

**Continent: Alberna****City/Town: Timberwall****Town Name**

Timberwall

**Location**

On the Pinral River, South of Michi and in the Southwest corner of the Emerald Forest on the Continent of Alberna.

**General Information****Town Description**

Timberwall is a very old city, founded as one of the first settlements on Alberna. A bend in the Pinral River was the logical place for a settlement, and with an abundance of pine, ash and oak trees from the Emerald Forest, it was only a matter of time that a lumber mill and processing plants were built and operating at maximum capacity. Over the years, the lumber industry has evolved and many other goods have been produced: paper, wood pulp and fine furniture to name a few. If it is a wood product, Timberwall has a reputation of being the finest in all Valara. The town itself is setup in four different areas: Factory area, Governmental area, Residential area and Temple area. A large wooden palisade circles the Factory and Residential areas, but the rest of the city is open. A manned gate allows traffic into and out of the Factory and Residential areas. There is also a fairly significant Dock area – although not a true “area” of the city, it is referred to as the Dock area by the locals – which is bustling with activity 24/7. The flow of trade goods is the lifeblood of Timberwall and the local militia presence is thick in this entire area.

Timberwall has become known for commerce and trade to all continents by providing raw materials – primarily high-quality lumber – that are shipped throughout Valara.

**Population**

Residents of the town are a mix of all races, although Human and Valaran Elves are the majority of the local population. The population of the city proper and outlying areas borders close to 7,000 individuals.

**Government**

Timberwall is ruled by an elected Governor, with the elected term lasting 5 years. Elections are then held in the city and a new Governor is chosen. The Governor has an Executive Staff made up of the Heads of the Guilds within the city. The three major Guilds have representation on the Executive Staff along with two representatives chosen by popular vote from the people. The current Governor is Mehar Foley.

**Townfolk**

Primarily Human and Valaran Elves; however, any race is welcome and not discriminated against. Dark Elves and Dark Dwarvenfolk are seen often trading for their lumber supplies throughout the city.

Humans perform most of the manual labors needed to supply the town with food. They are

farmers and crafters – most, if not all are wood-related. They also raise sheep, goats, horses and milk cows; farm fruit trees or berry bushes or hay/thatch and wheat fields  
Valaran Elves also perform the same labors as the humans, but many of them are also merchants and traders.

Townfolk live in wood or stone buildings in the Residential area. Some actually live on their farms and outside the area. Most of the people keep small gardens, bee hives, chickens and maybe a few pigs. Livestock that are raised on the larger farms are often used to feed the people in the city.

### Military

A fairly large force of local militia, numbering in the hundreds; during times of duress, the militia can swell to anywhere between 400 and 500. Standing militia is approximately 150. Militia is led by Commander Rasptin Von Hoffner, a veteran of almost 25 years and a brilliant strategist. Timberwall also has a 12-man Elite Guard, which is led by Major Estan Rodwon. These are the best soldiers and are chosen for the toughest or most important missions. The Elite Guards wear blue and gold, with a single sawblade as their insignia.

### Known Problems

Petty Bandits, River Pirates, Animal Predators, River-Dwelling Creature Attacks

### Local Laws

- Theft – Punishable by fines up to 10 times the worth of the stolen goods.
- Assault – Punishable by fine of 50 caps and 1 day in prison.
- Murder – Punishable by fine of 100 caps and death.
- Obstruction During An Investigation – Punishable by fine of 10 caps for first offense and 25 caps each subsequent offense.
- Tampering With Evidence – Punishable by a fine of 10 caps.
- Lying Under Oath – Punishable by a fine of 10 caps.

### Civil Court

Disputes are settled by the Elected Judge. Civil Court is held twice a week on Wednesday and Saturday from 12:00pm – 4:00pm. Any citizen of the town can bring a case before the Court.

