

# Arnarhvall

As you crest the final hill, the village unfolds before you, framed by the majesty of snow-capped mountains in the distance. Your eyes are immediately drawn to the expansive turnip fields, their earthy hues contrasting with the verdant pastures where sheep graze lazily, seemingly indifferent to the imposing golem defenders that stand like sentinels at the perimeter. A bustling trade center catches your attention next, filled with merchants hawking exotic goods and villagers engaging in spirited bartering. Amidst it all, an old blind man navigates the cobblestone streets with surprising ease, his cane tapping rhythmically as he moves, as if he knows every inch of this place by heart. The air is filled with the mingled scents of freshly tilled soil, livestock, and the faint but unmistakable aroma of spices from distant lands.

Nestled atop a rolling hill and surrounded by an expanse of peat bogs, Arnarhvall seems an unlikely locale for a community founded by fish traders from the distant north. Yet, despite the absence of major bodies of water nearby, the town has thrived as a key nexus in an intricate network of trade routes that bring in fish from far-off coastal villages. In addition to its fish market, Arnarhvall is famous for its booming sheep trade. The aroma of haggis, the local culinary specialty, wafts through the air and is a highlight in many of the town's rustic taverns and inns.

Arnarhvall's defining spirit is its people's unyielding belief in personal freedom. There's a communal understanding that every individual has the liberty to follow their own path, as long as it doesn't infringe upon others' freedoms. This guiding principle has cultivated a society where the notion of thralls or enslaved people is considered not just taboo but anathema to their core values.

## Basic Information

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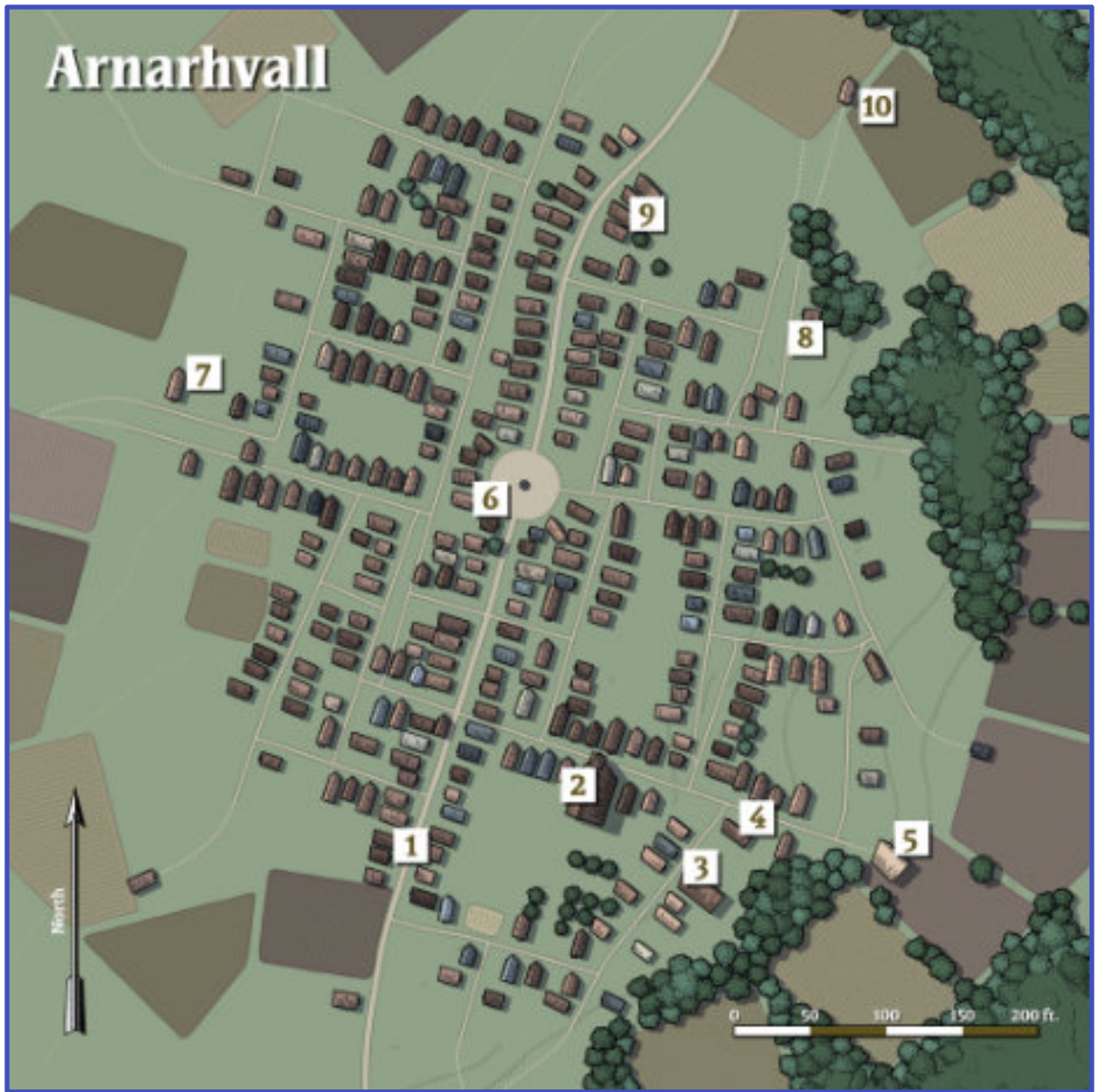
**Population.** 2,500 (80% human, 15% dwarf, 3% half-elf, 2% other)

