



# ADVENTURING

*Trudvang is a world sprung out of sagas and legends. It is a place of mystique where nature has greater power than Elves, Humans, or Dwarves.*

The deep woods, with their endless shade and moss-covered rocks, hold unimaginable secrets and treasures. Wild rapids roar as if they were thunder itself. Maleficent Trolls lurk in the shadows but sneak out to kidnap Human children once darkness falls.

Under the firs' needle-clad branches, a distant hooting breaks the silence. From behind the boulders comes the noise of snapping branches. And in the dark of night, you see piercing yellow eyes from afar that follow your every movement.

All this and more are found in the vast continent of Trudvang. The Elves say that it takes a raven with quick wings at least one moon cycle to fly from north to south, and twice that to fly from west to east. But it would take a hiker several years, perhaps decades, to fully wander this extensive realm. And in this unforgiving land, strong wind, heavy snow, and driving rain meet wanderers wherever they turn.

## IN THE WILD

Many ill-prepared adventurers have met their doom in the wilds of Trudvang, long before they ever saw a Goblin or Troll. Although monsters lurk in the shadows of the thick woods, weather and the wilderness itself is just as much, if not a greater, threat to their lives.

Most people never stray far off the beaten tracks, preferring to camp at well-known sites, where they have water and shelter from the wind. But many adventurers, on the prowl for lost treasures or seeking wisdom of bygone ages, need to brave the wilds and explore the darkest reaches of Trudvang.

## TERRAIN AND ENVIRONMENT

There is, of course, a huge variety of different terrain and environments in the sprawling lands of Trudvang. Below are brief descriptions of some of them.

### Forest

Forests dominate a lot of the landscape of Trudvang. They are guaranteed to be dark, mysterious, and full of secrets. The forests hide not only Trolls and dangerous monsters, but many other wonderful and horrific things.

The forest is a special environment because it usually remains unaffected by the spread of civilization. Certainly, one can find a few areas of deforesting and clear-cutting that testify to the destructiveness of people, but usually forests are a pristine wilderness that boasts towering trees and ancient moss, a testament to the region's supernatural resilience.

One of the biggest problems with venturing into a forest is that travelers very quickly lose track of where they are. Many become hopelessly lost, and in their eagerness to find their way back, they make foolish mistakes and succumb to the hardships of the wild.

### Mountains

The mountains of Trudvang can be wonderful and beautiful, but also inaccessible and desolate. The sharp edges of the ranges are difficult to pass, so typically people find ways around the mountains rather than going over them. The mountains form barriers between countries. Many times, they have prevented wars, but just as often their glittering interiors have caused them.

Some mountains consist of seemingly infinite, craggy surfaces of gray stone, while others are lined with lovely forests. Rock faces with splendid cliff sides are present in virtually all the countries of Trudvang and powerfully evoke emotions such as grief, sadness, or humility. The most impressive range of all is The Great Iron Mountains, which stretches all the way from the Stormlands in the east to Westmark in the west. This incredibly dense range is one long magnificent fortress of stone, snow, and ice. The utter desolation one experiences in the mountains is often absolute, so few come here for any reason.

### Ocean and Sea

The oceans of Trudvang are endless, dark, horrifying, and tumultuous. They are as dangerous as the deepest forests, and as treacherous as the snow-clad mountains of the Great Ice Plains. Foaming waves crash over the small boats that try to weather the seas and wash wailing sailors overboard into the depths.

But the oceans of Trudvang are not just endless landscapes of waves. They are also filled with deadly reefs, secluded islands, and vertical cliffs that shoot up from the sea like those on the coasts of the Stormlands.







## TRAVELING

When traveling from one place to the next, most people of Trudvang stick to the roads and marked trails. When it comes to safety, most travelers feel safer when they trod a well-known path, albeit that might not often be the case. Trolls, Goblins and Wurms might not bother you on the road, but harsh and merciless nature is just as brutal on the roads as deep in the forests or high upon a mountain pass.

Many caravan leaders and merchants trust in pathfinders and guides, knowing that it is foolish to brave the open roads without one, and often deadly to leave the roads.

### Travel Pace

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any Effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to Search an area more carefully.

### Forced March

The Travel Pace table assumes that characters Travel for 8 hours in day. They can push on beyond that limit, at the risk of Exhaustion.

For each additional hour of Travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour.

The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of Exhaustion (see Conditions in Setting Companion).

