Viriskali

Services and Citizens

*Viriskali is a moderately sized town at the western edge of our proud kingdom of Loriene, in a region known by many folk as the West Marches. The town rests on the Central Elin Plain and is the main hub for a few small suburban communities, mostly based around agriculture. It is home to between three thousand and four thousand souls, making it the biggest inhabited center in the surrounding lands.*

*Viriskali's extreme remoteness has contributed to its reputation as an underdeveloped backwater, attracting an assortment of misfits and outcasts from all over the kingdom and beyond. Neighboring councilmen often speak of Viriskali in words of caution- "We must put a stop to this sort of thing, or we become like Viriskali." The untamed wilderness around the town is the stuff of many a legend, promising adventure and untold riches alike. His majesty and the council prefer to not speak much of Viriskali, although reports indicate the town is, for all intents and purposes, relatively safe, as long as one does not venture beyond its walls. The Kingdom of Loriene maintains a garrison of 300 guards in Viriskali to secure the borderland.*

-West Marches Wiki

## Frelka’s Tavern

An infamous tavern of ill-repute and a gathering place for social outcasts seeking riches, social status or adventure in the wild frontier of the West Marches. The bar is run by Frelka a wise former adventurer who enjoys a good story and is sympathetic to those of his ilk. Many an adventurer has stayed the night and in the past those that gathered carved maps and notes of the surrounding wilds into the large oak table. One night, a particularly violent bar fight shattered the table and its remains later became firewood for the harsh winter. New adventurers once again take up the tradition carving into the table's successor.

## Temple of the Border Wall

The major temple of Viriskali, which is dedicated to Hverra, sometimes shortened to "Verra". Hverra is the goddess of borders and protector of towns. Her temple's presence provides peace of mind for the citizens of Viriskali, who wish to ignore the dangers of the nearby wilderness. The goddess and her followers were rumored to be instrumental in fortifying the town in times past, and are believed to be the reason Viriskali stands as a safe haven to this day. Elleth Salte is the primary parishioner of the temple.

## Rust and Steel

Viktov Rustbeard is the blacksmith for the town doing repairs on carts, horseshoeing and the like. Given the right equipment he could create weapons and armour for adventures, currently he is only able to provide repairs - for a price.

## Odd Ends

The Shop in Viriskali that sells and buys everything from “Found” goods to supplies to simple weapons. The shop is run by a balding man named Prosper. He is a former thief although he would say otherwise, who has turned himself on to a more reputable path.

## Horus’s Antiquities

The cramped shack on the edge of town is home and work of Horus the elven mage. Horus precures and sells spell reagents in small quantities. He spends most of his time out in the surrounding area looking for ingredients and reagent. When in town he rarely ventures beyond his shack.

## Mayor’s Manor

The mayor's residence is the home and office of Mayor Aered Bertholme. Located in the center of Viriskali, the sturdy stone mansion contains a lavish interior used to entertain the occasional representative of the ruling class. The Mayor's office also approves and manages the sale of all properties in Viriskali.

## Amos’s Gambling Hall

The hall sits behind a row of low houses that obscure it from the passers by on the street, providing some privacy for the activities that take place in and around the hall. “Famous” Amos is the owner of the establishment and general operator he employs a few women to serve the customers drinks but the majority of the operation is run by him. Guards, thieves, smugglers and other less than reputable types come to gamble and drink.

## Garrison

Viriskali Garrison is a garrison of about 300 soldiers deployed by the Kingdom of Loriene to secure their interests in the Central Elin Plain. The garrison guards the village of Viriskaliand persecutes normal outlaws, however when strange or unnatural forces are involved the garrison has a tendency to avoid the issue. Although frowned upon by the captain, the garrison has a reputation as a place to find a quick gamble over a game of cards.

## Hungry Horse Stables

The stables found in Viriskali, run by a human woman named Serazilme. Horses, ponies and horse supplies are for sale or rent. As horses are quite expensive beasts, Serazilme requires any who wish to rent to provide a drop of blood so that they can track the horse down should it not be returned.

## Viriskali Library

The library contains texts on a large range of subjects and is maintained by Walton an elderly librarian. You may "peruse the stacks" for 2gp per person. Although, there may be increased costs for a character's suspected of stealing.