

# Hoarfrost Invasion Basic Info

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## Gaea

Gaea is one of two planets that hold the title, “third planet” from the burning orb, Helios. Her dark sister planet, Moros, mirrors her orbit.

## Ailartsua

### Geography

Ailartsua is Gaea’s largest continent. It is 2500 miles at its longest stretch and 2100 miles at its widest stretch. Ailartsua is separated into six regions; Sélaw, Ainamsat, West Ailartsua, East Ailartsua, Northern Stretch, and the Southern Stretch.

### Sélaw

Sélaw is located in the southern region of Ailartsua. It is the main bastion of Humans. Monarchy: King Byron III. Capital City: Deepwater. It is where the campaign, “The Hoarfrost Invasion,” begins.

### Ainamsat

Located in the southwestern region of Ailartsua. It is the main bastion of Elves.

### West Ailartsua

Located in the western region of Ailartsua. It is the main bastion of Gnomes (highest population in mountains and older forests) and Halflings (coast, younger forests and hills.)

### East Ailartsua

Located in the eastern region of Ailartsua. It is the wild and unruly frontier filled with beasts, bandits, and monsters of all kinds. Many of the larger races of The Halted are found here as well.

### Northern Stretch

Located in the northern region of Ailartsua. It is the main bastion of Dwarves.

### Southern Stretch

Located in the southeastern region of Ailartsua. It is the main bastion of The Halted.

## History

Ailartsua is still in its infancy from a human standpoint. Humans have only had traditional cities, education and commerce for several hundred years or so and the other races are still trying to find a comfortable arrangement with their new siblings.

More details later...

## Races

**The Seven Races** (a.k.a. The Seven or The Evolved): Dwarves, Elves, Gnomes, Half-Elves, Half-Orcs, Halflings, and Humans

**The Halted** (a.k.a., The Greenies, The Green Skins, The Base, Backwater Ones, The Vile, The Depraved, etc.): Boggards, Bugbears, Dragonborn, Drow, Duergar, Ghouls, Giants, Gnolls, Goblins, Hobgoblins, Kobolds, Lizardfolk, Ogres, Orcs, Ratfolk, Sahuagin, Serpentfolk, Troglodytes, Trolls, etc.

**The Ancients:** Beings with exceptionally close ties to the Nine Great Spirits. Dragons, Titans, Kami, Oni, etc.

## Languages

There are seven main languages for The Seven Races, each race having their own language. Due to their proclivity for exploration, trade and lust, Humans seem to have had the most, influence on, and interaction with, the other six races. Due to this, most races also speak Human, which is known as the “Common” language.

## Religion

“The Nine.” Nine Great Spirits imbue Gaea with divine energy. Each individual Spirit’s energies aid all life that matches its alignment. This aid, although customarily small, may turn the tide of great events.

Spirit	Alignment/General Belief
Ena: EN-a	LG: All life is sacred. Race > Allies > Others
Dio: -THEE-oh	NG: All Good and Neutral life is sacred; Race > Allies
Tria: TREE-ah	CG: All Good life is sacred; Immediate circle > Race > Allies
Tessara: TESS-air-ah	LN: All life is respected. Race > Allies > Others
Pente: PEN-day	N: All Good and Neutral life is respected; Race > Allies
Exi: EKS-ee	CN: All Good life is respected; Immediate circle > Race > Allies
Epta: EP-TA	LE: Life must continue. Race > Allies
Octo: oc-TO	NE: Life must continue; Race
Ennea: en-NAY-ah	CE: Life must continue; Immediate circle
Deka: THEK-ah	~: Instinct driven; Species must continue

“The Hoarfrost Invasion” campaign begins in Sélaw, with the adventurers just returned to their hometown of Small Castle. The Party’s first goal will be reaching Yendis safely and with some coin to their names.

## Yendis

Yendis is a large prosperous harbor town on the southwest coast of Sélaw. It supports a strong commercial fishing population. Sélaw is also the main trading and distribution hub along the coast of The Low Sea, second only to Deepwater. It is also a trade route to inland Ailartsua, being supplied by the Naepen River that empties from Gnarogarrub Lake.

Yendis is known for its honest hardworking citizens, but of late a darker side has been emerging. The population is largely human and half-elven but all races are represented and accepted equally. Due to its importance as a main trade hub races usually deemed enemies to the Seven Races have treaties and arrangements not found elsewhere. It is uncommon, but you may see a caravan of Orc traders at the city’s gates or ships carrying even stranger

guests at the docks.

### General

**Corruption +2; Crime +1; Economy +3; Law +3; Lore +4; Society +4**

**Qualities** Prosperous, strategic location

**Danger +2**

### Demographics

**Government** autocracy (mayor) with democratic council

**Population** ~3500 (2000 humans, 1000 half-elves, 200 Elves, 100 halflings, 100 dwarves, 50 gnomes, 50 half-orcs)

### Speed and Travel

One Round (Tactical)				
Speed	15 feet	20 feet	30 feet	40 feet
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Speed	15 feet	20 feet	30 feet	40 feet
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run Heavy Armor (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Speed	15 feet	20 feet	30 feet	40 feet
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Speed	15 feet	20 feet	30 feet	40 feet
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—

<b>One Round (Tactical)</b>				
<b>Speed</b>	<b>15 feet</b>	<b>20 feet</b>	<b>30 feet</b>	<b>40 feet</b>
Run	—	—	—	—

<b>Mount/Vehicle</b>	<b>Per Hour</b>	<b>Per Day</b>
<b>Mount (carrying load)</b>		
Light horse	5 miles	40 miles
Light horse (175–525 lbs.) <sup>+</sup>	<del>3-1/2 miles</del>	<del>28 miles</del>
Heavy horse	5 miles	40 miles
Heavy horse (229–690 lbs.) <sup>+</sup>	<del>3-1/2 miles</del>	<del>28 miles</del>
Pony	4 miles	32 miles
Pony (151–450 lbs.) <sup>+</sup>	<del>3 miles</del>	<del>24 miles</del>
Dog, riding	4 miles	32 miles
Dog, riding (101–300 lbs.) <sup>+</sup>	<del>3 miles</del>	<del>24 miles</del>
Cart or wagon	2 miles	16 miles
<b>Ship</b>		
Raft or barge (poled or towed) <sup>2</sup>	1/2 mile	5 miles
Keelboat (rowed) <sup>2</sup>	1 mile	10 miles
Rowboat (rowed) <sup>2</sup>	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

\*Based on Pathfinder and our world:

Walk 1000 miles:

At 20 miles a day (very easily attained), it takes 50 days.

At 50 miles a day (Military Standard; not so easy, but still possible) it would take only 20 days.