**Government.** Arnarhvall's government operates on a council system, comprising respected community leaders and tradespeople who are elected by the townsfolk. The council is led by Jarl Einar, a descendant of the town's founders and a prominent fish trader, who has been instrumental in maintaining the town's core values of individual freedom and equitable commerce. This democratic structure ensures that decisions affecting the community are made collectively, reinforcing the town's deeply held belief in personal liberty and communal responsibility.

**Defense.** Arnarhvall's defense is a unique blend of manpower and mystical safeguarding, featuring a well-trained militia known as the Freeguard alongside a series of clay golems that patrol the town's perimeter. Captain Freydis, a seasoned warrior, leads the Freeguard and coordinates with the local mages responsible for maintaining the golems. These imposing clay sentinels not only act as deterrents to would-be attackers but also symbolize the town's commitment to safeguarding its deeply held values of individual freedom and communal wellbeing.

**Commerce.** Arnarhvall enjoys a strategic position at the major crossroads between Halsar and Ljosavatn, making it a bustling hub for commerce and trade. Goods from both towns, as well as fish brought from distant coastal villages, funnel through Arnarhvall, enriching its markets with an array of exotic wares and local specialties like sheep and haggis. This advantageous location, coupled with the town's dedication to free trade, has made Arnarhvall a magnet for merchants, artisans, and traders from all corners of the region.

# Arnarhvoll



## Important Locations

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The following locations are keyed to the map of Arnarhvall, as seen on page [x].

### 1–Tallman’s Brews

This meadery’s doors are so high that they seem designed only for the lankiest of giants. The owner, Bjorn "Tallman" Erikson, is an imposing figure who prides himself on his secret mead recipes.

### 2–The Council Longhouse

The Council Longhouse serves as both the governmental center and meeting place for Arnarhvall's elected leaders. Jarl Einar presides over the council meetings and is often found deep in discussions about town policies.

### 3–The Giant’s Foot Tavern

The Giant's Foot Tavern is a place of legend, said to be established on the very spot where a mythical giant once stepped. Bartender Sigurd regales visitors with the fabled story as he pours drinks from a large cask called "The Giant's Toe."

### 4–Wool & Wonders

This shop is the central marketplace for all things woolen, offering the finest sheep-derived products in Arnarhvall. The cheerful merchant Gudrun manages the bustling venue and is always ready to share her extensive knowledge of wool.

### 5–Skald’s Breath Tavern

At Skald's Breath Tavern, the sounds of bagpipes fill the air every evening, as musicians and patrons alike celebrate the day's end. Freja, a talented bagpiper, not only performs but also owns this musical haven.

### 6–The Frostway Caravanserai

The Frostway Caravanserai is a large, open square where traders from Halsar, Ljosavatin, and beyond gather to sell their wares. Marketplace organizer Leif manages the comings and goings of the caravans, ensuring that everything runs smoothly.

### 7–Timber’s Edge

Timber’s Edge is a woodworking and furniture shop where you can always find artisans perfecting the art of caber crafting among other wooden items. The shop is run by Master Carpenter Halvor, known for his eye for detail and craftsmanship.

### 8–Foreign Words

Foreign Words is a small bookstore specializing in language books and guides, catering especially to those looking to pick up a new accent or dialect. Linguist Edda curates the store's wide-ranging collection and is always eager to offer advice.

### 9–The Whining Cat Inn

This popular hostel is famous for its lively atmosphere, where the caterwauling of both felines and patrons serves as a peculiar form of nightly entertainment. Innkeeper Tilda is always there to welcome guests, offering a warm bed and even warmer mead.

