

Charrow

Charrow is a walled burned district within [Greymire](#), formed from neighborhoods deliberately destroyed during the early [Rotmire Blight](#) and later isolated behind stone, scrap metal, blackened timber, and improvised barriers.

Its name evolved from **the Charred Row**, to **Char Row**, and eventually **Charrow**.

Overview

Charrow is ruined but inhabited. Blackened stone, collapsed roofs, warped streets, scorched warehouses, and burned masonry preserve the violence of its creation. Greymire later grew directly against its perimeter, leaving the district embedded within the living city rather than abandoned beyond it.

Some surviving buildings remain connected by crawlspaces, old service passages, drainage routes, and damaged streets. Smugglers have used portions of the district to avoid ordinary inspection, although even experienced operators may prefer longer routes rather than cross the deeper ruins.

History

During the early Blight, [Greymire](#) officials selected a cluster of affected wards for a controlled burn. Residents received no meaningful evacuation before entire streets were set alight. The fire was stopped only when it threatened healthier districts.

The burned wards were sealed rather than rebuilt. Over time, [Greymire](#) resumed construction around them, turning the old disaster into a permanent district boundary.

Present Day

Charrow is not simply an anarchic ruin. An inhabited core functions under the influence of a power broker known as **Rook**, whose authority depends on logistics, favors, debts, access, and the systems people rely upon to live inside the district.

People now live inside the remains of an atrocity that the rest of [Greymire](#) built around rather than repaired. Ordinary survival, informal government, and civic memory therefore occupy the same blackened streets.

That order weakens farther into the burned interior. Charrow therefore contains several overlapping realities: an outer perimeter pressed against modern Greymire, an organized inhabited core, and deeper ruins where the original destruction remains dominant.

Rook's influence is practical rather than civic. Charrow still lies within Greymire, and the district's informal order does not make it independent of [House Valkenmar](#) or the city's formal authorities.

Notable Locations

The Rookery

The **Rookery** is a surviving former merchant exchange or guildhall adapted into a three-story administrative and logistics center. It serves as the principal hub for Rook's network of supplies, favors, debts, and information.

Wild rooks nest around the building, and Rook keeps a tame or semi-tame bird named **Ink**.

The Burned Interior

Beyond the more organized portions of Charrow, whole streets remain damaged or partially collapsed. Old service passages, drainage infrastructure, fused masonry, and fire-blackened shells make these areas difficult to navigate and harder to control.

See Also

- [Greymire](#)
 - [Faulmoor](#)
 - [Rotmire Blight](#)
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