### Criminal Court

Anyone accused of breaking local law are brought before the Judge during Criminal Court. Criminal Court is held from Monday – Thursdays from 9:00am – 12:00pm. If Trial is necessary, it is held on Friday from 9:00am – 3:00pm. The current elected Court Official is Judge Ethan Wersteiner.

### Taxes

The Town collects 2% tax on all goods/services annually from each household.

### Religions Practiced

All religions are welcomed and practiced within the city, most notable in the Temple Area. Small temples have been erected for all six Paragons as well as Anima. These are always open and always tended to by a follower of the Paragon. Informal worship sessions are almost always going on, and once a week each temple holds a formal service. Days and times may vary dependent on the availability of the priests.

A small grotto with symbol of The White Tree is in the middle of the Temple area – all are welcome to worship at this outdoor dais.

### Notable Events

- Bountiful Harvest – First Full Week in October – lasts from Tuesday-Thursday
- Winterfest - Second week of December
- Summer's Eve – Fourth Friday in April
- Weekly Farmers' Market - every Wednesday from April to October

### Notable Guilds and Leaders

#### ➤ Woodcrafters Guild

Guild Mistress Choral Thiabult (Valaran Elf)

Associate Guild Master Jonathan Rye (Human)

Members = ~200

This guild is known for taking the abundance of raw lumber and turning it into fine pieces of furniture, sculptures, or any type of usable items. This is by far the largest guild in Timberwall, and the reputation of the quality of items this guild puts out is unparalleled.

#### ➤ Sage's Guild

Guild Master Stephano Rodriguez (Faekyn)

Associate Guild Master Blaye Thrío (Valaran Elf)

Members = ~130

This guild is known for taking raw, unharnessed magical talent and training individuals in the arts of controlling and effectiveness of magic. They provide the basics in all three schools, but only Advanced and High Magic in the School of Wild Magic.

#### ➤ Artificer's Guild

Guild Mistress Alane Fettinger (Human)

Associate Guild Mistress Ratha Westfold (Human)

Members = ~60

This guild practices all aspects of Artificing.

Non-citizens who wish to petition to join a Guild must demonstrate their skill level before a panel of Guild members and must maintain at least 50% residency within the town each year to retain their Guild membership.

Guild members pay 5 caps for annual membership.

## **Areas**

### ➤ Factory Area

This area includes the businesses that process/manufacture goods for retail sale such as the multitudes of lumber mills, finishing plants such as furniture making and goods crafting. This area also contains most local shops and businesses, including the weekly farmers market and most of the taverns and inns.

### ➤ Governmental Area

Includes the Civil and Criminal Courts, Governor's and Executive Staff Offices as well as businesses barristers and tax collection offices. The Major Guilds maintain offices in this area.

### ➤ Residential Area

Contains the majority of homes for residents of the City.

### ➤ Temple Area

Includes all religious temples and also the White Tree grotto. Also includes the City Morgue, mausoleum and cemetery.

## **Available Shops and Resources**

- Woodcrafts (6)
- Fine Furniture (3)
- Cobbler (1)
- Brewery/Winery (3)
- Butcher (3)
- Tannery/Saddlemaker (1)
- Bakery (3)
- Cooper/Wainright (2)
- Seamstress/Clothiers (2)
- Taverns/Inns (6) – the main Inn being the Paragon's Chase
- Temples – to all Paragons in the Temple Area, one of each

## **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 Paragon's Chase

The Paragon's Chase is a medium sized, single-storied building located next to a brewery, butcher and one of the many woodcrafts shops within the city of Timberwall. It's very easy to find, as the proprietors light many orange-glowing braziers outside of the establishment, coaxing potential customers to come inside and sample their food and drink.

The Paragon's Chase does not offer rooms; instead, the employees of the tavern point to the

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three inns within a stone's throw of the tavern: The Weary Worg, The Timberwall Inn and The Sawblade. The faire inside the Paragon's chase is exceptional, being next to a butcher's shop, and the ale is fresh as well. The cost is also very reasonable.