### 10–Rekkja’s Relics

Rekkja's Relics is an antique store named after its owner, offering a unique assortment of heirlooms and artifacts. Rekkja herself is a connoisseur of history and always has a tale to tell about each item in her store.

## Notable NPCs

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Below is a list of some of Arnarhvall’s most interesting NPCs.

### Tilda the Innkeeper

Tilda runs The Whining Cat Inn, ensuring guests have a comfortable place to stay and enjoy the local mead. Secretly, Tilda is an expert in herbal medicine and often provides remedies for travelers who are sick or injured.

### Master Carpenter Halvor

Halvor is responsible for crafting some of Arnarhvall's most exquisite furniture and wooden structures at Timber's Edge. Rumor has it that he once built a hidden compartment into a cabinet that holds a treasure map.

## Freja the Bagpiper

As the owner of Skald's Breath Tavern, Freja not only entertains with her bagpipe skills but also provides a welcoming space for musicians. She is the keeper of an ancient melody said to bring good fortune when played during the town's annual festival.

## Gudrun the Merchant

Gudrun manages Wool & Wonders, the primary marketplace for woolen goods in Arnarhval. Unknown to many, Gudrun is also a master weaver who creates intricate tapestries that depict the history of the town.

## Bjorn "Tallman" Erikson

Known for his impressive height, Bjorn runs Tallman's Brews, a meadery with doors as tall as its proprietor. He's also an amateur astronomer and has a telescope on the roof of his establishment to gaze at the stars.

## Edda the Linguist

Edda runs Foreign Words, a bookstore specializing in language and dialect books. She is fluent in several languages, including an ancient dialect believed to hold mystical powers.

## Jarl Einar, Leader of Arnarhval

As the elected leader of Arnarhval, Jarl Einar oversees the council meetings and governance from the Council Longhouse. A direct descendant of the town's founders, Einar possesses an heirloom ring that is said to have magical properties.

## Rekkja the Antique Dealer

Owner of Rekkja's Relics, Rekkja is a historian and antique dealer who provides a window into the past through her unique inventory. Secretly, she is a member of a secret society dedicated to the preservation of ancient artifacts.

## Bartender Sigurd

Sigurd runs the Giant's Foot Tavern, pouring drinks and entertaining guests with mythical stories. He's actually a skilled cartographer and has a map of the surrounding bogs that reveal hidden paths and treasures.

## Marketplace Organizer Leif

Leif coordinates the trade caravans that frequent the Frostway Caravanserai, ensuring smooth transactions and fair deals. Unknown to most, Leif is an accomplished falconer and uses his birds to send messages to nearby towns.

## Captain Freydis

As the leader of the Freeguard, Captain Freydis oversees Arnarhval's defense and militia training. A former mercenary, she wields a legendary sword that she claims was gifted to her by a mythical being from the Northern Wastes.

## Golemancer Sigrid

Sigrid is the town's reclusive golemancer responsible for creating and maintaining the clay golems that protect Arnarhval. Despite her reputation for being socially withdrawn, Sigrid is extremely empathetic and has imbued each golem with a fragment of emotion, believing that this makes them better protectors.

## Ivar the Shady

A trader who owns a nondescript shop in the marketplace, Ivar is a former member of a rogue mage guild. He owns a dark artifact that allows him to create illusory landscapes, which he uses to divert and rob caravans.

## Hilda the Herbalist

Hilda is an herbalist known for her extensive knowledge of both healing and poisonous plants. She provides the town with medicines and has a small shop filled with various flora. Hilda is actually over a hundred years old but appears young due to a rare elixir she created, the recipe for which she guards zealously.

## Adventure Hooks

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Below is a list of some of the opportunities for adventures the characters might have while traveling through or staying in Arnarhvall. Roll a d10 or choose one appropriate for the party.

### 1–Pine Doom Problem

**Questgiver:** Master Carpenter Halvor

**What:** Halvor needs more wood for his woodworking but lately, deadly awakened pine trees, known as pine dooms, have been terrorizing the nearby forest.

**Reward:** A finely crafted item from his workshop.

**Why the Characters Should Care:** Apart from the reward, the pine dooms threaten the local ecosystem, which could destabilize the balance of nature in the region.

### 2–The Giant Dispute

**Questgiver:** Captain Freydis

**What:** Frost giants have been encroaching Arnarhvall's territories, causing disruptions and chaos.

**Reward:** Gold and a potential alliance with the Freeguard.

**Why the Characters Should Care:** The threat of a full-blown giant assault looms large. If left unchecked, the town could be devastated, and its residents displaced.

