



## Aar' Gundabad

Aar' Gundabad is a settlement on the coastline. It is a bigger settlement than average, having prospered by many years of peace with the surrounding tribes that now answer to the ruler of the village.

It is very old. The stories speak of their ancestors as the first among the "Frost Tribes" to abandon a nomadic style of life.

The village has a population of roughly 500, with the vast majority consisting of Humans. There is a smaller community inside of Nautolans and Twi'leks, who live in harmony with everyone.

Aar' Gundabad is mostly self sufficient. Everyday before noon, fishermen set out to the icy sea and bring back fresh fish for the village. Farming is only available during three months of the year, and therefore, harvest is scarce. But animals are kept there for milk and meat, which helps facing the harsh winters.

The people of Aar' Gundabad live as a big family, united in their daily struggles for survival. They live in large wooden homes, housing 20 or sometimes more settlers each. The houses are built around a much larger wooden hall, covered in tatch. Inside, a big fire keeps the place warm. That is the communion hall, where everyone is welcome to sit down and enjoy a hearty meal and a hot beverage.

This is also the home of the "Warmother", the woman who currently leads the village. Most tribes in the north have a matriarchal structure, and Aar' Gundabad is no different.

The current Warmother, Selinda Agrosa is a young Human who came into power after her mother died in battle. She is a hardy woman and a fierce foe. Leading by example, she has kept Aar' Gundabad as a prosperous village among the cold and ruthless north.