



*Patreon Adventure Supplement
December 2021*

*Blackwhelk Bay
Barbarian Village*

*Maps: Blackwhelk Bay Village - Summer
Blackwhelk Bay Village - Summer (attacked)
Blackwhelk Bay Village - Winter
Blackwhelk Bay Village - Winter (attacked)*

*Blackwhelk Bay
Barbarian Village*

How to use these resources

Visit Blackwhelk village as you take your players to an adventure in the northern climes. Whether they just stop to rest and resupply, or whether they stay awhile and get caught up in a full adventure, this supplement is filled with all sorts of local details and story ideas to help you make players' time in the village colourful and exciting.

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Patreon *Map of the Month* GM's supplement

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SETTING



Setting description

The clans of the far north are known to have developed a toughness due to the pressures that their harsh climate brings. Winters are long, cold and dark. Summers are cool and short, and provide only a small window during which folk can travel, trade, wage war and partake of the abundance of the season. Everything is much harder and more dangerous in the winter months.

Clustered around Blackwhelk Bay is a small clanfolk village. Once moving with the seasons and the herds, these folk, like many in the region, have settled in a place where the natural resources provide for many of their needs and regional trade provides for the rest. Their village hugs the coastline of the double-horseshoe bay, protected by the forest to its south and the harsh seas to its north. The Blackwhelk Clan are not without their enemies, but conflict is sporadic and much of their lives are taken up with the business of surviving the elements.

Still, the village is a lively place and even in the coldest months there is much life here. Outsiders stopping here on their travels or on business are advised to respect village customs and to bring a gift for the Clan Chief. Chosen by runecast from those on the Council of Families, the Clan Chief oversees the village for a period of three winters. While all clan members cede to their authority, an outsider may challenge their position in ritual combat. No one has challenged a Blackwhelk Chief in one hundred years and lived, a prophetically round number of years that is making the current chief very nervous indeed.

Places around the village (see image above)

- 1 The Clan Chief's large hut stands on the highest ground in the bay, protected on all sides by cliff.
- 2 The bay is icy for much of the year, but the clan use the sea nevertheless and have constructed a few small jetties. The sea outside the bay is often rough, but the water here is calm.
- 3 The blacksmith lives in the small hut next to the large forge building. The forge house is one of the few outsiders regularly visit.
- 4 Broene's small trading post. Business is usually conducted outside in the market and the inside of the hut is largely a store room of supplies.
- 5 Tables used for processing the gifts of the sea. Trade also takes place here, as the area doubles as a market. Outsiders find the stench overwhelming.
- 6 The Whelk Circle, an ancient stone monument that has stood here for four thousand years. Between the stone a feeling of magic and mystery prevails.
- 7 The Weaver's hut, known for its warmth, merriment and song. Enter only when invited.
- 8 The House of the Council of Families, reserved for meetings and matters of importance.
- 9 The House of Bad Luck - anyone who lives him seems to suffer many a misfortune.
- 10 This small watch tower stands on Third Point. It is manned at all times by a village youth.

NPCs

Some clansfolk of Blackwhelk Bay

Crooked Suhva	The Blackwhelk shaman, bent and mysterious, she has a small hut but spends most of her time in the Whelk Circle, laying shells in magic patterns.
Felan the Freckled	The current Clan Chief, he has held the role twice before and is considered a strong leader. Aging, he is worried by outsiders and practices combat for hours each day.
Edran	The handsomest man in the village. In the summer months he tracks wild goats to gather their fleece; in the winter months he weaves fine garments while weaving stories for a rapt audience.
Wretched Ulgarge	The village blacksmith who ne'er goes a day without suffering an injury or ailment. A skilled worker, he is often out of action.
Eitha	Builds and repairs small boats. She fulfilled a family prophecy by birthing quadruplets, who she named for the winds. They fix nets on the shore while she works. Likes honey.
Lachna of the Wood	A huntsman who they say was found as a babe in the forest being suckled by a boar. Raised by the shaman, he is unusual but not seen as an outsider. Brews strong ale.
Cennan	Edran's child, who hopes to inherit his lyrical skills but only tells mixed up tales.
Broene	Bald, bearded and beefy, Broene refuses all nicknames. He has a trade post by the shore, but may leave others in charge while he takes his wolfpack on long supply runs.
Orlith the Early Riser	A fisher and diver, Orlith can withstand hours in the icy waters. She also holds the village ale-drinking record. Small and quiet.
Toothless Orlith	Once a warrior, the mother of Felan fought in many battles with the Pine Peak Clan in her youth. Short-tempered, but cheers up for gambling games or bawdy songs.

