

## Ravenscar

On the polluted banks of the Slimy River lies Ravenscar—a town on the brink of collapse, sustained only by the stubbornness of the few who have not succumbed to death or madness.

Before the great catastrophe, Ravenscar was a modest port, a stopping point for travelers following the river to and from the sea. Its markets were simple but well-stocked, its cobblestone streets weathered but sturdy. The air was always fresh, and there was something comforting about the peal of the small, humble church bell at dusk.

But then all hell broke loose.

The eruption brought ash that choked the sky, disease that corrupted the land, and many fled. Others perished. And those who remained learned to live in misery and fear.

Today, Ravenscar is not a place for the faint-hearted. Most of the houses are tattered, broken, splintered—but still inhabited. The rotting timbers creak in the wind, and the shattered roofs are covered with anything that can provide shelter from the acid rain and biting cold. Here, no one sleeps without a weapon within reach.

Its small streets are deserted most of the time, except for those desperate enough to brave the pestilent mist that creeps in from the river at dusk.

And always, always, there are eyes watching.

## Points of Interest

1. Assembly of the Faithful Remnant - With tragedy came faith—or worse. In the rubble of the ancient temple, a fanatical sect was born that sees the destruction as a divine sign. They believe that Ravenscar was spared for a reason, and that those who suffer still have a chance to purify themselves. Their leader, a feverish-eyed man named Father Anastas, teaches that pain is redemption, and his followers undergo self-flagellation, blood-soaked prayers, and mysterious rituals by the river.

2. The Town Cemetery - A forgotten field of toppled headstones and half-open graves, where the dead do not sleep peacefully. The oldest graves have been desecrated, not by thieves, but by something that came from below. The ground is sunken in places, as if something were crawling beneath it. Rumor has it that one of the mausoleums contains something ancient, a forgotten secret that the Lurkers seem to fear... or worship.

3. The Shrine of Zyra - Hidden on the outskirts of Ravenscar, the Shrine of Zyra is a humble building of damp stone and rotting wood. In the center of the shrine is a circle of candles. A small stone basin sits on the altar - sometimes empty, sometimes filled with dark water. Some say that on the quietest nights, unreal shadows dance on the walls, as if something invisible and yet alive were there. The locals avoid the place. Zyra is said to commune there with the spirits of the drowned, hearing secrets that the black water of Slimy has buried.