### 3–Winter's Cruel Hand

**Questgiver:** Freja of Skald's Breath Tavern

**What:** Freja's patrons have been going missing during snowstorms, and rumor has it that mountain hags are behind the disappearances.

**Reward:** A magical bagpipe with enchanting capabilities.

**Why the Characters Should Care:** Beyond the magical reward, rescuing the townsfolk is essential to maintain the morale and vibrancy of Arnarhvall.

### 4–The Shadowed Playmate

**Questgiver:** Edda the Linguist

**What:** Edda's research has been disrupted by Gillie dubhs, mischievous shadow creatures,

stealing her books.

**Reward:** A guide to ancient dialects with potential spell inscriptions.

**Why the Characters Should Care:**

Recovering these books will not only earn them a linguistic treasure but also put a stop to these disruptive entities.

### 5–Midnight's Radiance

**Questgiver:** Bjorn "Tallman" Erikson

**What:** Midnight suns, sentient orbs of radiant energy, have begun to hover around Bjorn's observatory at night, making stargazing impossible.

**Reward:** A rare bottle of mead infused with starlight, granting minor prophetic visions.

**Why the Characters Should Care:** The midnight suns are a threat to the town's nighttime activities and could escalate to more aggressive behavior if left uninvestigated.

### 6–Whispering Relics

**Questgiver:** Rekkja the Antique Dealer

**What:** An ancient artifact in her store has been whispering about a hidden chamber beneath Arnarhvall, potentially of great historical value.

**Reward:** Another historical artifact from her collection.

**Why the Characters Should Care:**

Unearthing the town's secrets could lead to untold treasures and deeper understanding of Arnarhvall's history.

### 7–Frostway Caravan Disappearances

**Questgiver:** Marketplace Organizer Leif

**What:** Trade caravans traveling between Halsar and Ljosavatn have been mysteriously disappearing.

**Reward:** Valuable trade goods and potential merchant alliances.

**Why the Characters Should Care:** Ensuring trade routes are safe is crucial for Arnarhvall's economy and reputation.

## 8–The Enchanted Peat Bog

**Questgiver:** Jarl Einar

**What:** Strange, magical occurrences have been reported from the surrounding peat bogs, and Einar wishes to ascertain their source.

**Reward:** A token from the Jarl's personal heirloom collection, granting political favor.

**Why the Characters Should Care:**

Addressing the magical anomalies will secure the safety of Arnarhval and its citizens, while the Jarl's favor could be invaluable in future endeavors.

## 9. The Unraveling Runes

**Questgiver:** Golemancer Sigrid

**What:** Some of Sigrid's clay golems have started acting erratically. She suspects that an unknown force is tampering with the runic magic that animates them.

**Reward:** A small clay golem companion for a limited time.

**Why the Characters Should Care:** If the golems are compromised, the town's security is at risk. Moreover, a rogue golem could cause untold damage or harm to the citizens.

## 10. The Elixir of Youth

**Questgiver:** Hilda the Herbalist

**What:** Hilda has noticed that a very rare plant, necessary for her age-defying elixir, is being harvested to the point of extinction.

**Reward:** A single dose of her rare age-defying elixir.

**Why the Characters Should Care:** The rare plant also has other magical properties, and if over-harvested, could throw off the local magical ecology, leading to unforeseen consequences.

## Random Encounters

Each hour that the characters spend in Arnarhval, roll a d20. On a result of 19 or 20, an encounter occurs. Roll on the table below to determine what happens.

d12	Encounter
1	A golem suddenly malfunctions and starts walking aimlessly, knocking over market stalls.
2	A street performer plays haunting melodies on a magical bagpipe, drawing a curious crowd.
3	A sheep escapes from its pen and charges through the market, causing chaos as people try to catch it.
4	Freja of Skald's Breath Tavern challenges patrons to an arm-wrestling match, betting a free drink.
5	A sudden snowstorm engulfs the town, and shadowy figures are seen darting between buildings.
6	Master Carpenter Halvor hosts an impromptu woodworking demonstration, showcasing his latest creation.
7	Linguist Edda excitedly approaches people in the market, asking if they can read an ancient inscription.
8	A group of rowdy adventurers get into a brawl at the Caravanserai, shouting challenges and curses.
9	Jarl Einar is seen walking among the common folk, asking for their opinions on a new proposed law.
10	Bjorn "Tallman" Erikson sets up his telescope in the square, offering glimpses of celestial wonders.
11	Ivar the Shady discretely offers adventurers a map to a hidden treasure, but it feels like a trap.
12	Children dare each other to steal an apple from Hilda's herb shop, not knowing the apple is enchanted.