Grunwald

Summary

Grunwald is a large island and region constituting the southernmost territory of Skyss (also known as Heimdal). It is geographically distinct from the northern mainland due to its deciduous forests and relatively temperate climate. Historically significant as a habitat for Elves and the forests are the seasonal summer residence for the matriarch Alfarinn, it serves as a vital agricultural and timber resource for the Skyssian state. Politically, the region is represented by the Earl of Grunwald, one of the nine Electors of Skyss.

Description

Geography and Climate

Grunwald is situated to the South-West of Kronstadt. It is characterized by round-leaved (or deciduous) forests, which stand in stark contrast to the coniferous and arctic landscapes of the northern Heimdal interior. The island's eastern coast is visible as a long smudge on the horizon for vessels quartering south-westerly winds from the capital.

The climate is notably warmer than the arctic circle regions, though it still experiences the seasonal return of long nights in the late summer. This warmth facilitates a different type of horticulture than the reindeer-herding and ice-fishing prevalent in the north.

Political Governance

The region is governed by the **Earl of Grunwald**, a high-ranking noble whose office carries the status of an Elector. As one of the nine Electors of Skyss, the Earl participates in the selection of the King (who serves at the pleasure of the Council of Electors). The Earl's position is semi-hereditary, typically chosen from suitable family members, and is essential for maintaining the administrative balance of the Skyssian monarchy.

Economy and Trade

The island's economy is primarily maritime and forest-based.

- **Timber and Forestry:** The deciduous forests provide hardwoods that are rarer in the frozen north, many go to the shipyards in Kronstadt while others are exported across the continent.
- **Fishing:** Settlements such as **Brevik** are dedicated fishing villages, contributing to the exports of fish and oil that sustain the Skyssian trade balance.
- **Logistics:** The port of **Knarvik** serves as the primary logistical hub for the island, linking overland travel through the forests to the maritime routes monitored by the Board of Trade.

Personalities and Lore

The Elven Legacy

Grunwald is reputed to be a ancestral haunt of the Elves. The mischievous and unaging nature of the elven race is deeply interwoven with the history of the island's deep forests. Alfarinn, a demi-god matriarch with significant elven blood, has used Grunwald as a nomadic sanctuary for centuries. She and her household of daughters typically occupy the forests through the summer moons, moving south toward Estreham after the autumn equinox.

Recent Activity

In 774 AM, Grunwald became a point of interest for the Department of Resolutions. Yngvild the Fierce and Noren, travelling incognito as “Ingwald” and “Arne,” utsed the island as a transit point while evading the agents of Rojden. It was during this period that Noren identified the island as a location he had dreamt of, leading to his eventual reunion with the tail of his mother's household, albeit missing their ship *Nordic* which departed for Caratis before they reached knarvik.

Major Settlements

- Knarvik: The primary port of the island and a major destination for Skyssian merchant vessels like the *Thunderbird*.
- **Brevik**: A small, specialized fishing village located along the coast from Knarvik.

Relationships

People

- Earl of Grunwald: The sovereign governor and Elector representing the island.
- Alfarinn: An ancient hero who maintains a seasonal residence in the deciduous forests.
- Alfinna: A daughter of Alfarinn and master craftsman who has operated within the Grunwald forests.
- Noren: Identified the island through prophetic dreams.

Places

- Heimdal: The parent nation of the Grunwald electorate.
- Kronstadt: The capital city located North-East of the island.
- Estreham: The southern temple where Grunwald’s seasonal inhabitants flee for the winter.
- Continent of Osnines: The wider landmass which Grunwald serves through trade.

Concepts

- Council of Electors: The governing body to which Grunwald provides a permanent member.
- Board of Trade: The authority that regulates commerce in Grunwald's ports.

Skyss - Story Background	Characters	Skyss - Places	Pantheons of the World	Other Background

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