Coldshore Cliff

Type Town
Population 1026
Characters in Location Norvin Whistle
Coldshore Cliff is a coastal town far to the Northeast of Ovenica, mainly inhabited by Selkie and the recently arrived Dragonborn. The townspeople follow many of the Selkie traditions and, as such, rarely do trade with coin. Instead they prefer to barter using the resources available to them. Primarily they export fine leathers from and furs from tundra beasts such as the Bergo as well as the scales of large fish and other sea monsters. From time to time, exceptionally bored or eccentric Nobles will make the trek north for an "exotic hunting experience in the rough northern climate".

Demographics

Coldshore Cliff's population is mainly Selkie and Dragonborn. Firbolgs, Goliaths and Minotaur are also not an uncommon sight but the town is almost devoid of members of other races with only one or two who live there permanently.

Government

The harsh reality of such a remote location is that the leader of such a town must be strong and prove they are personally willing to defend the town against both harsh monsters and harsher weather. Because of this leadership is proven through a series of tasks usually involving physical (non-lethal) combat and a hunt in which the single hunter must bring back a strong beast as fast as possible. These two challenges determine strength, cunning, and luck; all of which are needed to be the leader of a town this far north. Originally a Selkie tradition, it has long since been extended to anyone willing to take over as leader. No one has challenged the current leader, Norvin Whistle, in several years.

Defences

Coldshore Cliff has no wall built around the town and relies on its guards to mount a defense in the case of an attack. However, the town is built near a tall cliff overlooking the ocean and as such only has to truly worry about defending one side of the town.

History

During the first war much of the Dragonborn population fled the bloodshed for a safe home away from the squabbles of Nobles. When they finally came upon the town many had perished during the journey. The Selkie people who had established the town took them in and taught them how to

live in the harsh winter. Over time Coldshore Cliff began to grow in size as people from all over learned it was a place for those who may not feel they fit in anywhere else.

Tourism

Certain Nobles have been known to take trips up to Coldshore Cliff in order to enjoy "roughing it in the wilderness" and "exotic hunts".

Architecture

The town's buildings are still built using traditional Selkie methods. It is composed of small to large hide tents, and small wooden houses with thatched roofs surrounding one large longhouse made of wood which is used as a primary gathering place for the town.

Geography

Coldshore Cliff is built on a small patch of the northern cliffs of Ovenica, some of which stretch as tall as 350ft above the sea. Forests dot the land around the town but past them is flat tundra. Like much of the rest of their hold, Coldshore Cliff is shrouded in nearly perpetual snowfall.

Natural Resources

The Oak and Spruce trees which grow near the town are farmed and cut down for their lumber. The beasts of the tundra supply the town with meats, furs and hides, and the ocean is teaming with all kinds of life that is regularly used as part of the denizens diet. The monstrous creatures that dwell in the ocean also provide the town with scales, meat, and bones (which are sometimes used in construction) if one can be located. In recent years a small vein of iron was discovered and the town is carefully mining it for ore.

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