

Continent: Survahl**City/Town: Alloy City****Town Name**

Alloy City (The City of Moons and Triangles)

Location

Far West of the Ghastly River, southwest of Bry, Alloy City lies on the western coast of Survahl.

General Information**Town Description**

Built to honor the first of their race, the City of Moons and Triangles was constructed in a very precise manor. At the center of the city is the Zenith Hall, and all other areas radiate out from this place. The city itself is designed in a huge, perfect circle with the Zenith Hall as the center. There are four wards of the city itself, each making up exactly 25% of the city: The Manufacturing Ward, The Import/Export Ward, The Residential Ward and the Reclaimed Metal Ward. Roads and avenues bisect each of these wards in a precise fashion, and the Gearlings built this city with no wasted space. It is a marvel of precision.

Population

Alloy City was settled by Gearlings, and most of its population is Gearlings. There are a few non-Gearling races, but these are merchants who have come to the City to sell their wares. Gearlings make up 98% of the population of Alloy City and the total population is approximately 10,000.

Government

Alloy City is ruled over by The Throng, as are all Gearlings. Alloy City's Throng consists of the following members: Cosecant, Triangulation, Radian, Gamma, Arcsec, Asymtote and Integral. Their word stand as non-negotiable, and all follow, except for Those Without Seven. This group does exist in Alloy City, however, their numbers are very small.

Townfolk

As mentioned before, the City is comprised of mostly Gearlings. As such, this Crush is well organized for the good of the Collective. All Gearlings in Alloy City have their jobs and their roles, and they do them to the best of their ability. They are steadfast in the way they do things, and rarely deviate from those established patterns.

Military

The city itself maintains a small standing military of approximately 100 Gearlings (one per 1,000 Gearlings in the city) under the charge of Black Bisector. The actual number of this military will waiver with the ebb and flow of population, but will never be under one soldier per 1,000 citizens. These are specially trained soldiers and their only job is the defense of the city.

Known Problems

Woodland Creatures, Water-based creatures, Rust Monsters

Local Laws

These laws apply to the Crush and others who visit Alloy City:

- Actions deemed harmful to the Collective Good are forbidden.
- Theft – Punishable by up to 10 years of forced labor.
- Bribery – Punishable by up to 10 years of forced labor.
- Premeditated Violence – Punishable up to 10 years of forced labor.
- Hoarding – Punishable by up to 5 years of forced labor.
- Refusing Hospitality – Punishable by up to 3 years of forced labor.

These laws apply to those visiting Alloy City:

- Assault – Punishable by fine of 50 caps and 1 day in prison.
- Theft – Punishable by fine of 75 caps, retribution of worth of stolen goods and 1 day in prison.
- Murder – Punishable by fine of 100 caps and death.
- Tampering With Evidence – Punishable by a fine of 10 caps.
- Lying Under Oath – Punishable by a fine of 10 caps.
- Slavery - Punishable by fine of 100 caps and death. All slaves found within the borders of the city will be released.

Criminal and Civil Court

There is only one court that takes place, and that is the Collective Court. Three of the Throng preside over it, and Court is only called when laws have been broken. There is no set time, but it will not be longer than 48 hours after a crime is committed. These Three will reach a decision of guilt or innocence after each side has had 15 minutes to present their cases. The verdict is then non-disputable.

Taxes

Since all is for the Collective Good, taxes are not collected.

Religions Practiced

Alloy City is predominately sanctified to the Twins, specifically Ge'lina. When worshipping, Gearlings will normally use the name Ge'lina instead of the Twins. Other religions may be practiced, but only Shrines to Ge'lina exist in Alloy City.

Notable Events

- Ritual of Awakening – each new moon.

Notable Guilds and Leaders

➤ All Guilds

Guild Masters: 100

Apprentices: 100

This guild is responsible for outfitting and repairing weaponry and armor for Alloy City. At the present, there are one master and one apprentice for each 100 Gearlings in Alloy City.

The totals of masters and apprentices may change, but the ratio always remains the same

in relation to the populous.

Guilds that exist in Alloy City include (but are not limited to): Smithing, Artificing, Warriors, Sages, Rogues, Artisans, High Magic, etc.

Areas

➤ **Manufacturing Ward**

This area includes all manufacturing for Alloy City. This includes all of the industries for exporting goods to trade for metal, including smiths, woodworks, lumber processing, and all other means of manufacturing.

➤ **Residential Ward**

This area contains the living establishments for the residents of the City.

➤ **Reclaimed Metal Ward**

Also known to outsiders as “The Heap”, this area contains all the old metal bodies of deceased Gearlings in organized piles as well as new metal either mined or traded for. When the Ritual of Awakening draws near, the Throng will enter this area to choose metal for the Ritual, otherwise, it is maintained, catalogued and inventoried every week to keep track of the precious metal.

➤ **Import and Export Ward**

Located right next to the Manufacturing Ward, but in the direction of the Azkra Ocean, this ward handles all goods coming in and leaving the city with the ultimate precision. Black Market goods are all but eliminated because of the precision of this ward’s operation.

Available Shops and Resources

- Woodcrafts (5)
- Metalworkings (10)
- Furnishings (5)
- Cobbler (5)
- Brewery/Winery (5)
- Butcher (5)
- Bakery (5)
- Seamstress/Clothiers (5)
- Taverns/Inns (10) – the main inn being run in conjunction with The Metal Plate

Crafters for Hire

Each and every storefront may or may not take additional jobs crafting specific items. This is a decision left up to the store owner.

Tavern

The Metal Plate

Near the entrance to the Residential Ward, in the spot most likely to see the most non-gearling traffic, stands “The Metal Plate” tavern. It is a medium sized building, built to reflect the perceived

architecture style of non-gearling race buildings. It is a wooden, white washed building, thus causing an odd contrast to the gearling buildings around it which are built of more solid materials.

It was founded by “Ol'Springhawk”, a gearling said to be an expert in non-gearling races and culture (despite having never left Alloy City in his entire life). He built the tavern to be welcoming to the visitors from Bry, Liverwort Fen, Valhome and others as they visit the city for business and other matters.

It is generally agreed upon by all that calling a tavern “The Metal Plate” is a hilarious play on words.