

# Wild Wanderings

## TOOLS FOR WILDERNESS ADVENTURES

Includes rules for:

- 30+ Different Biomes
  - inc. biomass
  - At-A-Glance info
  - Use what you want
- Weather
  - Windspeed
  - Temperature
  - By Season
- Storms & Hazards
- Foraging
- Hunting
- Navigation
- Travel Speed Impact
- Random Enc Chance
  - Normal,
  - Monstrous, and
  - Common

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2024

Wildade

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# Reading the Biome Cards

## Biomass

The mass of living biological organisms in each biome or ecosystem at a given time. This is used for determining encounters.

## Rainfall

The amount of rain that falls per year, divided into seasons of Winter, Spring, Summer, and Fall. You can see when the rainy seasons are.

## Windspeed

The die rolled to see what the windspeed is each period, by Season. Windspeed is provided in miles per hour and Speed factor, for comparison.

## Storm

The chance of a storm in each day, by Mild, Average, and Intense. Roll a die, and if the number is equal to or lower than shown, then that is the storm you get.

## Navigation

The DC for navigation checks during the Day, Night, and Storms. A failure means they are lost and will have to do a check to see if they know they are lost.

## Temperature

The baseline temperature for a given biome by season, in °F. Roll a die and add (spring/summer) or subtract (winter/fall) from this number.

# Temperature Zones

Frigid Zones are Polar and areas between  $60^{\circ}$  and  $70^{\circ}$  latitude, or by altitude, above 10,000 feet.

Cold Zones are Temperate areas, between  $40^{\circ}$  and  $70^{\circ}$  degrees of Latitude, generally warmer than frigid, between 5000 and 10,000 feet in altitude.

Cool Zones are Temperate areas, between  $30^{\circ}$  and  $60^{\circ}$  degrees of Latitude and between 1,000 and 5,000 feet in altitude.

Warm Zones are Sub-Tropical, often between  $15^{\circ}$  and  $45^{\circ}$  degrees of Latitude.

Hot Zones are Tropical, often between  $15^{\circ}$  and  $30^{\circ}$  degrees of Latitude to either side of the Equator.

# Biome Groups

Arctic

Forest

Steppe

Grassland

Desert

Wetland

Sylvan

Riparian

Coastal

Cavern

Special

Settled



## Foraging

The DC for foraging Food and Water, each. Hunting is for meat.

## Terrain

The kind of Terrain being moved through, based on the Biome.

## Hazards

The Types of Hazards that exist in that area.

## Lost

The DC to determine if they know they are lost. It must be asked for.

## Hunting

The DC for successfully hunting for a meat animal in that Biome.

## Supply

The DC for providing fodder for animals and mounts in that Biome.

## Track

The DC to Track something in that Biome. Note that there are modifiers to tracking, based on what is being tracked.

## Shelter DC

The DC for locating a *natural* shelter from weather in that biome.

## Enc. Norm

The chance for an encounter with a normal animal.

## Enc. Mon

The chance of encounter with a Monstrous Creature

## Enc. Com

The chance of an encounter with a common sort of encounter, like bandits or merchants.

*Reading, cont.*



# Travel Speeds & Terrain

## Typical

-5

Terrain that is easy to traverse: a well-worn path or dirt road.

## Rough

-10

Uneven, rough, untrod or badly neglected, in passable country.

## Rugged

-15

Multiple challenges in progress, thick debris or vegetation.

## Difficult

-20

Very uneven, very rocky or muddy, no readily discernible path.

## Unstable

-25

Moving ground, boulder piles, changing surface, shifting sand

## Dangerous

-30

Terrain in which movement itself is deadly or harmful.

# Tracking Modifiers

## Modifiers

These modifiers alter the DC of a check being done.

## Single

A single person being tracked is the default baseline.

## Evidence Trail

-3

A subject leaving a well marked trail, such as bleeding,

## Small Group

-5

Tracking a small group of up to five subjects.

## Large Group

-7

Tracking a group of subjects that number more than five.

## Vehicles

-10

Tracking any group with a vehicle of some sort.

# Hazards

## Fumes

1d10 / lvl damage, 10' / lvl diameter

Poison, Sleep, Suffocation, Blind effects

Disadvantage on Saves if downed

Cat 4 Wind or higher disperses

DC10 +1 per 2 lvl vs Con

## Quicksand

Pit: 10 ft + Level deep, extra die/ 10' sink

**Restrained**, Submerged = **Blind** + **Total Cover**

Sink 1d4+1 ft / turn

**Suffocate**: 1+ Con Mod in Minutes

**Self**: Str vs DC 10 + ft. sank

**Help**: Str vs DC 15 + ft. sank

## Deadfall

2d6 Bludgeoning Damage / 4 levels

Knocked **prone**, moved 1d10 feet

**Self**: Dex vs DC 15 save to avoid

**Others**: Dex vs DC 15 + Str vs DC 12

18 Passive Perception to spot

## Landslide

2d10 Bludgeoning Damage / 4 levels

Knocked **prone**, buried = **suffocate**

Terrain is Difficult

**Suffocate**: 1+ Con Mod in Minutes

Dex vs DC 15 save to avoid

**Push Out**: Str vs DC 15 + ft. sank

1 level Exhaustion if dig self out.

## Sinkhole

Depth = 12 ft. + Level

Falling Damage 1d6-1 per 10 ft.

Terrain is Difficult

21 Passive Perception to spot

Dex vs DC 18 to avoid

## Inferno

10' radius / lvl, Speed 120, add 10'/min

Cat 4+ Wind adds 10' each min.

4d10 Contact per minute

1d6 within 10' per minute

10<sup>3</sup>' water per 10' area to put out

# Hazards List

Quicksand

<- Mudpit

Tornadoes

Hurricanes

<- Quickice

<- Mire

Earthquake

<- Icequake

Sinkhole

Deadfall

Landslide

<- Avalanche

Inferno

Flood

# Wind Speeds

Wind speeds are rolled on a d4, d6, d8, d10, or d12, depending on how severe the wind is that season in that biome. There are 12 Categories of Windspeed.

Wind speeds add to the effect of storms, and can affect how high waves get, how fast vehicles move, how fast one can swim on the surface, and how fast one can fly in the air.

- **Windspeeds Category 3 and above** apply *Disadvantage* to ranged attacks over 10 ft, and halve range.
- **Windspeed Category 6 and above** add a penalty of -1 to ranged attacks per category higher and reduce range to one quarter.



**Calm**

01

Smoke rises vertically with little if any drift.

Waves

0 ft

MPH

0

Speed

0

Swim

--

Fly

--

Vehicles

--

**Fresh**

02

Direction of wind shown by smoke drift, not by wind vanes.  
Little if any movement with flags.

Waves

3 ft

MPH

1 to 3

Speed

25

Swim

--

Fly

--

Vehicles

--

**Breeze**

03

Wind felt on face. Leaves rustle and small twigs move.  
Ordinary wind vanes move.

Waves

5 ft

MPH

4 to 6

Speed

44

Swim

-5

Fly

--

Vehicles

--

**Windy**

04

Leaves and small twigs in constant motion. Wind blows up dry leaves  
from the ground. Flags are extended. Wind moves small branches.

Waves

8 ft

MPH

7 to 9

Speed

80

Swim

-10

Fly

-5

Vehicles

--

**Light**

05

Large branches and small trees in leaf begin to sway. Crested  
wavelets form on inland lakes and large rivers

Waves

12 ft

MPH

10 to 12

Speed

105

Swim

-15

Fly

-10

Vehicles

-5

**Moderate**

06

Large branches in continuous motion. Whistling sounds heard  
overhead. Umbrellas used with difficulty, felt when walking against.

Waves

16 ft

MPH

13 to 17

Speed

132

Swim

-20

Fly

-15

Vehicles

-10

**Strong**

07

Whole trees in motion. Inconvenience felt when walking against the wind.

Waves

MPH

Speed

Swim

Fly

Vehicles

20 ft

18 to 23

220

-25

-20

-20

**Severe**

08

Wind breaks twigs and small branches. Wind generally impedes walking.

Waves

MPH

Speed

Swim

Fly

Vehicles

25 ft

25 to 36

264

-30

-25

-25

**Extreme**

09

Structural damage occurs, such as chimney covers, roofing tiles blown off. Ground is littered with twigs and broken branches.

Waves

MPH

Speed

Swim

Fly

Vehicles

30 ft

37 to 48

352

-35

-30

-30

**Gale**

10

Considerable structural damage occurs, especially on roofs. Small trees may be blown over and uprooted.

Waves

MPH

Speed

Swim

Fly

Vehicles

40 ft

49 to 51

440

-40

-35

Tossed

**Tempest**

11

Widespread damage occurs. Larger trees blown over and uprooted.

Waves

MPH

Speed

Swim

Fly

Vehicles

50 ft

62 to 74

528

-45

-40

Tossed

**Cyclone**

12

Severe and extensive damage. Roofs peeled off. Windows broken. Trees uprooted. Large vehicles overturned.

Waves

MPH

Speed

Swim

Fly

Vehicles

60 ft

75+

660+

-50

--

Tossed

# Storms

Storm effects are given for their types:

Mild / Average / Intense.

Storm effects are cumulative with Wind effects. Some storms have minimum Wind Categories.

## Rainstorms

Storm Speed	Hours Duration
300 / 35 mph	d6
Exposure Damage	Debris Damage
-- / -- / --	-- / -- / 1hp per hr
Visibility	Perception DC
90 / 60 / 30	+1 / +2 / +3
Handling	Ranged Attacks
+5 / +7 / +9	LOS / LOS / LOS
Flying Speed	Sailing Speed
-- / -5 / -10	-- / -- / ¼

## Thunderstorms

Storm Speed	Hours Duration
500 / 50 mph	d4
Exposure Damage	Debris Damage
10d6 (1 in d1000)	-- / 1hp / 2 hp per hr
Visibility	Perception DC
90 / 60 / 30	+1 / +2 / +3
Handling	Ranged Attacks
+5 / +7 / +9	LOS / LOS / LOS
Flying Speed	Sailing Speed
-- / -5 / -10	-- / ½ / ¼

## Hailstorms

Storm Speed	Hours Duration
400 / 45 mph	D6 / 3
Exposure Damage	Debris Damage
-- / 2hp / 4 hp per ½hr	-- / -- / --
Visibility	Perception DC
90 / 60 / 30	+1 / +2 / +3
Handling	Ranged Attacks
+6 / +8 / +10	LOS / LOS / LOS
Flying Speed	Sailing Speed
-5 / -10 / -15	-- / ½ / ¼

## Snowstorms

Storm Speed	Hours Duration
200 / 22 mph	d8
Exposure Damage	Debris Damage
-- / -- / --	-- / -- / --
Visibility	Perception DC
70 / 40 / 10	+2 / +3 / +4
Handling	Ranged Attacks
+7 / +9 / +11	LOS / LOS / LOS
Flying Speed	Sailing Speed
-5 / -10 / -15	-- / ½ / ¼



# Storms

*These storms count as Hazards. Some have a minimum Wind Category for them.  
A Blizzard is an Intense Snowstorm.*

## Sandstorms – Cat 6

Storm Speed	Hours Duration
225	1d6 / 1d8 / 1d10
Exposure Damage	Debris Damage
1d6 per hour	1 hp / hr
Visibility	Perception DC
30 / 20 / 10	+5
Handling	Ranged Attacks
+5	None
Flying Speed	Sailing Speed
-20	--

## Dust Storms – Cat 6

Storm Speed	Hours Duration
225	1d6 / 1d8 / 1d10
Exposure Damage	Debris Damage
1d6 per hour	1 hp / hr
Visibility	Perception DC
30 / 20 / 10	+5
Handling	Ranged Attacks
+5	None
Flying Speed	Sailing Speed
-20	--

## Tornadoes

Storm Speed	Duration
550 - d8 direction	2d6 minutes
Exposure Damage	Debris Damage
Variable	6d6 debris
Visibility	Perception DC
10 ft.	+--
Handling	Ranged Attacks
+15	None
Flying Speed	Sailing Speed
None	None

## Hurricanes – Cat 12

Storm Speed	Hours Duration
350	1d20
Exposure Damage	Debris Damage
5 hp / hour	
Visibility	Perception DC
20 / 10 / 5	+15
Handling	Ranged Attacks
+6	None
Flying Speed	Sailing Speed
None	None

Brief description goes here.

