

INTRODUCTION

THE STORY OF HAVEN'S PEAK IS ONE OF struggle, determination, and blind luck. The world of Valon was once a desolate, cold, and dark place. Great Glaciers roamed across the world, bringing with them snow and biting wind. While the equator was habitable, anything north or south of it was a tundra or steppe inhabited only by the most determined tribes of humanoids.

In an effort to make the world a more hospitable place where its people could spread out and prosper. A group of unknown mages harnessed powerful magic to warm Valon, but this magic quickly grew out of control and went too far, causing the glaciers and ice caps to melt and flood the world (0 After Flood).

The people of Valon scurried to the mountaintops to avoid the calamity, but only remain in scattered pockets of the islands that were once great mountain chains. Haven is but one of these mountain chains. Communication and travel between them are impossible due to the vast distances between them and the lack of resources.

Your story begins in 60 AF in Haven City or one of the villages or towns on Haven.

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RACES

WHEN THE FLOOD OCCURRED ONLY A FEW RACES lived near enough to high ground to be able to survive the catastrophe.

Any races are permitted, but only a few races are represented en masse and had high enough populations to justify grouping together. These races are Elves, Humans,

Orcs, Halflings, Gnomes, and Dwarves.

If you wish to play another race, please contact one of the Narrators so that we can work on the race with you to fit within the setting.

ELVES

The Elves in Haven have organized themselves into a gerontocracy where the oldest elf is the de facto leader and power is distributed by age. They do not have a district in Haven as they have separated themselves from the “immature” races. Elves used to be known for their superiority complexes, and older elves do tend to fit that stereotype, but with the flood having laid low all of their cities and exposed younger elves to other races and ways of life, many elves are breaking that cycle.

DARK ELVES

A few Dark Elves made it through the flood, but their subterranean lifestyle unfortunately sealed their fate. Those that are left have tried their best to integrate into Elven society, though their beliefs surrounding the undead and necromancy cause them to be shunned. Overall, Dark Elves are very spiritual people and tend to build temples wherever they go.

Any Sub-race of elves are welcome, though because of their new found rarity, these divisions are culturally meaningless.

HUMANS

Humans, in general, utilize a democratically elected council as a governance method. Humans are typically farmers, whittlers, tinkerers, mechanics, and so forth. They find and enjoy work that brings them closer to others. They resolve all their issues through committees and votes. Due to their short lifespan, Humans have more offspring than other races, and are the majority of the population on Haven.

HALFLINGS

Halflings’ unconcerned and carefree nature left them happy enough to integrate into whichever groups would tolerate them. Most villages and districts have at least a small population of halflings.

ORCS

In Haven’s Peak Orcs are not evil, though they tend to be abrasive and distrustful of outsiders (including other orcs.) Their society is based on a non-hierarchical familial structure. Clans are extended family groups that make decisions based on informal consensus. Leaders may arise but it is an organic process where a leader is simply the person most people trust to make good decisions for the group.

GNOMES

Gnomes are considered very strange compared to the other races. Gnomish society is Eusocial, meaning they have a single monarch, known as The Progenitor, and their culture is centered around serving The Progenitor, who is the only gnome capable of having children.

Gnomes at some point will be capable of reproduction with The Progenitor for a short period, which is considered a rite of passage. Culturally gnomes are a genderless society, though it is not uncommon for some gnomes to identify as male or female.

DWARVES

Dwarves are the only race native to Haven, and they are not particularly pleased by the arrangement but understand its necessity. Before the Flood, their mines ran deep into the mountain, but the flood destroyed the main entrance in the valley and washed out the long-standing tunnels.

The Dwarves in Haven were once part of the Dwarfhold of Clan Copperbrew, but it has since shattered into multiple factions after the death of their Chieftan and the rest of the Copperbrew family. Leaving no heir to take over. Many of those left in Haven follow Bomraic Darkchin, who claims the title of Chieftan through his sister-in-law’s great uncle, who was the youngest brother of Yasmig Copperbrew, the old chieftain.

CLASSES AND MAGIC

SOME CLASSES IN D&D HAVE LORE REQUIREMENTS that may need to be fulfilled to play the game; such as Clerics, Warlocks, and Druids. If a class is not mentioned in this section, it is because it does not have these requirements.

Magic in Haven is a fundamental force that can be studied and harnessed scientifically like wizards, wielded through sheer force of will like in clerics, bargained for by warlocks, or tapped through ancestry like sorcerers. Some magic can only be channeled when the user wields an Arcane Gem, which takes the place of material components not associated with a cost.

CLERICS

In Dungeons and Dragons, Clerics receive their magical abilities through the favor of a god or entity. Haven is different because a cleric does not pledge their faith to a god, but instead to a concept (Domain).

When choosing a domain, consider what strongly held beliefs your character has about their domain that gives them the ability to uphold those beliefs with magic.

Clerics often refine their beliefs and talents in a temple dedicated to their domain. Membership in a domain crosses racial boundaries and is something that defines a person in Haven. No Temple will turn away a follower of the same sect based on race or gender.

TEMPLES

ARCANA

Clerics of the Arcana Domain blur the line between scholar and priest. Often the first on the scene when an extraplanar being has been spotted, these clerics use their spells and knowledge to protect others against the creatures from beyond. A common activity for Clerics of Arcana is copying texts and creating potions and scrolls.

Temples on Haven

Hall of Mystique - Gnome District

Church of the Gem - Helthur

DEATH

Clerics of Death are closer to the idea of a cultist than a Cleric. Operating from the shadows these clerics are looked down upon by the people of Haven, as their necromancy is considered distasteful, verging on taboo and evil.

