

NWB assignment, Justin Brighton, 2306759

by Justin Brighton

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Location Overview

The Dwarven fishing settlement is located close to the slopes of a mountain range in a protected cove along the seashore. With cliffs made of sandstone and durable slate, the cove is situated inside a small bay that has been sculpted by glacial action. Smooth river stones and sporadic metamorphic rock make up the riverbed. Iron ore and maybe galena can be found in the nearby slopes. The dwarves have used natural caves to construct their dwellings and workplaces into the slate cliffs. They use sustainable practices and a variety of fishing tactics. Potential risks to the community include seismic activity and sporadic sediment discharge. A dwarven fishing settlement on a remote bay is called The Glittering Grotto. The Salty Barrel Tavern, the Boulder Bridge, the Old Fisherman's Shrine, the Cliffside Halls, and the Rivermouth Watchtower are its defining features. As a result, an area of untamed beauty is created, showcasing the Dwarvens' inventiveness and bond with the sea. The Dwarven fishing hamlet can be used as a source of special resources, a food supply, a coastal defence post, a centre for marine trade, or an independent settlement. Depending on its particular setting and the events that surround it, it may also be a hidden sanctuary or a source of special resources. It may also be an economic centre that exchanges fish for goods, a strategic location that provides coastal defence, a cultural centre that preserves distinctive customs, or the repository of secrets.

Key Figures 1

The first character would be Klidin Ironhook. This is a male seasoned dwarven fisherman that has earned his nickname, Ironhook. He wasn't a good fisherman but had a determination that's unwavering while learning trade from his father. Klidin had earned this nickname as he had saved his village from starvation while facing storm with his resilience and perseverance. His tale highlights his fortitude, talent, and steadfast dedication to his community. He is more than just a fisherman; he is a representation of optimism and the unwavering spirit of the dwarves. In the village, he is a local hero and protector that he has some influence that makes him have a role as leader among the fishermen or a role within the villages well-being or anything that would be related to fishing.



Key Figures 2

The second character is Dagna Stoneheart. She is a female Dwarf that has denied the roles of the gender roles and has developed her skills in fishing. Because of her tenacity and fortitude, she was given the nickname "Stoneheart," and her tattoos document her life and accomplishments at sea. She is a legend and an example of defying expectations, not simply a fisherman. Her elaborate and symbolic tattoos, each of which is a tribute to a hard-won triumph, or a lesson discovered, chronicle her time at sea. She is a symbol of strength and self-reliance and proof of the effectiveness of going against the grain. On land and at sea, she is a formidable presence.



Key Figures 3

The third character is Grimbolt Wavebreaker. Grimbolt wasn't born into the sea life, but he is a seasoned sea captain with a chest-length beard of salt and pepper. In a small, landlocked community, he worked as an apprentice blacksmith and preferred the clang of hammers to the groan of wood against the waves. He would have a fateful encounter that would have Grimbolt drop his hammer and swap to a rope. He would then create a ship that would become a Legend since he can manoeuvre using his sharp mind and his determination that's unwavering. Every time he would set out at sea, even in the harshest of weather, he will be able to return with a bounty.



Landmarks and Geography

Landscape

The village has some dark stone buildings clinging to the slopes of a jagged mountain overlooking a rocky, dangerous coastline and a crucial but unpredictable sea, the Dwarven fishing community is a rough, dramatic scene. The buildings are clinging to the hillsides like barnacles on a ship, they are compact and robust. With winding, narrow staircases connecting levels, many are multi-story buildings. Roofs are steeply pitched to keep out the snow and rain that fall frequently. They also have the drying racks, fishing nets, and the occasional rebuilt boat stretched across rooftops and balconies add to the village's rich, almost chaotic quality.

