Towns and Villages

- Alnwick

Alnwick

Alnwick is a man-made island built with stone and held upright on the water using magic. Originally quite a small creation, it has since been expanded and is now a sizeable town of near five hundred permanent residents.

Alnwick functions as a city state with the Governor in charge of settling disputes within the borders, an Ambassador who deals with diplomatic relations between countries and other settlements, and a Minister who deals with the merchants directly.

Thick walls around the outside of the port protect ships from harsh storms. In the event of an attack, a large metal net can be drawn across the main entrance, as well as the entrance to the overnight docs in order to prevent trespass.

As a trade hub, Alnwick relies solely on merchants purchasing time in one of their twenty storefronts in order to sell their goods. There are also a few spaces for rent where temporary stalls can be set up outside. Additionally Alnwick runs a full time inn and tavern with rooms on either side of the marketplace. They also occasionally build ships, but having a ship built by the Selkies is an expensive process.

Alnwick was built by the Selkie people in conjunction with the people of Ovenica. Along with fostering good relations between the various peoples, it also provides a stopover for ships sailing to and from Redmond Fort.

The stonework of Alnwick, and buildings within, use a mixture of Ovenican styles (elven dwarven, and modern human) and Selkie styles to create a truely unique looking settlement.