

### Week 7.3 Jolkulsvikra

*Guid day tae ye, dear freend, may  
the winds o' fortune aye be at yer back.  
Jokulsvikra is in dire straits. For three  
months, the surrounding hills have  
seen both shepherd and stock alike fall  
prey to a gigantic constrictor snake of  
some type. 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. Find the serpent. Slay the*

*thing. Return to us its head and a bag  
of gold be yours.*

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

*Dugald McPae*

*Jolkulsvikra Adventurers Guild Hall*

*Master*

#### Visitor's Guide

- |                |                        |                        |
|----------------|------------------------|------------------------|
| → Name         | Jolkulsvikra           | pronounced             |
|                | ("yo-kools-VEE-krə")   |                        |
| → 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.

[[[Downtime activity](#)]]

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## → 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 attract 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 Sólbjörgbið (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

- 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:

◆ In the heart of the Sólbjörgbið Peninsula, nestled amidst rolling hills and verdant pastures, lies the village of Jolkusvikra. While seemingly a quiet, unassuming settlement, Jolkusvikra plays a crucial role in the region's economy, serving as the primary hub for the export of wool and woolen goods. This industry has shaped the village's culture, its people, and its prosperity, making it a vital part of the Sólbjörgbið's trade network.

#### ◆ The Sheep and Their Care

- The foundation of Jolkusvikra's wool industry lies in the unique breed of sheep that thrives in the peninsula's climate. These hardy creatures, known as "Sólbjörg 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 Jolkusvikra 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 Sólbjörgbið'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 Sólbjörgbið 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 Sólbjörgbið 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 Jolkulsvikra 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 Beta

- 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.

→ 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.

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## Jolkusvikra Merchant Directory

Type	Name	Settlement	Proprietor	Prop race	Prop gender	Item	Details	Price
Blacksmiths	Flaming Tack	Jolkusvikra	Brynda Ironflare	dwarf	female	Abacus		2gp
	toolsmith					Ball bearings	bag of 100	1gp
						Boot tips		2gp
						Caltrops	bag of 20	1gp
						Climber's kit		25gp
						Forged iron brackets	set of 4	7gp
						Gloves	1ep	1ep

						Hammer		1gp
						Harness		5gp
						Iron Nails	dz	10sp
						Leather tool belt		6gp
						Pick, miner's		2gp
						Pole (10ft) shaft only		5cp
						Battering Ram, portable		4gp
						Simple wooden hammer		5sp
						Special pitons		10sp
						Thieves' tools: small file, lock picks, mirror mounted on metal handle, narrow bladed scissors		25gp
Butchers	Chop It Like Its Hot	Jolkulsvikra	Hilda Ironcleaver	Dwarf	female	breast, chicken	ea	3cp
						thigh, chicken	ea	3cp
						wing, chicken	ea	2cp
						steak, ribeye, beef	ea	3sp
						steak, sirloin, beef	ea	5sp
						steak, t-bone, beef	ea	6sp
Chandlers	Wik-ed Wonders	Jolkulsvikra	Ellinor Brightflame	Elf	female	Tallow candle	ea	1cp
						Beeswax candle	ea	4cp
						Scented candle	ea	8cp
						Sparkly candle	ea	12cp
Doctors/Healers	Healing Herbs of Thyme	Jolkulsvikra	Sylira Willowshade	Elf	female	Ear horn	(allows the deaf to hear partially)	50gp
						Ersatz eye	lost eye replacement, enchanted, can see black and white	50gp
						Injury treatment	no magic, no overnight	3sp
						Injury treatment	no magic, overnight stay	6sp
						Injury treatment	magic and overnight stay	1gp
						Prosthetic	full leg, arm	20gp
						Prosthetic	half leg, arm	15gp
						Prosthetic	hand or foot, full or partial	12gp
						Prosthetic	ear, nose, finger, toe, other digit	10gp
						Surgery	"If we have to cut, you're going to bleed"	50gp