Enemies of the village

- 1 The Shark Fishers**, a fleet of three ships from a city to the south that sail these waters catching sharks to use in fashionable shoemaking. Rude and arrogant, they have no respect for local customs and occasionally attempt to pillage Blackwhelk.
- 2 The Pine Peak Clan** are old foes of Blackwhelk. Although the days of full war between the clans have long since ended, an undercurrent of bitterness flows between them. The Pine Peaks are highly territorial and easily slighted. They are presided over by the twin chiefs Fingin and Gunjar, Sons of the Blood Cow.
- 3 The Tufted Madness**, a sea monster that lives in the depths but comes to the shallows to feed. Will snatch people from the shore. Has a tough hide that prevents it from being easily hunted and a fearsome triple array of teeth that look like shards of glass.
- 4 The Knockdoe**, a monstrous deer with a terrifying appearance that roams the woods by day and roams dreams by night. A threat mainly to the clan's animals, it has been hunted to its death many times and yet returns to the woods the following spring.
- 5 The Hagstone Clan**, who live across the water on Threehill Island and often conflict with the Blackwhelks over fishing rights. Wild and chaotic, the Hagstones spit curses while they spit the black juices of their chewing herb. Bare-legged and belligerent.
- 6 The Foregoers**, ancestral ghosts who sometimes pour forth from the Whelk Circle when the moon is full. They fight anyone in whom their bloodline does not flow, leaving villagers fighting the ancestors of their neighbours.

VISITING THE VILLAGE

Major events that could happen in Blackwhelk Bay today

- 1 A raft drifts into the bay, bumping against the ice. Sharp-sighted observers spot an unconscious figure on the raft. Once they are brought to shore, they are revealed to be a clockwork automaton.
- 2 The air is split by a deafening crack that originates from the central headland. Upon investigation, people are horrified to see one of the standing stones has been shattered into hundreds of pieces.
- 3 It is a day of great celebration. Mor, Finnthri and Cirmish will receive their age-markings. Festivity and joy bubble through the village, but with all the merry-making, few are watching the forest or sea for danger.
- 4 With a bellowing roar, a huge mammoth crashes from the forest and begins to run amok in the village, trampling buildings and fences. The clansfolk grab their spears and run to defend their settlement.
- 5 This morning the sun was briefly obscured during an unexpected eclipse. This concerned clansfolk, but the shaman assured them everything was fine. Later, when the sea turns blood red and dead birds fall from the sky, panic spreads like wildfire.
- 6 A frost-covered figure staggers from the forest. People are overjoyed - it is Chanaith who was thought lost last winter! However, the cheer ebbs away when people hear what terrible news Chanaith brings...

Village customs regarding outsiders

- 1 Anyone who arrives without a respectful gift for the Chief will be dunked in the waters of the bay.
- 2 Outsiders must sleep within the Whelk Circle for their first night in the village. No fires are allowed.
- 3 Those who wish to eat with villagers must add something tasty to the pot.
- 4 The Chief must be allowed to inspect the weapons of all outsiders who enter the village.

Helping out in Blackwhelk Bay

- 1 Join village bard Edran, who is putting together a hunting party to slay the Knockdoe. He needs trackers, trappers and archers. It'll be a wild time!
- 2 Take a message from the Chief to Gunjar of the Pine Peak Clan inviting him to a meeting to support his sole leadership. It's a trap, but don't let on!
- 3 Compete in the village diving contest. Grab a treasure from the bottom of the icy bay and earn great respect.
- 4 The blacksmith is sick and his forge must be worked during the Iron Sun Festival. Only someone who can forge many small iron suns need apply. Successful applicant may use the forge otherwise as they wish.
- 5 The Chief wants a pet bear cub and offers the freedom of Blackwhelk to whoever brings him one.
- 6 Return Dubsie, a captured Hagstone woman, to her clan and island. She is absolutely raging.
- 7 Budhie, Lachna's wolf, is missing. Lachna prays in the Whelk Circle for her return, but the shaman asks folk find the wolf so she can clear her son from the circle.
- 8 Fight for fun. Blackwhelk warriors love to practice. Fight them for fun! Use new weapons! Improve your skills! Practice patching up your own wounds!

