

Ironmeet

Location · Large Town

Population: Approximately 8,000 permanent residents; swells to three or four times that during the seasonal Moot

Government: Moot Council (a standing body of nine elected annually from the town's permanent residents, with additional temporary seats granted to the three major tribal representatives during Moot season)

Ironmeet is the largest permanent settlement in the Eastern Plains and one of the few places in Kyrell where Eastern Tribesmen, dwarves, half-orcs, and Minotaurs all move through with regularity and without the social friction each generates in more "civilized" cities. It is loud, direct, occasionally violent, and deeply practical. The city exists because three major tribal territories converge here and the seasonal Moot has been held at this location for over four hundred years. Enough people decided to stay between Moots that a town formed. Enough of those people were good at building that the town became a city.

Ironmeet has no grand history to be conscious of, no imperial legacy, no ruined architecture from better days. What it has is a culture that formed entirely around the practical requirements of people who need to trade with, negotiate with, and occasionally fight people who are very different from themselves -- and who have found that the fastest path to all of those activities is a baseline of blunt, unceremonious respect. You are judged here on what you do, what you can offer, and whether your word is good. Nothing else transfers from outside.