation scaling their heights often requires immense preparation and planning. The mountains also often hold incredibly low temperatures and thin air.

Alpine peaks are also one of the few terrains within the Arctic biome that can appear in other terrains and locations around the world. Though rare, if a significant series of mountains rise high enough, the climate and terrain will match that of the Arctic alpines.





Island Archipelagos: Rising out of the ocean these islands of earth, pumice and rock are the children of active, or long dormant underwater volcanos, heated hot springs or constant smoke a good indicator of its most recent status. Characterized by irregular risings of dark stone and rock from the water, these islands are often found near Alpine peaks and grassland plateaus.

While a rarer sight within the Arctic biome they are often found to dot a number of seaside arctic tundras that lie close to the underground tectonic plates. The islands area often quite plain above the sea with, at most, a small reflection of the local tundras biome. Underwater however it is home to unique and diverse life outside of the standard ecosystem, the potential for heated underwater vents giving rise to new plants and creatures.

Fjords: Amongst the mountains and plateaus of the arctic region lie rivers and passageways of vast distances. During ice ages, and times of immense periods of cold weather and snow, these areas are filled with ice that freeze in place. Layer upon layer rise until the area is a giant field of ice known as a glacier. After hundreds, if not thousands of years, these glaciers shift and move from their original home, or break apart over time, revealing the majestic U-shaped inlets that are known as Fjords.

Picturesque plateaus drop into valleys with small snaking riverways that lie as a remnant to the glacial past. Located in areas between the grassier, warmer tundras and the frozen ice sheets, these fjords often reclaim their vegetation and wildlife only adding to the geographical marvel.

Glacial:

Glaciers: The namesake of the greater glacial terrain type, these large areas of solid ice and snow are built over eons of time or from powerful freezing conditions brought about by significant ecological change. Rising from valleys or breaks in the land they often are found near the coastal edges of the Arctic realm.

The surface terrain of Glaciers match that of the Frozen Ice Sheets, open desolate ice. These however as a single body often shift and move over centuries. Should a traveler stand near the edges of glaciers the might be lucky enough to witness sections of it breakaway and crash into the land or water below.

Frozen Ice Sheets: At the edges of the world lie the vast expanses of frozen ice that shape the polar caps. Formed through the freezing of oceans, or the covering of landmass with perpetual snow, these areas are the most extreme and desolate within the Arctic Biome. With little to no vegetation and only the hardest of creatures, it offers little aid to those travelling upon it. The size and location of these massive

glacial areas often shift and change as the seasons flow, especially those over water or that spread over the depths during winter.

A variable environment, the solid ice can be filled with hidden crevasses, areas of deep snow, or melted water in the warmer months. The edges of these areas, if over water, also contain the danger of collapsing into the cold depths or breaking away from the main landmass. A severe and unforgiving terrain it best avoided to most travelers.

Oceans:

Oceans of the arctic terrain are in many ways similar to that of oceans all over the world, with the added danger of colder waters and ice. These oceans can come in many shapes and sizes with Arctic regions potentially have no fully formed oceans, the solid earth covering the pole completely with ice sheets solid on top.

In the oceans that do reside or surround Arctic regions one will find shifting bodies of ice in constant ebb, flow, and migration. From the breaking of glaciers to the long-standing icebergs the seas contain the added environment of obstacles for sailors and ships to traverse.

The depths of Arctic oceans are often found to be shallow that those in more tropical climates. Shorelines are often long and sloping into the depths, or distinct and significant drops along tectonic plates.

The ocean is home to an incredible amount of sea life that helps keep the Arctic thriving as a whole, the freezing waters mixed with underground volcanos providing a variety of conditions for sea life to propagate in.

A place of danger to most travelers, with freezing waters, constantly changing conditions, dangerous animals, and immense icebergs, traversing the deeper sections of the Arctic ocean should only be undertaken by experienced captains.

Classification

The often-used classification for the Arctic biomes are landmasses and oceans that lie above 60° degrees north of the equator, or below 60° degrees south of the equator. Another similar method to determine being the bottom/top 20-30% of the planet.

A major factor in this classification is also temperature and precipitation. The summers should not produce an average temperature above 3 - 12°C (39 - 53°F), with winters to have long periods where temperatures drop between -20 and -30°C (-4.0 - -22.0°F).



Resources

While not often considered a place of numerous resources or supplies the arctic is not void of all properties of economic or commercial value. The arctic lands hold a number of natural resources from immense oil supplies to minerals, such as nickel and copper ore. Alongside these are gemstones and rare earth elements deep under ice, earth, and ocean.

Mining operations within the arctic are often extremely dependent on weather. In the winter, machinery can freeze, with the frozen ground becoming too hard to pierce with pick or shovel. In warmer weather, the Arctic permafrost can thaw, and the excess water leads to an unstable environment fraught with danger.

Another major resource within the arctic biome is that of furs and hide. While animal life is much sparser in the cold environment it has led to the surviving creatures being often covered in thick hides and furs. Incredibly useful for the creation of clothing and travelling apparel they are often sought across the realms.

The final major resource of the arctic is from within the seas, while the cold provides a hostile terrain to humanoids and land-based creatures, fish and sea-life have no trouble thriving. Due to this arctic fishing for salmon, mackerel, cod, whale, shark and a plethora of other fish and mammals is a common past time for commercial fishing and whaling.

Unique Features

The Arctic terrain is home a number of beautiful and majestic features that set it apart from other terrains within the world. From the immense underwater behemoths of Icebergs, to the dangerous and hidden Ice Crevasses within the Ice Sheets, to the caves and tunnels of pure ice that riddle the biome.

Icebergs: Icebergs, or glaciers of the sea, are giant masses of ice that hold their general shape as they bob and sway through the arctic currents. Formed by the collapsing of glaciers into the ocean, or the partial melting of landmasses of ice, they are often seen towards the colder extremes of the Glacial biomes.

Immense underwater masses they often only show an exceedingly small proportion of their surface area above the sea. As they litter the oceans, they create hard to judge obstacles for captains and sailors to navigate at the best of times. With Icebergs sometimes lying hundreds of feet in length and weighing thousands of tons their immense bodies are a marvel to see dotting the oceans for those enjoying the sights.

Ice Crevasses: Splintering across the immense Ice Sheets and Glaciers of the Arctic biome are cracks and slivers in the ground that open up into crevasses of ice and snow. Formed by the twisting and buckling of moving earth and shifting ice, the torrential forces rip apart the ground to form deep fissures that can drop hundreds of feet below.

These dangerous tears in the earth are easily missed, covered after recent snow or even during active blizzards, catching unwary travelers and pulling them to their doom. Not always an inconvenience to come across crevasses, depending on their location, can also sometimes offer access to lower areas of glaciers or ice sheets that were difficult to reach initially. They can also create areas for water to reach through the ice allowing for fishing.

Ice Caves and Tunnels: Due to the natural shifting of ice, earth, and sea that surrounds the Arctic, the generation of caves and tunnels can be found throughout the biome. None stand more elegant, serene, and unique to the Arctic than the deep and twisting caves and tunnels of ice. Often formed around glaciers and alpine heights these natural structures appear in brilliant displays of blue and white, light reflecting off the translucent walls, rooves and floors. Diving deep into the ice and earth these tunnels and caves are filled with stalactites and stalagmites of ice, pools of freezing water and the dens of frost giants, yetis, and polar bears. Awe inspiring structures they must be seen to fully believe.

ENCOUNTERS

Non-Combat

D10	Encounter
1	Flora
2	Flora
3	Fauna
4	Fauna
5	Environment
6	Phenomena
7	Phenomena
8	Tribe
9	Merchant
10	NPC





Combat

D10	Encounter
1	Beast
2	Beast
3	Beast
4	Bandit
5	Bandit
6	Bandit
7	Tribe
8	Tribe
9	Unique Monster
10	Unique Monster

Resting

D10	Encounter
1	Flora
2	Flora
3	Fauna
4	Fauna
5	Environment
6	Phenomena
7	Phenomena
8	Tribe
9	Merchant
10	NPC

PHENOMENA

The Arctic realm is a place of extreme chaos, wonder and change with conditions and events unlike any seen around the world. From the freezing, unending nights of winter at the polar caps, to watching the mighty display of lights upon the sky while bathing in heated springs, it is a place of bewilderment and desolation to be enjoyed, observed, and carefully negotiated. The Phenomena of the Arctic looks at non-earthly natural effects of the biome. From the impacts of climate and season on travel, to the dangers they bring, to wonders they produce.

