



The Northern Region

The northern region consists of subarctic cold territories like the snowy mountains that are dominated by coniferous forests, bountiful flora, fauna, terrifying monsters, and many kinds of terrain variations. Further north the climate changes, transitioning from a subarctic climate, to arctic. Permafrost regions begin to appear, like the frozen seaway or the polar fields. These are dominated by sea ice, glaciers, pack ice and open ocean. Only the hardest creatures roam here, and very little foliage is found.

Furahiya Mountains

Furahiya Mountains, better known as the Snowy Mountains or Arctic Ridge, is a mountain range that extends out to the north. Furahiya Mountains are bitterly cold year round, even during the summer. The snow in these mountains is said to never melt. During the colder seasons, the mountains are constantly hit by snowstorm after snowstorm causing the mountains to become unstable causing avalanches that flow into the river at the base of the mountain. In legend, there are two gods that live in the Furahiya Mountains; the Black God and White God.

The Frozen Sea

The Frozen Sea is a frozen ocean surrounding an unexplored arctic landmass in the northern most point of the world. It gained its name due to its frigid waters and depending on the season, most of the sea is frozen over by pack ice and enormous glacial ice sheets. It has been speculated by researchers that if not for the steady current underwater, the sea would have frozen over long ago. The Frozen Sea is home to many different creatures that have adapted to its freezing temperatures. It is not uncommon to see a lagombi sleeping on a sheet of ice, or zamites following along with a ship, waiting for an unlucky seaman to fall overboard.

Polar Fields

The Polar Field is a combination of glacial sheets, pack ice, and icebergs that have slowly formed together over thousands of years. This area is characterized by its steep ice cliffs and vast polar fields. Throughout the year, an aurora can be seen in the night sky. Temperatures here are punishingly low, and so a hot drink must be carried at all times.

The Unknown Arctic

At the top of the world, is a large land mass of permafrost. It remains almost completely unexplored and void of life.

Pokke Village

Village • Population: 740
(64% Human, 18% Dwarf, 9% Goliath, 9% Other)

Pokke Village is a small agricultural village in the Furahiya Mountains, near the Snowy Mountains. Similar in structure to that of Kokoto, Pokke Village consists of an armory and blacksmith, a general store, and a farm run by palico's that hunters can use for resources and food. A large boulder-like chunk of machalite ore is the village's landmark, found near the pathway out of Pokke Village, and standing by a campfire next to it are the Pokke Village Chief, an extremely short, elderly woman, and Nekoht, a Felyne.

Other notable places within Pokke Village include the Hunter Housing, a felyne kitchen, and a training school; where hunters can familiarize themselves with the difficulties of the native mountains, the wide range of weaponry, and other monsters roaming the land.

The Guild Hall is the biggest building in Pokke Village, located next-door to the Training School, where hunters can choose to take on Hunts in the area. There are three guild receptionists which can offer different ranked quests depending on the hunting parties rank.

There are numerous myths and legends surrounding the region, such as those behind the origin of a Black Sword in one of the caves nearby.

The White God

A mysterious wyvern said only to appear after large avalanches deep in the snowy mountains. Often seen crushing ice balls and rock into powder in its stride, it's known to the Guild as Ukanlos, although there are whispers in Pokke Village that it may be the white god.

The Black God

A wyvern truly wrapped in mystery. Known to some as the black god, the tyrant of fire, and in some villages its name means disaster. Some of the extremes that have been seen with the monster's presence include droughts and heavy thunderstorms. This large and brutal creature is known to the Guild simply as Akantor.

Pokke Village

Pokke Village is a small agricultural village in the FuraHiya Mountains, near the Snowy Mountains Hunting Ground.

Locations Guild Hall, General Store, Smithy
Common Races Human, Elf, Half-elf, Halfling, Dragonborn

Notable NPCs Peddling Granny, Pokke Chief

Notable Locations

Pokke Farm. Pokke Farm is a farm ran by felynes and melynx located in Pokke Village that can be used to gain several resources after the completion of a hunt. Each day a PC spends working at the pokke farm they can choose a resource type and make the appropriate check for their level using the snowy mountains DC. On a success the PC rolls on the resource table in their level range. A PC can farm a number of days in a week equal to their Constitution modifier (minimum of 1 day), but they can only gather minerals once a week.

Felyne Kitchen. A felyne kitchen is located within the guild hall where hunters order gourmet food that grant magical benefits. A PC can pay 10 gp to order this delicious meal and roll on the daily skill table (*found in the artisan role section of AGtMH*).

Mystery Cave. A cave guarded by a guild knight, located within the Pokke Farm. Within the cave is said to be a mysterious giant ancient black sword. A hunter who is granted permission by the village chief can trade the felyne found within two elder dragon bones for a piece of the sword. This material is known as a *Dark Stone*.

Random Event

Wandering Chef. Whenever the hunters return to this village, roll a d20. On a 18-20, a felyne, known as the Wandering Chef hides (DC 12 to notice) in a barrel near the hunter's housing. The Wandering Chef can be hired to work in the Felyne Kitchen for a day at the cost of 100 gp. On that day, the hunters can order a meal, at the normal 10 gp cost, from a rank above what their artisan can normally make, and they roll twice on the daily skill table, choosing whichever skill they would rather have.

Notable NPCs in Pokke Village

Peddling Granny

A traveling merchant seen throughout the world on business.

Personality

She is a friendly individual who loves talking about her travels and wares. She can remember the faces of all her previous customers

Appearance

She wears a pink cloth over her head and a pinkish cloth over her body. She is most well-known to carry a giant basket on her back that is much larger than herself.

Agenda

Sell Her Wares. The Peddling Granny seeks to sell her wares where ever she goes. She is known to sell some of the more rare items and materials (*including materials that can't normally be purchased like nutrients*).

[] [] [] [] [] [] **Sale.** Each time a hunter purchases from the Peddling Granny mark a box. Once all boxes are marked, the granny offers her wares at half off for the day and then clear all marked boxes.

Pokke Chief

Her early life is mostly unknown, unlike her brother, Treshi. Though she is unknown, her ancestors are known for using a giant sword to defeat two powerful gods, the Black God and the White God.

Personality

She is a wise old wyverian.

Appearance

Pokke Chief wears a special version of the mafumofu coats made within Pokke Village.

Agenda

Find those Worthy. The Pokke Chief seeks worthy hunters. Mark the box the first time each of the creatures listed below are killed or captured.

[] Hunt a Akantor.

[] Hunt a Ukanlos.

Once they are all checked, the chief grants the hunters permission to enter the mysterious cave. Once they obtain a dark stone, the permission is revoked.

Material: Dark Stone

When placed into a weapon, the hunter may choose one of the following material properties: *critical draw+* or *fastcharge+*. Or it can be placed into armor to gain the following material property: *biology*.

Pokke Village Map

1. Guild Hall
2. Training School
3. The General Store
4. The Smithy
5. Houses
6. Teleportation Circle
7. Palico Farm
8. Pokke Chief
9. Peddling Granny

POKKE VILLAGE MAP 48x50 MAP [HERE](#)

