

Smokey Ridge

- Population:** Approx. 600 people
- Location:** Straddling the river Terasin in the hills to the northwest of the Great Forest.
- Government:** Council of Guildmasters
- Industries:** Mining (Coal and Iron), smelting, forging.



Notable Laws: No commercial activity may be undertaken without permission of the relevant guild. If there is no relevant guild, one must be registered with the Town office.

To sit on the Council a guildmaster must be responsible for a guild with at least 10 members. Exceptions may be made at the discretion of the Council.

Notable Guilds and Persons:

Ore Miners and Smelters guild: Guildmaster Ofhereron Able. Guildmaster Able's discovery of a vein of iron ore, and akashic recall of advanced techniques for its extraction were the seed from which Smokey Ridge grew. This guild is the naturally the town's largest. Guildmaster Able is now old and bedridden, but retains his wits and akashic abilities.

Coal Miner's Guild: Guildmaster Kebin Teneth. Kebin's predecessor used a map found in old Rhisan to locate and reopen a forgotten coal mine nearby, providing an invaluable source of fuel for smelting operations. He recently passed away, and Kebin was elevated to Guildmaster, over the objections of the deceased's family. The coal miner's guild is the second largest in Smokey Ridge.

Forester's Guild: Guildmaster and Guildmistress Hal and Diane Woodmet. The foresters guild operates a combined logging (Hal) and hunting (Diane) camp on the edge of the Great Forest, supplying lumber, fuel, food and related products to Smokey Ridge.

Merchant's and Storeperson's Guild: Guildmistress Sevanna Haleheart. This guild includes all the storekeepers in Smokey Ridge, and anyone else who might deal with visiting merchants. Sevanna runs the End of the Road Inn and stables, and can often be found doing business with visiting merchants over the bar. She also has a hefty ownership stake in the "general store" across the road.

Smith's Guild: Guildmaster Clive Applestaff. Those who actually work the extracted metal belong to this guild. It was until recently part of the OMS guild, but the smiths felt the value of their skilled work demanded greater recognition. While not an instigator of the split, Guildmaster Applestaff was the one who managed to keep the affair relatively civil.

Watchhouse Guild: GuildCaptain Reginald Swift. Smokey Ridge has a small standing garrison for manning the walls and towers or riding quickly to the scene of bandit/hill tribe raids while the regular militia is assembling. GuildCaptain Swift is also responsible for the training and organisation of the militia.

Growers Guild: Representative varies. This guild represents the herders who graze animals on the surrounding hills.

Explorer's Guild: c/o the Town Clerk. Those who wish to prospect in the area surrounding Smokey Ridge, or otherwise use the town as a base of operations for ventures into the mountains must register as part of this guild. It does not have a place on the council or any formal structure beyond a process for registering valuable finds.

Notable Persons continued:

William Eaves: the town clerk. For outsiders, most transactions (registrations, applications) with the guilds are done through the Clerk's office. Many of the townfolk also make use of the services offered, including scribing. William and his three assistants are aware of almost every transaction and occurrence of any significance in Smokey Ridge, but also have a deserved reputation for confidentiality.

Alistair Darkbane: Master of Ceremonies. This greenbond is a guild unto himself, although he takes on apprentices from time to time. He performs many valuable services about the town and has an "advisory" position to the council.

Notable Places:

The Town Hall: An early and enthusiastic project from the early days of Smokey Ridge, the impressive town hall is still significantly larger than it needs to be to house the town clerk's office and most guild meetings.

The Bridge: A fortified bridge spans the ravine through which the river churns below. It is built on the foundations of a much older structure, and provides two lines of defence against attacker from the far side of the river.

Tribute to the Lost: a large statue of a miner swinging a pick has been erected on the town side of the bridge. Next to it is a plaque recording the names of those who have perished in mining accidents or raids. There is also a sculpted pool into which miners will throw a small stone for luck each morning as they leave town.

Merchant's square: Just inside the town gate, with stables and inn on one side and the town's main store on the other, this is where most visiting merchants stop to do business.

The Graveyard: surrounded by a stone wall the graveyard lies in the north of the town. It is maintained by Alistair Darkbane, who ensures the dead keep to their rest.

Smelters and forges: on the far side of the river are the smelting towers which produce the cloud of smoke for which the town is named, along with their piles of fuel, and the forges where the recovered metal is formed into bars for transport and trade. Beyond this are the piles of slag left behind accumulated after the smelting process. Actual smithies are located within the town.

Inns and Taverns: Most merchants stay at the End of the Road Inn and Stables near the town gate. Smaller (or poorer) groups may find the Dozy Bear inn a better place to stay, and the Stone and Smoke tavern a good place to eat, drink and mingle with the locals. Both of these are located to the west of the town hall.

Seble Longshot has just opened a tavern on the far side of the river (outside the protection of the town walls) to which he is attempting to attract miners returning to town in the evening and workers from the smelts and forges during the day.

Other Notes

Smokey Ridge is a very dirty town, covered in a layer of soot from the smelter towers and forges. The majority of the population rise before dawn and walk or ride on wagons up to the mines, which are both a distance to the north. There they work for the day before returning at dusk. The wagons bring loads of ore and coal back to the smelters.

Thick stone walls define three sides of the town, and on the side fourth is a ravine through which the Tarasin river flows with some force. It is possible to ford the river at either end of the ravine, some distance from the town. A guard is kept on the bridge and the town gate at all times.

The town relies quite heavily on trade with Khe-Rhisan for food, with the produce from the Forrester's and Grower's guild being more supplemental in nature.

Smokey Ridge produces it's own iron and steel "marks" as currency, but also accepts Khe-Rhisan marks. People leaving the town may exchange their local marks for something more widely valued at the town clerk's office.