# Template

## Biomass

Biomass in gC/m3

## Navigation

Day / Night / Storm

## Foraging DC

Food / Water

## Rainfall

Wi / Sp / Su / Fa

## Windspeed

Wi / Sp / Su / Fa

## Terrain

Terrain type for  
travel

## Zone

Temp Zone

## Group

Biome Group

## Storm

M / A / I

## Temp +/- d20

Wi / Sp / Su / Fa

## Hazards

Kinds of Risks

## Lost

DC 00

## Track

DC 00

## Hunting

DC 00

## Supply

DC 00

## Risk

00 in 30

## Shelter DC

DC 25

## Enc Norm

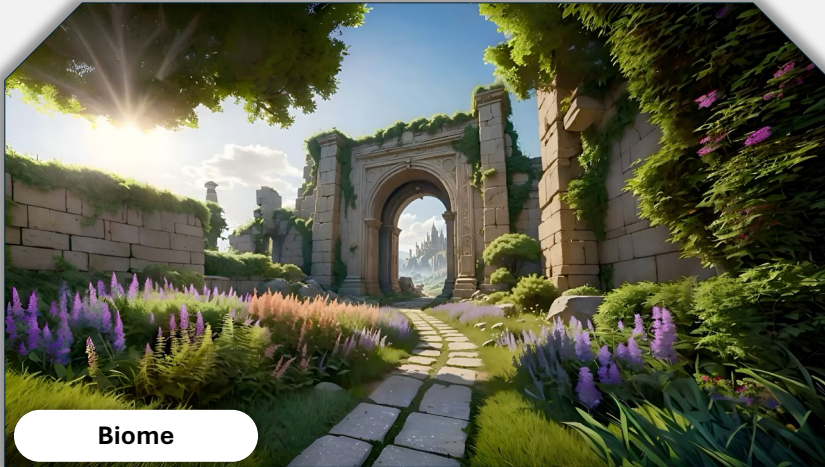
00

## Enc Mon

00

## Enc. Com

00



Biome

[Empty rectangular box]

**Zone**  
[Empty rounded box]

**Lost**  
DC  
[Empty rounded box]

**Group**  
[Empty rounded box]

**Track**  
DC  
[Empty rounded box]

**Biomass**  
[Empty rounded box]

**Rainfall**  
/ / /  
[Empty rounded box]

**Storm**  
/ /  
[Empty rounded box]

**Hunting**  
DC  
[Empty rounded box]

**Navigation**  
/ /  
[Empty rounded box]

**Windspeed**  
/ / /  
[Empty rounded box]

**Temp +/- d20**  
/ / /  
[Empty rounded box]

**Supply**  
DC  
[Empty rounded box]

**Foraging DC**  
DC  
[Empty rounded box]

**Terrain**  
[Empty rounded box]

**Hazards**  
[Empty rounded box]

**Risk**  
In  
[Empty rounded box]

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**Shelter DC**  
DC  
[Empty rounded box]

**Enc Norm**  
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**Enc Mon**  
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**Enc. Com**  
[Empty rounded box]



The tropics are known for their scattered isles, atolls, deserted and awaiting just the right person to be lost upon them for endless years, surviving by wits and sheer hubris.

These islands are windy, known for seasonal storms, but also an immense variety of wildlife.

**Biomass**

4000

**Rainfall**

3 / 50 / 9 / 3

**Zone**

Hot Tropical

**Lost**

DC 3

**Group**

Special

**Track**

DC 5

**Storm**

14 / 10 / 7

**Hunting**

DC 10

**Navigation**

5 / 5 / --

**Windspeed**

d4 / d12 / d8 / d4

**Temp +/- d20**

80 / 70 / 80 / 80

**Supply**

DC 10

**Foraging DC**

13 / 14

**Terrain**

Rugged

**Hazards**

Quicksand, Sinkhole

**Risk**

3 in 30

**Shelter DC**

DC 20

**Enc Norm**

12

**Enc Mon**

8

**Enc. Com**

00

**Tropical Island**

Temperate coastal areas have small, rocky islands in odd places, that can serve as the fortuitous home to many daring adventurers, or to isolated an obsessive genius wizards.

These islands are windy, known for seasonal storms, but also an immense variety of wildlife.

**Biomass**

4000

**Rainfall**

3 / 50 / 9 / 3

**Zone****Cool Temperate****Lost****DC 3****Group****Special****Track****DC 5****Storm**

14 / 10 / 7

**Hunting****DC 10****Navigation**

5 / 5 / --

**Windspeed**

d4 / d12 / d8 / d4

**Temp +/- d20**

60 / 60 / 70 / 60

**Supply****DC 10****Foraging DC**

13 / 14

**Terrain**

Rugged

**Hazards**

Quicksand, Sinkhole

**Risk****3 in 30****Shelter DC****DC 20****Enc Norm**

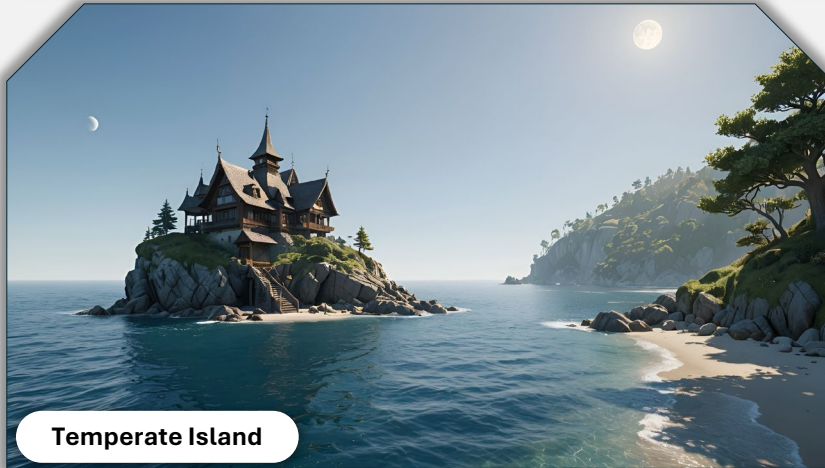
12

**Enc Mon**

8

**Enc. Com**

00

**Temperate Island**

A settled area is always a biome of its own, even though it picks up its weather from the surrounding area.

Ruins are what happens after the people leave. By choice or not. The wild world moves in, and creatures find new ways to use the spaces and places now abandoned.

**Biomass**

2500

**Rainfall**

^/~/~/^

**Zone**

Any

**Lost**

DC 10

**Group**

Settled

**Track**

DC 15

**Storm**

^/~/^

**Hunting**

DC 10

**Navigation**

10 / 10 / 10

**Windspeed**

^/~/~/^

**Temp +/- d20**

^/~/~/^

**Supply**

DC 10

**Foraging DC**

10 / 10

**Terrain**

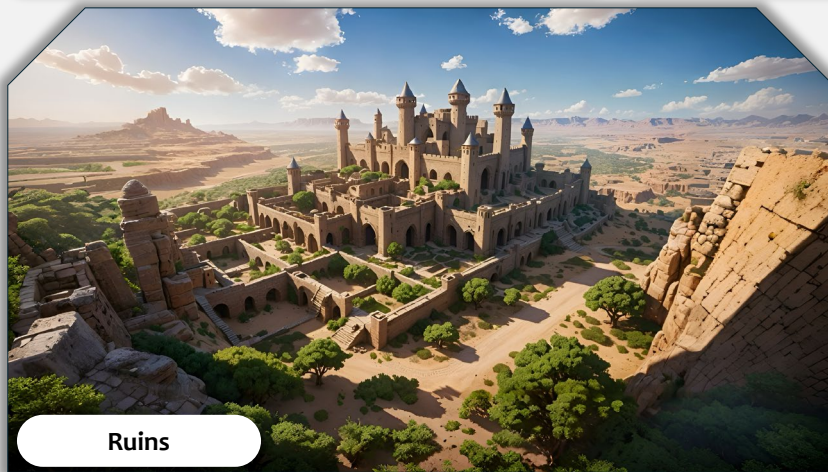
Rough

**Hazards**

Sinkholes, Deadfalls

**Risk**

10 in 30



**Ruins**

**Shelter DC**

DC 5

**Enc Norm**

15

**Enc Mon**

13

**Enc. Com**

1



A settled area is always a biome of its own, even though it picks up its weather from the surrounding area.

A settled area will have a few basic types: Mining, Fishing, Foresting, Farming, Herding, Crafting, or Trading settlements. Cities and Towns will have the vestiges of what they started out as but will be much larger and more complex.

**Biomass**

5000

**Rainfall**

^/~/^/~/^

**Zone**

Any

**Lost**

DC --

**Group**

Settled

**Track**

DC 15

**Storm**

^/~/^

**Hunting**

DC 10

**Navigation**

10 / 10 / --

**Windspeed**

^/~/^/~/^

**Temp +/- d20**

^/~/^/~/^

**Supply**

DC 5

**Foraging DC**

5 / 5

**Terrain**

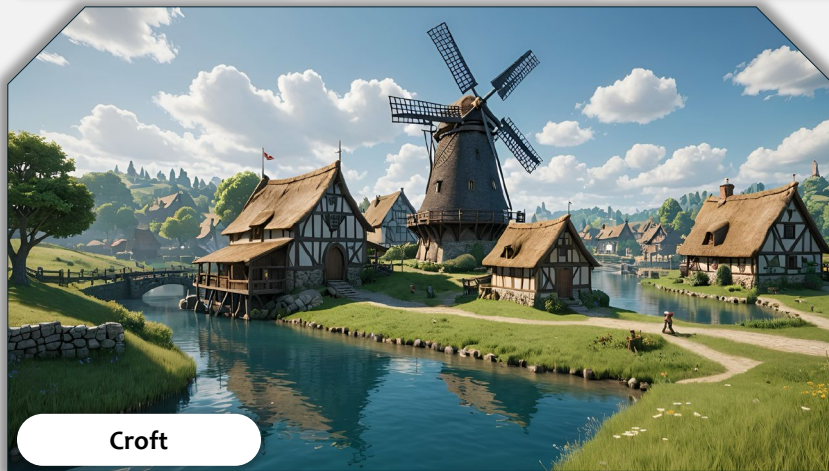
Typical

**Hazards**

Bandits, pirates

**Risk**

00 in 30



**Croft**

**Shelter DC**

DC 5

**Enc Norm**

5

**Enc Mon**

5

**Enc. Com**

18

Tropical Oceans are temperamental at the best of times. Tropical Littoral areas are those place closer to shore – not more than a dozen miles out. Storms can strike unexpectedly or be seen coming hours before they arrive. Littoral Zones cover the surface down to about 90 feet, and feature much of the surfaced life of the oceans as possible encounters.

