

Agaragar: The Village Between the Hills and the Sea

Agaragar is a small coastal village nestled between rocky hills and a sea that is constantly shrouded in mist. South of Nordhavn and northwest of Zurnak, the village's geography reflects its simplicity and isolation. The hillsides are dotted with salt-resistant shrubs and low trees, while dark pebble beaches and icy waters mark its natural boundaries. In the distance, the wind carries the scent of seaweed drying on the rocks and the sound of waves crashing against jagged cliffs. This harsh and melancholic landscape has shaped the lives of the approximately 1,500 inhabitants, who have learned to survive in an environment as austere as the natural, political, and economic world that surrounds them.

Laws and Government

Agaragar's government is rudimentary, based on an informal council made up of leaders of influential families, experienced fishermen, and respected artisans. Decisions are made in impromptu town halls in the main square, where everyone can speak, but few voices carry any real weight. The laws are simple and focused on survival: protecting the village's resources, avoiding conflict with Zurnak, and defending against raiders from Nordhavn. Minor disputes are settled through negotiation, while serious crimes such as theft and treason are punished swiftly and severely, often by banishment.

The local population

Mainly composed of half-orcs and humans, united more by necessity than by affinity. The half-orcs, descendants of generations who crossed the borders of Zurnak in search of a life outside the orc domains, are known for their strength. The humans, mostly from nearby villages or expelled from large centers such as Skolt and even some from Brukostad, brought with them simple but essential skills, such as fishing, crafts and trade. This mix created a community with few cultural ties in common, but with a shared determination to survive.

The daily routine in Agaragar is as harsh as the environment around it. The fishermen leave early, braving the cold and treacherous sea in small boats to catch fish, mollusks and crustaceans that barely cover their basic needs. Seaweed gatherers scour the rocky beaches, collecting the valuable "Salt Moss" that grows in the crevices of the rocks, while local artisans prepare nets, boat repairs, and small pottery or wood items for sale or trade.

Hardship is constant. The sea wind chills the bones most of the year, and the poor terrain offers little but roots and bitter herbs to supplement the diet. Zurnak's taxes on seafood and seaweed are a heavy burden, leaving little for the inhabitants once the orcish town's merchants have taken their share. To make matters worse, the threat of marauders from Nordhavn is ever-present, forcing the inhabitants to improvise patrols to protect what little they have.

Despite it all, the inhabitants learn to derive some dignity from their simple existence. The local market is a gathering place where stories are shared and fish are traded for bread or tools. At night, around communal fires, children listen to stories from their elders about better times - or worse - while adults discuss how to weather the next hardship, be it a storm or a new demand from Zurnak. Life here can be tough, but it is also full of

stubbornness and an unbreakable will to move forward.

Economy

Modest and centered on coastal practices essential to its survival. Fishing and gathering marine resources such as fish, shellfish, crustaceans and the valuable "Salt Moss" are the backbone of the local livelihood. These products not only feed the villagers, but also serve as currency in Zurnak, where Salt Moss is highly valued for its uses in dyeing and medicinal potions.

In addition, Agaragar benefits from its strategic geographic position, acting as a stopover for sailors and small traders passing through the sea route. However, the informal nature of these exchanges also opens up space for smuggling, which contributes to the local economy in a discreet but risky way.

Internal Conflicts in Agaragar

Internal Political Division - The population of Agaragar is divided between two factions with opposing views on the future of the village. On one side are the "collaborationists" who advocate a closer alignment with Zurnak, arguing that the protection and resources provided by the orcs are crucial to the village's survival. On the other side, the "independenceists" believe that Zurnak's influence stifles Agaragar's cultural and economic autonomy, treating its inhabitants as mere providers of resources. This divide often leads to heated debates and even public fights at community meetings.

Economic Disparity - While the majority of the population lives in poverty, a few more successful merchants and fishermen manage to accumulate a bit more wealth, especially those with close ties to Zurnak. This creates resentment among the less fortunate, who see these individuals as traitors or profiteers, deepening internal tensions.

Local Rivalries - The impromptu patrols to protect the village from marauders are also a source of internal conflict. The families that participate more often demand compensation, leading to accusations of favoritism or neglect on the part of local leaders.

Agaragar's External Conflicts

Threats from Nordhavn - Raiders and bandits from Nordhavn are the main external threat. Raiding caravans and plundering what little the inhabitants of Agaragar can produce, they often leave the village on the brink of destitution. Despite some attempts at resistance, the scarce resources and lack of organization make it difficult to contain the attacks.

Economic Pressure from Zurnak - Zurnak, while not posing a direct military threat, exerts enormous economic pressure on Agaragar. His heavy taxes on "Salt Moss" and other sea products leave the village with little to trade with or support its own population. In addition, Zurnak demands exclusivity on certain goods, limiting opportunities for trade with other peoples.

Pirates and Smugglers - Although Agaragar serves as a staging post for sailors and smugglers, these relationships often get out of hand. Pirates passing through the village occasionally cause trouble, demanding supplies or forcing locals to hide stolen goods, which invariably draws reprisals

from other quarters.

Border Conflicts with Small Villages - Some human villages near Agaragar, also suffering from poverty, view the village as an economic rival. Small skirmishes occur over disputed fishing grounds or during seaweed harvesting, with both sides fighting to protect their scarce resources.