Weather

The weather of the Arctic biomes is one of, if not the key feature that determines nearly every factor at play within its reach. From the effects on terrain, flora, fauna, and civilization the cold and dry climate that has molded its surroundings and utilization. Freezing temperatures, dry planes, and long shifting changes have created a biome unlike any other in the realms.

Temperature: A factor that is extremely relative to not only the terrain type but season, the temperature across the Arctic can vary from a relatively warm 12°C (53°F) to a freezing -30°C (-22°F). Splitting the terrains between Tundra and Glacial, Winter and Summer further displays this diversity.

The following table gives a simple guide to suggested seasonal temperatures. The numbers representing the average **High/Low**.

Average	Tundra	Glacial
Summer	12/3°C (54/37°F)	3/-10°C (37/14°F)
Winter	-5/-20°C (23/-4°F)	-10/-30°C (14/-22°F)

These temperature changes and extremes are exacerbated by the long day/night cycles that occur within the Arctic, with the closer one gets to the poles the longer the day/night stretches. The polar caps sometimes holding six months of night during winter, followed by six months of day in summer. Those areas within tundra that do have a more normal day/night cycles deal with less harsher temperatures than other areas.

Precipitation: Low levels of Precipitation is common feature amongst the Arctic biomes with the glacial areas often producing less than 200-300mm per year. With the freezing temperatures all year-round water is unable to leave the skies in a liquid form, snow blanketing the land instead of rain.

Slightly higher levels of precipitation (800 – 1,000mm annually), generally in form of snow, sleet, and ice pellets, are found in the more centralized tundra areas. This dry climate can catch many travelers off guard, and while snow and ice can be easily turned into water, if fire is available, it is wise to always carry water.



Seasonal Changes: The seasonal changes of the Arctic biome play a significant role in how the terrain operates. From the vast differences in temperature highs and lows, to the immense shift of day and night cycles the shifting of summer to winter causes immense changes amongst nomadic population and herds, the shifting of ice and oceans and the livelihood and growth of vegetation and plant life.

When travelling into the arctic these seasonal changes are one of the key factors in causing issues amongst unprepared explorers. From the mental toll that constant light or darkness take upon the psyche, to the unbreaking cold of an endless winter. Incredible physical and mental preparation must be made especially if traversing the inner glacial biomes.

The following table gives a simple guide to suggested seasonal cycles. The numbers representing the proportion of Day/Night.

Average	Spring	Summer	Autumn	Winter
60-70°	50/50	65/35	50/50	35/65
70-80°	65/35	85/15	35/65	15/85
80-90°	90/10	100/0	10/90	0/100

Natural

While the arctic terrain is known for its desolate and harsh biomes, it is also home to a number of natural phenomena that bring amazement and wonder to those that view them. The beautiful Aurora and splendid hot springs some of the most common sought wonders of the Arctic.

Aurorae: The arctic region is home to immense displays of light across its dark and open skies. Said to be the winds of the ethereal realms touching the material plane, these streaks of vivid green, red and violet cause awe and wonder amongst all the cast their eyes upon them. More common the closer one gets to the poles these display of lights spread across the breadth of sky for hours on end during the long dark nights.

Midnight Sun: While often a cause of mixed reaction, none can question the incredible sight and feeling of a bright sun beating down across the Ice flats and the turn of midnight. A sight and feeling unseen anywhere else in the realms this dislocation of time and day is a source of constant bewilderment and wonder amongst those that travel beneath it. A rare, yet not unseen, sight is that of monks and seers spending weeks to months in contemplation under the perpetual light in hopes of gaining visions or insights into the world.

The Star Above: one of the most beautiful sights within the Arctic realms is that of the opening skies above after the fall of day. Placed upon a higher axis of the world, often far from any pollution of light, one does not gain a greater place to observe the heavens above than the depths of the Arctic realm.

The constant low levels of precipitation mixed with the long nights of winter have led to many schools of magic or universities placing outposts or observatories within the heart of the arctic. Many of the worlds mysterious answered within the depths of the frigid lands.

Hot Springs: Dotted across the Arctic biome, though more typical in Alpine peaks and grassy highlands where volcanic mountains rise, lie pools of heated sulfurous water. Created by the rise of geothermal water in the volcanic depths, these pools are often frequented by travelers and locals alike.

While sometimes unpredictable and dangerous in their location and temperament, if the right locals are spoken to one can often be directed to the serene and warming pools of the Arctic realm. An incredibly relaxing and refreshing change to freezing cold these pools offer therapeutic healing to those with sore muscles and tired bones.

Non-Natural

In comparison the natural wonders of the Arctic realm lie those created by the creatures and elementals of Ice. From the terrifying claps of Frost Giant thunder, to the freezing depths of White Dragons lair, to the encapsulating dance of the Ice Elements. While those phenomena created by the forces of ice are enthralling and brilliant, they should fill any traveler with dread and despair, for they are often fraught with imminent danger.

Frost Giants Thunder: One of giant rulers of the Arctic realms are that of the monstrous Frost Giants. Chaotic creatures of Frost and Ice they live within fortress of Ice deep within the Arctic.

An uncommon and often terrifying sound is that of the Frost Giants horn, blaring at the oncoming of a raid upon the ice it calls upon the skies above and smashes bolts of lightning into the frozen lands below. As snow and hail begin to form blizzards the lightning clashes above.

While lightning on its own is not impossible under the Arctic skies, it is a rare occurrence. When more than one or two thundering beams strike in a row it is often a sign of the oncoming rage of the giant.

Dragons Lair Effects: The white dragons that roam and inhabit the Arctic realms are perilous beasts who hold little care to those around them. The lairs of the more ancient and powerful dragons often leave a strong and dangerous mark upon the surrounding land.

- The first effect is normally an instant drop in temperature a set distance from its lair, a single step in its direction turning the air cold and freezing.
- The second sign of a dragon's lair is the dancing of ice crystals across the skies. While an enthralling sight to see giant flakes of patterned snow slowly drift across the land, they warn of oncoming danger.
- The last sign, often near the entrance of the lair, is that of a deep and chilling fog. Blocking all vision, it floats around passageways and doors of the dragon's mighty lair.



Ice Elementals: On the night of the winter solstice, and sometimes other nights of magical significance within the realms, one will find a sight of spectacle and mesmerizing movement deep within the Ice sheets of the Arctic.

A ritual of creation and the arcane is performed by hundreds of Ice Elementals upon the open ground, their bodies twisting and leaping through the ice below as they form together and disperse in grand displays of entanglement and dance. The conclusion of the performance sees the elementals explode in an immense blast of ice and vapor, before slowly reforming into newer, stronger bodies as they re-assemble upon the ice.

Known Conditions/Effects

A number of severe and often fatal conditions can overcome travelers of the Arctic planes if ill prepared or reckless in their treatment of the weather. The cold winds, freezing temperatures and constant snowfall leaving travelers lost, cold and often unable to fix the dilemma they have found themselves in. Below is a small number of common problems to look for.

Frostbite: Often the result of long-term exposure to the cold, frostbite slowly envelops the outer extremities before creeping in. An initially painless injury the cold numbs the area so much it begins to die. Frostbit exists in three stages.

- **Light frostbite:** Involving only the skin taking on a dull whitish pallor, easily fixed with heat, and rubbing of the skin.
- **Deep Frostbite:** Extends to a depths below the skin, the tissues becoming solid and immovable. The feet, hands, and exposed facial areas are particularly vulnerable to this level frostbite. While recoverable it often leads to lost fingers or toes.
- **Advanced Frostbite:** The final stage of frostbite leads to tissue death and permanent loss of skin, limb, and life.

Hypothermia: An frequently quick killer in the Arctic is Hypothermia. It occurs when the bodies temperature lowers at a faster rate than it can produce heat. Causes of hypothermia may be from general exposure to the cold, or more often the sudden drenching of the body by falling into icy water. Fire and heat are the only recourse against hypothermia, though avoidance is the best solution.

Snow blindness: The reflection of the sun's rays off a snow-covered area causes this condition. The symptoms of snow blindness are a sensation of grit in the eyes, pain in and over the eyes that increases with eyeball movement, red and teary eyes, and a headache that intensifies with continued exposure to light. It's important for a traveller to rest their eyes regularly. It's also possible to craft blinders for a humanoid in a similar manner to that of a horse, though many humanoids are uncomfortable giving up visibility in an already precarious situation.

