

## Brugstad:



Location: Blue circle, top left corner on the Zainab Continent.

Separated from most other civilizations on the edge of the frozen continent, Brugstad is a large town that settled long before known history.

The town itself is built between the two ice-cliffs on the edge of the continent, protected from the large predators and biting winds above. Large bridges made of a mixture of ancient woods, metals and bone, repaired with more modern variants, cross the huge gap between the cliffs, and form the base for the settlement. Ropes driven deep into the ice and frozen over hold up the bridges, preventing the platforms and buildings that house this population from dropping into the oceanic waters below them. Rope ladders swing between some of the bridges vertically, providing a quicker way of getting around for those strong of heart. The majority of the town sits suspended, housing, shops, healers and the leaders all in a busy tangle.

A few scattered buildings are on the main-land atop the cliffs, which are used for rare communications and trades with other settlements, with one bridge path leading up and cresting onto the continent. Another singular, heavily repaired, bridge path leads down towards the ocean, ending in a wide platform 15 meters above the water, where fish seeking rest from the full fury of the waves reside. From here, the townspeople feed themselves, with many of the residents spending their days with long fishing poles, nets and tethered spears telling tales as they bring in the daily catch.

The fish brought in are used for much of Brugstad's day-to-day life. It's the primary food source, but the skin from the fish is also used by the healer for small injuries to promote natural healing. The bones from larger specimens have brought the tools that have been used for centuries and passed down between the generations, generally being fine and delicate, but sturdy tools such as needles. Sometimes large carnivores of the sky or main-land will come close enough to the stop of the settlement that a land hunt will be engaged, the materials from the other beasts valuable.

These materials, primarily the fish-bone tools, produce the majority of Brugstad's value in trade to other settlements. The people trade their handcrafted tools for food items otherwise inaccessible, fruits and vegetables being the primary focus, but dairy items and sweet treats being a luxury purchase if the haggling is in their favor..