

Windhaven

Windhaven is found on the Isle of Winds. One of the last major ports on the edge of the Realm, it is said to be a cursed city, filled with forbidden cults and spectral creatures. Only becoming part of the Realm in the last 30 years, there are still occasional stirrings of rebellion and unrest.

The Isle of Winds itself is almost all forest, with only a couple of small fishing villages outside of Windhaven. The woods are said to be haunted, and filled with all manner of fey creatures and the cults who worship them.

Locations:

Windhaven Castle: The home of the rulers of Winds, currently House Raditz. It occupies the highest point of the city, the cliffs that overlook the harbor. There are rumored to be a number of secret caves and tunnels buried in the cliffs below, but the guards keep away the curious.

East Riding: These are some of the oldest homes in the city, but also where the richest live. Be they nobles, master craftsmen, or merchants, the upper class of the city call East Riding home. Home to the Church of Pelor Triumphant, and what will one day be the Winds Cathedral.

West Riding: The largest area of the city, where the bulk of its populace calls home. Also home to the Winds Moonhouse, the Church of Pelor Radiant, the barracks of the Erinwold Regulars, and on the outskirts of the city, the Pelorean monastery.

Dockside: The cities docks. Home to a number of warehouses, taverns, shipwrights, and trade consortiums.

The Spit: This spit of land that juts out from the city, helping to form the harbor, is the home of much of the industry of the city. The city's tanneries, fisheries, and such are located along here, away from the homes of most of the city.

The prevailing wind blows its stench into the Fells. At the very tip is the Lighthouse. The Church of Pelor has donated an iron, dawnstar shaped lantern to be its light.

The Fells: The poorest, most lawless area of the city. So named as a part of the forest was felled to make room for the influx of immigrants who have come to inhabit Winds. The guards rarely come here, and when they do it's in force. Criminal gangs are the law of the land instead, the most powerful of which are the Shadowkings and the Battle Boys (who are currently at war with each other).

Strange Occurrences:

The Tusk: This ghost ship has plagued the waters around the Isle of Winds for centuries. Each time it is sighted, some catastrophe rocks the City within the month.

The Beast: For the past six years a killer has stalked the dark corners of the city. They strike every Blue Moon, stalking and killing a young man in or around the docks. The bodies left behind are little more than ground meat, but all the blood missing.

The Wood Children: Twenty years ago a dozen children went missing from West Riding. They were found five years later in the forest, not having aged a day.

The Salt Tomb: On the site where the Cathedral is being built, an ancient tomb was uncovered. Inside were dozens of strange bodies, all preserved in salt. At the center of the tomb was a perfectly intact chariot. The day after the tomb was opened, the chariot went missing.

The Wintersnight Rider: Every Winters Solstice a spectral rider speeds across the city on a jet black charger. Each year he touches the door of two homes. One suffers calamity, the other finds fantastic success.