**Biomass**

3200

**Navigation**

15 / 10 / --

**Foraging DC**

10 / 25

**Rainfall**

25 / 30 / 25 / 30

**Windspeed**

20 / 15 / 15 / 10

**Terrain**

N/A

**Zone****Tropical Ocean****Group****Ocean****Storm**

15 / 10 / 5

**Temp +/- d20**

70 / 60 / 60 / 70

**Hazards**

Waterspout, Whirlpool

**Lost**

DC 15

**Track**

DC 30

**Hunting**

DC 10

**Supply**

DC --

**Risk**

1 in 30

**Shelter DC**

DC --

**Enc Norm**

15

**Enc Mon**

15

**Enc. Com**

00

**Littoral H**

Subtropical Oceans are temperamental at the best of times. Subtropical Littoral areas are those place closer to shore – not more than a dozen miles out. Storms can strike unexpectedly or be seen coming hours before they arrive. Littoral Zones cover the surface down to about 90 feet, and feature much of the surfaced life of the oceans as possible encounters.

**Biomass**

3200

**Rainfall**

25 / 30 / 25 / 30

**Zone****Subtropical Ocean****Lost**

DC 15

**Group****Ocean****Track**

DC 30

**Storm**

15 / 10 / 5

**Hunting**

DC 10

**Navigation**

15 / 10 / --

**Windspeed**

20 / 15 / 15 / 10

**Temp +/- d20**

70 / 50 / 50 / 70

**Supply**

DC --

**Foraging DC**

10 / 25

**Terrain**

N/A

**Hazards**

Waterspout, Whirlpool

**Risk**

1 in 30

**Shelter DC**

DC --

**Enc Norm**

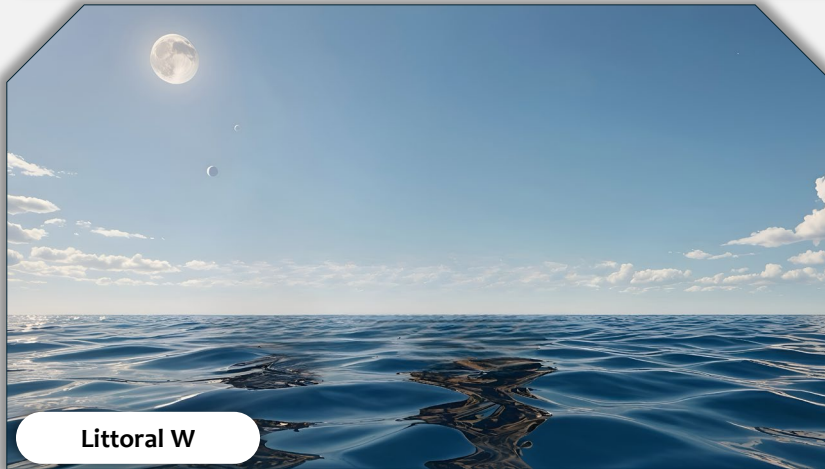
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**Enc Mon**

15

**Enc. Com**

00

**Littoral W**

Temperate Oceans are temperamental at the best of times. Temperate Littoral areas are those place closer to shore – not more than a dozen miles out. Storms can strike unexpectedly or be seen coming hours before they arrive. Littoral Zones cover the surface down to about 90 feet, and feature much of the surfaced life of the oceans as possible encounters.

**Biomass**

3200

**Rainfall**

25 / 30 / 25 / 30

**Zone**

Temperate Ocean

**Lost**

DC 15

**Group**

Ocean

**Track**

DC 30

**Storm**

15 / 10 / 5

**Hunting**

DC 10

**Navigation**

15 / 10 / --

**Windspeed**

20 / 15 / 15 / 10

**Temp +/- d20**

60 / 40 / 40 / 60

**Supply**

DC --

**Foraging DC**

10 / 25

**Terrain**

N/A

**Hazards**

Waterspout, Whirlpool

**Risk**

1 in 30

**Shelter DC**

DC --

**Enc Norm**

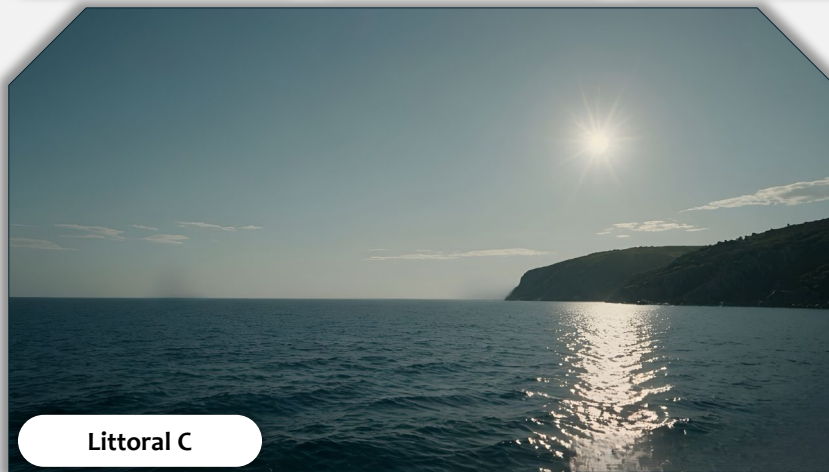
15

**Enc Mon**

15

**Enc. Com**

00



Littoral C



Anywhere you go there is a stream or river, you find a Riparian habitat. Riparian biomes take their weather from the area they pass through, only affecting the immediate area around them. There are five kinds of Riparian biomes: River, Pond, Oasis, Coastal, and Lake. All of them use the same basic card but look different.

**Biomass**

6000

**Rainfall**

^/~/^/~/^

**Zone**

Any

**Lost**

DC 8

**Group**

Riparian

**Track**

DC 10

**Storm**

^/~/^

**Hunting**

DC 12

**Navigation**

8 / 10 / 10

**Windspeed**

^/~/^/~/^

**Temp +/- d20**

+5 / -5 / -5 / +5

**Supply**

DC 10

**Foraging DC**

10 / 3

**Terrain**

Difficult

**Hazards**

None

**Risk**

00 in 30

**Shelter DC**

DC 15

**Enc Norm**

18

**Enc Mon**

14

**Enc. Com**

10



**Coastal Cliff**

Anywhere you go there is a stream or river, you find a Riparian habitat. Riparian biomes take their weather from the area they pass through, only affecting the immediate area around them. There are five kinds of Riparian biomes: River, Pond, Oasis, Coastal, and Lake. All of them use the same basic card but look different.

**Biomass**

6000

**Rainfall**

^/~/~/^

**Zone**

Any

**Lost**

DC 8

**Group**

Riparian

**Track**

DC 10

**Storm**

^/~/^

**Hunting**

DC 12

**Navigation**

8 / 10 / 10

**Windspeed**

^/~/~/^

**Temp +/- d20**

+5 / -5 / -5 / +5

**Supply**

DC 10

**Foraging DC**

10 / 3

**Terrain**

Difficult

**Hazards**

None

**Risk**

00 in 30

**Shelter DC**

DC 15

**Enc Norm**

18

**Enc Mon**

14

**Enc. Com**

10



**Coastal Beach**

Anywhere you go there is a stream or river, you find a Riparian habitat. Riparian biomes take their weather from the area they pass through, only affecting the immediate area around them. There are five kinds of Riparian biomes: River, Pond, Oasis, Coastal, and Lake. All of them use the same basic card but look different.

**Biomass**

6000

**Rainfall**

^/~/^/~/^

**Zone**

Any

**Lost**

DC 8

**Group**

Riparian

**Track**

DC 10

**Hunting**

DC 12

**Navigation**

8 / 10 / 10

**Windspeed**

^/~/^/~/^

**Temp +/- d20**

+5 / -5 / -5 / +5

**Supply**

DC 10

**Foraging DC**

10 / 3

**Terrain**

Difficult

**Hazards**

None

**Risk**

00 in 30

**Shelter DC**

DC 15

**Enc Norm**

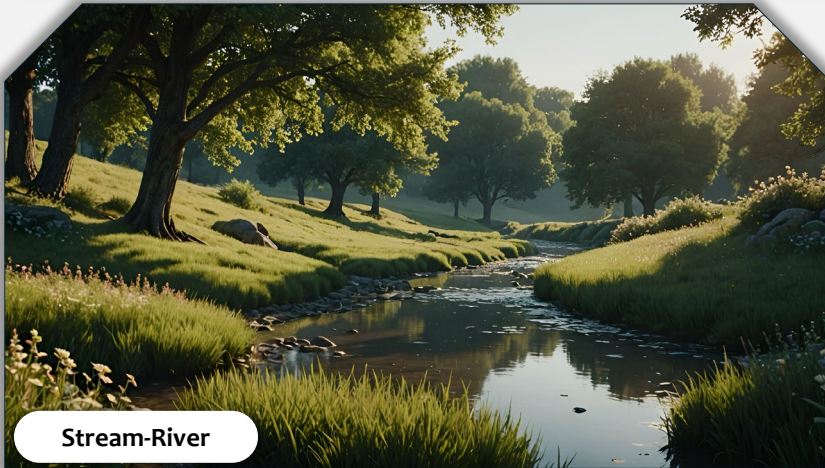
18

**Enc Mon**

14

**Enc. Com**

10



**Stream-River**

Anywhere you go there is a stream or river, you find a Riparian habitat. Riparian biomes take their weather from the area they pass through, only affecting the immediate area around them. There are five kinds of Riparian biomes: River, Pond, Oasis, Coastal, and Lake. All of them use the same basic card but look different.