### Mounts and Vehicles

For short spans of time (up to an hour), many animals move much faster than Humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh Mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in wagons, carriages, or other Land Vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to Travel for up to 24 hours per day.

### Natural hazards

There are numerous natural hazards in Trudvang that plague travelers and adventurers alike. Some of these are hard to spot, and only the most veteran rangers know of them, while others are obvious even to someone that has never braved the wilds.

These hazards include pitfalls, avalanches, floods, maelstroms, and so forth. Your GM might call for a Wisdom (Perception) or a Wisdom (Survival) check for you to discover and recognize such hazards.

### Orienteering and Pathfinding

It is easy enough to follow a wide road or a well-traveled path but finding the right path and orienteering in a dark forest, where there are no way markers or landmarks in sight, is not for the inexperienced. Many a traveler has met their doom in the Darkwoods or the Wildheart, after going in circles for days without ever realizing it.

Your GM might call for an Intelligence (Nature) check to see how well you have oriented yourself. Your GM might also call for a Wisdom (Survival) check to see if you managed to keep the right direction or follow a vague trail.

### Scouting Ahead

Many travelers have found it especially useful to scout ahead and investigate if there are hazards or even monsters waiting for them. This practice has saved numerous lives in Trudvang.

When scouting ahead, your GM might call for a Dexterity (Stealth) or Intelligence (Investigation) rolls, to see how well you did.

## TRAVEL PACE AND EFFECTS

Pace	Distance Traveled per...			Effect
	Minute	Hour	Day	
Fast	400 feet	4 miles	30 miles	–5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use Stealth







## On the Look-Out

Since the dangers of Trudvang are many, seasoned travelers are wary and always on the look-out. When you are traveling at a slow pace, by declaring that you are on the look-out, you gain a +5 bonus to your Passive Perception. This does not apply when you are not traveling, such as when you are in camp or exploring a dungeon.

## Encumbrance

The weight of your equipment can have detrimental effects, and seasoned rangers have learned to travel light and live off the land. If you carry weight in excess of 5 times your Strength score, you are encumbered, which means your speed drops by 10 feet and you have disadvantage on Dexterity (Stealth) checks.

If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are heavily encumbered, which means your speed drops by 20 feet and you have disadvantage on ability checks, attacks rolls, and saving throws that use Strength, Dexterity, and Constitution.

## CAMPING

Finding a good place to make a camp can make all the difference, especially when you are out in the wilds where there are predators about, and the weather can change suddenly. Whether you sleep in a cave where you can build a fire and have access to fresh water, or in a bug-infested quagmire can determine whether you survive your trek or not.

Therefore, camping and finding the right place to sleep is important in Trudvang. A good camp ensures that you can get a well-earned rest, while settling for a bad camp might make matters worse.

### Temporary Camp

When traveling overland you usually only spend one night in each camp. Many campsites can be found along roads and trails in Trudvang, that are perfectly suited for a one-night's rest. Building a temporary camp takes 1 hour.

Your GM might call for a Wisdom (Survival) check for you to find a good place to spend the night.

### Permanent Camp

Often, when exploring an area, rangers build more permanent camps, from which they explore and hunt. These camps often have a firepit or other commodities and are near creeks and streams, or even lakes, where there's ample fishing. Building a permanent camp takes 1 day.

Your GM might call for an Intelligence (Nature), Intelligence (Investigation), or Wisdom (Survival) check when figuring out where to place such a camp, exploring the most suitable spot, or building a camp suited for a longer stay.

## Resting

It's not always easy to find a good night's rest when traveling in Trudvang. Monsters lurk, predators are on the prowl, and even the weather itself all seem to make getting shuteye almost impossible at times.

Many adventurers have found their demise simply due to exhaustion, after not being able to sleep for days. Even the hardest of men and women need to steel their nerves before going to sleep and even then, their sleep is often light, and weapons and shields are kept close at hand.

### Short Rest

Finding short rest might sound easy enough, but even that can be hard at times, especially after a harrowing encounter with a frightening monster.

If you are Anxious you do not gain the effects of a short rest, other than removing the condition. Therefore, you can't spend Hit Dice, as you normally could during a short rest, and you must spend the time calming your nerves.

### Long Rest

Spending the night in a dark, monster-infested wood isn't appealing to many people. Almost every sound is unfamiliar and might be a harbinger of your doom.

After a long rest your GM might call for a Wisdom saving throw, modified by your terrain. If you succeed on the check, you have managed to calm yourself, steel your nerves, and gain the benefits of a long rest. If you fail the check, you spent the night awake, on edge, and fearing for your life. If you are resting in a permanent camp, you have advantage on the roll.

