

## Arctic

**Summary:** The frozen arctic is a harsh land with dangerous weather and hungry predators. A tribe of orcs has come down from the frozen peaks to make their home in the arctic. They terrorize the few inhabitants here and plan to expand once their foothold is secure.

**Skill Check:** identify hard pact snow (nature), find a path in the snow (survival), follow a constellation (arcana), plow through snow drift (athletics), identify historic mountain (history), figure out hunting trail marker identifier (insight)

### Success

A trapper along the side of the road requests the party's aid in hunting down and killing 1-2 polar bears that mauled him and gave him a limp. It is a dc 14 survival check to find the polar bears and ambush them otherwise the polar bears get the jump on the players. The tracker rewards the players with a fur cloak that gives resistance to cold damage and a warning about orcs.

A wandering pack of 4-14 wolves notice the party's sent and track the party for 3 days with their howls being heard getting closer each night. They can be lost with 3 successful group stealth checks with a dc of 15 otherwise on the 4th day the attack the party during the night.

On the horizon the party sees black smoke billowing up. As they get closer they hear cries for help and then see a small cottage with a man inside, bails of burning hay are stacked around the side of the cottage and 2-7 orcs stand outside the building watching it burn with glee.

### Failure

As the party is traveling they fail to notice 1-2 saber tooth tigers laying in wait. As they pass by the saber tooth tigers attack the softest looking targets in the back looking to get a quick kill and to flee with their meal.

On the horizon the party sees a dark clouds coming in. After 6 hours the storm is on top of the players reducing vision to 5ft, making terrain difficult, and require them to make a dc 10 constitution check against gaining a level of exhaustion every 2 hours. They can make a dc 16 survival to find a cave for shelter every hour with disadvantage on the check during the storm.

The party's trail was picked up by an orc patrol and 2-7 orcs track the party and ambush them in the night. Part of the patrol that didnt attack returned to the orcs stronghold to report their presence and if the patrol doesnt return after 2 days the orcs send out another patrol to hunt down the players each day with the number of orcs increase by 1 as long they are in the arctic.

### Exploration

Panicked barking can be heard in the distance. If the party investigate they see a wolf pup stuck on some broken ice floating in a lake. They can swim out to the pup to rescue it but must make 3 dc 12 constitution checks against against gaining a level of exhaustion from hypothermia. The pup requires a dc14 animal handling check to carry off the ice. If they save it the pup befriends them and follows the party around.