Jolkulsvikra

Guid day tae ye, dear freend, may the winds o' fortune aye be at yer back. Johnsvikna is in dire straits. For three months, there are tens of reports from the surrounding hills of both shepherd and stock alike having fallen prey to a gigantic constrictor snake or an elusive shadow cat of some type. Reports both confirm and contradict each monster as being responsible for the attacks. There are not bloody scenes, just the sudden absence of what

was once right beside or across from you. Its tracks are evident, but tracking it has been fruitless for our local hunters. Slithering trails and cat tracks that just vanish have both been found. Find the serpent, the cat, either, or both. Slay the thing or things. Return to us its head and a bag of gold be yours. No telling what else truthfully.

Yours aye wi'kindest regards, an'
may yer hearth be warm an' yer heart
licht.

Dugald McRae Jokulsvikna Pdventurens Guild Hall

Visitor's Guide

Jolkulsvikra → Name pronounced ("vo-kools-VEE-kra")

→ Type Village covers an area of approximately 12 acres

→ Population Registered 743 as of the previous census

→ Description:

◆ 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 Jokulsvikra, it is beyond rude and obnoxious to raise your voice to anyone unless that person(s) is in danger

→ Government

◆ Jolkulsvikra's sole municipal administrator is Sir Noldrir Thunderbringer, Stonelord Sovereign, Knight of the Realm

→ Underworld

◆ Jolkulsvikra's underworld is seen as more of a convenient work-around than an obstacle to law and order. The village is on the path leading from the coast to the interior so a lot of goods are moving through. People are more inclined to look the other way when there is no perceived actual injury and everybody gets a little something. The criminals keep their heads down and don't pay attention to themselves; knowing occasionally, somebody has to go down as a scapegoat for one thing or another to keep up appearances.

→ Altars

- Altars
 - Enyo, Greek
 - Chalchiuhtlicue, Aztec
 - Helios, Greek
- **♦** Shrine
 - Freyr, Norse
 - N'om'e, Caddo
 - Astraea, Greek
 - Hephaestus, Greek
 - Khnum, Egyptian
- Chapel
 - Gaea, Greek
 - The Verdant Stone is a sacred relic of Gaea, symbolizing her life-giving essence. This emerald-green stone, veined with gold, pulses faintly with warmth and vitality. Stored in places of

worship, it represents Earth's nurturing power, often surrounded by offerings of soil, seeds, and flowers as tributes to the goddess.

• Bia, Greek

 A bronze gauntlet, known as the Fist of Bia, symbolizes the raw force and power of the Greek goddess of strength and compulsion. Adorned with etchings of lightning bolts and roaring lions, it is displayed prominently in temples, reminding worshipers of Bia's unyielding might and authority.

• Osiris, Egyptian

A golden crook and flail, symbolizing Osiris' role as the god of the underworld and agriculture, is displayed in his temple. Made from gilded wood and adorned with lapis lazuli, it represents divine kingship and protection. Worshippers believe these relics channel Osiris' guidance and fertility over the land.

◆ Church

Adonis, Greek

 In the garden of this church grows a sacred golden pomegranate tree which symbolizes Adonis, representing his dual connection to life and death. This exquisite fruit, with gilded seeds inside, signifies rebirth and eternal beauty.
Often placed at shrines, devotees of
Adonis honor the pomegranate to
invoke cycles of renewal and fertility
within nature and human vitality.

→ Resources

Access:

 Jolkulsvikra is the final settlement before reaching the port of Solset on the Sólbjǫrgbiǫð (roughly meaning "sunsetland") Peninsula. Jolkusvikra is accessible by a single, well-trodden road that connects the village to a nearby coastal port, winding through rolling lowland hills. While not on the coast itself, the village is influenced by the ocean's proximity, with frequent fog, chilly winds, and heavy rains making travel challenging at times.

Water

 The village relies on a nearby freshwater stream that flows from the hills, fed by rainwater and mountain springs. Small wells also provide additional water, especially during drier periods.