**Biomass**

6000

**Rainfall**

^/~/^/~/^

**Zone**

Any

**Lost**

DC 8

**Group**

Riparian

**Track**

DC 10

**Storm**

^/~/^

**Hunting**

DC 12

**Navigation**

8 / 10 / 10

**Windspeed**

^/~/^/~/^

**Temp +/- d20**

+5 / -5 / -5 / +5

**Supply**

DC 10

**Foraging DC**

10 / 3

**Terrain**

Difficult

**Hazards**

None

**Risk**

00 in 30

**Shelter DC**

DC 15

**Enc Norm**

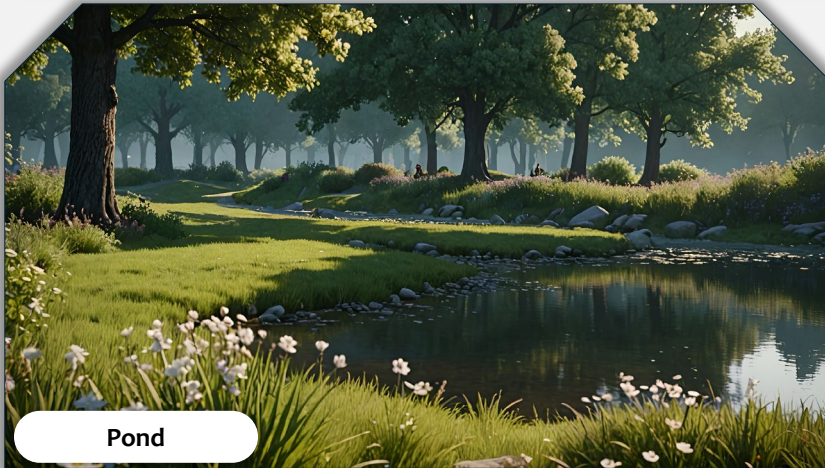
18

**Enc Mon**

14

**Enc. Com**

10



**Pond**



Anywhere you go there is a stream or river, you find a Riparian habitat. Riparian biomes take their weather from the area they pass through, only affecting the immediate area around them. There are five kinds of Riparian biomes: River, Pond, Oasis, Coastal, and Lake. All of them use the same basic card but look different.

**Biomass**

6000

**Rainfall**

^/^/^/^

**Zone**

Any

**Lost**

DC 8

**Group**

Riparian

**Track**

DC 10

**Storm**

^/^/^

**Hunting**

DC 12

**Navigation**

8 / 10 / 10

**Windspeed**

^/^/^/^

**Temp +/- d20**

+5 / -5 / -5 / +5

**Supply**

DC 10

**Foraging DC**

10 / 3

**Terrain**

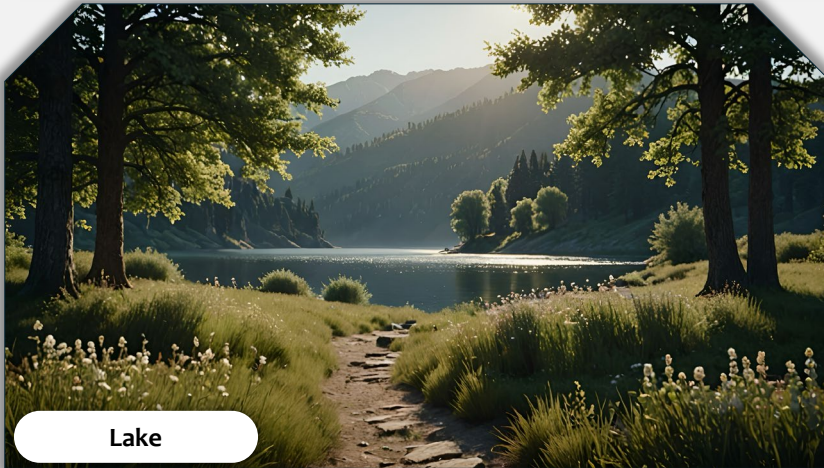
Difficult

**Hazards**

None

**Risk**

00 in 30



**Lake**

**Shelter DC**

DC 15

**Enc Norm**

18

**Enc Mon**

14

**Enc. Com**

10

Anywhere you go there is a stream or river, you find a Riparian habitat. Riparian biomes take their weather from the area they pass through, only affecting the immediate area around them. There are five kinds of Riparian biomes: River, Pond, Oasis, Coastal, and Lake. All of them use the same basic card but look different.

**Biomass**

6000

**Rainfall**

^/~/~/^

**Zone**

Any

**Lost**

DC 8

**Group**

Riparian

**Track**

DC 10

**Storm**

^/~/^

**Hunting**

DC 12

**Navigation**

8 / 10 / 10

**Windspeed**

^/~/~/^

**Temp +/- d20**

+5 / -5 / -5 / +5

**Supply**

DC 10

**Foraging DC**

10 / 3

**Terrain**

Difficult

**Hazards**

None

**Risk**

00 in 30



**Oasis**

**Shelter DC**

DC 15

**Enc Norm**

18

**Enc Mon**

14

**Enc. Com**

10

Sheltered Biomes are protected areas that only receive indirect weather, such as deep chasms, a cove, or a hidden valley.

They can be found *within* any other biome and are sometimes surprising in what they can contain. When using a Sheltered Biome, you use the weather tables for where it is located.

**Biomass**

3975

**Rainfall**

--/--/--/--

**Zone**

Any

**Lost**

DC 10

**Group**

Special

**Track**

DC 12

**Storm**

--/--/--

**Hunting**

DC 12

**Navigation**

10 / 15 / --

**Windspeed**

d4 / d4 / d4 / d4

**Temp +/- d20**

+10 / -10 / -10 / +10

**Supply**

DC 13

**Foraging DC**

15 / 10

**Terrain**

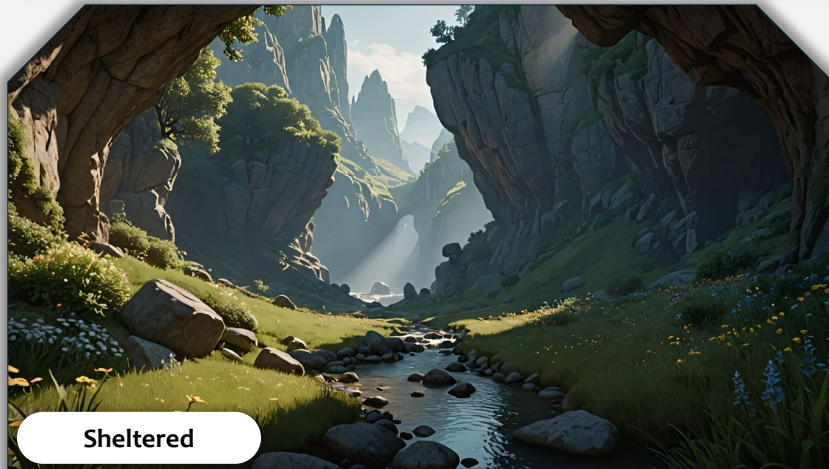
Rough

**Hazards**

Deadfall, Sinkhole

**Risk**

2 in 30



**Sheltered**

**Shelter DC**

DC 5

**Enc Norm**

15

**Enc Mon**

15

**Enc. Com**

10

Sand Seas are a shocking thing: hills and mountains of sand surrounding outcrops of stone – sandstone, usually – that is pockmarked and riddled with the remnants of whatever created it.

Sand seas often hide great secrets, ancient and lost knowledge, and even great stores of wealth.

**Biomass**

150

**Rainfall**

2 / 0 / 0 / 0

**Navigation**

5 / 7 / 18

**Windspeed**

d8 / d6 / d10 / d6

**Foraging DC**

23 / 25

**Terrain**

Difficult

**Zone**

Hot Tropical

**Group**

Desert

**Storm**

8 / 1 / 0

**Temp +/- d20**

80 / 80 / 90 / 80

**Hazards**Quicksand, Sinkhole,  
Dust Storms**Lost**

DC 16

**Track**

DC 10

**Hunting**

DC 23

**Supply**

DC 25

**Risk**

3 in 30

**Shelter DC**

DC 10

**Enc Norm**

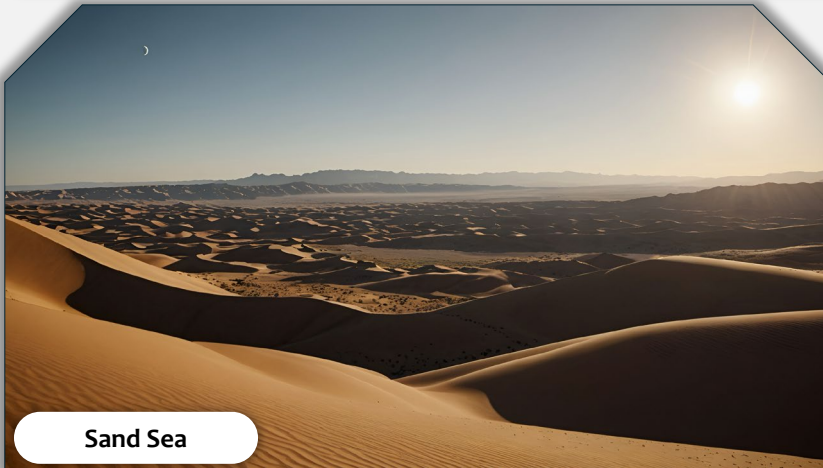
9

**Enc Mon**

7

**Enc. Com**

1



Sand Sea



The Barrens are all but lifeless places, inhospitable, a cold desert usually high altitude if not high latitude.

They are filled mostly with smaller life, because there is so little to live on – but when it does rain, they erupt in massive displays of activity and color that the few fortunate enough to see will carry with them as memories – at least, if they survive.

**Biomass**

60

**Rainfall**

1/2/0/1

**Zone**

Cold Temperate

**Lost**

DC 16

**Group**

Desert

**Track**

DC 10

**Storm**

2/1/0

**Hunting**

DC 18

**Navigation**

5/7/18

**Windspeed**

d8/d6/d10/d6

**Temp +/- d20**

0/0/0/0

**Supply**

DC 18

**Foraging DC**

18/20

**Terrain**

Typical

**Hazards**

Floods, Sinkhole,  
Dust Storms

**Risk**

2 in 30

**Shelter DC**

DC 15

**Enc Norm**

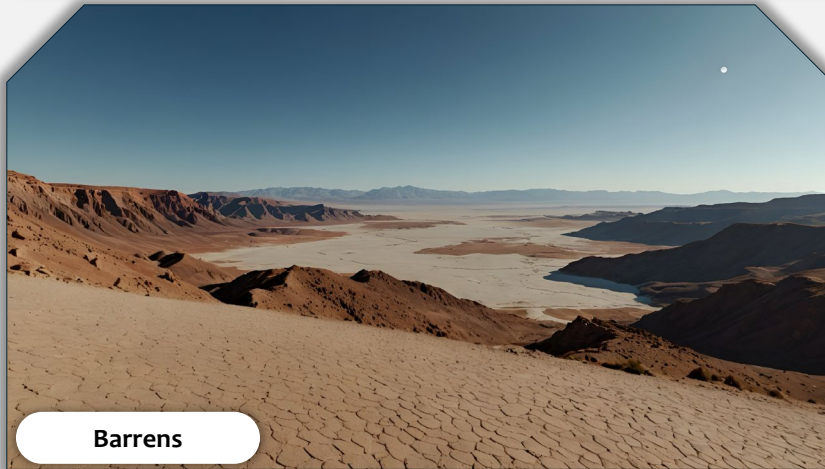
5

**Enc Mon**

5

**Enc. Com**

0



**Barrens**

The most common form of desert, the arid chapparral type regions of the world are scattered, often small, but sometimes large. Called Aridlands, they are a hard scrabble kind of dry place, warmer during the day, cold at night..