Geography

A Dwarven fishing village's identity, business, and culture are all influenced by its geology, which reflects the dwarves' inventiveness and close ties to the soil. Since its village is in a mountainous terrain, its able to also provide the dwarves buildings as a foundation for the village since its made from Granite and schist. The village is also by a coastline too. The coastline is made up of rugged shorelines and sharp cliffs that have been sculpted by tectonic action and erosion. This makes fishing difficult, but it also makes natural harbours available. It is also their main source of fishing since the sea has reefs and undersea ridges, its impact to marine life is huge. Since they live in a mountainous area, they have access to streams of mineral-rich freshwater. This water source is vital since it is for irrigation and drinking water flow down from the mountains.



How does other people in middle earth see this village

The village has its significance in its culture. Due to the village's area, the Dwarves have a long history of engineering and craftsmanship because of their deep-seated affinity for stone and metal in their natural environment.

The area of the village is easy to be accessed as well, alongside being protected too since some people go to this place to seek trade opportunities or as seen as a refuge for those that are travelling.

All these sound good and all but due to the mountains geology, it makes traversing it a bit hard. The sea can also affect how hard it is to traverse since the sea is unnatural. However, the Dwarves that live in the village know how to navigate through and showcase their skills of adapting to the new surfaces and their resilience as well.

Political and Cultural dynamics

Political

The village would have a council of elders. This would mean that in order to balance tradition with the demands of a changing world, a council of elders would be an essential institution in a Dwarven fishing hamlet. The prosperity and durability of the community would depend on their capacity to handle intricate social dynamics, prudently manage resources, and conserve cultural legacy. Consensus would be used to make decisions, with a focus on debate and discussion. An agreement that represents the greatest interests of the community would be reached after elders shared their points of view. If a conclusion couldn't be reached, they would then call a majority vote to resolve the tension that a discussion had made. In order to ensure that the village prospers without destroying the environment, the council would supervise the sustainable use of regional resources, such as fish stocks and mineral deposits. They would set mining rules and fishing limits to strike a balance between ecological protection and commercial demands. There might be an effort to promote more modern concepts that go against customs as younger dwarves get more involved in village activities. It would be necessary for the council to adjust while honouring long-standing traditions.

Cultural

The Dwarven fishing hamlet, which values craftsmanship and a profound love for the sea, flourishes on strong ties to the community. With close links to family and genealogy, Dwarven civilisation is frequently structured around clans. Within the hamlet, each clan may have its own customs, tales, and duties. In order to promote interdependence and cross-cultural interaction, the fishing hamlet would trade with neighbouring communities, trading fish and handcrafted crafts for agricultural products. It would be typical to have festivals honouring clan accomplishments, harvests, and the fishing season. These gatherings would strengthen ties among the community by include storytelling, feasting, and traditional music. Because the dwarves rely on the sea for their livelihood, they have a great regard for its strength and resources. Their customs and folklore would reflect this link. Cultural values would highlight their relationship to the environment by emphasising sustainable fishing methods to maintain the health of marine ecosystems. Since this is essential to the dwarves' way of life, they have a great regard for its might and resources. This connection would be represented in their customs and mythology. To maintain the health of marine ecosystems and demonstrate their relationship to the environment, cultural norms would place a strong emphasis on sustainable fishing methods. Dwarven culture is not complete without music, which frequently includes instruments like flutes and drums. Songs that tell stories of bravery and adventure may honour their heritage. The town would probably display elaborate sculptures and carvings that exhibit its artistic abilities and cultural themes. Their culture, which is led by knowledgeable elders, is full of customs, storytelling, and sustainable practices.



Bibliography

All images shown have been created by Opera GX Aria AI

FINAL GRADE

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GENERAL COMMENTS

Overall an interesting introduction to a new location that could exist in the Tolkein universe. There has been good thought given to the location and culture of this group, with landmarks mentioned. I think this would have benefitted from a wider connection to the surrounding world, along with the implications of outside culture affecting those in the settlement. Also ensure that you are formatting your work consistently throughout and use a figure list for any images.

 A voice comment was left for this paper.

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