



Alljorth

(Norse)

Visitor's Guide

- Name Alljorth pronounced ("ALL-yorth.")
- Type Village covers an area of
 approximately 14 acres
- Population Registered 859 as of the previous census

→ Description:

- ◆ The village of Alljorth lies nestled at the base of the mighty Norsfell Mountains, where the main trade road descends to meet the expansive Lake Iceshear. For half the year, the lake's deep waters freeze solid, and Alljorth's residents shift their focus from fishing to mining the mountain's veins of frostcryst, a unique, shimmering blue mineral highly valued in enchantments for its ability to enhance resistance to cold and imbue items with a chilling aura. Half of Alljorth's structures perch on wooden piers above the lake, allowing easy access for fishing boats during the warmer months, while sturdy stone buildings with slate roofs line the shore and extend up into the

foothills. Homes and shops reflect the blend of the town's unique population: dragonborn, fay, goblins, giants, trolls, humans, elves, orcs, jotunn, and dwarves, each adding their cultural touches to the architecture. During winter, mining operations intensify. The frostcryst mines, located at mountain caverns just beyond the village, yield the valuable mineral, which is shipped by trade caravans to distant cities. Despite its harsh climate, Alljorth is a vibrant community whose resilience and resourcefulness are as solid as the ice covering Lake Iceshear.

→ Taboos

- ◆ Every place has its own way of doing things or thinking. You better know up front what this town's is. You have no idea if your social faux pas will get you ignored or arrested. So pay attention. In Alljorth, water for drinking must never be left uncovered.

[[[Downtime activity](#)]]



→ Government

- ◆ Alljorth's political leader is the head of the Jotunn Ytr (male). Ytr serves as chief for the year due to the fact that he brought in the largest fish from Lake IceShear in the month leading up to Samhain. Alljorth tradition dictates that from Samhain to the next, all matters of dispute will be arbitrated by the fishing champion. There is no limit on how many times one person can claim the title of chief.

→ Underworld

- ◆ The criminal element in Alljorth is seemingly represented by Ingr, Ytr's cousin and resident leading exporter of pelts and furs. While never charged with any crime, word is that if you can't find what you need, pay Ingr to get it for you and don't ask any questions.

→ Altars

- ◆ While residents are free to worship any deity they see fit, the only house of worship of any stature is the shrine to Hades. Carved from one of the closest mountain caves nearest the center of town, residents routinely sacrifice valuable gems, oil, or tools to the god in order to appease him and continue the good fortune of its mining exploits.

→ Resources

- ◆ Access

- One primary road descends from the mountains to Alljorth, enabling trade and travel through the mountain pass. This road connects Alljorth with Balbjorth, though harsh weather can restrict access in winter.

- ◆ Water

- The Great Lake Iceshear, essential to the village, provides ample freshwater in warmer months, and carved ice during winter.

- ◆ Food

- Crops

- Sparse farmland near the village produces root vegetables, herbs, and hardy grains that survive the high-altitude climate. Indoor vegetable gardens are maintained during the winter.

- Animals

- Alljorth relies on mountain goats, sheep, and hardy chickens for dairy, wool, eggs, and meat. During hunting season, elk, mountain hares, and waterfowl are plentiful around the lake and in the nearby mountains.

- ◆ Building Materials

- Stone from nearby quarries is abundant, making it the primary material for houses and town structures. Timber is sourced sparingly from sparse alpine forests, used mainly in pier construction and essential tools. Clay, though limited, is used for pottery and basic building repairs.

- ◆ Metals/Minerals

- Along with *frostcryst*, a unique, shimmering blue mineral highly valued in enchantments for its ability to enhance resistance to cold and imbue items with a chilling aura, Alljorth's mines also yield *glimshard*, a semi-translucent crystal with inherent magical conductivity ideal for enchantments. Glimshard is highly prized for

magical tools and jewelry and is Alljorth's primary export.

◆ Tradeables

- Alljorth's main exports include frostcryst and glimshard crystals, crafted stone goods, furs, woolen textiles, and preserved lake fish.

◆ Workers

- % of the town's population of () are either gainfully employed or eligible for employment in Alljorth.

◆ Education

- Gramwar Skuls



→ Magiks

- ◆ Due to glimshard's potent magical properties, the village specializes in enchantment magic. Local enchanters are adept at crafting protective charms, navigation stones, and energy storage crystals for travelers and traders.

→ Defenses

- ◆ Class Beta (winter), Delta (summer)
- ◆ Alljorth's defenses are practical and resilient. A low stone wall surrounds the landward side, with wooden watchtowers overlooking the lake and road. In winter, reinforced piers serve as makeshift barriers against lake incursions. A volunteer militia conducts regular foot patrols, focusing on the road and lake edges. Archers in

watchtowers guard against potential threats
from both the lake and the mountains.

