

Nordhaven: The Scum City

1. Foundation and History

Before the expansion of Brukon, Nordhaven emerged as a refuge for all that is most vile and decadent. Founded by exiles from Skolt, fugitives, deadbeats, and those who needed to escape from the big cities, it began as a fetid den of crime. Situated on a coastal hill with a small river that barely meets the basic needs of its inhabitants, the city flourished, not through virtue, but through the immoral survival and unscrupulousness of its founders.

In its early years, the city depended on the plundering of villages south of Skolt, smuggling, and trading in ill-gotten goods. Its strategic location, protected and accessible to small boats, allowed it to thrive as a nest of land and sea raiders as well as clandestine traders. As Brukon grew and caravans began to pass through the region more frequently, Nordhaven became both an occasional stop for merchants and a constant threat to their lives and goods.

This run-down city reeks of filth and moral degradation that permeates its streets. It is a place where lust, violence, and the most disgusting vices are the currency.

2. Government: The Iron Hand of Disorder

It is currently ruled by the League of the Iron Hand, an alliance of gangs led by the ruthless Vorkahn the Ripper, a half-orc as cruel as he is strategic. The League imposes its authority through brute force, without written laws or fair trials. Anyone who dares to defy the gangs is killed in exemplary fashion, their bodies displayed in the streets to discourage others.

The city's "hierarchy" is maintained by fear. The League controls the flow of goods, decides who lives and who dies, and organizes attacks on caravans and ships. In exchange for a share of the profits, they provide protection to merchants who dare to trade in Nordhaven's marketplace. But even this "security system" is volatile, as betrayals within the League are common, and the inhabitants know that no one is safe from the savagery of their leaders.

3. Daily Life: Filth and Degradation

The streets are a maze of mud, excrement, and rotting food waste. Open sewers run down the hillsides into the river, rendering it unusable for anything other than waste disposal. The nauseating odor permeates the air, making it impossible to ignore the physical and moral decay of the city.

Dimly lit taverns and brothels dominate the urban landscape, where the inhabitants indulge in fleeting pleasures, fueled by cheap alcohol and hallucinogenic substances. Violence is commonplace; knife fights, muggings, and even murders occur openly, often without intervention. The only unwritten rule is to avoid defying the League, but even this is ignored by those desperate or sufficiently insane.

In a city that never sleeps, the market is a chaotic spectacle, where anything can be bought: stolen weapons, drugs, slaves, and even artifacts

looted from other regions. It is a place where ambition and depravity meet, and where any vestige of humanity is quickly consumed by the need to survive.

4. Faith

In this part of the world, religion is a devotion to a mythical figure called "The Saint of the Outcasts", a being half man, half legend, who is venerated by those who live on the fringes of society. He is seen as the protector of criminals, the excluded and those who struggle to survive, offering forgiveness for the darkest sins and liberation for those who, like him, walk in the shadow of the law. Stories about the Saint of the Outcasts have been passed down through generations, and his figure is almost a "Lord of the Lost": a converted bandit, who became an icon for defying the authorities and fighting for the causes of those most in need. His devotees believe that he helped many escape death and capture, and that his blessing can bring fortune, protection from transgressions and a better destiny to those who surrender themselves to him with faith. On the streets, one can find small chapels and improvised altars, covered in candles, blood and flowers, offering a space of prayer for those who seek something.

5. Conflicts

5.1 Internal - The League of the Iron Hand, while powerful, is constantly shaken by internal disputes. Gang underbosses often conspire to overthrow Vorkahn or seize control of lucrative territories within the city. Assassinations and betrayals are common, and instability weakens the cohesion of the leadership.

5.2 External - Nordhaven is a thorn in the side of Brukon and Skolt. Its plundering and smuggling activities have attracted the attention of the authorities, who view the city as a constant threat. However, its strategic location and the League's secret alliances with corrupt merchants make any attempt to eradicate it extremely complicated.

6. Places of interest (numbers correspond to those on the map)

1 Ironhand League Lair - A makeshift fortress in the city center, where Vorkahn and his underbosses plot and torture their enemies.

2 Market - The economic heart of the city where everything is negotiated, also the site of bloody duels and executions that are carried out for the delight of the crowd.

3 League Cave - Hidden among hills, this cave is used to store Ironhand League goods. It is guarded by traps and armed men.

4 Kravholm Ruins - An ancient village devastated by looting. Today, it is a place where thieves and nomadic bands hide.

5 Boatswain's Workshop - Where looted ships are refurbished for new loot. Stolen tools and low-quality wood are used.

6 Fre Village - A small fishing village that turns a blind eye to pirates in exchange for a cut of the loot. The locals are known for their distrust of outsiders.

7 Nordhaven Furnaces - A makeshift area for smelting looted metals. They constantly emit toxic black smoke.

8 Distillery - A distillery that produces cheap, toxic alcohol, the main source of intoxication for the locals.

9 Meat Market - Especially in the summer, this is a grotesque spectacle: cuts of meat from any source are exposed to the sun and dusty ground, while metallic-green flies feast on the open-air feast.

10 The House of Nine Virtues - The most famous brothel, where everything has a price. The name is a local joke, as no virtue is found there.

11 Thousand-Knives Tavern - A tavern notorious for constant brawls and beer mixed with river water. It is said that the owner has survived 999 assassination attempts.

12 Body Ravine - A ravine on the outskirts where garbage and the dead (or those who are no longer worth anything) are thrown. The smell is unbearable.

7. Local Celebrities (👤)

Vorkahn the Iron Fist - The brutal leader of the League of the Iron Hand, he rules Nordhaven with no mercy. He is ruthless and resolves everything by force. He loves to torture his enemies while eating pork chops.

Ysmira the Black Widow - Owner of the "House of the Nine Virtues" - Owner of the renowned brothel, she uses charm and manipulation to control her clients and rivals. Legend has it that no lover has survived a month with her.

Ragnor "Tripod" Thalsk - A former pirate who lost a leg in an ambush and now owns the Meat Market.

Helgar the Mad Distiller - Owner of the "Spirit Factory of Oblivion", known for creating drinks so strong that they cause hallucinations. He himself only has one tooth and "talks" to his favorite barrel.

Lira the Scalper - An assassin in the service of Vorkahn, she is famous for ripping off the scalps of her victims. Irony: she wears wigs to hide her own baldness - her scalp is infested with wounds.

Svetka the Thousand-Stabbed Innkeeper - Owner of the famous tavern, she is a robust woman who has survived more than 40 fights in her establishment. She carries a knife in each boot - "just in case".

Oldrik the Chattering Gravedigger - The gravedigger who talks to himself while digging graves. They say he talks to the dead, but he is probably just very lonely.

Nolla the Street Child - A 12-year-old orphan, she is a talented pickpocket. Her greatest trick is convincing others that she lost her family in a fictional tragedy.

Galdor, the One-Shelf Librarian - An exiled scholar, he keeps a small collection of stolen books in Nordhaven. His "library" is a single shelf in his damp house.

Olven, the Eel Cook - Owner of a food stall in the market, he makes horrible dishes with eels. His specialty is "rubbery stew", whether intentional or careless is anyone's guess.

Zara, the Wise Beggar - An elderly woman who lives on the streets and offers cryptic advice in exchange for coins.

8. Conclusion

Nordhaven is a latent reflection of what happens when morality is replaced by necessity and greed. A filthy, decaying city, ruled by force and corruption, where life is cheap and danger lurks around every corner. But for those willing to risk it all, it is also a land of opportunity, where profit and chaos go hand in hand. It's a place where even mud can hide gold - but at what cost?