

JORDVEIL ISLE



Welcome to Jordveil Isle, homeland of the Skaldblood Jyrden. May your times with us be prosperous and righteous.

THE ISLE

Lying to the north-west coast of Jykstrav, the Jyrden homeland, Jordveil Isle is home to the Skaldblood Jyrden. This island used to be the north-most point of Jykstrav 500 years ago, bordering on the Valhuk, known as the Ashen Abyss to non-Jyrden. Of those that sail north into the Valhuk, few return but with tales of fierce monsters and savages that roam the blizzard stricken lands.

Yrrdenheim is the largest settlement on Jordveil Isle, with over 5,000 inhabitants, most of which are of Skaldblood descent, though some Jyrden from the mainland choose to live there for varying reasons. Few outsiders travel to Jordveil Isle, and those that do, usually have good reason to, for the winds that protect the crossing between Isle and mainland are well known for battering the best of ships, along with the Grimsvyr Raiders that sometimes prey upon lone trading vessels. The Grimsvyr Raiders are led by their leader, Grimsvyr, and have been contesting the Yrrdenheim Navy over the waters surrounding the Isle itself. They have a small encampment based in the north of the island, located north of Valenstead. This camp is the base of operations for combatting the Yrrdenheim Navy, which lays right under their noses without any knowledge of it being there. Few individuals know the actual location of this encampment, even fewer wishing to divulge this to the Navy for fear of death at the hands of the raiders. Grimsvyr's location is unknown, with only his closest captains knowing where he resides, which is believed to be in the north of Jykstrav along the coast, from where he issues orders to the rest of his fleet. Most trade done with Yrrdenheim is of the pine wood produced from the Skyrvn trees found all over the isle, known to be the strongest wood in the northern hemisphere, and hence very desirable for the production of ships. As such, Yrrdenheim possesses a small fleet of longboats which protect it's borders from the Grimsvyr Raiders and other ne'er-do-wells. Recently trade has been stilted due to the increasing number of Vylbor, a distant cousin of the Goblins found only in Jyrden. The Vylbor possess freakishly overgrown teeth, rendering speech difficult for them - and are well known for stealing the dogs of the Jyrden people to use for food and as mounts. There aren't really nobles in the Jyrden society, but there are Hirbrak which translates to "High Branches", and hold the title "Ver" instead of "Ser", which the commonfolk would hold. One Hirbrak, named Ver Djykor, lives in a manor estate near Yrrdenheim, with a small pier that opens out into the same bay where his prize ship "Vis Jordvir" stays moored.

YRRDENHEIM

A sparsely populated city, host to just over 4,500 Skaldblood Jyrden and 500 of other races, Yrrdenheim is a bustling port of trade and diplomacy – though not exactly the normal type. Disputes are fought both the strength of the body and the wit of the mind, with Jyrden in general being open towards magic, though some remain fearful of it. The Kiln sits within the centre of the city, boasting the fighting area where disputes are settled. Not only are matches put on for show, but any major disputes between Jyrden clans often occur in this arena, seen as a highly sacred place as this is where Skald himself fell against the white demons of the Valhuk. Legend says he was reincarnated by Torag as a Silver Dragon, who lies in slumber until the Valhuk descends south again.

THE KILN

This is often a spectacle for those unaware of Jyrden customs, however those who are part of the Jyrden bloodline will understand it's symbolism. Build from the bones and hides of great monsters, slain by the various clans, The Kiln stands 400ft tall and 360ft in circumference, with various buildings attached to the outside of it – as such forming a pseudo-market around the outer ring of the structure. Some of these buildings are found part-way up the structure, forming multiple layers – with the armorers and smithies on the lower grounds and the inns and taverns higher up. Each of these inns and taverns have space within the arena in which attendees can watch, drink and dine at the same time. The Kiln itself has a grating on the floor which is simple enough to walk over, but when a combatant is slain, their blood will drip down into the forges below, often ending up in the works of the smithies. These weapons and armours are known as Skaldblood, having increased strength from the tradition of how they are forged, and are often highly sought after by higher ranking members of the Jyrden. Should a noble warrior fall in The Kiln, and their blood fall into some form of weapon or armour, it is not uncommon for these to sell for anywhere over 50,000gp, with the weapon or armour taking on the name of the warrior. Because of this tradition, many "fakes" have been seen in the markets, which are cheap knock-offs or replicas of the real weapons.

TAVERNS

- The Crude Cudgel
- The Smoking Barrel
- The Hawk and Sparrow
- The Dragons Tail

SHOPS

- The Kingly Kestrel - Exotic Goods and Alchemical Ingredients
- The Sickle and Sack - General Store
- Kilbur's Kind - Weapons
- The Asking Price - Weapons
- To Serve and Protect - Armour
- Death's Door - Armour

VALENSTEAD

A small farming town located on the west side of the island, providing most of the isle with grain and other goods.