Notable flora and fauna found locally

- 1 Elgrinbane - a highly toxic species resembling thyme. Extracted from the leaves, the toxin is tasteless with only the subtle scent of apricot to betray its presence.
- 2 Climber Crab - found clinging to rocky cliffs, their claws are highly serrated and shaped perfectly for holding onto rock faces. Clansfolk fashion gauntlets from the claws that help them to climb up sheer cliffs.
- 3 Greediroot - a plant highly resistant to freezing temperatures, poor light and salt spray. Most of the plant exists below ground with only a cluster of leaves visible and exposed. Highly nutritious, providing enough food in a few bites to hold off hunger for days.
- 4 Tussle rat - an arboreal nocturnal rodent the size of a fist. Entirely harmless, the scent of their urine has the ability to attract bears rather rapidly. As a result, it can be very risky to threaten them.

VISITING THE VILLAGE

Notable items available for trade

- 1 **Tooth Sword** - a strong sword made from the rostrum of a sawfish and reinforced with bands of iron. Lined with dozens of sharp teeth, this is an excellent slashing weapon.
- 2 **Scrim's Balm** - a thick ointment made from whale blubber, used to seal-up wounds and fight infection.
- 3 **Great Tusker tusks** - The Great Tusker, a type of huge walrus, lives in this region, producing tusks as long as a human arm. Can be carved into a variety of weapons and ornaments.
- 4 **Blackwhelk Oil** - obtained by rendering down hundreds of molluscs, this non-flammable oil is incredibly slippery and highly reduces friction.
- 5 **Whalebone Kite** - strong kites often given as novelties or children's toys. However, the largest can be used to drag a sledge across open ground.
- 6 **Frostamber** - highly prized precious gemstones, formed when sap simultaneously hardened and froze. Each piece contains permanent ice crystals and the most sought after contain fireflies.
- 7 **Owlbear Pelt Coat** - valued for the indication of status and power they confer, these feathery-pelt coats are long, thick and luxurious.
- 8 **Blacksilver** - a very rare form of silver, this metal rapidly superficially tarnishes to look like worthless iron. Ideal for concealing the true value of a coin hoard.
- 9 **Matergods and Patergods** - created when lightning hits the beach and fuses sand grains together, the clansfolk deem these physical representations of their ancestor-gods. Used in ancestor-worship rituals and daily devotion, owning one is considered lucky, especially if it resembles a known god.
- 10 **Saltrock Ale** - brewed in vats with plenty of salt added, this foul-tasting ale is often mistaken by travellers for a drink. It is in fact an excellent preserving liquor used to keep meat and fish edible for decades.

Gifts that visitors could bring the Clan Chief

- 1 Fine cotton undergarments, unobtainable in this region. Those embroidered with the Chief's favourite animal - bears - are even more welcome.
- 2 The skulls of interesting or unusual creatures, cleaned and prepared for display.
- 3 Small weapons with decorative elements and interesting histories. The Chief likes to know who a weapon has killed.
- 4 A joke that will make the Chief laugh and which he can keep and use again.
- 5 Jars of honey, with ready explanations of their bee provenance and unique flavours.
- 6 A musical instrument and the gift of the ability to play a simple tune.
- 7 A book on a topic of interest to the Chief: war histories, combat techniques or myths involving bears.
- 8 Chocolate, for drinking. Also providing the necessary accompanying spices is an even better gift.

Local food and drink

- 1 Salt-baked crabs and boiled gull eggs - a popular breakfast, easy to prepare.
- 2 Round pot - an 'everyone adds something' stew.
- 3 Tybie bredd - a spreadable seaweed and pinenut paste; salty, nutritious and incredibly morish.
- 4 Whelk skewers - bay whelks roasted with orange buckthorn berries.
- 5 Fishbone stew - a sprat and samphire stew containing, in fact, every part of the fish. Especially fortifying.
- 6 Wicked Cup - a fiery, fermented ginger drink.
- 7 Yacculm - a fermented yak's milk. Can be drunk thin or eaten in a thick, spooned form. Good for lining the stomach.
- 8 Needlewine - a pinesap wine that is good for keeping off the cold.