→ Docks

◆ none

→ Social hubs

◆ The *Frozen Horn Tavern*, built at the mountain's edge, serves as a favored spot for adventurers to gather. With a lively fireplace and hearty fare, it provides a welcoming respite for travelers.

Varying views of the lakeside bank village of Alljorth





While you were still a half day's walk from Alljorth, a messenger on horseback galloped

up, verified your name, gave you this packet,
and rode off behind you in blinding speed.

Hail hardy Adventurer!

News of your arrival has preceded you. To underscore the direness of our situation, I have sent you the following information so you may be on your guard and be best prepared for the challenge of Alljorth. We have been afflicted by the **The Wraith of Iceshear Lake**. This creature is said to be the tortured soul of a long-dead prospector who drowned beneath the frozen surface of the lake centuries ago. In life, he was known as Gauldir Svarn, a greedy miner who hoarded his wealth. Legend claims his spirit was cursed by the mountain spirits, forever bound to guard the treasures in the lake's depths. As the mining town grew and its people dug ever closer to the lake, Gauldir's spirit was disturbed, awakening his vengeful wraith. The Wraith of Iceshear Lake is a towering figure, almost ethereal, with ghostly blue-green skin that shimmers like the lake's icy depths. Ribbons of frost waft from its form, and its eyes glow with a sickly pale blue light. Skeletal hands with elongated fingers drip water wherever it moves, which quickly freezes anything it touches. A crown of jagged ice forms on its head, marking it as a creature of cold fury. The wraith's touch chills to the bone, freezing opponents solid if they linger too close. Its attacks deal cold damage and can slow

adventurers' movement or hinder their actions. It emits a frigid fog that sweeps over the battlefield, making it hard to see and chilling the air. Adventurers in the fog have reduced visibility and are at risk of frostbite unless they keep moving. The wraith can create clones of itself from the lake's surface, forcing adventurers to discern the real creature among illusions. Each false wraith mirrors the original's movements but will shatter with one hit. The wraith sings an eerie, mournful tune that entices adventurers toward the lake's edge. Those who fail to resist find themselves drawn toward the icy water, risking falling in or being pulled under by the wraith itself. Your battle will most likely take place along the lake's edge, with chunks of frozen ground and a thin sheet of ice encircling the lake, which may crack under pressure. The wraith is deeply tied to the lake and is unable to leave its boundaries. Destroying it will require more than brute strength: you must find a way to free Gauldir's soul from the curse. Legends speak of a silver amulet, once worn by Gauldir, that lies somewhere in the lake's depths. Retrieving and presenting it to the wraith may release his spirit from torment. How you will do that with the lake frozen solid (solid!) this time of year is up to you. The town has a pile of gems and gp on a table in the tavern awaiting you upon your victory

- Trixton, Adventurers Guild liason

Mythikan Money

Mythikan Currency		NEED	TO MAKE	NEED	TO MAKE
NEED	TO MAKE	NEED	TO MAKE	NEED	TO MAKE
• Copper	10 cp	1 sp	100 cp	1 ep	
200 cp	1 gp	1,000cp	1 pp		
• Silver	10 sp	1 gp	10 sp	1 ep	
20 sp	1 gp	100 sp	1 pp		
• Electrum	100 cp	1 ep	10 sp	1 ep	
2 ep	1 gp	10 ep	1 pp		
• Gold	200 cp	1 gp	10 sp	1 gp	
2 ep	1 gp	5 gp	1 pp		
• Platinum	1,000 cp	1pp	100 sp	1 pp	
10 ep	1 pp	5 gp	1 pp		

Alljorth Merchant Directory

Type	Name	Settlement	Proprietor	Prop race	Prop gender	Item	Details	Price
Weaponsmith		Alljorth				dagger		3gp
						hand axe		3gp
						mace		5gp
						hammer, war		5gp
						sword, long		10gp

						axe, battle		7gp
						flail, spiked		8gp
						Spear, iron		2gp
						Pole Arm		7gp
						sword, 2 handed, steel		15gp
						lance		4gp
						pike		5gp
Bowyer		Alljorth				bow, short		25gp
						bow, horse		35gp
						bow, long		40gp
						bow, composite		50gp
						crossbow, light		25gp
						crossbow, heavy		35gp
						javelin		5gp
Livery		Alljorth				mule	adult	20gp
						horse, draft	adult	30gp
						horse, light	adult	40gp
						warhorse, medium	adult	100gp
						warhorse, heavy	adult	200gp
						barding, chain mail		150gp
						saddle		25gp
						saddle bags	set of 2	10gp
						cart, 2 wheeled		100gp
						wagon		200gp
General Supply		Alljorth				rope	10' hemp	1gp
						Pole	10', bamboo	1gp