Features:

- The Cat And Mouse** - Tavern
- Isaac's Brews** - Alchemist
- The Rusty Horseshoe** - Blacksmith
- The Glistening Oak** - General Store

CROSS POINT

The guarded crossroads of Jordveil Isle, featuring a barracks, an inn and a few houses for farmers that live there, feeling safer under the eye of the guards than out in the wilderness of the rest of the isle.

Features:

- Barracks** - Run by Guard Captain Ver Arko
- The Sleeping Falcon** - Tavern

DORVIR

A small lumbering town to the north of Jordveil Isle, Dorvir is the home to many guild lumbering projects who export the famous Skyrvn lumber to the rest of Kolgravir, commonly used in building ships as the strong wood helps defend against the rough seas of the Jordveil Pass, the sea between Kolgravir and Jordveil Isle. The mayor, Ver Nirnhav, an elderly Dwarven man, oversees the exports of the lumberyards and the Vilkos mining operation to the west.

Features:

- Town Hall** - Run by Mayor Ver Vulk Nirnhav
- The Gilded Branch** - General Store
- The Fluffy Jackalope** - Tavern
- Mortician & Alchemist** - Run by Abelle Findle
- Vilkros Exports** - A new mining expedition to the west run by the Dwarf Vilkros Fraine.

LUMBERYARDS OF DORVIR

The Red Legion

A militaristic lumberyard run by The Red Legion guild, used to export wood to the Jykstrav capital for use in the core naval forces of The Red Legion guild which makes up 1/3 of the Jyrden navy.

- Owner:** Kirith Velehemet
- Overseer:** Filrin Baleth

Blood-Feast Naval Core

This lumber is exported directly for use in the Yrrdenheim navy.

- Overseer:** Gyldal Blood-Feast

Millers & Millers Ltd.

This yard is run by the Miller twins, usually exported to Aldarin for construction of buildings.

- Owners:** Varik Miller & Kale Miller

KILN

A tiny village cut off from the rest of the isle, usually deals in small time fishing and the odd trader at their tiny dock.

- The Shredded Shrimp** - Tavern

THE CLANS OF JORDVEIL

SKALDBLOOD

Leader: Dihla Skald

The most hardened of the Skaldblood Jyrden are those that belong to the Skaldblood clan. Believed to be direct descendants of Skald himself, the Skaldblood take on his name and stand for all that Jordveil Isle is about. They believe almost religiously in the traditions of the isle, and that the Jyrden of the mainland are weak and push-overs. They believe that the other clans are unworthy to hold the name of Skaldblood Jyrden, especially the Blood-Feast clan.

LYKTHRAAL

Leader: Graken Lykthraal

Forged around surviving the harsh winters of Jordveil Isle, the Lykthraal have learnt to take on the local populus of wolves that inhabit the isle. Often training them as mounts or companions, the Lykthraal are seen in awe by most visiting the isle, with few daring to go near the ferocious beasts and their equally ferocious riders. Rumour has it that some Lykthraal have gone as far as to accept wolf blood into their veins, becoming Lycanthropes themselves.

BLOOD-FEAST

Leader: Whitevein Blood-Feast

Having control of a navy at your fingertips is a powerful tool when living on an island, which is namely why the Blood-Feast clan has risen to become so powerful. Often heavily tattooed, the Blood-Feast clan fights day and night to protect the trade routes of Jordveil from the Grimsvyr Raiders, ramming their longships into any who dare attack a trade vessel and burning it to the bottom of the sea. Due to the sheer number of people required to power a longship, the Blood-Feast are open to accepting any who dare sail with them into the clan should they take the name Blood-Feast, for standing under the name of Skald is enough for them to consider one family.

MINOR CLANS

KILDRAN

Leader: Gilligan Kildran

The Kildran handle the trade and commerce of Yrrdenheim, as well as all gambling that goes on within The Kiln. The clan members are highly respected amongst Skaldblood Jyrden, often wise seers, mystics and bards that record the tales of the heroes of Jordveil.

FROSTKEEPERS

Leader: Myst Frostkeeper

The Frostkeepers are few in number, often found in the wilds of Jordveil tending to the natural well-being of the island. Most of the Frostkeeper clan can be found living in the forests to the north of Cross Point, tending to the wildlife and keeping the land pure for the farmers to grow crops.

ROCKFELL

Leader: Randok Rockfell

The Rockfell were once a clan that lived in Yrdenheim, however when their clan disrupted tradition and rigged a fight in the Kiln, causing the past leader of the Kildran clan, Fil'daar Kildran to fall, they were ostracised from the city by the other clans. What remains of their clan lives in the southern forests of Jordveil as bandits, attacking trade wagons and causing consistent trouble for Ver Arko and the rest of the guard at Cross Point.