◆ Food

 Due to the damp climate, Jolkusvikra primarily grows hardy root vegetables such as potatoes, turnips, and carrots. Cabbages

- and barley are also cultivated, though the cold, wet weather limits the variety of crops.
- Sheep and goats are raised on the rolling hills for their wool and milk, which are essential to the local economy. The surrounding forests provide deer, boar, and game birds for hunting, while villagers also fish in nearby rivers and coastal waters.

Building Materials

 Stone and timber are the primary building materials. Timber is sourced from nearby forests, while stone is quarried from the surrounding hills. Clay deposits are limited but are used for basic pottery and construction.

Metals/Minerals

 Small deposits of iron and copper are found in the hills, though mining is minimal.
 Occasionally, small quantities of silver are discovered, but these are rare and not a significant part of the village's economy.

◆ Tradeables

- While the nearby harbor is sustained by trade, wool and woolen goods are Jolkusvikra's main exports, along with sheep's milk and cheese. Occasionally, surplus game or fish is traded with nearby towns. The village also exports high-quality stone used in coastal construction.
 - The economy of the wool business:

- The Sheep and Their Care
 - The foundation of Jolkulsvikra's wool industry lies in the unique breed of sheep that thrives in the peninsula's climate. These hardy creatures, known as "Sólbjǫrg sheep," possess thick, lustrous fleeces that are highly prized for their quality and warmth. Raising these sheep is a demanding task, requiring a deep understanding of their needs and a commitment to their well-being. The villagers of Jolkulsvikra have developed a deep bond with their sheep, treating them with respect and care. They understand that the quality of the wool depends on the health and happiness of the flock. The sheep are carefully tended to, provided with ample grazing land, sheltered from harsh weather, and protected from predators. Shepherds are revered figures in the village, their knowledge of sheep husbandry passed down through generations.
- ◆ Wool Cultivation and Processing
 - The process of turning raw fleece into valuable woolen goods is a meticulous one, requiring skill, patience, and specialized tools. The wool is first sheared from the sheep in the spring, a communal event that brings the entire village together. The sheared fleece is then sorted, separating the finest fibers from the coarser ones. The finer wool is destined for the creation of high-quality textiles, while the coarser wool

is used for more utilitarian purposes. The wool is then washed and carded, a process that aligns the fibers and prepares them for spinning. Spinning the wool into yarn is an art in itself, with skilled spinners able to create fine, even threads. The yarn is then dyed using natural pigments derived from plants and minerals found in the surrounding landscape. The colors of Jolkulsvikra's woolen goods are vibrant and rich, reflecting the beauty of the Sólbjǫrgbiǫð's natural environment. Finally, the yarn is woven into cloth on looms, creating a variety of textiles, from warm, durable blankets to fine, intricate tapestries.

◆ The Logic of Trade

 Jolkulsvikra's location at the edge of the Sólbjorgbioð Peninsula makes it a natural trading hub. It is the last inland settlement before reaching the port of Solset, making it an ideal place for merchants to gather and exchange goods. The village's wool and woolen goods are highly sought after, both within the Sólbjorgbioð and beyond. Merchants from far and wide travel to Jolkulsvikra to purchase the village's wares, eager to acquire the high-quality textiles that are renowned for their warmth, durability, and beauty. The villagers of Jolkulsvikra, in turn, rely on these merchants to bring them goods that they cannot produce themselves, such as tools, metals, and exotic spices. The choice of which markets to trade with is a strategic one, determined by factors such as demand, price, and accessibility. While some merchants may prefer to travel by sea, braving the dangers of the ocean, others may opt for the overland route, traversing the treacherous mountain passes. The villagers of Jolkulsvikra are adept at navigating these trade networks, ensuring that their goods reach the most profitable markets.

Workers

 Seventy one percent (527) of the population of the 743 Jokulsvikra residents are either gainfully employed or of legally employable age.

