



Wicker Park

a Slayers district

Spencer Campbell



Wicker Park

The fires of Wicker Park can be seen from all districts. Ash rains from the sky, dusting the ground and getting its way into every nook and cranny.

But the locals don't mind this, not one bit. At the center of Wicker Park sits a bonfire. It has been lit for as long as anyone can remember it. Some say that when the bonfire goes out, the district goes with it.



Superstitions like that usually mean rituals aren't too far behind. And Wicker Park is full of them. Look through the smoke and mirrors, Slayer, and you'll see a district full of monsters. The kind that smile with gleaming teeth as they put you to the pyre.

The Order

Ask any local to the district, and they'll tell you there is one group that runs the whole place: The Order of the Blaze Eternal.

The Order is responsible for tending to the bonfire. They are its keepers, and ensure that it is fed regularly in order to keep the district safe.

Their other responsibility is in the nightly lantern lighting. All across Wicker Park hang lanterns, lighting the way home for folks as they return from a long day. The lanterns must be lit using fire from the Eternal Blaze, the bonfire at the center of Wicker Park. Anything else would be heresy.

Notable NPCs

The Order is numerous in Wicker Park, but a few burn brighter and hotter than most.

Sister Everburn: Devotee to the bonfire. Worried about recent attacks. Possible wildcard.

The Radiant: Leader of the Order. Their identity is cloaked. Seek power through ritual.

Goals

The Order is motivated by their power, and must do the following to maintain it:

- Protect the bonfire at all costs.
- Ensure the locals believe in the power of the Eternal Flame.
- Light the district lanterns every dusk, using fire from the bonfire itself.
- Choose one residence to be a part of...the ritual.

Cinder Cord

Not everyone buys into the beliefs of the Order. A rogue group known as the Cinder Cord believe there is power to be gained in snuffing out a flame.

The Cinder Cord reads prophecy in the ashes of cooled braziers. And while lanterns and fireplaces provide minor prophecies, they have their eye on the final reading: the bonfire of Wicker Park.

The Cinder Cord seeks to snuff out the eternal flame, and either find enlightenment in the ashes, or the end of days. They are desperate to see this happen, and have resorted to monstrous tactics as of late.

Notable NPCs

The Cinder Cord remains hidden, so little is known of its membership.

Rasp: Believes that the Slayers can be an asset to the Cord. Willing to work with them. Former member of the Order.

Ember: Short-fused Cord agent. Family was selected for the ritual. Will see the Order put to their precious flame.

Goals

While the end game is clear, the Cord have a number of steps to take to get there.

- Expose the ritual to the wider public.
- Utilize the “beast” to weaken the Order’s hold.
- Subject the Radiant to their own ritual.
- Snuff out the eternal flame, and read its ashes to find the key to enlightenment, and and end.

Locations

These are some of the places of note across Wicker Park.

The Eternal Blaze: Massive bonfire at the center of the district. Locals and visitors camp and set up shops nearby. Platforms are always raised, ready for the next ritual. Wicker dolls cover the ground.

The Flicker: A stretch of road that has had a number of attacks recently. Lanterns coated in the blood of Order members attempting to light them.

Grey Manor: Former home of a family selected for the ritual. Now it is the lair of the Cinder Cord, and their beast.

Rumors

There is no shortage of work for Slayers to do once they arrive. Most notably, they will be witness to the faction war between the Order and the Cord.

Here are rumors that may point them in a particular direction:

1. A great beast has been attacking Order members during the nightly lantern ceremony. The lanterns are left unharmed.
2. The Order’s “ritual” involves the sacrifice of an individual to the bonfire. They are turned into a wicker doll first, so as not to attract attention.
3. The Cinder Cord have a ritual planned that they believe will snuff out the bonfire. To do so, they will need ashes placed in just the right places...
4. The bonfire doesn’t keep the district alive in the way the locals think. It’s holding something back, something truly horrible.



Mothman

The great beast summoned by the Cinder Cord to plague the Order. Drawn to flame, it sees the Order’s actions as a perverse act.

HP: 12

Speed: 7

Passive

- **Like Moths:** When near a flame, all of the Mothman’s actions are made with Advantage.

Actions (2)

- **Lift Off:** 1d6. Close. Lift a Slayer into the sky, dropping them to the ground. 2 Harm, or 3 Harm if into a flame.
- **Rend & Tear:** 2d8. Close. 2 Harm per Hit.
- **Horrrify:** Close & Near. All Slayers within range make a Tactics roll. On a Miss, all actions during their next turn are with Disadvantage.

Reaction

- **To A Flame:** When a Slayer gets Close to a flame of any kind, immediately fly to their location.