**Biomass**

120

**Rainfall**

2 / 3 / 1 / 2

**Zone**

Cool Temperate

**Lost**

DC 16

**Group**

Desert

**Track**

DC 10

**Storm**

2 / 1 / 0

**Hunting**

DC 18

**Navigation**

5 / 7 / 18

**Windspeed**

d8 / d6 / d10 / d6

**Temp +/- d20**

40 / 40 / 40 / 40

**Supply**

DC 18

**Foraging DC**

18 / 20

**Terrain**

Typical

**Hazards**Floods, Sinkhole,  
Dust Storms**Risk**

2 in 30

**Shelter DC**

DC 15

**Enc Norm**

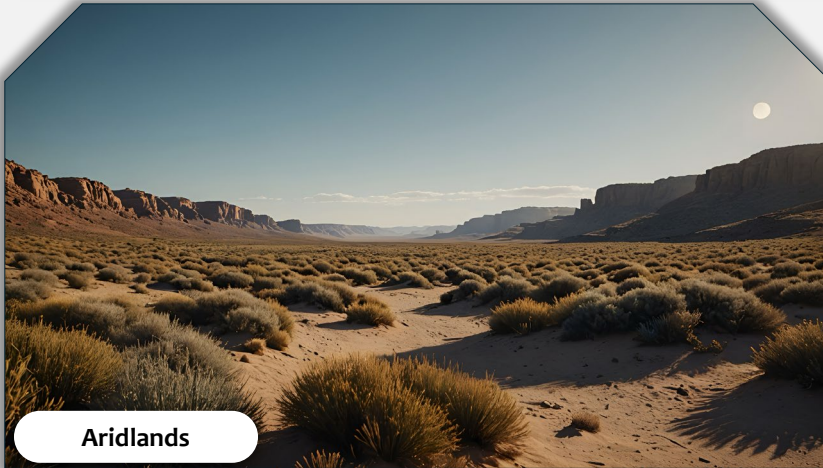
5

**Enc Mon**

5

**Enc. Com**

0

**Aridlands**

The most well-known form of desert, the arid badlands of the world are scattered, a hard, dry place, warmer during the day, cold at night. Badlands are infamous for having some of the more unusual life, and it is said that which can't kill you the first time just had a bad day. It will get you later.

**Biomass**

180

**Navigation**

5 / 7 / 18

**Foraging DC**

18 / 20

**Rainfall**

3 / 4 / 2 / 3

**Windspeed**

d8 / d6 / d10 / d6

**Terrain**

Typical

**Zone**

Warm Subtropical

**Group**

Desert

**Storm**

4 / 2 / 1

**Temp +/- d20**

60 / 60 / 60 / 60

**Hazards**Floods, Sinkhole,  
Dust Storms**Lost**

DC 16

**Track**

DC 10

**Hunting**

DC 18

**Supply**

DC 18

**Risk**

3 in 30

**Shelter DC**

DC 15

**Enc Norm**

9

**Enc Mon**

7

**Enc. Com**

1

**Badlands**

The tropical swamps are the worry of every explorer, for they often have risen to hide many secrets, and conceal many treasures. Steamy, humid, with bugs aplenty and dangers from both the animals and the monstrous creatures, Swamps are a legendary place in the minds of many that fit the bill of “nice place to look at, but I won't visit there”.

**Biomass**

9000

**Rainfall**

3 / 29 / 29 / 29

**Zone**

Hot Tropical

**Lost**

DC 18

**Group**

Wetland

**Track**

DC 25

**Storm**

12 / 6 / 3

**Hunting**

DC 17

**Navigation**

18 / 18 / 25

**Windspeed**

Wi / Sp / Su / Fa

**Temp +/- d20**

68 / 68 / 73 / 68

**Supply**

DC 12

**Foraging DC**

14 / 16

**Terrain**

Dangerous

**Hazards**

Quicksand, Fumes

**Risk**

8 in 30

**Swamp****Shelter DC**

DC 25

**Enc Norm**

16

**Enc Mon**

14

**Enc. Com**

1



Marshes are often located near coastlines, the subtropical wetlands having an influx of saltwater as often as not, with mangroves rising where it does. Marshes are like many wetlands: dangerous, smelly, and filled with mystery.

**Biomass**

7500

**Rainfall**

5 / 15 / 50 / 10

**Zone**

Warm Subtropical

**Lost**

DC 16

**Group**

Wetland

**Track**

DC 20

**Storm**

13 / 9 / 5

**Hunting**

DC 12

**Navigation**

15 / 15 / 25

**Windspeed**

Wi / Sp / Su / Fa

**Temp +/- d20**

60 / 55 / 55 / 50

**Supply**

DC 13

**Foraging DC**

12 / 15

**Terrain**

Dangerous

**Hazards**

Quicksand, Fumes

**Risk**

10 in 30



Marsh

**Shelter DC**

DC 25

**Enc Norm**

15

**Enc Mon**

10

**Enc. Com**

1

Fens are temperate wetlands that can be quite appealing and often act as watersheds for much of the local wildlife. Including the monstrous sort.  
Fens can be warm but generally stay cool.

**Biomass**

6000

**Rainfall**

5 / 20 / 20 / 30

**Zone**

Cool Temperate

**Lost**

DC 15

**Group**

Wetland

**Track**

DC 18

**Storm**

6 / 4 / 2

**Hunting**

DC 13

**Navigation**

Day / Night / Storm

**Windspeed**

d8 / d10 / d6 / d6

**Temp +/- d20**

50 / 60 / 70 / 60

**Supply**

DC 12

**Foraging DC**

15 / 13

**Terrain**

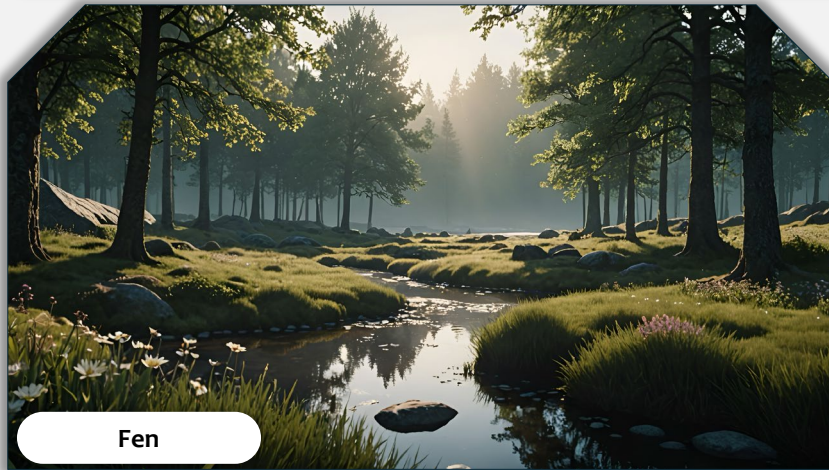
Difficult

**Hazards**

Mire, Fumes

**Risk**

1 in 30

**Fen****Shelter DC**

DC 25

**Enc Norm**

13

**Enc Mon**

15

**Enc. Com**

2

High up, in the cold places, there are still wetlands, only they become Bogs, and are scouted and marked by those who would use Peat, cutting it hauling it home for sale and use.

Bogs are chilly, windy, wet places in which a person can disappear, sucked into a mire, or buried among the mass of rotting vegetation.

### Biomass

4500

### Rainfall

20 / 20 / 20 / 20

### Zone

Cold Temperate

### Lost

DC 15

### Group

Wetland

### Track

DC 18

### Storm

12 / 4 / 2

### Hunting

DC 13

### Navigation

10 / 15 / 20

### Windspeed

d6 / d6 / d6 / d6

### Temp +/- d20

55 / 45 / 45 / 55

### Supply

DC 12

### Foraging DC

15 / 13

### Terrain

Difficult

### Hazards

Mires, Fumes

### Risk

2 in 30



Bog

### Shelter DC

DC 25

### Enc Norm

12

### Enc Mon

10

### Enc. Com

2



Often in a hilly area, frequently coastal, Sylvan areas are considered the most hospitable of places, being located in areas that give a full growing season and often with four distinct seasons.

There are two types of Sylvan biome: Cool Temperate and Warm Subtropical.

**Biomass**

5250

**Rainfall**

25 / 25 / 25 / 25

**Zone**

Cool Temperate

**Lost**

DC 10

**Group**

Sylvan

**Track**

DC 10

**Storm**

8 / 5 / 1

**Hunting**

DC 10

**Navigation**

5 / 10 / 15

**Windspeed**

d6 / d8 / d6 / d6

**Temp +/- d20**

50 / 50 / 60 / 50

**Supply**

DC 10

**Foraging DC**

10 / 10

**Terrain**

Rough

**Hazards**

Inferno, Sinkholes

**Risk**

1 in 30

**Shelter DC**

DC 20

**Enc Norm**

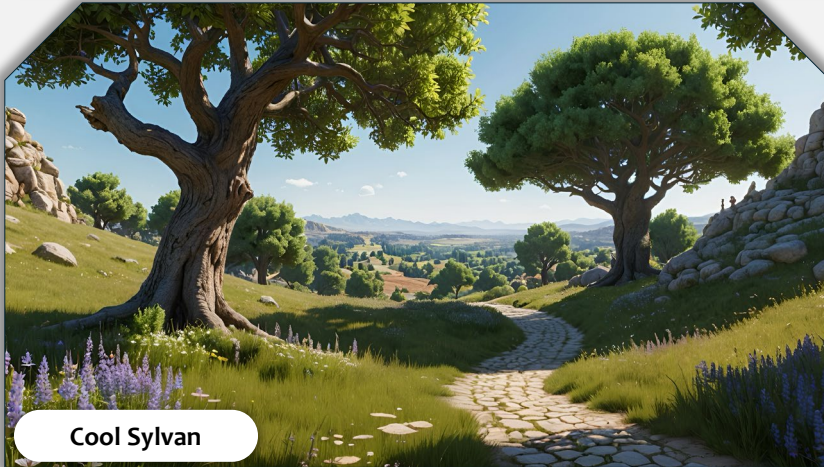
10

**Enc Mon**

10

**Enc. Com**

10



Cool Sylvan



Often in a hilly area, frequently coastal, Sylvan areas are considered the most hospitable of places, being located in areas that give a full growing season and often with four distinct seasons.

There are two types of Sylvan biome: Cool Temperate and Warm Subtropical. The major difference is in rainfall and temperature.

**Biomass**

5250

**Rainfall**

35 / 25 / 25 / 30

**Zone**

Warm Subtropical

**Lost**

DC 10

**Group**

Sylvan

**Track**

DC 10

**Storm**

8 / 5 / 1

**Hunting**

DC 10

**Navigation**

5 / 10 / 15

**Windspeed**

d6 / d8 / d6 / d6

**Temp +/- d20**

60 / 60 / 70 / 60

**Supply**

DC 10

**Foraging DC**

10 / 10

**Terrain**

Rough

**Hazards**

Inferno, Sinkholes

**Risk**

1 in 30

**Shelter DC**

DC 20

**Enc Norm**

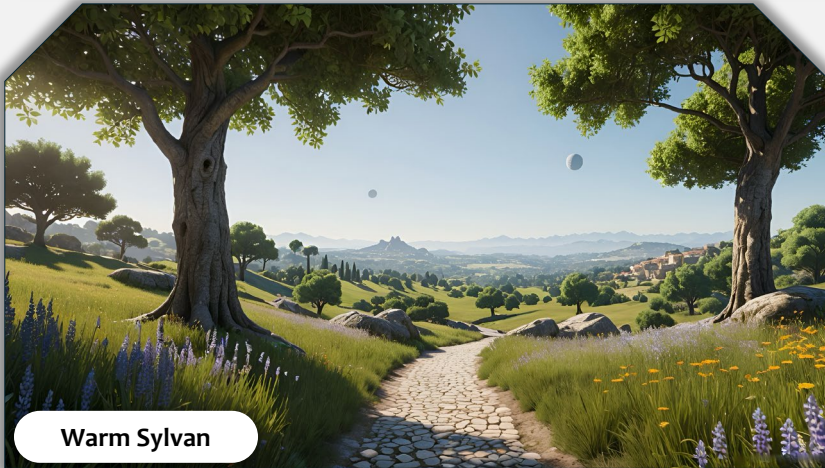
10

**Enc Mon**

10

**Enc. Com**

10



Warm Sylvan

Tropical forests are called Jungles, and are the densest, most difficult terrain on the planet. They have the greatest diversity of living things, as well as the highest number of them. Encounters with wildlife are frequent, although people are much less so. Many equatorial islands will have jungles as well.

