

# Rustafern

Rustafern has clearly grown up from the mining industry. Every street has a smithy or farrier or weaponsmith. The town appears to have grown rapidly and with little or no planning from a small mining community to the ore smelting capital of the region. The outskirts are little more than renovated slums, with lean-to buildings and reinforced tents. Further in, the buildings become log cabins which, whilst more sturdy, look like they've been around a while. The only stone buildings in evidence are the manor house on the east edge of town; the royal smelting works at the base of the mountain with the temple of Diandra alongside; and the guardhouse.

Over the town hangs a thick cloud of debris and dust that tickles the lungs and produces Smelters' Cough - something that afflicts everyone in the town.

The main inn is the Dancing Sword. It's the nicest of a bad bunch - a fairly dismal place, heavily used by drunken miners. The building is constructed of heavy wooden timbers and the rooms are a little draughty.

Rustafern was destroyed when it was flooded by negatively charged acidic water in the aftermath of the [Cult of Cold](#) and their ritual for eternal winter. The town was drained by Lord Giliad Sondard of House Sondard and Sir Elen Talnard of the [Queensguard](#) and cleared of the resulting undead by their forces along with the [Bergen Bunch](#). Erin Maynon was the only survivor of the council and now leads the town as they begin the slow, painful process of rebuilding.

## People of note

- Mayor: Knodrel Cain (LN)
- Sheriff: Simon Let (LN)
- Wizard: Erin Maynon (N)
- Head of Smelting Works: Brandy Sooth (LG)
- Innkeeper (Dancing Sword): Daniel Smith (N)

Smiths:

- Kalak Smith
- Freddy Ironsmith
- Alean Smith
- Quink Farrier
- etc

## Special

All metalwork is 10% cheaper than list price here. On the downside, selling metalwork will rarely net more than 20% list price.