

The Island of Iscoileánn

Iscoileánn is an island in an archipelago in the great ocean. The islands are rocky and green (much similar to the Faroe Islands in the Atlantic). Some of the other islands are called Valaeyur, Nordeyur, Vesteyur, Fiskeyur.

The islands are populated by sturdy men who live a hard life in the windy and rainy climate. They live in houses made from rock and wood (much similar to viking homes) and make their living from fishing and shepherding. The climate is rough for crops, but there is a small harvest of barley which is used mainly for bread and porridge. The men drink mead and women and children goat milk.

Iscoileánn has an ongoing feud with the people of the neighboring island, Valaeyjur. The feud started a couple of generations ago which involved a dispute over fishing though most have forgotten about the reason now.

The island is governed by the men, councils are held twice a year. All adult males are allowed one vote for each topic. The age of majority is 24. Women has no right to vote, unless they are widows.

There are three holy places on the island. Each marked with standing stones on a mountain top.

The mountains are called Tunorfjall, Freyrfjall, and Hermodrfjall.

They're dedicated to the deities:

Tunor (Animal, Community, Good, Law, Plant)

Freyr (Air, Animal, Plant, Water, Weather)

Hermodr (Chaos, Strength, Travel, Good, Charm)

The legends of old are told about elves, and dwarves and trolls and giants in lands far away are still being passed on, but nobody on the islands really believes in these things today.

The players can chose between:

Bard, Sorcerer, Barbarian, Rogue, Druid, Ranger, Cleric (Tunor, Freyr, Hermodr).

Race available:

Human; but these humans are strong and sturdy so they get +1 to Str and Con.

The players doesn't start with money, as they're poor people of the island. There's a good chance that they're have family relations due to the relatively small population. Though there's a custom to marry into families from other islands.

In case of war with the men from Valaeyjur, each strapping man can get a heavy wooden shield (round), a hide armor, a helmet, and weapon of choice from the armory.

In the armory there's handaxes, clubs, javelins, slings, shortbows, longbows and arrows, quarterstaves, shortspears, spears and daggers.

Each start with one skill rank in Profession, in one of the following professions, fisher, shipwright, shepherd, carpenter, or blacksmith.

Typical names:

<http://www.draco.dk/inter/viking/vikingnavne.htm>