Windburn: Exposed skin can become sunburned even when the air temperature is below freezing, these effects often mis-attributed to the wind. The sun's rays reflect off of snow, ice, and water, hitting sensitive areas of skin from all angles. As with most cold weather concerns, covering up is key.

Environmental Dangers

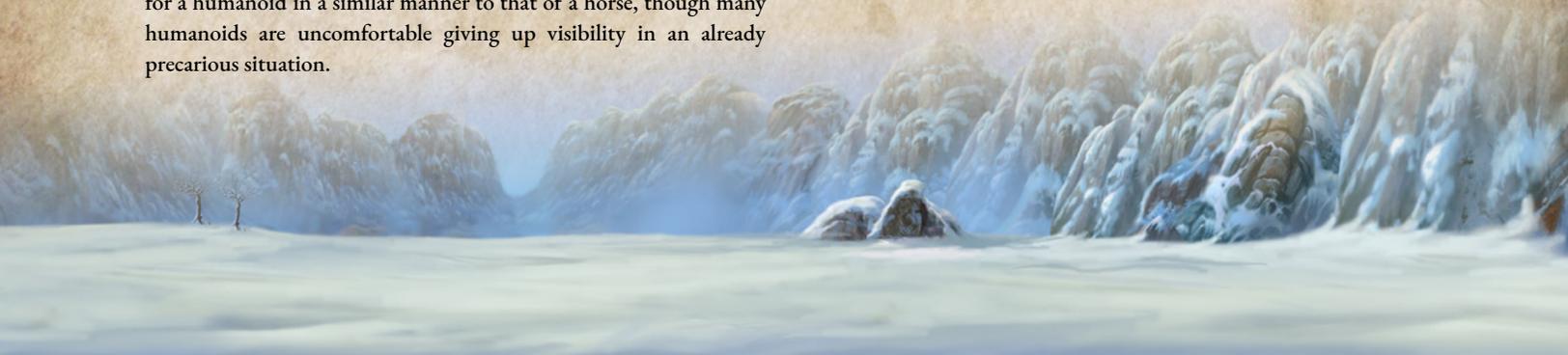
The environment can be a dangerous beast no matter what biome or terrain a traveler crosses, the Arctic realm no exception to this rule. Some common dangers for anyone to watch out for while traveling the frozen expanses and explained below. Caution and knowledge are best tools for survival, especially in the harsh lands of ice and snow.

Avalanches: Whenever a mass of solid matter can fall or move down a slope an avalanche can occur. Avalanches are common on a moderate or severe slope in any mountainous region, and in the case of the Arctic, where the terrain has had heavy snow. The most favourable conditions (or unfavourable conditions, to adventurers) are present during the daytime when the sun is shining. The temperature rises, and the heat partially melts the snow, which becomes heavier because of its greater water content. Noise, movement, or the final increase in weight can cause the shift in ice and snow to come crashing down on the unsuspecting.

Blizzards: Blizzards are one of nature's most powerful weapons in the form of weather. The conditions of a blizzard bring cold temperatures, strong winds, and large quantities falling and/or blowing snow. Terrible snowstorms like blizzards have winds strong enough to force one to their knees and lasts for hours at a time. Anyone who finds themselves in the middle of a blizzard without shelter is unlikely to survive. Between zero visibility and the likelihood that their body will rapidly freeze, the best recourse is to dig into the snow or find shelter immediately.

Snowstorms: while not as severe as Blizzards, Snowstorms still create a dangerous environment for any traveler. Additional snow will quickly cover paths, crevasses, and thin ice, it will hamper movement and dampen clothing. Snowstorms themselves do not often directly kill or severely hamper travelers; they do however lead to the events that will. If caught in a snowstorm the best advice is to find cover as immediately as possible.

Freezing Winds: When travelling over the Glacial lands or the Alpine heights the increase in wind is a dangerous and constant concern for all. The cold, often rapidly increasing, winds of the Arctic can cause hypothermia, falls and lost travelers in mere moments with winds on the ice sheets reaching gale forces and dropping temperatures significantly. If hit by Freezing winds in unfavorable conditions, then seeking shelter or low ground is always advisable.



Along with the arctic hag, a unique hag for the terrains of canyons, deserts, forests, oceans, wetlands, grasslands, valleys, highlands, and oases will be included as well.

The Arctic Hag

ABOUT THE HAG

The Arctic hag is one of the most powerful, devious, and cruel of the evil fey creatures found across the realm. Finding warmth in the bitter cold she often spends her time amongst the ice and snow luring lost and desperate travellers to their doom. Or if truly bored, to her home, where she will twist words and deals to bind them into her service or directly into her cooking pot.

Names

The Arctic hags often take on monikers associated with the Ice or Snow. While the standard use of mother, auntie, and grandmother applies to these hags, they so rarely reproduce that most found are elderly aunties or grandmothers.

Some common Arctic Hag nicknames include:

Abominable, Chillnosed, Drylump, Freezella, Frostwart, Glacialnose, Iceowl, Sealbones, Sleetfoot, Snoweyed, Titchsled, Whalegut, Winteress, Wolfcoat, Yetibreath.

Quote

"There is nothing more tasty than a stew of frostbitten toes offered freely be a poor soul whose only desire is to find warmth again."

Age

Due to the harsh and extreme climate, low levels of population and formidable terrain the number of hags that move into the Arctic realms are few and far between. With little chance of competition and a lower numbers of humanoids or beasts to cause them issue, Arctic hags are some of the oldest amongst their kind. Some tracing lineage back to the formation of the land. Rare to find a young hag within the frozen lands most are over 1,000 years old, if not significantly older.

Personality

Hags are notorious for their patience, cruelty, and devious deals. The Arctic hag taking these ideals to the furthest possible length. A creature of extremes matching their climate, they can spend centuries alone within their lair patient and calm, then the next day rain blizzards, ice, and death upon the local village for the smallest of slights. Their treatment of folks can normally be divided into two types, that which deals with the locals, and that which deals with travellers.

To the locals the Arctic hag acts in a similar method to many of her counterparts, often waiting for their struggles and needs to draw them to her in aide. Sometimes nudging events in her favour if needed. A common ploy used against locals is to force them into sending travellers into the hag's domain.

Travellers however often meet much harsher and swifter fates, the hag under no assumption they will return to the desolate area if provided the chance to leave. A quick death or servitude often the best outcome.

Ideals, Bonds & Flaws

D6	Ideals
1	I will force servitude onto the next set of travellers that come my way.
2	I will acquire a powerful weapons or artifacts, potential from a nearby White dragons Lair.
3	I will build a shrine of ice that reaches the heavens in reverence to my power.
4	I will create blizzards and winds to rival the gods.
5	I will bring ruin and death upon a local village/ tribe that has wronged me.
6	I will slaughter and eat the next unlucky set of travellers that pass my way.

D6	Bonds
1	I have a deal with the local village elder to send travellers into the icy depths towards my home.
2	My lair of ice has been built over centuries and is my greatest creation.
3	My favourite jewel was taken by an Abominable Yeti. I must have it back.
4	I protect a local village from blizzards in return for a child offering every 15 years.
5	I am bound to this land by an Arch-Hag (deity), destined to be here alone forever.
6	I have a Frost Giant indebted to me; he brings me ice kobolds.

D6	Ideals
1	I love the taste of frostbitten flesh and will feast on it as soon as I can see it.
2	I cannot resist cackling out loud when people fall upon ice.
3	I am deathly afraid of fire.
4	I am eager to hear of news from the inner realms.
5	I cannot resist killing those who are uglier than me.
6	I will always trade for Yeti pelts.



Appearance:

As with all hags, the Arctic hag comes in two forms, her true form and her false form. Ravaged by untold centuries of existence these fey creatures of the ice shape both their appearances to reflect the environment around them.

False Form: The hag's false form often resembles that of the barbarian warriors of the polar caps. In hard leather armour, coats, and clothes of fur and dark hide the appearance matches the harsh biome she inhabits. These rugged outfits are lined by bright hair and thick facial markings or tattoos.

As with all hags their false form is one of youth, beauty, and extravagance, using the tough look of a warrior to entice adventures into believing she is a powerful nomad of the land.