**Biomass**

7500

**Rainfall**

100 / 100 / 50 / 100

**Zone**

Hot Tropical

**Lost**

DC 20

**Group**

Forest

**Track**

DC 21

**Storm**

12 / 9 / 6

**Hunting**

DC 10

**Navigation**

16 / 18 / 20

**Windspeed**

d6 / d10 / d12 / d6

**Temp +/- d20**

70 / 70 / 80 / 70

**Supply**

DC 12

**Foraging DC**

10 / 5

**Terrain**

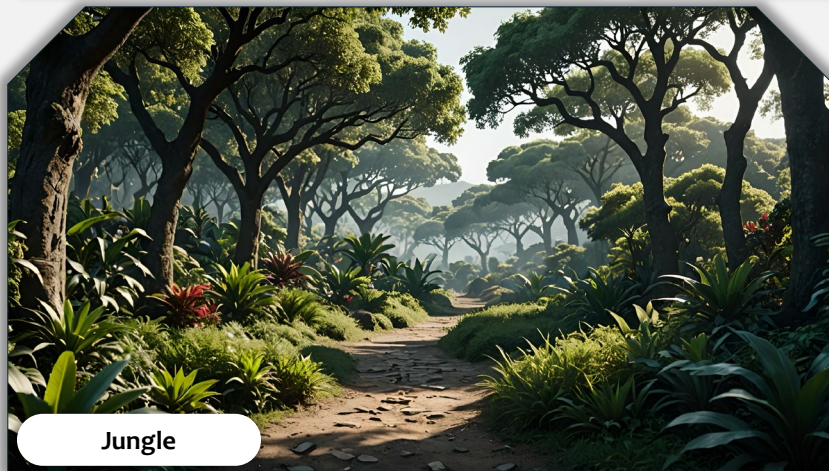
Difficult

**Hazards**

Quicksand, Sinkholes

**Risk**

7 in 30

**Jungle****Shelter DC**

DC 18

**Enc Norm**

18

**Enc Mon**

15

**Enc. Com**

2

Rainforest can be Temperate or Subtropical, the big difference being the overall temperature, and so the plants that can grow there.

Rainforests are one of the most rugged places, eclipsed possibly only by Jungles. They are often only slightly more open, but that can change if there is Bamboo around. Storms are more often severe here.

**Biomass**

6000

**Rainfall**

25 / 100 / 50 / 100

**Zone**

Warm Subtropical

**Lost**

DC 20

**Group**

Forest

**Track**

DC 18

**Storm**

15 / 10 / 5

**Hunting**

DC 14

**Navigation**

16 / 19 / 24

**Windspeed**

d4 / d6 / d6 / d8

**Temp +/- d20**

60 / 60 / 70 / 60

**Supply**

DC 14

**Foraging DC**

10 / 8

**Terrain**

Rugged

**Hazards**

Quicksand, Deadfall

**Risk**

2 in 30

**Shelter DC**

DC 18

**Enc Norm**

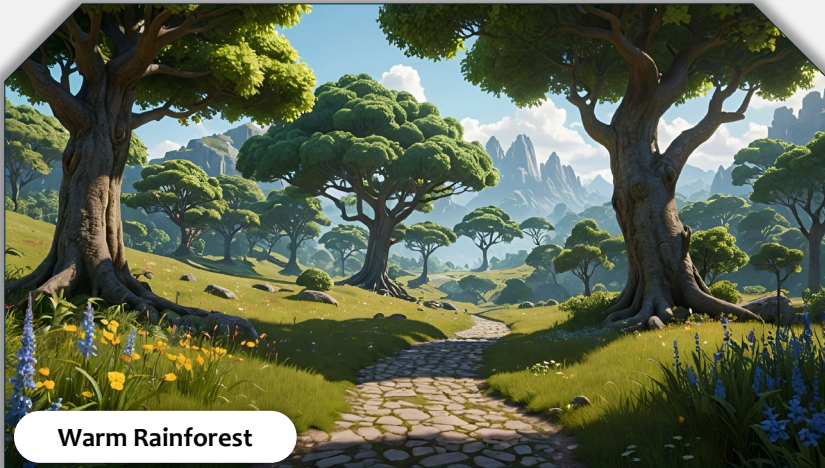
18

**Enc Mon**

15

**Enc. Com**

7



Warm Rainforest



Rainforest can be Temperate or Subtropical, the big difference being the overall temperature, and so the plants that can grow there.

Rainforests are one of the most rugged places, eclipsed possibly only by Jungles. They are often only slightly more open, but that can change if there is Bamboo around. Storms are more often severe here.

**Biomass**

6000

**Rainfall**

25 / 100 / 50 / 100

**Zone**

Cool Temperate

**Lost**

DC 20

**Group**

Forest

**Track**

DC 18

**Storm**

15 / 10 / 5

**Hunting**

DC 14

**Navigation**

16 / 19 / 24

**Windspeed**

d4 / d6 / d6 / d8

**Temp +/- d20**

40 / 50 / 60 / 40

**Supply**

DC 14

**Foraging DC**

10 / 8

**Terrain**

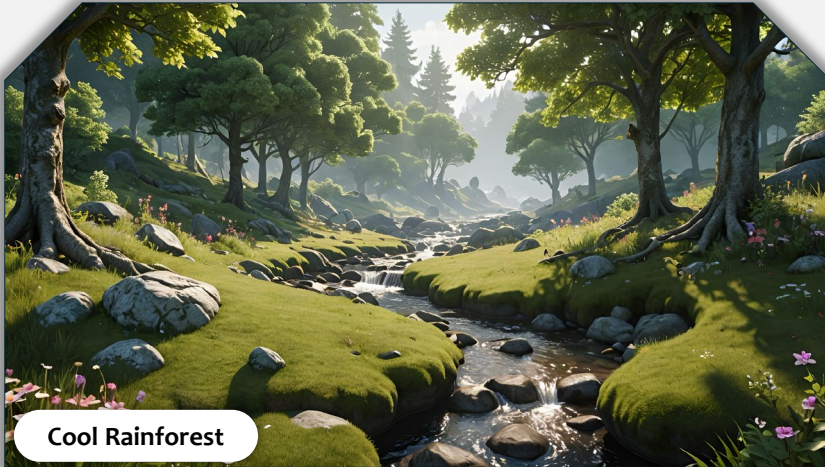
Rugged

**Hazards**

Quicksand, Deadfall

**Risk**

2 in 30



Cool Rainforest

**Shelter DC**

DC 18

**Enc Norm**

18

**Enc Mon**

15

**Enc. Com**

7



The woodlands of the world are often frequented by the brave and wary, less so by the foolish and unwary. As with their cooler cousins, forest fires are an immense risk when traveling, as are the many creatures that call a forest home. Many villages, hamlets, and smaller settlements are set up to take advantage of the lumber.

**Biomass**

3750

**Rainfall**

50/50/50/50

**Zone**

Cool Temperate

**Lost**

DC 20

**Group**

Forests

**Track**

DC 16

**Storm**

12/8/3

**Hunting**

DC 12

**Navigation**

15/15/15

**Windspeed**

d4/d6/d4/d4

**Temp +/- d20**

45/45/45/45

**Supply**

DC 5

**Foraging DC**

12/10

**Terrain**

Rugged

**Hazards**

Inferno, Quicksand

**Risk**

5 in 30

**Shelter DC**

DC 18

**Enc Norm**

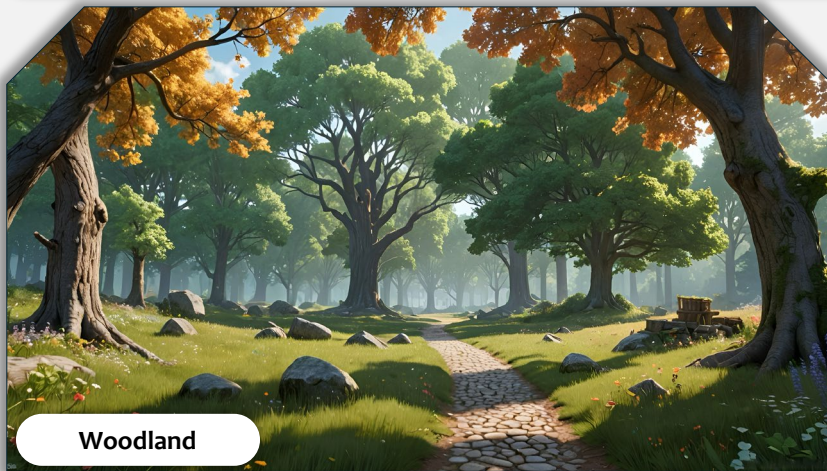
16

**Enc Mon**

12

**Enc. Com**

8

**Woodland**

The cold forests of the mountain slopes and the cooler climates are a dangerous and frightening pace to many. Thick, with scarce trails that are often made by game, they are often only passable by those who have put in the years of effort to carve a way through.

The greatest risks here are forest fires and hidden sinkholes, with fire being the most terrifying.

**Biomass**

1020

**Rainfall**

30 / 50 / 50 / 50

**Zone**

**Cold Temperate**

**Lost**

DC 18

**Group**

**Forest**

**Track**

DC 18

**Storm**

12 / 8 / 2

**Hunting**

DC 15

**Navigation**

13 / 17 / 15

**Windspeed**

d8 / d6 / d4 / d6

**Temp +/- d20**

25 / 25 / 35 / 25

**Supply**

DC 10

**Foraging DC**

13 / 8

**Terrain**

Rugged

**Hazards**

Deadfall, Sinkhole,  
Inferno

**Risk**

5 in 30



**Timberland**

**Shelter DC**

DC 15

**Enc Norm**

15

**Enc Mon**

15

**Enc. Com**

9

The most remarkable thing about the Savanna is that when it rains, it keeps raining, and then for the summer, it never does.

