

Everfrost Peaks



A. To Halas

B. To Blackburrow

C. To Permafrost

D. The Caverns of Miragul

Bestiary

Monster Level:
1-15

Monster Examples:

Snow Orcs
Goblins
Snow Leopards
Skeletons
Gnolls



Dangers

The harsh, rugged environment of the frozen north has toughened the native creatures to the point that travel in the peaks is a very dangerous prospect to young adventurers.

Sharp and ridged, the snow-covered peaks are difficult to scale. Adventurers who are unfamiliar with this territory are advised to maintain a cautious pace, for one misplaced step will plummet them to their death.

Although the environment is not prejudicial in its choice of victims, those of dark persuasions are even more exposed. The Barbarians of Halas seek to destroy any of a darker nature who cross their path. To this end, they have sent many of their finest warriors out into the frozen peaks to defend their homeland from the threats posed by snow orcs and ice giants.

Benefits

Halas' warriors patrol the area outside the city gates, making this an ideal place for fledgling barbarian adventurers to hunt in relative safety. Merchants reside inside the cavernous city entrance, selling needed supplies and purchasing the hides and rusty weapons obtained from successful ventures in the peaks.

The frozen north is also known as a place of profitable adventuring, being home to many bands of snow orcs and goblins.

Background

In the Elder Age, the ogres, giants and goblins conquered much of Norrath and began an assault on the Plane of Earth. This precipitated retribution from The Rathe in the form of a great curse against all of Rallos Zek's creations.

The fertile, northern homelands of the giants were frozen in the wake of the curse, and those giants caught in this epicenter were transformed wholly into immortal creatures of living ice. Those creatures of Zek, orcs and goblins who were not uncommon in this region were struck to the core of their beings, becoming lesser creatures in mind and body than they had been.

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This frozen north is now known as Everfrost, and in the centuries following the fall of Zek's races it has become the homeland of the Northmen of Antonica. Linked to the rest of the world by the tunnels of Blackburrow, Everfrost crowns the northernmost reach of Antonica. The thick sheet of ice and year-round fall of snow, make this region the beautiful but deadly white jewel of Antonica.



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Goblins, snow orcs, and giants alike continue live in the north. When the barbarians settled in this region, they fought valiantly and relentlessly against these monsters in the hopes of claiming a homeland in the name of their then patron deity and attributed creator, Mithaniel Marr. Eventually the barbarians would gain enough advantage over their cursed foes to secure a permanent stronghold named after Halas, a war hero responsible for their victory. To this day, the tension between the tribal orcs and goblins and the barbarians of Halas continues to rage.

Notable NPCs

Tundra Jack and Iceberg

The eccentric barbarian, Tundra Jack, has traveled Norrath in search of gold and silver. During a stay in the dwarven city of Kaladim, Tundra Jack learned the secrets of dwarven mining, and the pleasures of dwarven ale. Once the yearning for adventure and treasure hunting caught up to him, Tundra Jack made for the elven forests of the Faydarks where, being the colorful and charismatic fellow he is, he convinced the Fier'Dal rangers to teach him elven animal handling techniques and secrets of wilderness survival. When Tundra Jack finally returned to his homeland in the frozen north of Antonica he heard of a large bear terrorizing travelers in the Everfrost Peaks. Tundra Jack left Halas in search of the bear and to the bewilderment of his fellow barbarians, befriended the creature, naming him Iceberg.