

The Story of Eubenezer

The village was born out of necessity and grew out of ambition, becoming one of the busiest and most diverse cities in Brukon. Its origins date back to the dark times of the orcs' purge from the fertile plains, when entire clans were driven to the mountainous and coastal regions. At first, the inhabitants faced great difficulties in adapting their river fishing techniques to the sea. The fragile rafts barely withstood the sea winds, and the sparse fish stocks tested the fishermen's patience and perseverance.

The turnaround came with the exploitation of the black oak reserves on the eastern coast of the Iridescent Hills. Inspired by the robust boats of the Northmen, the orc master carpenters developed agile and resistant vessels that made deep-sea fishing possible and revolutionized maritime transport. Over time, the town became a strategic trading point for the orcs, taking advantage of its privileged position in a bay protected from the southern seas. In addition to thriving on exports of seafood, the town established itself as a vital link between the orc kingdom and traders from the north, transforming itself into a dynamic center of economic and cultural exchange.

1. Economy and Trade

The seas surrounding the town provide the riches that sustain its economy. Among the main exports are fresh and dried fish, seal and sea lion skins, whale oil, and walrus ivory. These products supply the orc cities in the interior and are essential for facing the long winters.

In addition, the town serves as an intermediary for orc goods, such as iron ingots, weapons, armor, and copper and bronze jewelry, which reach distant markets. In return, high-value items are imported, such as exotic spices, fine fabrics, tools, and manufactured utensils, which are not produced locally. This middleman position enriched the city and consolidated its economic importance.

2. Daily Life at the Port

The port is the heart of the city, always bustling with the arrival and departure of boats. Fishermen unload their nets, merchants negotiate intensely, and children run among barrels and nets, helping to organize the goods.

Around the port, the city's large fair operates practically all year round. Its wooden and fabric stalls display an impressive diversity of products, mixing aromas of spices, dried fish and sweet fruits. The market is a true cultural melting pot, where orcs, humans, half-orcs and dwarves coexist in an environment of commercial and cultural exchange.

3. Laws and Governance

The city is administered by a Council of Elders and influential Merchants, who balance the wisdom of experience with the practicality of commerce. Meetings take place in the "Hall of the Tides", a robust building made of black oak, where important decisions are made, disputes are arbitrated and rules of coexistence are established.

The laws are clear and practical, focusing on protecting commerce, the

driving force of the local economy. Theft and fraud are severely punished, with heavy fines or even public execution in the most serious cases. Although physical disputes are discouraged, fights in taverns are generally tolerated, as long as they do not cause major damage or scandal.

4. Traditions and Customs

The daily life of the town is shaped by traditions that reflect the resilient spirit of its inhabitants. Before setting out to sea, fishermen hold ceremonies with small offerings to Velgrath, asking for protection on their journeys. During the Festival of the Tides, an annual celebration, the town is transformed with dances, music and feasts, marking the height of the fishing season.

Despite its orcish roots, the town is known for its acceptance of diverse cultures. Visitors of any background are welcome, as long as they are willing to trade, whether honestly or not. Humans and orcs share fishing and sailing techniques, strengthening community ties.

4.1 Peculiar Etiquette and Customs

The multicultural trading environment has generated its own social etiquette. Some rules are particularly important:

Freehand Tribute - Offering something with the left hand is considered a grave offense. In the local culture, the left hand symbolizes selfishness, as "one keeps what is most valuable while offering what is left." Anyone who makes this mistake must apologize and repeat the gesture with their right hand, accompanied by a "Good Faith Disclaimer".

First Offer Ritual - Before mentioning the price of a product, it is mandatory to tell a brief story about its origin or use. This shows respect for both the product and the buyer, creating a relationship of trust before any negotiation.

Spitting on the Floor Prohibition - Spitting on the floor of the market is an absolute taboo, since the space is considered sacred for commercial exchanges. Violation of this rule can result in severe fines or even public flogging.

5. Places of interest

- **Harbor** - The heart of the city, where boats arrive and depart, driving trade, fishing, and local life.
- **Hall of the Tides** - The seat of the Council of Elders and Merchants, where important decisions and trade disputes are resolved.
- **Permanent Market** - A vibrant year-round market with stalls selling spices, crafts, foods, and exotic goods.
- **Temple of Velgrath** - A temple dedicated to the Mother of Water, where fishermen offer prayers and tributes before their sea journeys.
- **Iridescent Hills Warehouses** - Black oak warehouses for export and import goods, essential to the city's trade.

- Oak Docks - An area dedicated to the construction and repair of sturdy boats, essential for fishing and maritime transport.

- Fur and Oil Market - Famous for sea lion skins, seal skins, and whale oil, the market is strategically located away from the city. They say it was a silent agreement: trade prospers, but the smell... stays far away!

6. Neighbors of Eubenezer

Molgrind: The Smell of Prosperity, as the locals call it, is known for its tanneries and the fur and oil trade. The village processes seal and sea lion skins, which are essential to the economy of Eubenezer. The strong smell of the tanneries keeps it away from the main town, but its residents have grown accustomed to the nauseating aromas. Life is hard but communal, with frequent celebrations after successful hunts.

Ulkaheim: North of Molgrind, Ulkaheim is an arid village surrounded by hills and dunes with sparse vegetation, which contrasts with the icy waters of the sea. The village thrives on whale and walrus fishing, as well as ivory extraction. The inhabitants, skilled sailors, use small, sturdy boats to hunt these large creatures in the open waters. The inhospitable environment reflects the determination of its people, who make the most of every resource available to survive and supply the markets of Eubenezer with meat, oil, furs and ivory.

Druvask: South of Eubenezer, this is a simple village focused on oyster and clam harvesting, where residents work collecting shellfish and seaweed, essential to the regional economy. Their oysters are sold at local and Eubenezer markets. The village's quiet life follows the rhythm of the tides, marked by communal meals and long hours of rest when the sea is rough.

7. Conclusion

The city is a microcosm where traditions, economy and culture are connected and interdependent. Although tensions between different cultures are inevitable, the pragmatism of commerce prevails most of the time. For its inhabitants, each successful transaction is a victory in the quest for survival and prosperity.