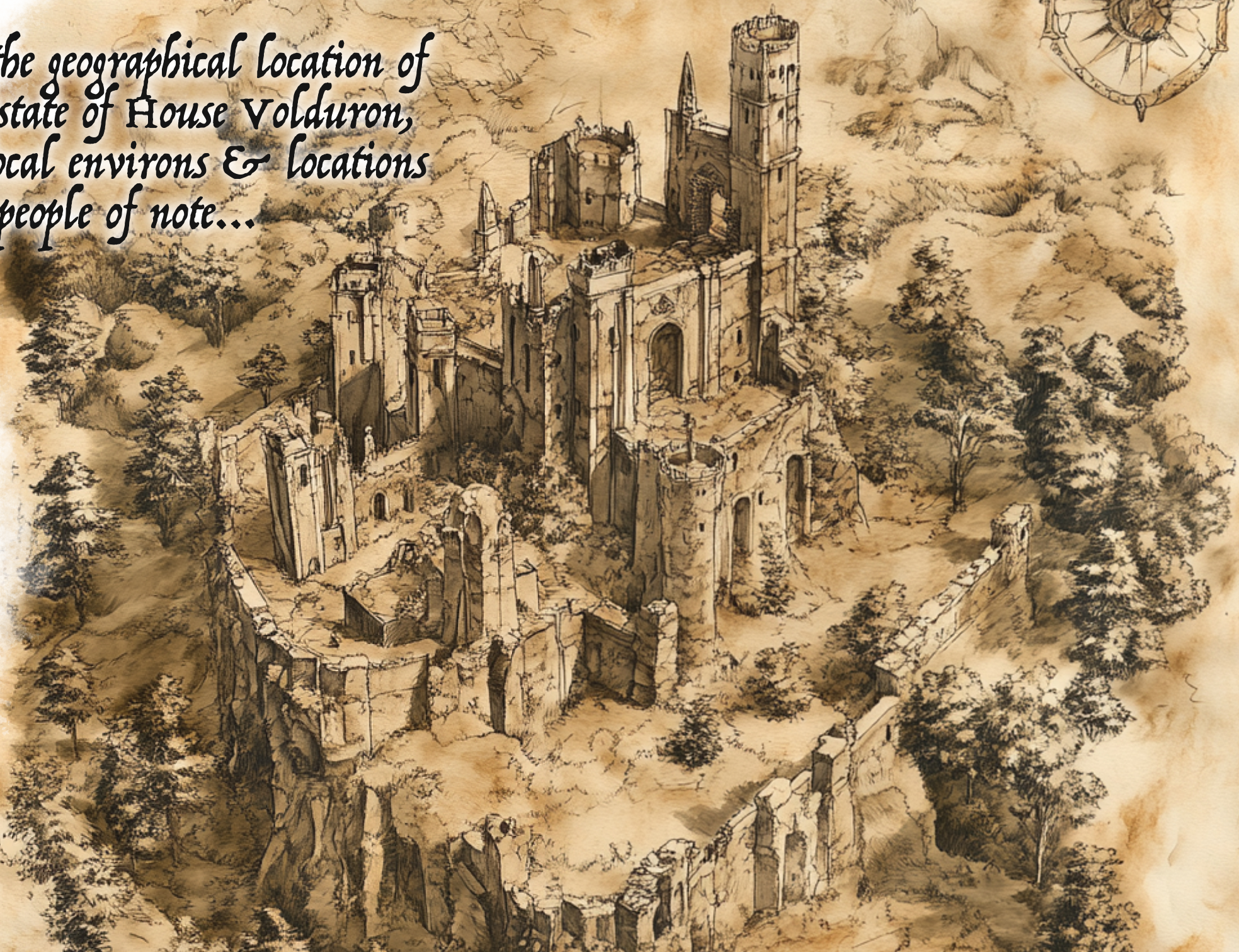