						Object removal	half before, half after (if you live)	50gp
						Leech bleeding	5 mins	7sp
						Leech bleeding	8 mins	9sp
						Leech bleeding	10 mins	13sp
General Supply	Gnome Depot	Jolkulsvikra	Faldor Brassbuckle	dwarf	male	potion, healing	8oz	
						staff, oak	7'	
						Jar of honey	48oz	2gp
						Longsword	4'	10gp
						Bow and 30 arrows		10gp
						Waterskin		6sp
						Knife	6' blade, steel	5gp
						Shield	wood, 20lbs, round	30gp
						Parchment (one sheet)		4cp
						Kit, mess	This tin box contains a cup and simple cutlery. The box clamps together and one side can be used as a cooking pan and the other as a plate or shallow bowl.	1gp
						shoes, leather, used	brown, 1 pair	14sp
						tarp, muslin	10'x10'	4gp
						tool all-purpose, folding		5sp
						Elven Waybread (Lembas)	per loaf	5gp
						Bag of sconces	A burlap sack with eight or so sconces that can be driven into a wall, used to hold torches.	5cp
						glasses case	broken spectacles within	6cp
						Barrel		70gp
						Basket		2gp
						Bedroll		7gp
						Bell		1sp
						Blanket		3sp
						Block and tackle	A set of pulleys with a cable threaded through them and a hook to attach to objects a block and tackle allows you to hoist up to four times the weight you can normally lift.	2gp
						Bottle, glass		2gp
						Bucket		2gp

						Caltrops (bag of 20)	you can spread a bag of caltrops to cover a square area that is 5 feet on a side.	2gp
						Candle	For 1 hour a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.	1cp
						Case, crossbow bolt (100)	This wooden case can hold up to twenty crossbow bolts.	10gp
						Case, map or scroll	This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.	1gp
						Chain (10 feet)	A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.	1gp
						Chalk (1 piece)		2cp
						Chest, small		2gp
Grocer	Knead for Greed	Jolkulsvikra	Elowen Leafwhisper	Elf	female	Apples	3lb bag	3sp
						Baguette	two	3cp
						Bananas	1/2lbs	2cp
						bell pepprs, red, orange	ea	4cp
						blackberries	6oz	2cp
						Boar bacon	10lbs	13sp
						bread, white, loaf	24oz	3sp
						Butter	unsalted, 4 sticks	5cp
						Chicken breats, thighs	per lbs	2sp
						Corn	ears, 1 dz	5cp
						grapes green	2lb	3sp
						Heavy cream	1pint	5sp
						Lime	fresh, whole	1cp
						Miller's Lager	12oz	3sp
						Mushroom	white, whole, 8oz	2cp
						Oil, Cooking	1 g.Jolkulsvikra 12cp	12cp
						Peanuts	raw, 2lbs	4cp
						Pork chops, assorted	per lbs	2sp
						Potatoes	5lbs	3cp
						Rock tea	pack of 6 stones	2cp
						Roc Ale	12oz	2sp
						Sausage	smoked, pork 12oz	4cp
						Steak, Roc ribeye boneless	per lbs	8sp

						Steak, top sirloin, Yak	1lb	8cp
						Strawberries	fresh, 1lbs	3cp
						Sugar	powdered, 2lbs	3cp
						Tomatoes	red grape 10oz 3cp	3cp
Hay merchant	Hay There!	Jolkulsvikra	Elysia Greenboough	Elf	female	Basic Hay Bales	ea	5sp
						Deluxe Feed Mix (with added herbs)	15lbs sack	15sp
						Haystacks for Stabling	ea	2gp
Toolsmith	Gadget Haus	Jolkulsvikra	Brawen Steelforge	dwarf	male	Abacus		2gp
						Ball bearings	bag of 100	1gp
						Boot tips		2gp
						Caltrops	bag of 20	1gp
						Climber's kit		25gp
						Forged iron brackets	set of 4	7gp
						Special pitons		10sp
						Hammer, steel		1gp
						Harness		5gp
						Iron Nails	dz	10sp
						Leather tool belt		6gp
						Pick, miner's		2gp
						Pole (10ft) shaft only		5cp
						Battering Ram, portable		4gp
						Mallet, wooden		3sp
						Tongs, iron		3sp
						anvil, iron	35lbs	20gp
						anvil, iron	55lbs	50gp
Watercarriers	Fina Aqua	Jolkulsvikra	Filda Longstream	Dwarf	female	barrel, large	50g	1gp
						barrel, small	5g	1sp
						waterskin	1g	5cp
Winesellers	Grape expectations	Jolkulsvikra	Elowen Greenleaf	Fay	female	Excellent, Large Barrel , 50 gp	ea	22gp
						Fair, Large Barrel , 50 gp	ea	18gp
						Excellent, Small Barrel , 50 gp	ea	15gp

