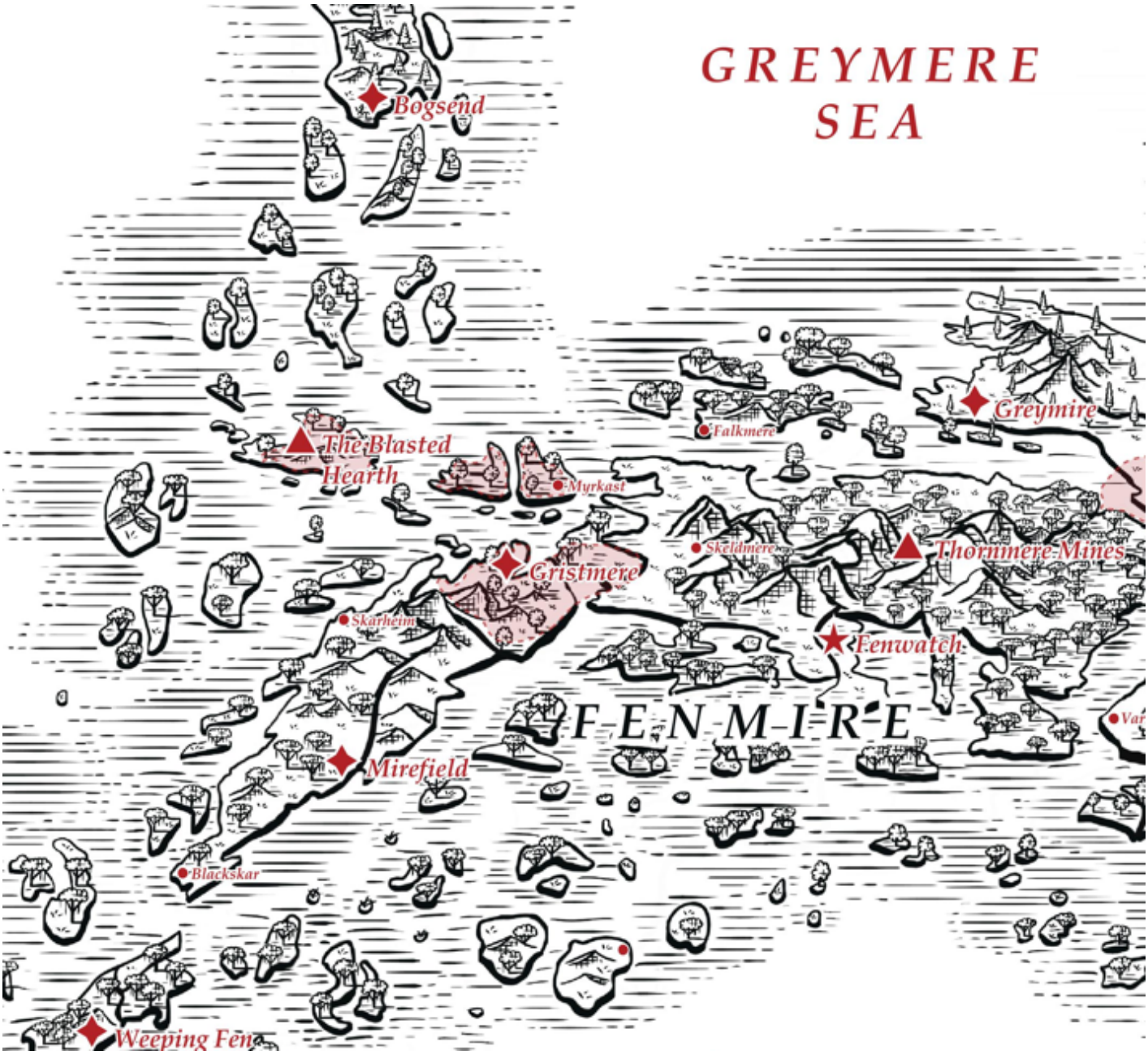
The Blasted Hearth

> *“The damage in the lower halls does not resemble an ordinary fire. Stone has blackened in places and become glasslike in others, yet nearby surfaces remain untouched. Heat was involved. Beyond that, certainty would be premature.”*
>
> — Veydrith Serrin, Lucent Endura

The Blasted Hearth is a partially submerged complex of pale stone towers, broken archways, hollow halls, and deep passages on an isolated island in Fenmire. The site was formerly known in older records as **the Pale Ruins**, a name that survives only as a legacy title.



Overview

The island lies beyond difficult marsh water and shifting approaches, requiring deliberate navigation rather than ordinary travel. Mist, flooded ground, and heavy vegetation obscure much of the exterior.

Much of the unease surrounding the Blasted Hearth comes from contrast: flooded marsh outside, precise stonework within, and damage in the deeper complex that does not behave like the ruin of an ordinary building.

Tall cylindrical halls, massive stone corridors, underground passages, rusted conduits, columned chambers, faintly glowing inlays, and sealed doors have all been reported at the site. Some windowless chambers bear surfaces scorched or glasslike from intense heat or energy.

These features are observable, but their original purpose is not publicly known.

History

The site's age and isolation long made it a destination for pilgrims, mystics, relic-seekers, and explorers.

Before the Blight, worshipers associated with Mystra, the Weavekeeper were especially drawn to the ruins, believing divine presence or revelation could still be encountered there.

The island's difficult approaches limited ordinary settlement and looting. After the Blight, sanctioned travel became rarer still.

Present Day

The Blasted Hearth remains dangerous and only partially explored. Stories describe unnatural stillness, humming stone, strange lights, distant voices, sealed chambers, and relics hidden beneath water and masonry.

Some visitors regard the site as sacred. Others call it cursed. Those interpretations remain matters of belief rather than established explanation.

House Harrowden has shown little public interest in explaining the ruins, which has only encouraged speculation that more is known than has been admitted.

Notable Locations

The Upper Ruins

The visible complex includes pale stone towers, broken archways, overgrown foundations, and halls rising above the marsh water.

The Deep Passages

Underground tunnels and chambers extend beneath the island. Heavy doors, old conduits, columned spaces, and damaged surfaces suggest a complex far larger than the ruins visible above.

See Also

- Fenmire
- House Harrowden
- Mystra

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