**Zone**

Hot Tropical

**Lost**

DC 10

**Group**

Grasslands

**Track**

DC 10

**Biomass**

4950

**Rainfall**

50 / 40 / 0 / 20

**Storm**

9 / 6 / 3

**Hunting**

DC 10

**Navigation**

10 / 12 / 19

**Windspeed**

d6 / d8 / d4 / d6

**Temp +/- d20**

45 / 55 / 75 / 65

**Supply**

DC 5

**Foraging DC**

10 / 10

**Terrain**

Rough

**Hazards**

Quicksand, Sinkhole

**Risk**

1 in 30

**Shelter DC**

DC 25

**Enc Norm**

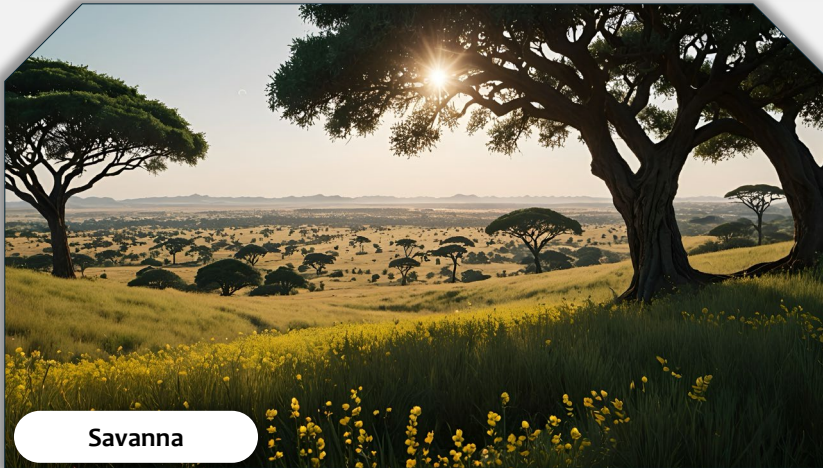
13

**Enc Mon**

15

**Enc. Com**

3



Savanna



The warmer meadows are a wonderful place to find all manner of nature spirits – they seem drawn to them.

Tornadoes here happen during the summer and are relatively rare.

**Biomass**

5400

**Rainfall**

20 / 40 / 10 / 15

**Zone**

Warm Sub-tropical

**Lost**

DC 14

**Group**

Grassland

**Track**

DC 12

**Storm**

8 / 5 / 2

**Hunting**

DC 13

**Navigation**

12 / 14 / 20

**Windspeed**

d6 / d6 / d8 / d6

**Temp +/- d20**

30 / 40 / 60 / 50

**Supply**

DC 8

**Foraging DC**

11 / 11

**Terrain**

Rugged

**Hazards**

Tornadoes,  
Sinkholes, Floods

**Risk**

3 in 30

**Shelter DC**

DC 25

**Enc Norm**

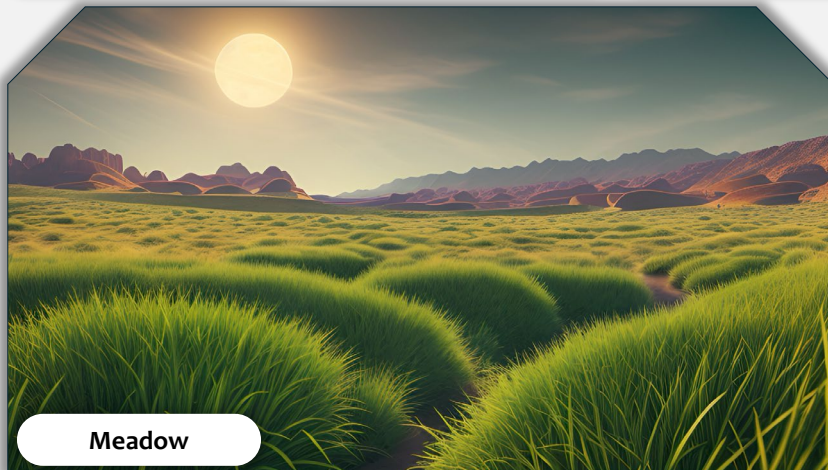
12

**Enc Mon**

12

**Enc. Com**

8



**Meadow**



Sometimes called a sea of grass, the prairie is a grassland area known for being more comfortable for most folks overall. They are relatively dry areas much of the year, making it difficult for trees to grow except near water sources.

**Biomass**

5250

**Navigation**

10 / 10 / 15

**Foraging DC**

13 / 11

**Rainfall**

20 / 30 / 5 / 10

**Windspeed**

d6 / d12 / d6 / d4

**Terrain**

Rough

**Zone**

Cool Temperate

**Group**

Grassland

**Storm**

13 / 9 / 5

**Temp +/- d20**

30 / 35 / 45 / 40

**Hazards**Tornado, Sinkhole,  
Flood**Lost**

DC 15

**Track**

DC 14

**Hunting**

DC 12

**Supply**

DC 8

**Risk**

4 in 30

**Shelter DC**

DC 25

**Enc Norm**

14

**Enc Mon**

9

**Enc. Com**

4

**Prairie**

Cold Temperate grasslands, usually at a higher elevation, Heaths are gorgeous to look upon like many grasslands.

Their medium height grasses disguise a great deal about the possible life that lives within them. The greatest risk with Heaths is that of Tornados, which come during the spring and summer.

### Biomass

4500

### Navigation

10 / 14 / 18

### Foraging DC

14 / 12

### Rainfall

10 / 15 / 10 / 10

### Windspeed

d8 / d12 / d12 / d6

### Terrain

Rugged

### Zone

Cold Temperate

### Group

Grassland

### Storm

8 / 5 / 2

### Temp +/- d20

15 / 20 / 25 / 20

### Hazards

Flood, Tornado,  
Quicksand, Sinkhole

### Lost

DC 16

### Track

DC 15

### Hunting

DC 12

### Supply

DC 3

### Risk

4 in 30

### Shelter DC

DC 25

### Enc Norm

10

### Enc Mon

8

### Enc. Com

3



Heath

Tropical Steppe country, with pronounced wet and dry seasons, known for an abundance of assorted wildlife and great opportunity for certain crops, such as coffee and tea. During the dry season, finding water can become extremely difficult. Certain shepherds love the veldt as well for the grassier areas.

**Biomass**

3900

**Rainfall**

30 / 29 / 0 / 1

**Zone****Hot Tropical****Lost**

DC 12

**Group****Steppe****Track**

DC 10

**Storm**

8 / 3 / 1

**Hunting**

DC 5

**Navigation**

8 / 12 / 18

**Windspeed**

d10 / d8 / d4 / d6

**Temp +/- d20**

53 / 58 / 68 / 63

**Supply**

DC 8

**Foraging DC**

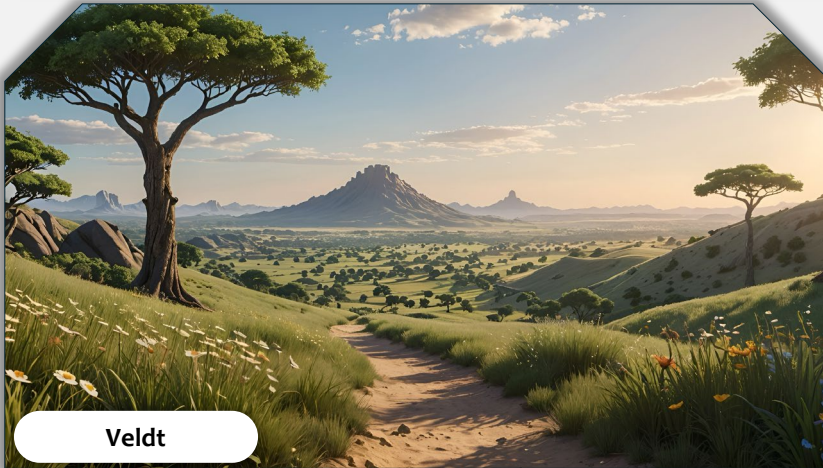
13 / 10 (15)

**Terrain**

Rough

**Hazards**Flood, Sinkhole,  
Quicksand**Risk**

5 in 30

**Veldt****Shelter DC**

DC 25

**Enc Norm**

15

**Enc Mon**

12

**Enc. Com**

10

Chaparral has many forms, but it is also the most hospitable of the Steppes, and many a group has made their home among these warm climes. The chaparral is the closest biome to a Sylvan one.

**Biomass**

3600

**Rainfall**

15 / 30 / 5 / 10

**Zone**

Warm Sub-Tropical

**Lost**

DC 10

**Group**

Steppe

**Track**

DC 10

**Storm**

13 / 9 / 5

**Hunting**

DC 10

**Navigation**

8 / 12 / 16

**Windspeed**

d6 / d8 / d4 / d6

**Temp +/- d20**

38 / 48 / 58 / 43

**Supply**

DC 5

**Foraging DC**

10 / 10

**Terrain**

Rough

**Hazards**

Mudpit, Sinkhole

**Risk**

3 in 30

**Chaparral****Shelter DC**

DC 21

**Enc Norm**

15

**Enc Mon**

12

**Enc. Com**

8



Scrublands are temperate steppes, rugged and rough terrain that is well known and common. Scrubland is relatively safe, compared to many other biomes, but is still dangerous. Where wildlife can be found, so can predatory creatures.

**Biomass**

3300

**Navigation**

10 / 15 / 20

**Foraging DC**

10 / 10

**Rainfall**

10 / 30 / 0 / 20

**Windspeed**

d12 / d8 / d4 / d6

**Terrain**

Rugged

**Zone**

Cool Temperate

**Group**

Steppe

**Storm**

9 / 6 / 3

**Temp +/- d20**

20 / 50 / 50 / 40

**Hazards**

Storms

**Lost**

DC 11

**Track**

DC 14

**Hunting**

DC 12

**Supply**

DC 8

**Risk**

9 in 30

**Shelter DC**

DC 23

**Enc Norm**

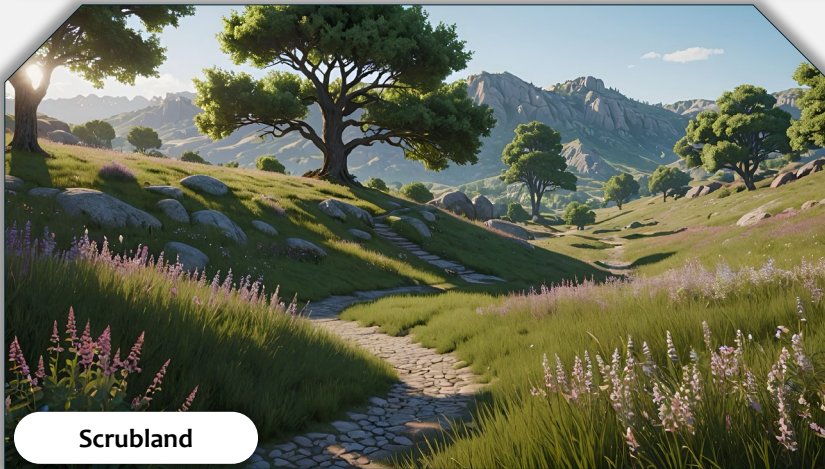
15

**Enc Mon**

10

**Enc. Com**

8

**Scrubland**

Moors are very cold highland hills, sparsely treed and then usually where there is a close water table. Moors are very popular among the grazing sorts, and that in turn makes them popular among the monstrous wildlife as well. One of the greatest risks is also a reward: Mires, where peat is being formed.