True Form: The true form of the Arctic hag more realistically portrays a creature who has spent centuries in the harsh frigid lands. Shrivelled, small and covered in pox marks the hags of the ice match their surroundings with a blue-tinged skin and their fingers and toes often in a permanent state of frostbite.

Clothing: In both forms the hag will wear dark furs, cloaks, and hides. Often those of ice wolves, oxen, or reindeer. It is not uncommon to see shawls or rich adornments of yeti fur when the hag wishes to appear more extravagant. The skin and bones of ice kobolds or arctic gnomes are often used as belts, bags, or necklaces.

The hag in her false form will appear less grotesque and generally be covered in more armour like clothing, dark armours or cloaks seen by the nomadic tribes.

Disfigurations: Pox covered skin, frostbitten appendages and shrivelled eyes are but a few of the common sights seen afflicting the Arctic hag. The below table offers variations sometimes seen.

D6	Disfigurations
1	Frostbite that runs the lengths of the hag's arms and legs. The fingers and toes covered in sepsis and gangrene.
2	Scars and pits of ragged skin cover the pocked mark face of the hag, many of the sores still weeping pus.
3	The hag's nose has been torn off, a scarred mess of a face remaining. The work of an Abominable Yeti that adorns her mantle piece.
4	The hag's skin has turned a sickly blue, a thin layer of ice covering her like a sheen. The cold emanating from it.
5	The hag's arm is torn off, a magical hand of ice replacing it from the elbow down. The crystal blue almost translucent.
6	The hag's skin is covered in ice crystals, budging from the skin like a diseased growth in blues and purples.

PLAYING THE HAG

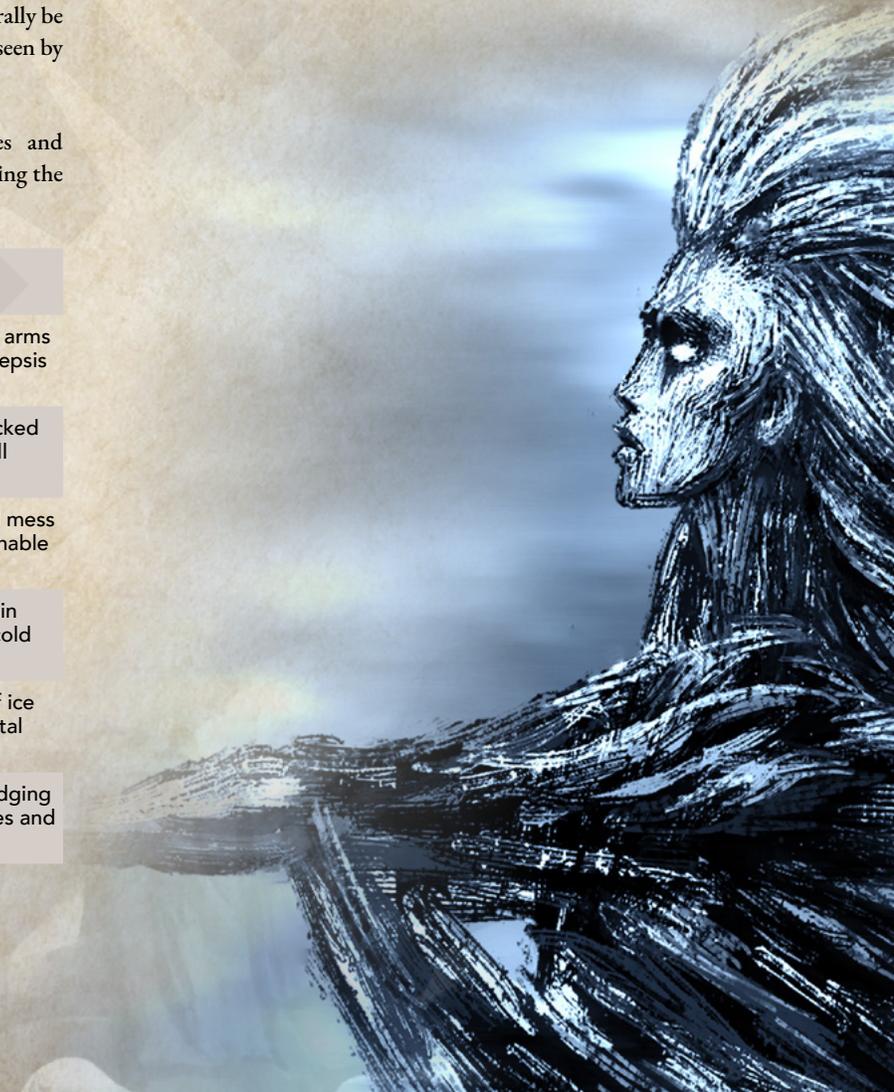
The arctic hag is a combination of anger and patience, wisdom and recklessness. As some of the oldest hags within the realm, their deals, contracts, traps, and manipulations are often long winded and planned to the minutiae. These however are regularly thrown into disarray or forgotten when desires or temper of the hag overcome her. Many plans have been destroyed by a hungry hag devouring a traveller that was originally intended to pass a message or complete a contract.

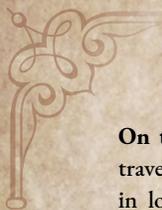
In dealing with the Arctic hag keep these two personalities traits in mind. While they may be happy to bargain or make deals with lost travellers, they will also happily try to eat them should they anger or annoy the hag. Or simply look tasty.

Roleplaying

Arctic hags will often act in accordance with the form they are wearing. In their true forms they will walk slowly, speak sparingly, and appear old and fragile. In their false forms they will be brash, violent, and aggressive, matching the barbarians they portray.

Their attitude, in either form, will also reflect their emotional state. While most actions will be focused on their goals or the long game, their quick anger and rage can overcome those plans if incited by travellers.





On the Road: Artic Hag's will often be met on the road when a traveller is in need, the hag's rarely leaving their lair except to draw in lost souls or people who they can manipulate. They hag will often appear in whatever form least likely to draw the suspicion of the party, or one that matches her plan. An injured or under attack warrior in her false form, or as the hag come to tell their prophecy under the borealis.

However the hag meets the party, and in whatever form, her initial goal will often be to draw the party back to her lair of ice. Either to eat them, or to bargain with them. As a significant proportion of the time the party will be lost or in dire need, this is often not a hard task to complete.

At Home: Within the hag's lair she will be more confident and upfront with the truth than she might have been out on the ice sheets or tundras. The party, firmly within her grasp, and often miles from civilization, she will dispense of any faked friendliness or disguise and inform them of the true realities they now face.

Making a Deal: If in a calm mindset, and not hungry, the Arctic hag is often quite happy to make deals with locals and travellers. With large gaps between visitors she will often be curious of the worlds coming and goings or have the need of objects or messages delivered. These deals are often based around the hag's ability to get the party where they need to go or provide lacking supplies they might be in need of. The harsh and desolate climate and terrain a perfect obstacle for the hag to help the party overcome.

Combat: In the vast open lands the hag will only initiate combat when she has the upper ground. From the use of creatures attacking the party first, or the barrage of ice and snow upon their weary bodies, attacks will come when least desired.

In the Arctic hags lair she will be more aggressive in her actions. Knowledge of escape plans, location of magic items and trinkets, and the presence of her cronies or coven will give the hag the confidence and ability to outright attack people on sight, or as more common, on offence.

Encounters

The Arctic hag can be encountered in a number of scenarios both in combat and out of it. The below a tables list a few of the common scenarios she is found in.

Combat: The Arctic hag will often attack those that have offended her, or when she is a bit too hungry for her liking. These attacks will rarely be head on, except when she is within her lair and surrounded by traps, magic, and cronies.

D6	Combat
1	The hag will send Ice Wolves to slowly wear down the party and send them towards her for aide.
2	The hag will send another lost adventuring party to kill them, their bodies wanted for a feast.
3	The hag will approach the party in her false form before attacking the weakest.
4	The hag will batter them from range with spells, pushing them deeper into the depths of the arctic.
5	The hag will bring a blizzard down upon the party, attacking them as the deal with the snow and wind.
6	The hag will attack them upon the back of a Mammoth.

Non-Combat: The majority of the time that a party will encounter the Arctic hag for the first time will be in a non-combat scenario, the hag approaching in aide, or pretending to need aide herself.