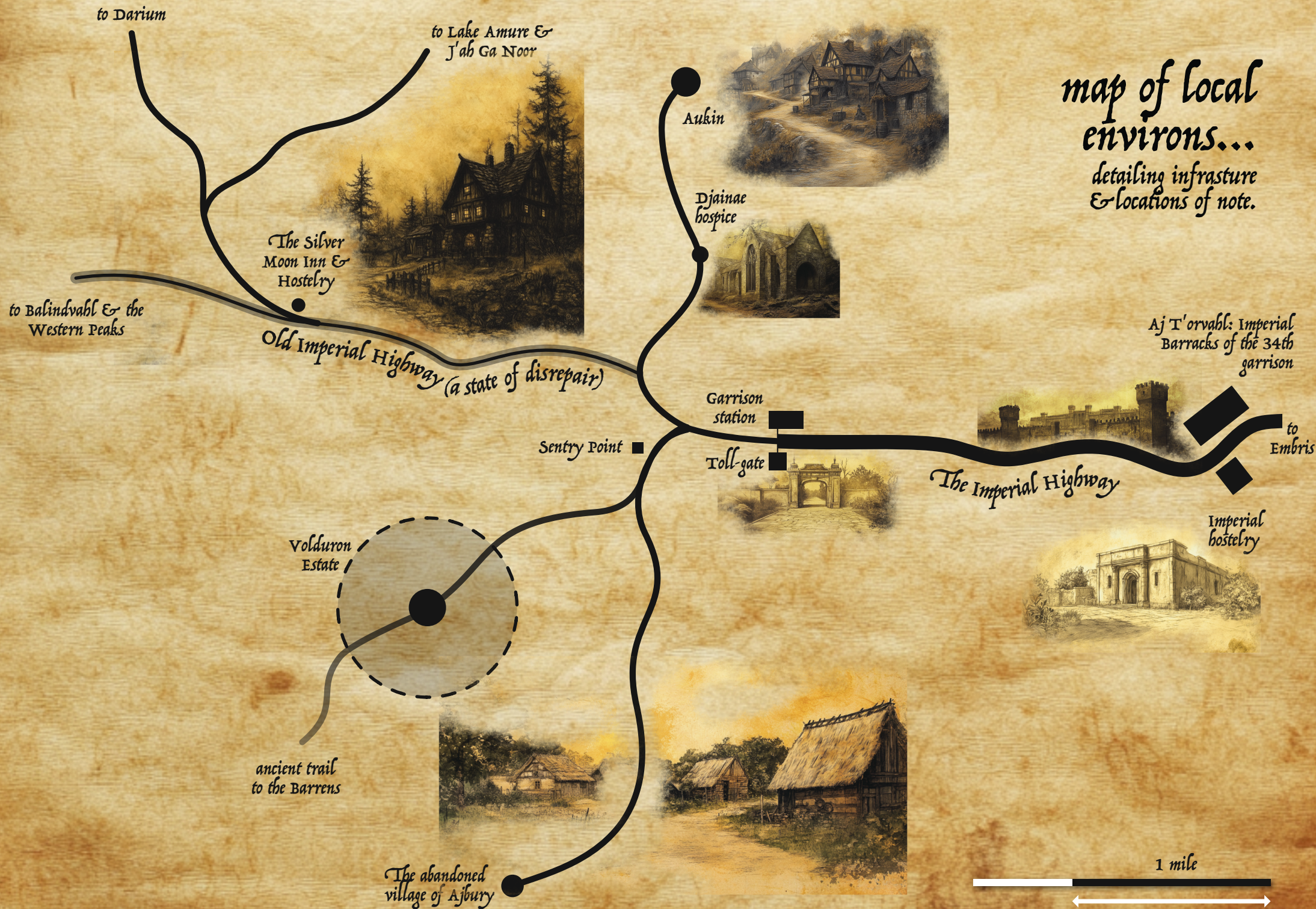