If you are Anxious when you go to sleep, you automatically fail this check, but the condition is removed.

## FORAGING

No one can make it for long without food or water. Most adventurers and travelers alike bring water and food along, though they hope to find both game and springs along the way.

If you go on without any food or water, you quickly gain levels of exhaustion. Therefore, keeping a good stock on rations and water is necessary when braving the wilds of Trudvang.







## Water

You need about a gallon of water per day, and even more when it is hot or you are partaking in a strenuous activity, such as climbing or moving at a fast pace for a whole day. But remember, not all water you find in Trudvang is safe to drink. Stagnant water in a small puddle differs greatly from a clear mountain spring.

Your GM might call for a Wisdom (Perception) or Wisdom (Survival) check when finding water. Your GM might call for an Intelligence (Nature) or Intelligence (Investigation) check to see if the water is good for your health.

## Food

You need one pound of food per day and many travelers have learned where to forage for food and hunt for game. However, it is one thing to find food, and a whole other thing to make sure that it is prepared in a decent manner and make sure that you get the nourishment from it that you need.

When foraging, your GM might call for Intelligence (Nature) or Wisdom (Survival) checks to see if you find berries, roots, fruits, or vegetables, depending on the type of terrain.

When hunting or fishing, your GM might call for a Wisdom (Perception) or Wisdom (Survival) check, along with attack rolls, when applicable.

When preparing food, creating rations, or processing the hide of animals, your GM might call for Wisdom ability checks, or for the use of appropriate tools.

If you go foraging for food during winter, all checks are made with disadvantage.

## IN URBAN AREAS

What is considered a civilized region differs from one part of Trudvang to the next. A Virann might not feel that a rural village in the Stormlands qualifies as civilized at all, just as a Stormlander might feel that the people of the Darkwoods are barbaric and uncivilized.

The urban areas of Trudvang pose their own dangers to adventurers, some are lethal, while others are threats to the adventurers' honor and obligation. Many adventurers have fought their way through scores of Trolls and Tursirs, only to have their purses robbed while taking a well-earned rest at the wrong inn at the wrong time.

However, many people live within the security of a walled town, where they eke out a meager living selling goods and handicrafts. Towns and cities differ from one another; one might be a bastion of faith and piety, while another city might be a cesspool, where you can have every desire fulfilled and everything, and everyone, has a price.

## INNS AND TAVERNS

In almost every town you will find a drinking holes where the locals gather, share tales and gossip, and enjoy a horn of ale or two. Many innkeepers and tavern owners, especially in the eastern part of the Stormlands, are used to having to throw out a patron or two, as things get rowdy and punches are thrown.

## Games

The people of Trudvang play many different games. Some do not require much practice, such as Troll Knuckles, a game that many children in the Stormlands play, while other games have detailed rules, such as Virann chess.

Perhaps no games are as popular as games that test men's strength, such as wrestling games like glima. When you partake in such a game, your GM might call for series of Strength (Athletics) or Dexterity (Acrobatics) checks. You might also need to make Wisdom (Perception) or Wisdom (Insight) checks to see and anticipate your opponent's next moves.

## Gambling

Gambling is popular in Trudvang, and many people like to up the ante in all sorts of games by making wagers and bets. Many inns and taverns even have gaming tables or areas devoted to games, including all sorts of dice or card games, and even outdoor area for games like glima and hand wrestling. Of course, sometimes these get out of hand, and end up in duels or fights.

Though gamblers in Trudvang rarely play for high stakes or stacks of silver coins, many, just as with barter and buying equipment, are willing to gamble with their items. Thus, many warriors have earned their weapons and shields, while other have lost them.

When you are gambling, your GM might call for many different skill rolls, e.g. you could make a Wisdom (Insight) check to see if your opponent is bluffing, or make a Charisma (Deception) check to bluff your opponent. You might even have to make a Charisma (Persuasion) check to discuss and settle the rules for the game, or make a Charisma (Intimidation) check to scare your opponent from doing something.

## Cheating

As in any other game or sport, cheating is frowned upon, if someone discovers it. Many people would for the sake of their honor never cheat in a game, while other people would do almost anything to ensure that they win.

If you decide to cheat, your GM might call for a Charisma (Deception) or Charisma (Performance) check, if you are deliberately bluffing or trying to talk your way through the

