

# The Northern Wilds



Legend	
1	<b>The Crystal City</b> is the remote domain of the Elans ruled by the psychic Progenitor Council. Size: Small City. Costs: gems 75%, psionic 75%, arcane 200%, food 250%
2	<b>Northport</b> is a small, backwards but multi-ethnic trading post ruled by the Crystal City. Size: Village. Costs: arcane 200%
3	<b>Heart of the Winterwood:</b> Stronghold of the druids with an ancient stone circle at its center populated by savage fey and spirit animals.
4	<b>The Mammoth Graveyard:</b> All manner of great beasts leave ancient skeletons in this haunted region. The thousands of mammoth remains are a rich mine of ivory for those who can find a way to carry it.
5	<b>The Iceforge:</b> The former stronghold of a wizard who tried to conquer the region with an army of constructs is widely known to be hidden somewhere in this area.
6	<b>Vetur ath Halda:</b> Great keep of frost giant Jarl.
	The dwarven kingdom of <b>Mordheim</b> lies deep beneath the western mountains (3 hexes). They have no communities near the surface but sometimes send trading missions abroad.

**Random Encounters:** Roll 1d12 for arctic, 3d4 for Iceview (2d6 in winter) and 2d6 all others (1d12 in winter).

Reference Key: *Frostburn*, Psionic\*

1.	<b>The Dragon's Due:</b> The white dragon Hail (Very Old) considers the entire region his territory and appears to demand tribute from the party.
2.	<b>Phrenic Creature*:</b> DM's choice of base animal
3.	<b>Thought Eater*</b>
4.	<b>Great Beast:</b> Roll 1d6; 1- 2 <i>Mammoth</i> , 3 <i>Megaloceros</i> , 4 <i>Woolly Rhino</i> (as rhino), 5 <i>Smilodon</i> , 6 <i>Winter Wolf</i>
5.	<b>Wild Weather:</b> blizzard (arctic, mountains or winter), cold snap (spring/fall), thunderstorm (summer)
6.	<b>Wandering Druid:</b> 1 Druid lv 1d6 with 1d3 -1 <i>Spirit Wolves</i> 2
7.	<b>Nomadic Tribe</b> (forest or tundra) or <b>Yeti</b> (mountains or arctic)
8.	<b>Tribal Hunters:</b> 1d6 Barbarians, each with 1d4 levels. Roll 1d6 for race; Orcs (1-2), Human (3-5) or Coldfoot Halflings (6).
9.	<b>Elan Outwalkers*:</b> Rugged trader/hunters who brave the wilds beyond the city. 1d4 <i>Psychic Warriors</i> lv 1 led by 1 <i>Psion</i> lv. 3.
10.	<b>Great Beast:</b> Roll 1d6; 1 – 2 <i>Dire Wolf</i> , 3 <i>Brown Bear</i> (Polar in winter or arctic), 4 <i>Dire Boar</i> , 5 <i>Dire Wolverine</i> , 6 <i>Dire Bear</i>
11.	<b>Crysmal*</b> (mountains or arctic) or <b>Udoroot*</b>
12.	<b>Giant:</b> <i>Stone Giant</i> (mountains), <i>Frost Giant</i> (during winter or in arctic) or <i>Ettin</i>

- The Humans, Halflings and Orcs of the region are nomads with no metal or writing. Autumn sees many tribal wars over the best winter camps.
- Coldfoot Halflings of the region start play with the trait "Cold Tolerant" (as a *glacier dwarf*, pg. 34) instead of a +1 to all saves. Their favored class is Wilder.
- The Frostcrown Mountains are rich sources of crystals and gems. They are home to many strange psionic creatures, the most common of which have spread throughout the region. The Frostcrowns are high and barren, with occasional hidden pine valleys.
- Many of the caverns under the Frostcrown Mountains descend all the way into the Underdark. In recent years the City has extended the crystal mines too deeply and has begun to hire mercenaries to aid in skirmishes with the drow.
- Some of the druids of the Winterwood see Northport as a threat to the forest. Attacks on traders along the Crystalline River are common and several small wars have been fought since Northport was founded a century ago.
- The dark god *Iborighu* is said to live in The Mammoth Graveyard in a palace of bone and ice. He is worshiped by the frost giants and sometimes turns those who freeze to death into wandering undead.
- The dire and winter wolves of the region are intelligent and can speak but are vicious killers. They were cursed by the druids long ago and can no longer live in packs.