						Fair, Small Barrel , 5 gp	ea	12gp
						Excellent , 1 gp	ea	8sp
						Fair 1 gp	ea	5sp
Tanner	Prized Hides	Jolkulsvikra	Gilda Thronback	dwarf	female	Hide, full, cow	ea	5gp
						hide, full, goat	ea	2gp
						hide, full tiger	ea	7gp
						hide full yak	ea	7gp
						hide, full, deer	ea	12gp
						custom dye, basic colors	per full hide	4sp
						waterproofing treatment	per full hide	4gp
						embossed ornamentation	per 100 stitches	7sp
						supple suede finishing	per full hide	6sp
						armor-grade application	5gp per sq ft	5gp
						exotic hide processing	per 6'x6'	8gp
						oil conditioning, bottle	ea	3sp
						stitching and repairs	per 1'	1sp
						fur liing and trimming	per 1'	3sp
Armory	Steel & Stone	Jolkulsvikra	Fendral Ironbrow	dwarf	male	Arrow, standard	1dz	3sp
						Needle, blowgun, 3"	1dz	1sp
						Bolt, crossbow, light	1dz	5sp
						Bolt, crossbow, heavy	1dz	7sp
						Sling, orbs, clay	3lbs bag	4cp
						Sling, orbs, stone	3lbs bag	2sp
						Sling, orbs, iron	3lbs bag	8sp
						Sling orbs, lead	3lbs bag	6sp
						Arrow, oak shaft, raven feathers	1dz	8sp
						Arrow, cedar shaft, owl feathers	1dz	9sp
						Arrow, sulfur tipped	1dz	2gp
						Arrow, poison tipped	1dz	5gp
						Bolt, light crossbow	1dz	1gp
						Bolt, heavy crossbow	1dz	2gp
						Flail, spiked iron ball	ea	17gp
						Javelin, iron	ea	20gp

						Crossbow, light	ea	25gp
						Crossbow, light bolts	Set of 20	10gp
						Sword, short, iron	ea	10gp
						Sword, long, iron	ea	25gp
						Sword, short, steel	ea	17gp
						Sword, Short, bronze	ea	19gp
						Sword, long, steel	ea	25gp
						Battlax, single bladed	ea	35gp
Inn/Tavern	The Toppled Tankard	Jokulsvikra	Yma Sonfer	Human	female	Bowl of Stout Stew	1 ladle full	5sp
						Crusty Bread Loaf	ea	2sp
						Tankard of House Ale	1 pint	3sp
						Ale	1 gallon	2sp
						Ale	1 pint approx	4cp
						Bread, loaf	ea	2cp
						Cheese, hunk	ea	1sp
						Meat chunk	ea	4sp
						Wine, common (pitcher)	ea	4sp
						Wine, fine (bottle)	ea	12gp
						1/8th of a room, with bed, shared	overnight	5cp
						1/6th of a room, with bed, shared	overnight	8cp
						1/4th of a room, with bed, shared	overnight	11cp
						1/2 of a room, with a bed, shared	overnight	5sp
						1/2 of a room, with a bed, private	overnight	8sp
						1 room with a bed, private	overnight	1gp
inn/tavern	Wind and Stone Tavern	Jokulsvikra	Hegor Stane,	Human	Male	All rooms are 8'x5'x8' with a double bunk stacked and one chair, Most have a window.	Per bunk	5sp
						Shepherd's pie	1 serving	5sp
						Rice & gravy	1 serving	3sp
						Fried fruit pie	ea	3sp
1 of a Kind	Jokulsvikra	Erik Kistroy	Human	male		A knife that belonged to a relative of mine	1 only	9cp
						A tooth from an unknown beast	1 only	11cp



						A vial of dragon blood	4oz	14cp
						An enormous dragon scale	3	1cp
						Brass orb etched with strange rune	1 only	20cp
						Brass ring that never tarnishes	1 only	7sp
						Cloth doll skewered with needles	5	1cp
						Crystal that fainting glows in moonlight	7 in stock	9cp
						Glass orb filled with moving smoke	3 on the shelf	6sp
						Glass orb with a clockwork goldfish	1 only	5sp
						Gold coin minted in a fallen civilization	1 only	7gp
						Old chess piece made from glass	set of three	11cp
						Piper that blows bubbles	2 in stock	3cp
						Rank insignia from a lost legionnaire	1 left	1sp
						Shard of obsidian that always feels warm	1 only	13sp
						Tiny silver icon of a raven	12 remaining	8sp ea