D6	Non-Combat
1	Have the party roll dexterity saves, the lowest falling over. From nearby a Cackle is heard echoing towards them, the hag unable to control her laughter.
2	The next time the party rest they are approached by a hag (true form) offering to aide them.
3	A blizzard washes over the party, however they struggle through it, they arrive out the front of the hag's lair.
4	The party will hear a cry of 'help!' from nearby. The hag (false form) will be found faking an injury or in a staged incident.
5	The hag will approach the party (false form) offering what they search for/are in need of. For a price.
6	The next time the party is given directions, they will lead towards the hag's lair.

Deals and Danger

Whether a party believes it or not, every interaction with a hag is a dangerous encounter. The Arctic hag being no exception to this rule. Words rarely mean what they initially portray, deeds are often more darker and sinister than they appear, and those that escape the clutches of a hag on an even front are of extreme luck. When the desperate and dangerous climate and terrain of the Arctic hag's realm is added to this threat of manipulation and deceit, most people would have been better off avoiding the hag all together.





The Fine Print: The arctic hag's contracts and deals are never as they appear. Her most common bargains made with locals or travellers revolve around two main needs raised by the locale. The first is the delivery of messages or objects to nomadic clans or far spread villages, the second is the collection of unique or rare materials within the arctic.

While straightforward or basic in appearance they often never play out as such. Something as simple as 'Collect me some rare material from XYZ' fails to mention that the material is a prized possession of the town and not for sale, or that the area is guarded by a White Dragon. Other tasks such as 'deliver a message to a nomadic tribe' fails to mention the tribe are cannibals that attack travellers on sight.

Manipulation: The Arctic hag is incredibly smart and deceptive at determining a party's weakness and manipulating the environment to play it against them. In the frigid lands of ice this will often mean a slow and painful death. Contracts and deals in particular emphasize this with the hag often making a fair deal, only to manipulate the lands and climate to then cause the party to re-negotiate, at a significant loss.

The hag is also often manipulative in her usage of simple tasks to bring conflict to the disperse and often struggling villages of the frozen land. Often pitting townsfolk against travellers in any attempt to complete her dark deeds.

Common Contracts

These contracts are based on the concept the hag is able to aide the party in one way or another, from information to directions to an item they require. They are an example of what the hag will often initially ask the party to deal with.

Common contracts are based on the needs of the hag within the Arctic realms, often focussing on dealing with a local beast or creature, the transfer of a message or the collection of a rare item or owed debt.

D6	Contract
1	Terms that require a year of service within the next decade. The hag pretending it will be in a few years however plans to claim it immediately.
2	The hag is in need of the fur of a Yeti, conveniently one has been plaguing the area.
3	The hag requires two frostbitten toes of a living person.
4	The hag has lost contact with a tribe of seal hunters that roam the ice sheets, they owe her a sacrifice. The party must go collect it.
5	A White Dragon (any age) has encroached her territory, they party must kill it for her. Returning with its skull as proof.
6	The delivery of a letter to a local village, they are not to read it. It tells the village elder that the party are there to collect the pinkie of every villager as is due to her.

Covens and Cronies

The life of an Arctic hag is often one of loneliness and isolation, the hags purposefully coming to the desolate frozen lands due to their hatred of people and desire for peace and quiet.

While the use of cronies and covens is not unheard of in the Arctic realms, they are often only temporary alliances or servants, used for a purpose then removed. The covens that do arise normally relate to the destruction of a power evil, such as an ancient white dragon or a clan of Frost Giants, or for the extremely rare birthing of a new Arctic Hag.

The cronies captured or enthralled by the Arctic hag normally only last a short period of time. The hags aggressive and severe nature often finding the unfortunate creatures within her pot or oven on short notice.

D6	Cronies
1	2D6 Ice Kobolds will be found enthralled to the hag, doing her bidding.
2	A Yeti servant lumbers behind the hag, attached by a chain to her waist. It appears dejected and beaten.
3	The hag's lair is filled with 2D4 Ice Elementals completing mundane tasks.
4	A sea captain has been enslaved by the hag, her crew dead in the icy waters she traded her freedom to be saved.
5	1D4 wolves stalk at the hag's side. Telepathically linked to her.
6	An Arctic Gnome acts as a butler to the hag, in love with her false form he will do anything to be in her presence.

Strange Magic

Amongst a lair of ice and stone a party will find a plethora of devices, items and trinkets of magic and mayhem. A common past-time of hags abound is the infusion of magic into mundane items. These often-temperamental devices are used by the hag when in combat or danger and are rarely re-usable. Hags will also often trade these devices to unwary parties, the pieces cursed or easily misunderstood, bringing misfortune to most wielders. Many devices, if not used correctly, will cast the spell onto the wielder, not their target.

Some common spells infused into items within the hag's arctic lair are:

D6	Non-Combat
Ray of frost (phb – pg.271)	Call lightning (phb – pg.220)
Fog Cloud (phb – pg.243)	Wall of ice (phb – pg.285)
Blight (phb – pg.219)	Ray of enfeeblement (phb – pg.271)



ARCTIC HAG

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 123

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+4)	15 (+3)	12 (+1)	12 (+1)	15 (+3)

Saving Throws Wis +5, Cha +7

Skills Nature +5, Perception +5, Stealth +8, Survival +5

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 15

Languages Auran, Common, Giant, Sylvan

Challenge 10 (2,900 XP) or 12 (5,000 XP) when part of a coven

Arctic Glide. The hag can move through, across or over icy and snowy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra moment.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 16, +7 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: hold person, ray of frost, Frostbite, Snilloc's Snowball Swarm, Fog Cloud

3/day each: cone of cold, wall of ice, Dominate Beast, ice storm

1/day each: control weather

Shared Spellcasting (Coven Only). While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells but must share the spell slots among themselves:

1st level (4 slots): identify, ray of sickness, Ice Knife

2nd level (4 slots): hold person, moonbeam

3rd level (3 slots): bestow curse, counterspell, lightning bolt

4th level (3 slots): Polymorph, Ice Storm

5th level (3 slots): scrying, Cone of Cold

6th level (1 slot): Wall of Ice

Actions

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2d8 + 2 slashing damage plus 1d8 cold damage.

Frostbitten Flesh. The Arctic hag feasts on the flesh of someone with frostbite within 5 feet of her (a failed frostbite spell constitution save generate this frostbite effect). Each creature of the hag's choice that are able to see her must succeed on a DC 16 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish, running from the hag if possible. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The creature is immune to the hag's Frostbitten Flesh for the next 24 hours upon a successful save or the effect ending.





THE HAG'S LAIR

The Arctic hag's lair is one of freezing ice, twisted magic, and a cold frigid death. Avoided at the best of times, when travellers find themselves in the lair of an Arctic hag almost all chance of a fortuitous outcome has gone. Whether in stone or ice, in a building of material or natural design, the lairs will bring a chill to the bones and a frost to the breath. Owned by temperamental creatures the Arctic hag is as often to eat intruders as they are offer them a deal.

Lair Types

Arctic hag lairs come in a number of forms, shapes, and sizes. However, they do often contain the similar surroundings of ice and snow. Even manmade buildings or constructs that the hag resides within are normally found within a cave of ice. Sometimes, if the hag decides to build their lair on top of the Ice Sheets, they will bring down a blizzard on top of their home encasing it in a thick layer of snow or ice.

Some common lairs found are:

- On the side of a mountain of stone or glacier of ice.
- An immense igloo that appears as a mountain from far away.
- In the massive skull of Ancient White Dragons that has been slain in the region.
- In a maze of ice underneath an expansive Icesheet.
- Behind waterfalls of icy water near the edge of a Fjord.
- Upon an iceberg, carved into the ice and disappearing into the cold depths below.

Lair Actions

During combat, within the Arctic Hags lair, they obtain a number of additional skills and abilities to aide them in defending their home or killing intruders. The older and more powerful the hag is, the stronger the effects may be.

These events can occur on initiative count 20, losing ties. Only one effect can occur at a time.

- The hag can telepathically speak to any creature within its lair.
- The hag can pass through ice or snow unhindered.
- The hag can cause Stalactites to drop from the roof.
- A more powerful Arctic Hag may also.
- Summon 1D6 Ice Mephitis or 1D2 Ice Elemental (water elemental stat blocks)
- Cast Fog Cloud (phb 243) at third level.

Regional Effects

Within the realm of the Arctic hag a number of magical effects will have spread their way into the local climate and environment. These

effects spread further the longer the hag stays within the area and the older and more powerful she becomes. These effects can all occur, or none can occur, depending on the whim or needs of the hag.