On the geographical location of
the estate of House Volduron,
its local environs & locations
and people of note...



map of local environs...

detailing infrasture
& locations of note.



The village of Aukin...

Situated north of the Voldurion estate where the more level land begins to rise into steep hillsides of exposed rock, the village of Aukin has been constructed around the 'Auk' a fast flowing stream which facilitates the mill there. In addition to a mill the village also benefits from the presence of a smithy, and so the souls that live here, although they exist mainly at a subsistence level are unusually lucky with regard to the facilities that they can enjoy. There is enough forestry and wildlife to support living and with a local Djainaē hospice, and also the relatively close presence of the Imperial Guard, the inhabitants of Aukin could be said to lead a blessed life. The occasional passage of merchants and their goods to Balindvahl allows for a small modicum of income and the ability to obtain certain 'exotic' provisions should they have any specific requirements, and so this isolated community manages to maintain itself year on year without too much strife.

Due to the fall of house Voldurion, Aukin itself occupies a 'grey area' politically speaking. Though officially now tithed to house Ma'rich, having made no approaches, entreaties or requests, it has been completely left alone ~ possibly forgotten about. A recent request to the Imperial Djacium for a successor to the local Hospice Administrator, however, may see this status quo all change.



A selection of characters from Aukin...

Aukin is a small village (more hamlet) consisting of a population of around fifty five people distributed over around seventeen families. Most have been there for generations but a few outsiders have arrived and settled in recent years.

~ Gorn ~



A woodcutter from Aukin, with a reputation for being cantankerous, Gorn prefers his own company and enjoys wandering the forest by himself. He has a deep knowledge of the woods and the local flora and fauna and has built up a wide set of skills over the years. Although he would not consider himself a hunter, he would not be amiss selling his time as a tracker and would do well at the job - but would not partake this work if it meant killing animals. He is deeply respectful of nature but at the same time fascinated by it which has on occasion put him in dangerous situations and has lead to injury.

~ Bernth del Tor ~



A master smith, time served at Anzibar ~ the mining capital of the north ~ Bernth moved to less extreme climes in his mid-thirties. Having wandered the roads and byways of Or for some reason that he can't quite put his finger on, the small almost invisible village of Aukin is where he finally made home. Reknowned locally and somewhat further afield as well, Bernth's work is highly valued. Regularly employed by the Imperial Garrison he has his own forge there as well, should the work demand it. Married, but without children, he lives a quite life.

~ Huril Bo'Sinia ~



From the Southern Isles, Huril set his roots down around fifteen years ago whilst passing through with a merchant caravan destined for Balindvahl, serendipitously taking over from the village miller Borsath who had recently died. Huril, although himself then a sea trader harkened from a family of millers, and sick of the tradesman's life decided to change course and navigate a different sea. Now married to Dystra and with a daughter Corib, he is firmly settled in Aukin and although at times hard, enjoys his simple life and family.

~ Dystra B'ek Muri ~



A Manzani sea merchant, Dystra fell in love with a Southern Islander and gave up her faring days. Now living as part of the small community at Aukin, she has swapped weaving nets for baskets which generates a small amount of income in selling them to the merchant traffic to and from Balindvahl. Mother to Corib and wife to Huril the miller, although settled, it is true to say that she misses the open waters and her Manzanian family and culture. Whether Aukin will remain her permanent home is something to be determined...

~ Corib B'ek Huril ~



Daughter of a retired Manzanian sea trader and Aukin's miller ~ himself harkening from the Southern Isles ~ Corib is the youngest child in Aukin and as such enjoys almost free reign amongst the villagers and their lives. She can be found almost anywhere, laughing and giggling, mainly on the scrounge for biscuits and fruit. She is well loved by the whole village and is always occupied, when not pilfering, with some imaginary tale that she is acting out. When available, she will latch onto Alsya whom she views as a big sister.

~ Osif ~



His family line is one of the oldest in Aukin and therefore he can probably map most of the villagers to his family tree. Were it not his propensity for alcohol, he would probably be recognised as the village 'elder' though this is not an official title held by anyone. From a long line of cultivators, Osif tends and maintains a set of terraces up on the higher slopes slightly north of Aukin, providing food for both his family and for the other inhabitants. Father to Alsya and husband to Murim, he finds coping with life in Aukin isolating and difficult. Hoping to have found a companion in his wife, the age difference has always been a barrier.

~ Murim gim Osif ~



Murim, an orphan from Ha, a community located some thirty miles north towards lake M' Armure - her parents both dying of cutcheek in the same season - arrived in Aukin that same summer via an arranged marriage with Osif. A relatively young bride, she birthed Alsya the subsequent summer but due to complications can no longer have any more children. A skilled seamstress, she exhibits a calm and well-presented demeanour which masks the undercurrents of a fractured and strained relationship with her older husband.

