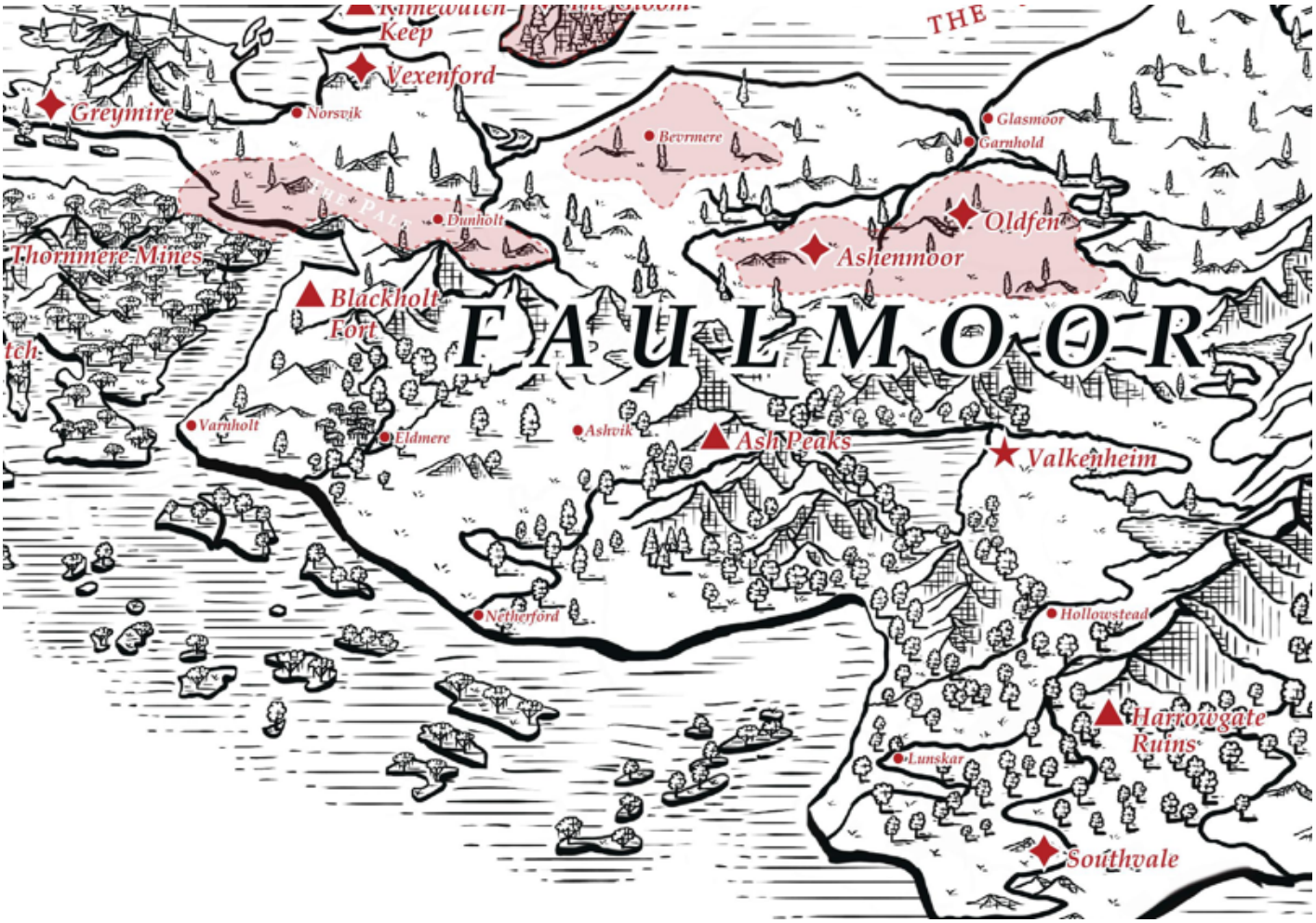
Greymire

> *“In Greymire, you can buy anything: stolen grain, a name that ain't yours, a dagger meant for a friend's back.”*

Greymire is a coastal city in Faulmoor and one of the region's most active surviving ports. It remains formally subject to House Valkenmar, but the barony's military and administrative resources are too thin to closely police every dock, neighborhood, hidden landing, and informal trade network.

