Write your own Adventure

A Supplement for The Five Kingdoms of the Icemark

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This is a very special supplement, as it is the perfect tool for those moments when you want to expand the gameplay of *The Five Kingdoms of the Icemark* and venture into a **more open, free-form style of play.**

It allows you to create narratives and adventures for your characters, and to develop them as your Warband progresses through its adventures

This supplement is therefore optional for those who, either because they already have experience with Solo RPGs or because they wish to experiment with the style, **prefer to develop the game's narrative themselves.**

For this purpose, the tools provided in this supplement will serve you well. If you are already familiar with solo role-playing games, many of them will feel instantly recognisable.

They are designed to help you shape your own stories, build your own quests, and let fate guide your journey through the frozen lands of Icemark. You are free to use whichever tools best suit your needs at any given moment, ignoring or adapting any that do not fit the situation you are trying to create.

Juan Díaz- Bustamante

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Creating Your Own Adventures

While everyone may have their own method, it is recommended that, keeping in mind the background of Icemark and your characters — and perhaps a broader idea or overall objective, as precise or as vague as you wish — you begin each game session by creating what is called a **scene**.

Think of a scene as a **mini-adventure with a limited scope:** something you can address immediately and resolve in a relatively short time, much like a chapter in a series.

Before beginning the scene, **you should have a few questions clear in your mind:**

- Where does the scene begin?
- Who is present, or which characters are involved from the start?
- What is your Warband's objective?

To do this, it is important to have a **trigger** that drives your Warband into action. This trigger may take the form of a mission, a rumour, an event, an imminent threat, an urgent need, something related to one of your characters, or simply a location you wish to explore.

Many of the tables you will find in this appendix will help you create these scenes, as well as the triggers that set your Warband in motion.

Once you have a clear idea of the scene that will frame your next adventure, as well as the reasons that lead your Warband to become involved in it, it is time to begin.

Example: A messenger arrives at the settlement where your Warband is staying, claiming that his patrol saw a strange blue light shining from a window in some nearby ruins. He says that one of his companions entered the ruins and never came out again. Your Warband decides to discover what happened to the missing patrol member, and to determine whether the strange light is a danger, a treasure, or something best left undisturbed.

Extended main character background

In the tables that follow, you will find tools to give more context to your characters and to the setting in which your game begins. This may help you later develop objectives for your Warband to pursue.

When creating your characters, once you have determined the Ancestors of your main character, and in order to give greater context to the beginning of your adventure, you may roll on the following two tables:

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Why Do You Set Out?

D100	Why do you set out?
1-4	You grew up on the streets, surviving through wit, luck, and occasionally questionable choices. Recently, you angered the wrong people, a ruthless gang, a corrupt guard captain, or a collector who expects payment soon. You need silver, and fast.
5-6	You were expelled from your community years ago, labelled a troublemaker, a dreamer, or simply not fit for their ways. Now you set out to prove, to yourself more than anyone, that you are far more than the reputation they stuck to your name.
9-12	You spent much of your life drifting between odd jobs, some of them skirting the edge of legality. Someone close to you betrayed you with a false accusation, and you spent a few days in jail, where the guards gave you a brutal beating. When you were finally released, you decided it was time to change your life.
13-16	You were raised in a small settlement that has grown stagnant and hopeless. Opportunities vanished, crops failed, and the elders refused to change their ways. You set out seeking a future your home could no longer offer.
17-20	Your caravan or settlement was recently attacked. Many friends died, and your home was reduced to ashes. Though revenge burns within you, survival demands that you venture out and rebuild your life first.
21-24	You once belonged to a travelling company, merchants, hunters, explorers, or scouts, who were ambushed near the frontier. You survived by sheer luck. Since that day, distrust and hatred of other factions in the Icemark have gnawed at you. That anger drives you forward.
25-28	A strange dream haunts you: a towering figure of frost calling your name, urging you towards a destiny you cannot yet grasp. You set out to discover whether the vision is prophecy or madness.
29-32	Someone you love has vanished somewhere in the Icemark. Most believe they are dead, taken by raiders, beasts, or the cold itself, but you refuse to accept that without proof. Every journey you take is also a search.

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D100	Why do you set out?
33-36	You inherited an old map, a broken token, or a half-burned letter from a dying relative. It points towards a place no one in your settlement dares to name. You set out to learn what secret your family tried to bury.
37-40	Your family owes a debt that cannot be paid by honest work. If you fail to gather enough silver, someone else will pay the price. The Icemark is dangerous, but danger pays better than hunger.
41-44	You once failed someone who trusted you. Whether through fear, cowardice, or bad luck, you survived while they did not. You now seek danger almost willingly, hoping that one worthy deed may silence your guilt.
45-48	A respected elder, mentor, or former commander told you that you were wasting your life. Their words stung because they were true. You set out not for glory, but because staying behind would prove them right.
49-52	Your settlement is slowly dying. Food is scarce, trade has faltered, and enemies circle closer each season. You venture into the Icemark to earn wealth, allies, or knowledge that might save your people.
53-56	You discovered that your bloodline is tied to an old shame, betrayal, or forgotten crime. Some despise your name, while others fear it. You set out to decide whether you will redeem your legacy or embrace it.
57-60	You were once a soldier, guard, scout, or caravan protector, but war and hardship left you with little more than scars. Peace feels impossible now. The road gives you purpose, and battle is the only trade you still understand.
61-64	You found signs of something ancient beneath your home: old stones, buried bones, strange runes, or voices beneath the ice. No one believed you, or worse, they did. You left before curiosity became a death sentence.
65-68	A rival humiliated you publicly, ruined your name, or stole something that should have been yours. You set out to gain wealth, fame, and strength enough to return one day with your head held high.
69-72	You were chosen for a duty no one else wanted. Perhaps your people sent you to seek aid, deliver a message, find a relic, or investigate a threat. Whether honoured or sacrificed, you now carry that burden.

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D100	Why do you set out?
73-76	A curse, sickness, or strange affliction troubles you or someone close to you. Ordinary healers have failed. Somewhere in the Icemark, among ruins, monsters, or forgotten powers, there may be a cure.
77-80	You have always been drawn to forbidden places. Ruins, old battlefields, sealed tombs, and abandoned Fortresses call to you more strongly than any hearth or family. You set out because you cannot bear not knowing what lies beyond the next ridge.
81-84	You witnessed something you were not meant to see; a secret pact, a murder, a hidden cult, or a betrayal within your own community. Remaining would place you in danger. The road is now your safest refuge.
85-88	You grew tired of living under another's command. A cruel lord, rigid family, military order, or suffocating tradition shaped every day of your life. You set out because, for the first time, your choices will be your own.
89-92	You believe greatness is owed to you. Whether through noble blood, divine favour, ancestral prophecy, or sheer arrogance, you are convinced the Icemark will one day know your name. Now you only need to survive long enough to prove it.
93-96	A monster, enemy champion, or mysterious figure spared your life for reasons you do not understand. Since then, you have felt watched, tested, or marked. You set out to find answers before whatever spared you returns.
97-100	You do not truly know why you set out. One morning, the world behind you felt smaller than the road ahead. Perhaps you seek fortune, freedom, death, purpose, or all of them at once. The Icemark will decide what you find.

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