~ Buril del Arla ~



A more mature and conscientious character after nearly dying last season of a horrendous instance of cut-cheek, Buril, once renowned as an almost feral child and considered the village trouble maker, seems to have turned a corner in life and calmed down. Actively helping with the care for Djainae Imedra when necessary ~ a debt he feels the need to pay back for her efforts in tending to him ~ he has also taken to assisting Osif on the terraces from time to time and looks to be making efforts to find his way in life. Having roamed the environs of Aukin and Voladuron unchecked for most of his childhood he has an extensive knowledge of the area.

Daily life...

Life in Aukin changes little on a daily basis, cut off as it is from the majority of the outside world. As can be gleaned from the character descriptions the 'comings and goings' of the villagers would be more accurately described as 'stayings'. With regard to the characters outlined (and some from the Silver Moon Inn) one may happen upon Gorn, Buril or Eynaria wandering the forests whilst Osif and Merln may be encountered on the forest path in the evening either going to or returning to the Inn. The bark of Puddles may on occasion be heard echoing through the trees and a glimpse of his black coat streaking amidst the trunks may be caught as he follows whatever scent he has picked up. Other than this it would be true to say that there are very few events of note that may be happening.

Wildlife is plentiful with a vast variety of woodland flora being present in the region along with an array of typical animals that can be found throughout Or. Whilst this will include a fair share of predators, there are enough people in the village to dissuade most, if not all of them, to steer clear. Bears can on occasion be a problem in the winter months when food is a scarcity and it has been known for a gripper snake to be spotted once in a while. In such instances good communication between the inhabitants generally mitigates the problem and there are enough souls to band together and hunt down anything that is truly deemed a threat.

~ Gyrsa ~



Gyrsa was an original inhabitant of the estate village at Aukin. Whilst all other workers left the region, Gyrsa was the only one to stay, moving to Aukin immediately after the uprising. She worked on the Volduron estate and served in the main keep ~ a co-worker and friend of Arya dar Vel ~ her world was utterly devastated by the events that happened. Never truly coming to terms with what happened, she has survived mainly due to the kindness of the community at Aukin. Known as 'Mad Gyrsa' she is supported as best as she can be. She talks little and what utterances she does speak are usually accompanied by tears and head shaking.

~ Eynaria ~



Native to the area, Eynaria is a slight mystery to most. Although she maintains a small dwelling in Aukin she seems to come and go as she pleases sometimes disappearing for weeks. She has a deep love of nature and can often be found in quiet contemplation of the waterfalls at Caulaton's Gilt. She has a very calm, gentle and pleasant way about her which is possibly why her idiosyncracies are ignored and she is accepted by the community. Always on good terms with Djainae Imedra, she helps care for her at 'the manse' along with Alsya, when she takes a turn for the worst. Through this relationship she has grown close to Marlin.

~ Marlin T'Orr ~



Stationed at the larger military barracks further East towards Embris, Marlin was part of the contingent of soldiers that raised Volduron. After the incident he was transferred to the Imperial Highway Guard and stationed at Aukin Barracks where he remained until his retirement. Well liked by the locals & having spent most of his life in the region and feeling at home here, he decided, on retirement, to use his savings to buy 'the manse' ~ the original small holding around which the village of Aukin gradually grew ~ modestly renovating the property. Although unmarried he enjoys a somewhat romantic relationship with Eynaria.

~ Demerin gim Hem ~



'As tough as old boots and the boots were probably made from my skins'. Demerin is an unusually hardy woman in what many might describe as an abusive relationship, except she enjoys it and deals back as much abuse as she is given, in many instances being the instigator in the first place. She has known Hem all her life and although the couple are childless, though not by design, they exhibit a truly deep connection with one another and in most circumstances, in their presence, one would sense a profound sense of love between them. Due to their livelihood they are not often at Aukin for long periods of time.

~ Hem del Ham ~



Probably the most entrepreneurial inhabitants of Aukin, Hem and his wife Demerin are both trappers and could also be described as merchants. Taking their furs, skins and pelts to the tannery in Ha, they occasionally purchase goods there and move them to Embris for shipping to the southern isles or simply selling them at the port town to locals. Although never separate from one another ~ they would describe themselves as soul mates ~ they are an argumentative couple with arguments sometimes turning violent. Each gives as good as they get but it can be an uncomfortable and disturbing sight to be around.

There are of course other villagers in Aukin, some have similar roles or contribute to the work carried out by those described above. As noted, it is a functioning community but, due to its isolation, one which is teetering on the verge of collapse.