Education

Gramwar Skuls

 Hillsbrook Academy. The name evokes the serene environment while also emphasizing a foundation of learning flowing steadily like a brook through the landscape.

→ Magiks

• Weather magic is common here, with local mages skilled in controlling wind, fog, and rain—often used to protect crops or assist hunters. Nature magic, focusing on enhancing soil fertility and animal health, is also widely practiced.

→ Defenses

Class Delta

- Jolkusvikra is encircled by a basic stone wall, with wooden watchtowers spaced along the perimeter. A small militia, primarily composed of villagers, patrols the area. While the village is generally peaceful, its proximity to the coast demands vigilance against raiders.
- Walls Stone or timber walls of moderate height and thickness. - 2

•	Gates -	Reinforced wooden gates with basic		
	locking m	echanisms	2	
•	Towers -	Regularly space	ed towers with basic	
	defenses.	-	2	
•	Porticulis	Absent -		
			0	
•	Moat, Dita	ch, Pit - None -		
			0	
•	Bridge -	none -		
			0	
•	Militia -	Regularly train	ed and equipped	
	volunteer	militia	2	
•	Artillery -	Well-maintaine	ed and strategically	
	placed ar	tillery	3	
•	Cavalry -	none -		
			0	
•	Navy -	None		
			0	
•	 Patrols (interior) - Well-organized and vigilant 			
	interior po	atrols	3	
•	 Patrols (exterior) - Well-organized and vigilant 			
	exterior p	atrols	3	
•	Checkpoir	nts - None -		
			0	
•	Command	d Structures - W	ell-defined and	
	efficient command structure 3			
•	Jails -	Basic jails with	secure cells	
			2	
•	Magical defences - Basic magical wards, or low			
	level mag	ical traps	1	

Preparedness - high alert, fast response time. Total = 26

= Delta

→ Social hubs

- ◆ The "Wind and Stone Tavern" serves as the village's main adventurer-endorsed social hub. Run by a stout human named Hegor Stane, it offers warm food, woolen blankets, and local stories about hidden treasures in the hills, attracting adventurers looking for rest or opportunity. Hegor secretly organizes a group of anonymous thirty-ish villagers who look after children in the village by somehow depositing clothes, food, and toys for them in their living quarters.
 - Near the town gate to the exterior slum district. The inn is a simple wooden shack, with a poorly-thatched roof and unusually low ceilings. Accommodations consist of several hammocks in the common room.

Menu

- Oat Biscuits and Bitter Cheese, Mug of Bitter (2 cp)
- Wheat Porridge, Mug of Almond Milk (2 cp)
- Roasted Carrot, Mug of Ale (2 cp)
- Stewed Sausage and Parsnip, Tankard of Almond Milk (8 cp)
- Wheat Biscuits and Blue Cheese, Mug of Ale (4 cp)

- Boiled Eggs and Dried Beetroot,
 Tankard of Beer (9 cp)
- Roasted Shrimp and Dried Beetroot,
 Tankard of Mead (10 cp)

Employees

- Edhel
 - ◆ Female Elf. Edhel is tall and thin, with tangled golden hair and grey eyes. She wears chain mail and wields a fauchard-fork. Edhel has a mild allergy to dwarves. Not a pleasant person to be around due to constant complaining about everything, but does good work and never misses a shift.

Fira

Female Halfling Entertainer, Good. Fira is tall, with white hair and green eyes. She wears expensive clothing and carries a fine stiletto. Fira is mourning her son, who has been abducted by a vampire. Normally, she entertains by singing and storytelling customers.

Nuti

◆ Male Elf Entertainer/waiter, Nuti is tall and stout, with curly silver hair and dark amber eyes. He wears modest garments and an amulet of luminous crystal. Nuti is searching for the lost dominion of Ningonde in his spare time. Sometimes misses work because he gets trapped in a cave or lost in a forest following clues.

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