

LIFE ON INNISTRAD



LIFE IN THE TOWNS AND VILLAGES

The tragedy of Innistrad is that all its evils, all the scourges that threaten humanity, actually spring from humanity itself. Humans transform into werewolves or vampires, humans rise as geists or zombies, humans study dark magic and sometimes become demons, and now both human cathars of Avacyn’s church and human cultists worshipping at their fields of cryptoliths bring new layers of madness to the plane. The central conflict of Innistrad is humanity fighting its sinister reflections.

In this context, the most precious commodity in Innistrad is safety. Even though a king’s ransom couldn’t guarantee complete protection from the horrors of the night, the wealthier citizens can afford more safety than the poor. The wealthy titled families live in comfort and relative security behind the stone walls of the cities or their fortified manor houses, and the hierarchs of the church in Thraben enjoy the same protection. Well-to-do artisans and merchants need never leave the larger towns, where wooden palisades and watchful sentries keep the night’s terrors at bay. But the lower classes of farmers and laborers risk their lives on a nightly basis with little to protect them but flimsy wooden walls and desperate prayers.

Gavony Province ➤ Jung Park

Wooden palisades and watchful sentries protect larger towns from the horrors of the night.

Fortified Village ➤ Cliff Childs