

Saratov

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Saratov was one of the original Kingdoms of Salt and Stone. A Stone Kingdom, it had the unfortunate position of being squeezed between Kazan and Riga, and it was never very powerful. Saratov was known as a devout city, famous for its temples and cults. That piety didn't save it when the orcs invaded three centuries ago. Unlike most of the other ruined kingdoms, no town has built up around it. There's no good site, and any settlement would be forever caught between the machinations of Kazan and Riga.

What the Chronicle Knows:

- DC : Saratov was known for its many temples and cults, it was a very religious city of many different gods. When the orcs invaded, that variety proved the city's downfall - the temples couldn't work together. It's fairly common for criminals, cultists, and wandering monsters to hide on the outskirts of the ruined kingdoms.
- DC : The old Gambit has been here before. Fetch quests like the one you're on now and, immediately after the orcs were defeated, attempts at clearing the ruins for resettlement. The threats in the city are myriad; the orcs brought their own demon magic that still lingers, while the various temples all unleashed their own worst natures in fruitless attempts to survive. Haunted shadows and specters, oozes, mischievous fiends, poisonous flora are all common.
- DC : there is a scrap of an entry, most of it missing. "...the stone garden, where hope goes to die..."