						Torches	set of 6	1gp
						Candles, tallow	8" white	3cp
						Candles, enchanted	8" white	3sp
						Oil lantern		5sp
						fuses	25'	8cp
						Cloak or Cape		1gp
						Flask of Oil		2gp
						Grappling Hook		25gp
						Iron Rations	7 days worth	15gp
						Iron Spikes/pitons	12	1gp
						Lantern		10gp
						Large Sack or Belt Pouch		2gp
						Leather Backpack		5gp
						Leather Boots	1 size fits all	2gp
						Shovel	steel/wood	3gp
						mirror, silver		15gp
						Small Sack		1gp
						Standard Ration	1 week's worth	5gp
						mirror, steel		5gp
						Tinderbox	inc flint/steel	3gp
						Water/Wine Skin		1gp
						Rope	10' cotton	15sp
						Rope	5' silk	10gp
						Hammer	Carpenters	3gp
						Crowbar	Iron, 2'	3gp
Inn / Tavern		Alljorth				Ale	pint	1sp
						Wine	quart	1gp
						tea, bark	1 pot	1 gp
						mead, honey	mug	1gp

						bread	hunk	1sp
						cheese	hunk	1sp
						fruit	1/2 lb	1sp
						soup	24oz	1sp
						stew	24oz	1gp
						pie, meat	1	1gp
						fowl, roasted	1/2	1gp
						fish, whole		1gp
						room, shared	4 occupants	1sp
						room,private		2gp
						shower, cold		5cp
						shower, hot		5sp
						laundry	1 fit	1sp
Inn/Tavern		Alljorth				Ale, yellow	pint	1sp
						Wine, red	quart	1gp
						tea, dandelion	1 pot	1 gp
						mead, honey	mug	1gp
						Bread, wheat	hunk	1sp
						Cheese, white	hunk	1sp
						Berries, mixed	1/2 lb	1sp
						Root soup	24oz	1sp
						Black stew	24oz	1gp
						pie, fruit	1	1gp
						fowl, grilled	1/2	1gp
						Fish, fillets (3)		1gp
						room, shared	4 occupants	2sp
						room,private		3gp
						shower, cold		8cp
						laundry	2 fits	3sp
Textile Merchant		Alljorth						

	Winter's Embrace Cloak	Crafted from goat wool and infused with warmth enchantments, this deep blue cloak keeps wearers comfortable in extreme cold. Popular with mountaineers and lowland traders alike.			85gp			
	Frostguard Gloves	Soft rabbit fur lines these gloves, with exterior charms to prevent frostbite. They have a reinforced leather grip, ideal for adventurers.			28 GP			
	Snowshield hat	A thick woolen hat with a hidden heat rune. Available in various colors, it's favored by travelers who frequent snowy regions.			12GP			
	Stormbreaker Scarf	Made from soft magical fibers, this long scarf repels snow and rain while keeping wearers warm. It's lightweight yet protective.			18 GP			
	Ice tread Boots	Fully insulated and enchanted to repel ice buildup, these durable boots are prized by mountain guides and rangers.			70GP			
	Moonlit Mittens	These gloves are crafted with night-blessed wool, giving them a faint glow in the dark. They're practical for nighttime journeys.			22 GP			
	Silverweave Socks	Reinforced with silver fibers, these socks provide exceptional warmth and odor resistance. Essential for cold-weather treks.			15 GP			
	Emberstone Vest	With layered goat wool and rabbit fur, this vest offers core warmth without restricting movement. Popular with hunters and scouts.			55 GP			
	Frostfox Hooded Shawl	Woven from rabbit fur and mountain wool, this shawl has a hood lined with frost fox fur for added warmth around the neck and ears.			33 GP			
	Skysight Goggles	Frost-resistant lenses allow for clear vision in snowy conditions. A leather strap is lined with enchanted cloth to prevent fogging.			25 GP			
	Night Wanderer Cape	A luxurious, heavy cape that combines wool and magical fibers for long-lasting warmth. Designed for nobility visiting Alljorth.			80 GP			
	Glacier Guard Trousers	Made from thick wool, these trousers are fitted for agility and warmth. Reinforced in the knees and lined with charms against ice.			48 GP			

Leather goods		Alljorth				Tool pouch	Standard, no apron	5gp
						belt	52"	3gp
						Watch strap	large	4sp
						wallet	bi-fold	8sp
						Coin pouch	large	8sp
						Seal pouch	large	1gp
						Money belt	5 pouches	2gp
						Pipe holder	regular	5sp
						portfolio	large	1gp
						Dice cup	small	5sp
						Map case	standard	2gp
						Tunic	large	5gp