**Biomass**

3000

**Navigation**

10 / 15 / 20

**Foraging DC**

8 / 10

**Rainfall**

In. | 15 / 12 / 8 / 15

**Windspeed**

d8 / d10 / d8 / d10

**Terrain**

Rugged

**Zone**

Frigid

**Group**

Steppe

**Storm**

7 / 5 / 3

**Temp +/- d20**

30 / 40 / 50 / 40

**Hazards**

Mires

**Lost**

DC 14

**Track**

DC 12

**Hunting**

DC 12

**Supply**

DC 10

**Risk**

2 in 30

**Shelter DC**

DC 23

**Enc Norm**

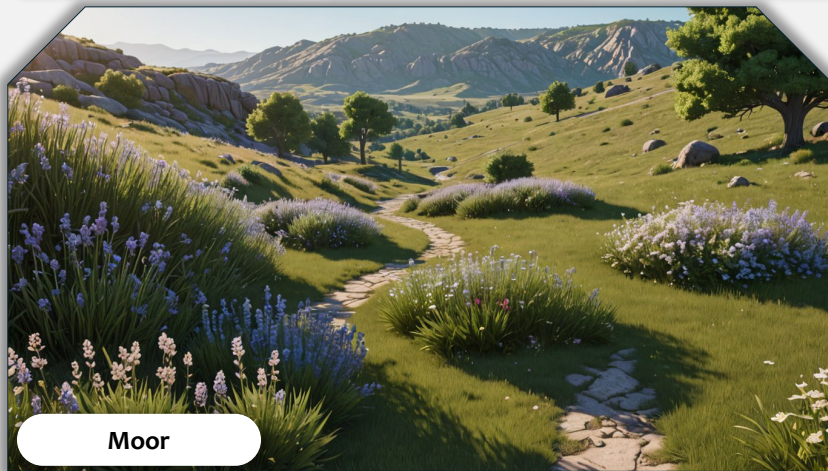
10

**Enc Mon**

13

**Enc. Com**

5



**Moor**

Alpine biomes exist at 8,000 feet and above the tree line on very tall mountains. They are usually iced over in winter and are known to be the home of some formidable creatures. The mountains are an Alpine biome, with the mountains here averaging 25,000 feet, with the lowest mountain passes around 15,000 feet; dead and ice capped year-round.

**Biomass**

1500

**Rainfall**

3/5/3/4

**Zone**

Frigid

**Lost**

DC 10

**Biome**

Altitude

**Track**

DC 10

**Storm**

5/3/1

**Hunting**

DC 10

**Navigation DC**

10 / 15 / 20

**Windspeed**

d10 / d8 / d6 / d8

**Temp +/- d20**

-30 / -20 / -10 / -20

**Supply**

DC 5

**Foraging DC**

8 / 10

**Terrain**

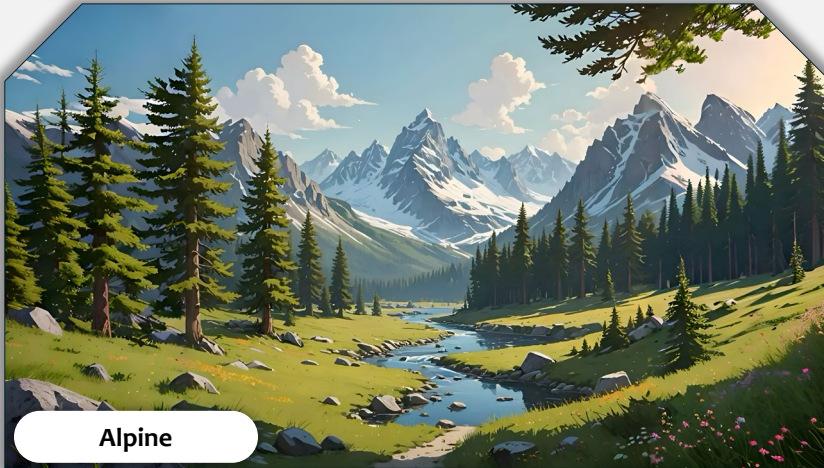
Rugged

**Hazards**

Cold, Avalanche,  
Landslide

**Risk**

2 in 30



**Alpine**

**Shelter DC**

DC 18

**Enc Norm**

8

**Enc Mon**

14

**Enc. Com**

3



A frigid grassland type, the tundra is usually empty of people, but filled with a variety of life, from the giant reindeer and moose to the rumors of dragons.

**Zone**

Frigid

**Nav**

DC 10

**Biome**

Frigid

**Track**

DC 12

**Biomass**

420

**Rainfall / yr**

4/3/0/3

**Storm**

4/2/1

**Hunting**

DC 5

**Navigation DC**

10 / 15 / 20

**Windspeed**

d8 / d6 / d4 / d6

**Temp +/- d20**

0 / 5 / 10 / 5

**Supply**

DC 5

**Foraging**

5 / 5

**Terrain**

Difficult

**Hazards**

Earthquake

**Risk**

1 in 30

**Shelter DC**

DC 25

**Enc Norm**

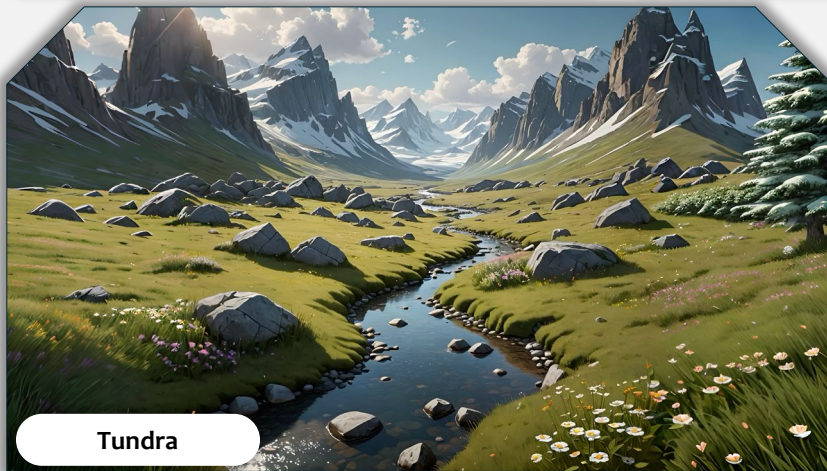
15

**Enc Mon**

10

**Enc. Com**

1



**Tundra**



Frigid and foreboding forests, known for large grazing animals and deadly predators. Taiga is also the treeline between 6,000 and 10,000 feet on the mountains. Taiga are dense, difficult to pass through, untouched and thickly overgrown. They are the easiest to find shelter in of the Frigid biomes, because the trees can stop the snow and the wind.

**Biomass**

1020

**Rainfall / yr**

5 / 10 / 20 / 10

**Zone**

Frigid

**Nav**

DC 16

**Biome**

Frigid

**Track**

DC 15

**Storm**

9 / 5 / 1

**Hunting**

DC 13

**Navigation DC**

18 / 16 / 23

**Windspeed**

d10 / d12 / d6 / d8

**Temp °F +/- d20**

20 / 25 / 35 / 25

**Supply**

DC 10

**Foraging**

12 / 8

**Terrain**

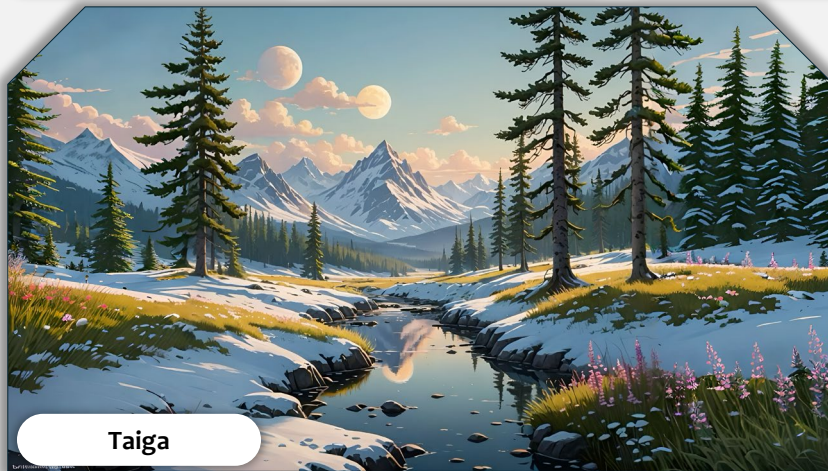
Unstable

**Hazards**

Quickice

**Risk**

2 in 30



Taiga

**Shelter DC**

DC 16

**Enc Norm**

00

**Enc Mon**

00

**Enc. Com**

00

Arctic areas are glaciers, polar ice caps, comets, and other areas of solid, thick ice.

The ice is usually under pressure of some sort, and can erupt unexpectedly, with massive cracks 30 or more feet deep.

Wind picks up during the spring and summer, and there is a slight chance of a blizzard in spring and fall. It is always bitterly cold, rarely above freezing.

**Biomass**

150

**Rainfall / yr**

¼ / ¼ / ¼ / ¼

**Zone**

Frigid

**Lost**

DC 17

**Biome**

Frigid

**Track**

DC 10

**Storm**

3 / 1 / 0

**Hunting**

DC 25

**Navigation DC**

15 / 13 / 20

**Windspeed**

d6 / d8 / d8 / d6

**Temp °F +/- d20**

-20 / -15 / -5 / -10

**Supply**

DC 25

**Foraging DC**

20 / 0

**Terrain**

Difficult

**Hazards**

Icequake, Sinkhole

**Risk**

3 in 30

**Shelter DC**

DC 25

**Enc Norm**

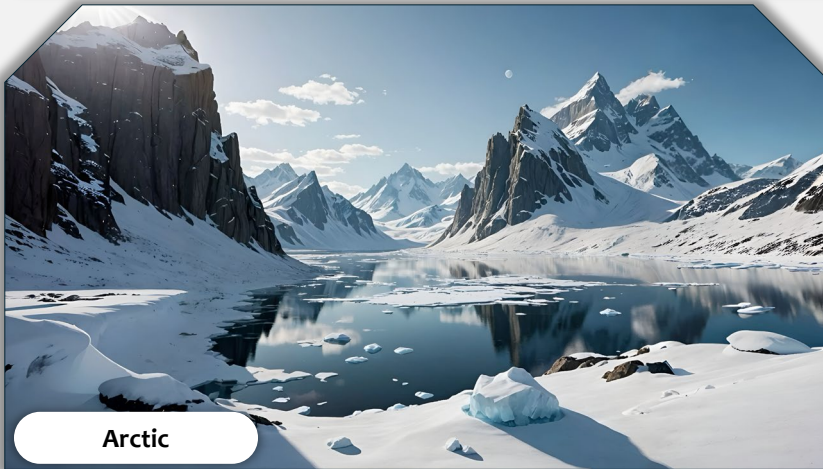
3

**Enc Mon**

2

**Enc. Com**

1



Arctic

This project is free to use and is meant to spur creativity and ease the use of wilderness adventuring. It was created for use with my Wyrld setting, available in book format on Amazon in January of 2025.

It makes use of homebrew rules around vehicles and adventuring designed for Wyrld, but the information contained here is of use to anyone wanting to run an interesting and exciting wilderness adventure.