- Avalanches occur frequently in places that have held stable for centuries. Often with little warning.
- Blizzards occur more frequently and last significantly longer than they normally would. During blizzards visibility is quartered and exhaustion rates quadrupled. They last 1D4 hours.
- Icesheets melt and freeze at perplexing rates, often in contradiction to that of the season or climate.
- Ice Kobolds hear the words of the hag creep into their dreams. Those of weak will heading towards the hag's lair to serve or feed the evil creature. On average a clan of ice kobolds will lose 1D4 kobolds per month to the hag.

Lair Traps, Lures & Defences: Hags have lived long lives due to a large number of factors, but one of the key rules is preparation. While many lay unused for centuries, a hag's lair and region are filled with traps, lures, and defences to capture victims and hide escapes.

Lair traps focus on damaging or capturing those that try to sneak into the hag's lair. Lair lures focus on drawing a party into the hag's lair, often into a trap. Lair Defences focus on alerting the hag or her cronies to an intruder's presence.

D6	Lair Traps
1	Thin fragile icesheets sit above deep pits. Any weight over 40 pounds shatters the ice. Dc.12 dexterity to dive away. 30ft drop, 3D6 bludgeoning damage.
2	Humanoids enslaved to the hag are frozen in walls of ice, dead. They however appear alive to anyone who would investigate. If the party try to dig them out the undead creature will attack the party.
3	Stalactites hang from the ceiling, precariously balanced the hag will have prepared a spell to dislodge them on top of unexpecting victims. Dc.12 dexterity to dive away. 2D8 bludgeoning damage.
4	The floor of the lair is covered in a thin sheen of magical water. When someone steps upon its surface it surrounds their feet and freezes them in place. Dc.16 dexterity save to avoid being captured. Once frozen a dc.14 strength check or magical flame is required to break the ices hold. An encased person takes 1D4 cold damage per turn.
5	Thin ice sits above bodies of freezing water. Any weight over 40 pounds shatters the ice. Dc.12 dexterity to dive away. Once within the water the ice freezes over again in 1D4 turns. Consider suffocation rules (PHB pg.183).
6	The walls of the caves, made brittle and weak, collapse upon loud noises or vibrations. DC.12 Dexterity save or take 2d8 bludgeoning damage, half on save. Failed rolls can cause the party to become trapped under ice and rock.





D6 Lair Lures

- 1 An avalanche occurs, forcing the party towards the entrance of the hag's lair.
- 2 The party hear the cry of help from towards the lair, potentially seeing the outline of the hag in her false form.
- 3 Road markers have been altered to push the party towards the hag's lair.
- 4 Snow and ice have obscured roads or paths, forcing the party in circles or into the hag's lair.
- 5 Tracks of creatures or people lead in the direction of the hag's lair. Potentially snow-covered blood lining the trail.
- 6 Heavy clouds and rolling fog tell of an oncoming blizzard, the direction forcing the party towards the hag's lair.

D6 Lair Defences

- 1 Thin, almost imperceptible sheets of ice fill areas within the hag's lair, dc.16 perception to spot, they shatter on impact. Alerting the hag.
- 2 Rolling fog is attracted to people entering the lair uninvited, it will surround them causing confusion. Dispel magic, or magical vision required to see through it.
- 3 A pack of Ice Wolves patrol the entrances to the lair, searching for intruders.
- 4 An alarm spell is placed onto doors entering the lair.
- 5 Secret doors lie hidden behind thin layers of ice, the hag able to traverse them with ease. Often surprising intruders or fleeing attackers.
- 6 A Yeti stands guard at the main entrance to the lair.

Treasure

Within the lair of an arctic hag one will find items of magic, power, and strange invention. Often crafted over decades in weird and wild experimentation of magic or taken from adventures through manipulation and deals gone awry, the items are both a wonder and a curse. It should always be assumed that these items are cursed or contain dire ramifications if stolen or traded for.

D6 Treasure

- 1 A pendant containing the fog cloud spell (phb pg.243). Single Use.
- 2 A lantern that shines light 60ft without the need for fuel.
- 3 A Cloak of Ice Protection. Removes the need for skill checks when walking on ice or deep snow. Makes the terrain normal, not difficult.
- 4 A snow globe filled with 2D4 Ice Mephits (mm pg.215), summoned upon breaking of the globe. Single use.
- 5 A potion of gaseous form (dmg pg.187), this potion has been tinkered with to allow the form to pass through ice and snow.
- 6 Counterspell ring. Wearing of the ring protects the wearer from a single spell cast directly at them. It shatters upon consumption and does not require the wielder to know the spell is being cast.

Strange Items: An Arctic hag's lair is filled with unique and strange items crafted or taken from about her frozen land. Many of the objects will relate to the inhabitants of the glacial and tundra biomes, from beasts to humanoids. While many of these items appear to offer some form of benefit to the wielder, they are often crafted from the misfortune or pain of others.

D6 Strange Items

- 1 A small snow globe contains a vessel at sea, the miniature crew seen running around on deck inside. The weather within the snow globe matches that of the surrounding region. The ship and crew are real people captured by the hag.
- 2 Pinned to a wall is the map of a nearby village. Close inspection shows small dots moving across the map. The dots being indebted villagers to the hag.
- 3 On a table resides a thick tome with a seal carved onto the outer cover. The book contains details on the capture, enthralling, and cooking of seal. Whenever the book opens it makes the noise of a seal barking aggressively.
- 4 Attached to a chain is the shrivelled head of an Arctic Gnome. Captured, killed, shrunk, and revived by the arctic hag it comes alive when held. It will beg to be destroyed if the hag is not around. It knows everything of the local arctic gnome villages.
- 5 The teeth of a Frost Giant align a hand-crafted mouth of ivory. When held they translate the words of the holder into giant, the words coming from the held mouth.
- 6 An ice pick of dark iron, it weighs nearly nothing and acts in a similar method to an immovable rod. It however has a 1D4 chance to not adhering to its holding position on the pressing of the button, releasing its grip on a roll of 1.





THE HAG AND YOUR CAMPAIGN.

The Arctic hag's introduction into any story often revolves around desperation and disaster in the depths of the frigid arctic wastelands. Whether through manipulation of the environment by the hag herself, or the pure misfortune of a lost and desperate party, meetings are rarely happenstance, nor at a loss to the hag.

Hooks and Plots

An arctic hag can be encountered or heard of in a number of ways, from forced events to unlucky incidents drawing her eye upon the party, a few being listed below.

- The party has become lost and confused while traversing the arctic, the hag appearing to aide them.
- A blizzard or snowstorm forces the party towards the lair of a hag, the only place where they can escape its dangerous torment.
- Upon meeting a nomadic tribe they tell tales of the local hag who watches over the area, offering advice on how to find her should they become in need.
- While in a nearby arctic gnome village they hear gossip of a young man who became enthralled by the hag, now trapped as her servant forever.
- The party come across another band of travellers who claim to have just tricked a hag into aiding them. Upon travelling further they come across the travellers again, all dead upon the ice.
- The party are directed towards the hag's lair in a lie from a local who is giving them directions.

Rumours and Gossip

Many rumours of varying veracity can be overheard about Arctic hags over nomadic tribal fires or under village tavern rooves. The below list some a traveller may encounter.

d10	Rumours & Gossip
1	They say a witch of the ice lives in a den of pure evil, she sleeps with yetis and curses all who become lost upon the ice.
2	Did you hear of the fishing ship 'Codders haul'? It smashed upon the rocks a few miles from here, the crew where found all dead, their frozen bodies covered in humanoid bite marks.
3	Trenja swears she saw a horde of Ice Kobolds carrying a sled with a witch upon its back. Not pulling mind you, literally carrying above their heads. I wonder if she was drunk.

d10 Rumours & Gossip

4	I overheard the mayor/elder speaking of an owed debt of some kind. They appeared very scared and overwhelmed, I wonder what it was about.
5	I saw the ice hag once. I swear. Her skin was as blue as the day sky and she had nails like claws. Her face was a mess of holes and scars. I've never ran away from a creature faster in my life.
6	They say the arctic hags are actually extremely beautiful, but to keep their magic they must look extremely ugly for one year out of every ten. Almost a price worth paying I say.
7	I once heard a story from a trader who came across an arctic hag. Said that she saw the witch cause ice to rise out of the ground 20ft into the air to protect her from a yeti. Then brought the ice crashing down upon the beast crushing it like an ant.
8	It's said that in the dead of the night, upon the icesheets under the lights of the gods, that if you say the name 'Titchsled' three times a hag will appear. She will tell you your future, but it won't be one you wish to hear.
9	Them explorers that came through last week haven't come back yet. Said they would only be gone two days. Don't think the directions the elder/mayor gave them helped much.
10	It's said if you get lost its better to take a cold death than to deal with the devil herself. Will appear like a maiden come to save the day, but often only brings a colder, darker death.

