

Ravensburg

Location · Large City

Population: Approximately 35,000 permanent residents (one of the largest cities east of the Drakepires)

Government: City Watch Council (a body of twelve drawn from the major trade guilds and mercenary companies; authority in practice depends on which members can enforce their decisions)

Ravensburg is the largest permanent settlement in the Eastern Plains and the closest thing the region has to a capital -- though anyone who said so within earshot would get an argument, and possibly a demonstration of why the argument matters. It exists because the geography made it convenient: three major tribal migration routes converge within a day's travel of the site, and traders going east or west quickly learned that stopping here was more profitable than continuing. Enough of those traders stayed. Enough of the people who provided them services stayed longer. After a few generations, the result was a city -- unplanned, sprawling, and louder than any single governing body could manage. Ravensburg draws traders, mercenaries, Tribesmen in from the plains on business or curiosity, and anyone else who needs a real city without the scrutiny that comes with the Settled Lands. It offers permanent structures, functioning markets, and something resembling consistent law -- the key word being "resembling." Disputes are settled bluntly. Strangers are sized up quickly. The line between merchant and opportunist has been blurry since the first permanent building went up.