



THE TOWN OF ADUA

Founded and named after the woman who first ordered the colonization of Blackmonte, the township of Adua serves as the agricultural hub for the last bastion of humanity itself.

Originally meant for the citizens of the Black Fleet, a huge wave of refugees led by the Jogundr Lord Pyter Jonsjottr were instead given the tract of land in exchange for tribute in the form of labor and absolute loyalty to King Straff.

In the modern day, many toil day in and day out, finding solace in their rural lifestyle and manual labor, working together towards the common goal of keeping the community afloat. Some however have begun to view city-life as more appealing, and a rift is beginning to open up that threatens to upheave the traditions they've had for so long...



EXPLORING THE TOWN OF ADUA

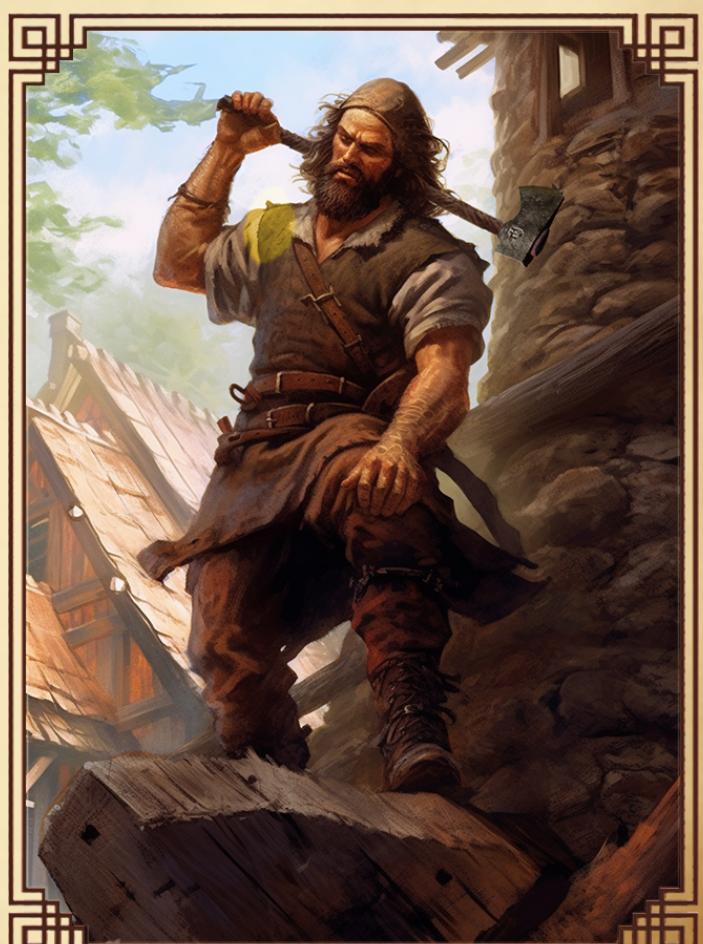


THE MILLERS GUILD

Dominating the countryside are the windmills of the Miller's Guild, an organization dedicated to overseeing the production of agricultural goods all across Blackmonte's domain. They focus mainly on ensuring food supplies are nominal regardless of the seasonal differences, and while it isn't as dangerous or exciting as the life of a warrior, it's good work nonetheless. Those that operate the windmills in particular have a certain prestige not granted to other farmers. Though there are rumors of the millers operating more shady business on the side, so long as you have the Terins...

THE LOGGERS

The loggers have a friendly rivalry with the Miller's Guild, having monopolized the forests rather than the fields. They aren't only just loggers though: Carpenters, artisans, and even some builders all pledge their allegiance to the Logger's Guild. The people who make up this group are mainly Tuvarian, but some Alendi and Dwarves have begun to join up with the guild with the promise of a bigger safety net than what they had previously.





EXPLORING THE TOWN OF ADUA



THE WAXMEN

Known for their strange attire and stranger demeanor, the waxmen are an odd lot that propped up around the local honey trade. Honey isn't just a sweet treat, but also a medical reagent and in some cases even finds its way into alchemy, giving the waxmen many avenues to earn their coin. And that's not even including the need for beeswax for candles and the like. They're an essential facet to the local economy of Adua, and without them? Blackmonte would be a lot more dim.

THE HUNTSMEN

The huntsmen are of the most privileged group in the realm, having acquired the proper authority to hunt in King Straff's domain and profit from its bounty. It's not a coincidence that the huntsmen are usually equipped with fine blades and even sometimes armor to help defend against their quarry. Some find their job as noble, while the other guilds don't appreciate how snooty some of their members can be. Nevertheless, if it's meat you seek, one must only go so far as the nearest hunter.





HISTORY & RELATIONS

FOUNDING

THE TUVARIAN & IOAGUNDR MIGRATION

Built shortly after the colonization of Blackmonte and death of Queen Adua, King Straff had ordered the construction and expansion of the outlying territories of Blackmonte. However, during the construction it was revealed that they caught the attention of a group of Tuvarians and Svelds eeking out a meager existence in the farthest clutches of Straff's domain. Instead of kicking them out, Straff offered them the township in exchange for loyalty to the crown, and the rest is history.



THE ELECTION OF LORD PYTER JONSJOTTR

Lord Pyter Jonsjottr was similar to Straff in many regards, having a cunning personality and leading his people through thick and thin. He, however, traveled not by sea to Blackmonte, but by land, navigating the perilous mist like his forefathers before him. As such, he was elected almost unanimously by his people as the first Lord of Adua, a title he holds to this very day.





HISTORY & RELATIONS

RELATIONS

INWARD BONDS AMIDST THE TOWNSHIP



Adua isn't a large place, and as such many around the town are very tightly knit when a member of the community falls behind. Even the guilds keep an amicable relationship with the townsfolk, creating a strong safety net in times of hardship.

Rivalries sometimes form, and gossip spreads quickly among those who seek to find it. They find people in Blackmonte a bit odd and generally just a bit extra, and much prefer the secluded and peaceful lifestyle granted to them in their own homes.

AFFINITY WITH THE CITY OF BLACKMONTE

The relationship between Adua and Blackmonte is a strange one. While unified in their goals and generally amicable, many in Adua believe they help Blackmonte more than they could ever help Adua itself, with their own lifestyle being more self-sufficient.

But Blackmonte provides entertainment, luxury, and class. For those wanting a better life, working hard in Adua grants one an opportunity to reside in the fine-paved cobbles and explore the fantastical ruins of yore.





VALUES & ATTITUDES

MAGIC AVERSION

After a series of scares about a decade ago with spectral ghouls, the people of Adua tend to see any mage as a threat to the community. At best they can be given dirty looks, but unfortunately for the magically adept there is a long history of Aduans forming raging mobs that hunt down witches, wizards, and warlocks under cover of night.



A HARDY PEOPLE

Whether it's the air or the tireless labor, Aduan natives are in quite good shape for what are supposed to be peasants. Their access to the freshest and cleanest produce are the likely culprits, but elders of the community usually tout that Aduan honey holds healing properties not seen anywhere else on Akand.