The Locals

The locals of the arctic realms have a tenuous relationship with the arctic hags at the best of times. Those often at the very edge of her domain luckier than those within a day's travel. Often used by the hag to gather rare materials or objects foreign to the arctic many tribes and villages do their best to placate the hags, their violent temperament avoided at all cost.

Relationships between locals and the hag that begin with a beneficial desire, such as protection from the weather or a powerful nearby frost giant or white dragon, often end in relationships of one-sided debt and commitment. Alongside providing materials and goods to the hag the villages also often push unsuspecting travellers in the hag's direction, or towards her traps. Town or clan elders preferring to sacrifice visitors over their own kin or people.

Due to the harsh environment it is extremely rare for people enthralled or indebted to the arctic hags to rise against them, the ability to seek further aide or assistance being extremely limited.



NPC EXAMPLES

BANDITS



Quote

"You have better things to do than question me."

Name: Aldren Charr

Description

Aldren is a very tall and muscular man that has a single, long pointed ear. He is apparently elven though when you look closely you might notice a small scar on the very base of the point – making some believe him to be a half-elf. He has spiked dark hair that is no more than five inches long in any place. His eyes are a soft lavender shade and the pupils are almost always dilated. There is a piercing in his left nostril that connects to a piercing on his left and only ear, by a delicate steel chain.

Personality Traits

Demanding, domineering, impatient, perceptive, insightful.

Motivation

Above all else, Aldren wants to become noteworthy. He is looking to make a name for himself. He is looking to make people fear him. Well, that and he'd like to be the wealthiest man in his part of the world. He's realistic enough to know he will not be the wealthiest man in the entire world but...maybe someday he'll step up to continent.

Occupation

Bandit Leader

Skills/Feats

Rogue, Half-Elven racial traits, Observant feat

History

Very little is known about where Aldren came from. The way he tells it, he was an only child with distant parents that let him do whatever he want so he ran on the streets and made friends with those that were less than legal. In reality he was a runaway that didn't like to follow rules. For a very long time – about thirty years – he kept his entire identity a secret. So much so that he was a part of the bandit gang he now runs but his "secret identity" was a rival. When the leader went to confront the façade that Aldren put up, he was killed. Aldren assumed the role of leader within the gang and though he had very little experience leading and lost a few members in the process, he has since made a very successful business.

Name: Rayven Hall

Description

She is a medium build and average height tabaxi woman with beautiful stark white fur. That fur is quite short and pressed down to her body unless she is alarmed in which case the fur on the back of her neck and her tail will puff up into a plume. She has some small patches of soft shades of orange or buff colored fur that is largely hidden by the leather armor she wears. Her ears are quite large on her head and often laid down flat as if she is irritated or impatient. She has vibrant green eyes with the typical catlike slit of an iris.

Personality Traits

Follower, passive, team player, malleable, reactionary.

Motivation

Unsurprisingly for anyone that has ever met Rayven, she is paying off a big debt to Aldren Charr. She doesn't want to be a part of this life but she wants to leave behind the one that she had before she was working with a bandit team. She'd like to finish up this payback as quickly as possible so she can make a life for herself again. It is taking a lot more time than she originally assumed it might, unfortunately.

Occupation

Bandit

Skills/Feats

None (is armed with a blade or two)

History

Rayven has no idea who her parents were. The only thing she knows about them is that they were both tabaxis, as she has not found any other racial traits within herself that contradicts that theory. She was orphaned at a young age and taken in by an inn owner that seemed to be unable to have children of her own. The inn owner's husband wasn't as interested in having a child that wasn't human like the two of them were. He was never cruel but he wasn't exactly kind to Rayven. She fell in love with a regular that was eventually added on as a member of the staff. He got into a debt and when she realized it, she took the debt for herself so he didn't have to take a punishment. He left her after that. She's clearly heartbroken.



Quote

"That is way above my pay grade."

MERCHANTS

Name: Pearl Crellar



Quote

"We don't do sales. We do friend's discounts. Unfortunately, we are not friends."

Description

Pearl is a dwarven woman with beautiful blonde hair and massively bushy matching sideburns that come all the way down to the square of her jaw. She has bright emerald green eyes and very tanned skin that is dotted randomly with beauty marks and small bits of sun damage. She keeps her hair pulled up into a ponytail that falls in ringlets. Her clothing is often colored in metallics – looking silken at first glance. She will also add greens and browns to become more neutral in appearance because

she clearly doesn't want to look extraordinarily wealthy.

Personality Traits

Cheery, tough, honest, capable, articulate.

Motivation

One day, Pearl would absolutely love to own a storefront. As much as she loves traveling she would like to settle down and live in one place, sell her wares to the same people (or people who are willing to travel to her) and have a family and friends that she gets to see every day or at least quite frequently. Once she has the money set aside, she'd figure out where she wants to stop. For now, she travels to find her favorites.

Occupation

Jeweler

Popular Items

Rings (engagement and otherwise), necklaces, bracelets, pendants, broaches, hair pins – all involving some sort of gemstone and beautiful precious metals.

History

She is a dwarf raised by the sea. Her parents were fishermen. They both went out on alternating schedules – father at night and mother during the day – to pull in fish for the market that was coveted by many people in the neighboring towns and one larger city. She was named in honor of their love for the sea. Most of the time her gifts from her parents involved pearls just because they felt it was apt. She moved inland after her parents retired because she was no longer concerned about them being alone if one got lost at sea. Once she was further inland, she took up jewelry as a means to an end. She served as an apprentice to a noteworthy jeweler and when they died, she took over as the designer and merchant.

Name: Valleer Frye

Description

A very tall and very thin firbolg woman with large floppy ears. She has white fur and skin that is only covered with practical pieces of leather. There is almost no metal on her person aside from a very old looking longsword that hangs from her hip and some simple jewelry. Her skin and fur are vibrant white and seemingly kept clean and with strong intentions. She is fit, feminine, and intimidating at one glance because she is so tall. Her eyes are dark brown and large, well spread, and even on either side of her pink nose.

Personality Traits

Haughty, pretentious, snarky, impatient, judgmental.

Motivation

Despite how she comes across, Valleer very much wants to do good and help people across the world. She is a woman with a bleeding heart that is hidden beneath a very rough exterior. There's a lot of good to be done within this field and she wants people to not only know who she is but trust her and seek her out for help or her product.

Occupation

Apothecary

Popular Items

Healing salve, anti-poison potions, medications, supplements, teas, and incense.

History

Valleer has left her nomadic family to chase a spirit that had been peacefully watching over their tribe. When it disappeared, she went looking for it because she feared that it was protecting them and something had happened. She was one of many children and her parents had quite a few siblings and as such she had many cousins, but she had always been the kind of person to much prefer being alone. Occasionally she will try to find them or meet up with them – leaving notes in particular towns that they go to in an attempt to sell their wares before moving on again. Most of the time though she travels on her own, looking for that spirit. She has been collecting components and making things with them to pay for lodging when she is in town.



Quote

"Hands to yourself."

HIRES

Name: Lillia Rose



Quote

"Do not mistake foresight with knowledge."

Description

Lillia is a beautiful moon elven woman with incredibly long ears. She has silvery hair that is kept mostly in a messy bun but falls into her eyes and frames her face delicately. She has full lips that is bisected by a silver hoop piercing through the very center of her lower lip. There's a silver-colored line tattooed from that piercing to her chin, proceeding down her neck and disappearing into the beautiful cool-toned grey robes she always wears.

Personality Traits

Flirtatious, composed, thoughtful, intelligent, honest.

Motivation

She isn't entirely sure what it is that motivates her. Every day makes her motivation change. Some days she desperately wants to travel just to see new things and learn more about her practice. Some days she wants to help people that can't even (or won't even) ask her for help. Above all, she just wants to be a good person.