Fishing, legitimate commerce, smuggling, refugee transport, and illicit trade therefore exist beside one another. Greymire is not politically independent or truly lawless. It survives in the space between formal authority and limited enforcement.



Overview

Greymire is wet, crowded, and densely built. Salt-stained warehouses, leaning timber buildings, cracked cobbles, working quays, patched roofs, improvised barricades, and hastily repaired vessels give the city a visibly worn character. Salt, fish, mold, smoke, wet rope, cooking food, and harbor water mingle from street to street.

A Greymire morning can contain all of those worlds at once: fish coming off boats, a roof being patched, freight changing hands, a refugee bargaining for a room, and officials collecting the dues of a government that cannot fully control the next street.

The city remains busy because goods, people, information, and contraband still need somewhere to move when official routes fail. Fish are unloaded at dawn, freight changes hands, ships are repaired, contracts are negotiated, rooms are rented, and market stalls continue to serve ordinary households alongside smugglers and refugees.

Bright scraps of cloth, knotted cord, painted marks, and similar signs are used in parts of the city as warnings, route markers, business signals, or coded communication. Their meaning depends heavily on neighborhood and audience.

History

Before the Rotmire Blight, Greymire was a prosperous shipping city supported by fishing, warehousing, maritime trade, and the traffic of travelers and goods through Faulmoor.

The Blight disrupted roads, emptied settlements from established trade routes, and made movement between communities increasingly dangerous. Greymire's economy changed rather than collapsed. Unofficial networks expanded into the gaps left by failing institutions, and activities once regarded as straightforward smuggling became entwined with the movement of food, medicine, people, silver, and information.

Containment failures during the early Blight permanently reshaped how people enter and leave the city.

One of the city's deepest scars is Charrow, a cluster of wards deliberately burned during the early crisis without meaningful evacuation. Greymire later rebuilt around the ruined district rather than removing it.

Present Day

House Valkenmar remains Greymire's lawful ruling authority. Soldiers, officials, clerks, tax collectors, and civic personnel are still present, but practical control varies sharply by district and circumstance.

That produces an uneven civic order. Official checkpoints, fines, custody, records, and public punishments exist beside private brokers, smugglers, freight interests, and neighborhood power figures. Local operators generally understand that tolerance for informal power ends when it draws sustained attention from one of Faulmoor's ruling houses.

Greymire's justice is intentionally visible. People condemned to death may be hanged from the exterior walls and left on display as warnings to those approaching the city. Who is displayed, where, and under what explanation can carry political meaning beyond the punishment itself.

Notable Locations

The Working Docks

Greymire's docks remain the center of its maritime economy. Fishing boats, merchant vessels, patched coastal craft, ferries, freight crews, warehouses, and private brokers all compete for space along the waterfront. Legal and illegal cargo often pass through the same streets and buildings.

The City Gate

Only one of Greymire's former three principal gates remains in regular use. It is both a practical checkpoint and a reminder of the containment failures that reshaped the city during the early Blight.

Charrow

Charrow is a walled burned district inside Greymire. Once known as the Charred Row, it contains an organized inhabited core under the influence of a power broker known as **Rook**, while deeper ruins remain less controlled.

The district's principal logistical center is the **Rookery**, a surviving former merchant exchange used to coordinate supplies, favors, debts, and access.

The Marrow Room

The **Marrow Room** is a decaying brothel long associated with Greymire operator **Jorick Vance**. Its importance came as much from the people and business that passed through it as from its stated trade.

The City Walls

Greymire's exterior walls serve both defensive and judicial purposes. Executed prisoners may remain hanging from them for extended periods, making the walls one of the city's most visible expressions of formal authority.

Nearby Sites

Hadran's Rest

Hadran's Rest is an island off Greymire's coast centered on a temple and traditions associated with Saint Hadran. It is closely connected to the city by geography and travel, but is not part of Greymire itself.

Campaign Developments

Jorick Vance

Jorick Vance was later found dead and displayed among the bodies hanging from Greymire's exterior walls. The circumstances surrounding his death are not publicly established.

See Also

- Faulmoor
- Charrow
- Hadran's Rest
- House Valkenmar
- Rotmire Blight
- Silver and its Importance

Revision #35
Created 2025-02-17 17:54:44 UTC by Sean Green
Updated 2026-10-06 20:24:42 UTC by Wiki Bot