

Important Locations

Emberwood Village

The village where the party is staying, featuring the Bark & Buzzard tavern, docks, and other establishments

- **Bark & Buzzard**

A tavern in Emberwood Village. The Alsberg family has owned and maintained the establishment for a generation. Karin Alsberg and her husband, Holger (both human) make fine home-brewed beer known as Ember Ale, and serve hearty braised lamb stew with fresh-baked bread.

- **Skull & Sword Taphouse**

Rough and tumble tavern, frequented by Queens Men and adventurers

- **Chapel of St. Ardenna**

- **Eventide Manor**

Burned down, local haunted house.

- **Gilded Lily**

Performance venue

- **Red Lion Hotel**

- **Crow and Sons Smithy**

- **Watchtower**

Hooded Lanterns local base of operations

- **Leaky Needle**

Abandoned tattoo parlor - owner went missing recently

- **Hendrick's Farm**

Location south of town where pilgrims of the Falling Fire gather and congregate

- **Emberwood Village Bridge**

A guarded bridge entrance to Emberwood Village, protected by Hooded Lantern guards who recognize the party as heroes who saved Petra

The Sprawl

- **Reed Manor**

Oscar Yoren headquarters

- **Buckledown Row**

A dangerous district with five pubs where different gangs gather, featuring ramshackle taverns, makeshift bridges between rooftops, and crooked street lamps glowing in the mist. Location where the Queen, described as 'the people's queen', is said to reside. A secretive area in Drakenheim with taverns and fighting pits, typically restricted to Queen's Men. Described as having hundreds of people drinking and fighting.

- **The Wishing Well**

A tavern featuring an ancient moss-covered fieldstone well where gangs pay tribute to the queen through an impenetrable prismatic sphere. Has a skeleton nailed to a tree behind it with a 'make a wish' sign

- **The Padlock**

A two-story tavern marked by a giant rusty padlock, featuring walls covered in padlocks of varying sizes, a balcony, and a unique bar setup with goblins serving drinks via a sliding ladder system

- **Old Imperial Public House**

A well-maintained tavern with blue exterior, hand-carved furniture, and fighting pits in the basement. Features an ornate maple bar and raised seating area

- **Court of Thieves**

A protected area outside the Haze where higher-ranking gang members can rest safely. Location where the Queen, described as 'the people's queen', is said to reside.

- **Champions Quarters**

A shabby room beneath the fighting pits accessed via sewer walkways and bridges, where champions like Knuckles reside

- **Fighting Pits**

A 60x60 foot underground arena beneath the taverns, with weapons of fallen champions displayed on walls 25 feet up. Contains magical items and hosts various types of combat matches

The Spokes

A dangerous area with narrow streets between Emberwood Village and Champions Gate, where aberrations emerge from a mysterious haze

- **Champions Gate**

The pilgrims' destination along Champions Way road, important for their religious ceremony

A heavily fortified entrance with 40-foot walls and 60-foot towers, though one tower has crumbled to a 30-foot pile of rubble. Area is filled with pilgrims and militant followers of the Falling Fire, and shrouded in a particularly thick haze beyond the gate.

- **Chapel of Saint Brenna**

A deteriorating chapel with a domed slate roof and two towers (one partially collapsed). Features stained glass windows, a sanctuary with three saint statues, and a cemetery in the back. The building shows significant damage from time and weather. Contains crypts that may hold the sought-after scepter.

A chapel with multiple entrances including a back door to the crypt and windows allowing ranged attacks. Contains a sanctuary where skeletons gathered in congregation

formation, stained glass windows including a prophetic one showing the meteor strike, and a northern graveyard area. Site of major battle with corrupted priest and undead.

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