Occupation

Fortune Teller

Skills/Feats

Light Cleric

History

All Lily has ever known is traveling. She spent a long time wandering the woods between her parents, arms stretched up, holding a hand of each. In time her parents aged and passed away – having had her very late into their generally very long lifespans. She traveled on her own and came across a scene she has never once recounted to another living soul. A broken body and a shrieking elk, a deity trapped within their avatar being mourned by the wildlife. She helped that deity and was given a blessing in return.

Name: Zark Murphy

Description

Zark is a medium height dragonborn man with icy blue scales that clash aggressively against his milky white eyes. It seems he is missing pupils, unable to see, and blind via injury or genetic condition. He has matching teeth and claws, bright white and obviously tended to. His tail is short in comparison. It barely drags against the ground and is pointed with a very ragged and seemingly unnatural tip.

Personality Traits

Jovial, loud, funny, social, engaging.

Motivation

Above all else, Zark would like to try new things. He's been pretty well contained most of his life – traveling with the same people and in the same places – and he wants to experience more even if he can't see it. Sometimes it's hard to remember that he actually cannot see because he looks directly where things are happening (that wonderful sense of hearing really wins him over) but he enjoys every passing day.

Occupation

Cook

Skills/Feats

None

History

Zark is a twin, having a slightly older sister who went on to serve in the military. When he was born his eyes were slightly malformed and he has been dealing with decaying eyesight for most of his life. He is now completely blind and typically doesn't let that stop him. He's quite young for a dragonborn (or anyone really) and he loves to be in the kitchen or around food. His senses are heightened by his lack of visual indicators so his food is always quite flavorful and normally not very good for you.



Quote

"Basic food groups? Yeah...okay."

TRAVELERS

Name: Aisling Tazmin



Quote

"You're going to make me late."

Description

Ais is a relatively "young" looking elven woman with vivid blue eyes and long white-blonde hair. She wears many necklaces that are decorated with colorful crystals often shaved into pendants for various deities – making it incredibly unclear if she is actually a worshipper or if she just collects beautiful things. She seems cleaner than most travelers which either indicates magic use or incredibly obsessive hygienic practices.

Personality Traits

Aloof, snarky, impatient, cold, disinterested.

Motivation

She really just wants to make a living so she can settle down. She's traveling mostly because she doesn't know where she wants to settle down. It's always been somewhat in the cards for her to find a man and move on because it was what her parents wanted but she's run away from that to the best of her ability by taking up a career that requires a lot of travel. She is having a great time though and the money means more to her than anything.

Occupation

Courier

Skills/Feats

Ranger (sharpshooter feat)

History

Aisling is unfortunately the only survivor of an all-ranger unit within the military. She went into the military originally because she wanted to avoid an arranged marriage with a family friend. It seemed neither of them actually wanted to be married anyway. She was discharged not long after all of her friends were killed and she tries to keep that sadness to herself. She's wandered ever since and is now the most noteworthy name in delivering high-priority mail to incredibly expensive clients.

Name: Evelyn Gremore

Description

Evie is a very muscular and relatively tall human woman with a shaved slit in her left eyebrow and an undercut that is often hidden by long locks of beautiful dirty blonde hair that appears browner than it is blonde. She keeps that hair in a thick braid that is cast over her shoulder. Her skin is very tanned and somewhat damaged by the sun but she still wears sleeveless clothing and exposes her arms to it regardless. She's often got a sunburn.

Personality Traits

Direct, abrasive, condescending, imposing, intimidating.

Motivation

Though she would never outright admit it, Evelyn wants to make a name for herself. She'd like to be famous. She'd like to be noteworthy within the career choice she's picked. Also, admittedly she does care about the people she is entrusted to look after and she takes their safety very seriously. She'd never let them get hurt.

Occupation

Bodyguard

Skills/Feat

Paladin

History

Like every single member of her family, Evelyn is a highly trained royal guard. She has worked for many years to be considered a leader and now commands small groups of other trained individuals like herself. She takes her job incredibly seriously and would strike down anyone that attempts to undermine her. She is married to her loving partner that happens to work within the kingdom as a researcher. They are considering the idea of retiring to have children that will follow in their footsteps but as of late, she is not ready to step down from the guard.



Quote

"Do not get too close."

50 Unique hag NPC's will be included in the final products.

HAGS

Name: Lyell Warrow

Alignment: Neutral Evil

Age: 817 years old



Quote

"You seem to have strayed far from your home, child."

Personality Traits

Bond: I am bound to this land by an Arch-Hag (deity), destined to be alone here forever.

Ideal: I will slaughter and eat the next unlucky set of travelers to come my way.

Flaw: I cannot resist killing those who are more beautiful than I am.

Manipulation

As she is cursed to be alone, Lyell's biggest manipulating point is that she will ask for people to keep her "company". If she can bring herself

to avoid killing those that cross her path, they will die of her curse alone. They often think they can find a way to escape but death is inevitable regardless. Whether she decides she is hungry or the curse of her solitude strikes them down – it is just a matter of time.

Name: Jarra Illar

Alignment: Chaotic Evil

Age: 287 years old

Personality Traits:

Bond: I protect the local village from blizzards in return for a child offering every fifteen years.

Ideal: I will build a shrine of ice that reaches the heavens in reverence to my power.

Flaw: I am deathly afraid of fire.

Manipulation

Childless by her own right, Jarra has never wanted anything more than to be revered. The children she takes from the local village live a very comfortable but cold life within her palace (fortress) of ice. She will occasionally make contracts with the grieving parents that make them believe they will have their child again someday. They never will. She has already cursed the children with her affliction.



Quote

"I love this village as if it was made of my own kin. Why do you not see that?"

50 Unique nomad NPC's will be included in the final products but samples are not shown in the preview PDF

NPC Examples

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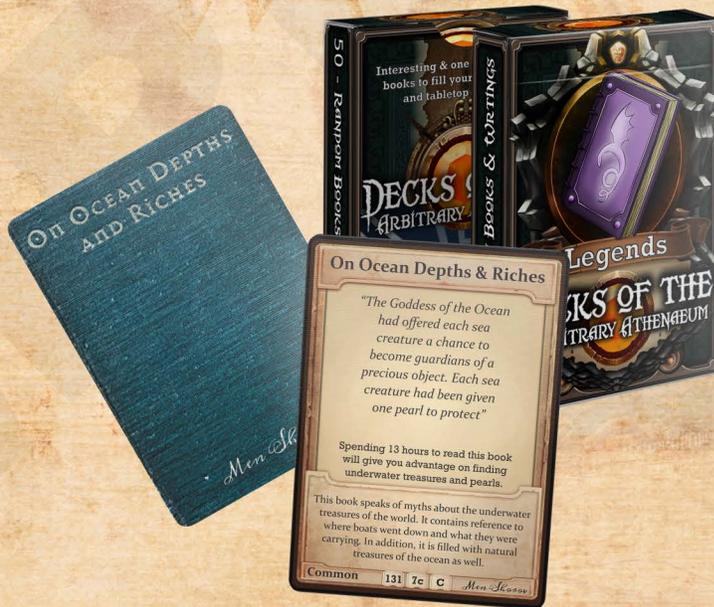
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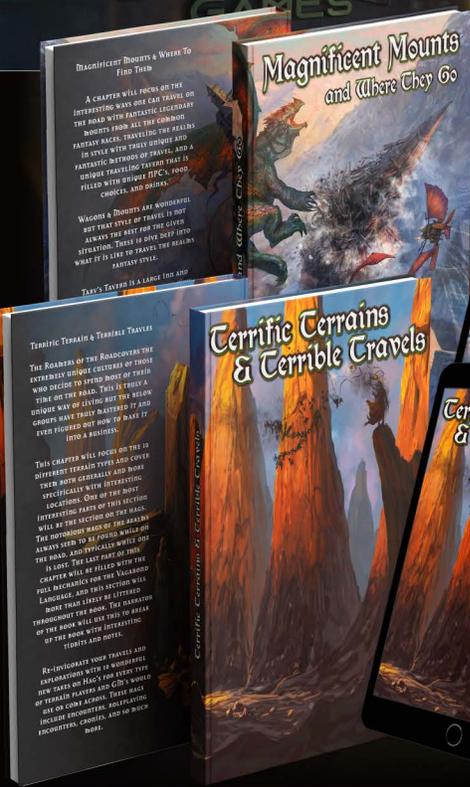
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