Temples on Haven

The Necropolis - The Grand Mausoleum

The Ziggurat - Helthur

FORGE

Clerics of the Forge spend many hours shaping metal into a multitude of shapes for a variety of purposes. They also spend a lot of time in the old mines and tunnels helping to drain them and liberate them from any lurking monsters.

Temples

Hall of Smiths-Gnome District

The Iron Sanctum-East Dwarfhold

Temple of the Forge - West Dwarfhold

GRAVE

Clerics of the grave defend the sanctity of death. They are in direct opposition to the Clerics of Death and often clash with them in The Grand Mausoleum.

Temples on Haven

The Grand Mausoleum - East Dwarfhold

KNOWLEDGE

Clerics of Knowledge are the keepers of lore and protectors of libraries. Most believe that knowledge should be shared freely, but after the flood, a splintering occurred that created the Knights of Destiny, who seek out knowledge considered dangerous and destroy it.

Temples on Haven

Hall of Lore - Gnome District

Church of Destiny - Andronville

LIGHT

Clerics of Light focus on the good in themselves and others. Honesty, Integrity, Courage, and vigilance are the mark of a Cleric of Light

Temples on Haven

Temple of Light and Life - South Haven

Temple of Light - Lumen



LIFE

Clerics of Life concern themselves with healing the sick and injured. Often seen moving throughout the city to make house calls, a Cleric of Life is someone who can always be depended on to help those in need. Most towns have an outreach temple, though they are headquartered in Haven.

Temples on Haven

Temple of Light and Life - South Haven

NATURE

Clerics of Nature can be found anywhere where nature exists, often found worshipping in parks, forests, mountain tops, and many other places. They tend to be calm and collected but can be quick to anger and action when it comes to defending the natural world.

Temples on Haven

Temple to Nature - Orak'Azzi

Shrine of Keiros - Carover

ORDER

Clerics of Order believe that the greatest way to achieve peace is through order and law. Often moonlighting as guards or political figures, Clerics of Order consider themselves the guardians of the law.

Temples on Haven

Temple of Order - South Haven

Temple of Enforcement - Thingulor

Temple of War and Order - Gugboldhor

PEACE

Clerics of Peace are one of the most respected Cleric domains due to the role they play in mediation between the very diverse people of Haven, especially immediately after the flood.

Temples on Haven

Monastery of Peace - High Peak

TEMPEST

Clerics of the Tempest revere storms and the ocean. Only one sect exists in Haven and they practice their beliefs in the Storm Tower.

Temples on Haven

The Storm Tower - Portstown

Temple of Tempest - Helthur

TRICKERY

Clerics of Trickery are often thieves, assassins, and con people. These clerics are confident in their abilities and believe that the best way to get ahead in life is through underhanded tactics.

Temples on Haven Temple of Trickery - Hidden in The Last Hall of the West Dwarfhold

Temple of Trickery - Hidden in Helthur

TWILIGHT

Clerics of Twilight guard the line between light and dark. Often called upon to handle monster incursions, these clerics are considered formidable warriors.

Temples on Haven

Temple of Twilight - Orak'Kaz

Fountain of Night - Helthur

WAR

Clerics of War revel in battle. Though war is uncommon in Haven, defense against outside forces of evil gives the Clerics of War plenty to do.

Temples on Haven

The Pit - Orak'Azzi

Temple of War and Order - Gugboldhor

TIP

If you choose to play a cleric, make your first post in one of the temples to your domain. It's an easy way to start your adventure!

DRUIDS

Druids in 5e gain a Druidic Circle. In Haven all of the circles have been shattered due to the flood and have no organization, and the secret tongue of the circles is in danger of disappearing forever.

Druids gain their magical powers through reverence to Nature. When choosing a Circle ask yourself what aspect of nature your druid reveres above all else and choose the circle that best fits it.

WARLOCKS

Warlocks gain their magical prowess through a patron, but in Haven patrons are more mysterious than in most other settings. In Haven the other Planes are an unknown. Extra-planar creatures are simply said to “Have come from Beyond”. There have been attempts to travel Beyond by a few powerful mages, warlocks, and sorcerers, but none have returned.

Warlocks require a bit more work to write a background for, we recommend you choose a warlock subclass and reach out to a Narrator in the Discord server. We are more than happy to workshop what is needed to ensure you have a fun gameplay experience.



GEOGRAPHY

THE ENTIRETY OF THE PLAY AREA IS KNOWN AS The Highlands, the same name that this area had before the flood. The area is divided up into zones based on level, though you may always return to lower-level zones (and often will).

The level 1-5 zone (Haven) is the largest island and is dominated by a large city and peppered with other villages and towns.

KEEP IN MIND

Haven's Peak, due to its very nature, is constantly evolving and changing. This entire Guide is and always will be a work in progress. We mention this here because only one zone is present. The others are being mapped, edited, and finalized. They will appear in this guide when they are finished.



HAVEN

Haven was once a group of mountain peaks surrounding an alpine valley. After the flood that destroyed much of the world, Haven now exists as an island and may be one of the last bastions of terrestrial life on Valon. Haven consists of one large main island, and three smaller islands to it's north.

PHYSICAL GEOGRAPHY

Haven's geography is not varied, mainly consisting of forests and rocky mountains. The most dangerous monsters have been eradicated from Haven for the most part, but isolated tribes of goblins and other small monsters have hidden themselves in caves and crevices. Animals other than birds are quite rare on Haven due to the flood and the famine that depleted many of the island's wild game.

ZONES IN HAVEN'S PEAK

Each tier of Play is broken up into different zones. This means that no matter where you go on Haven, most content will be scaled to Level 1-5. This does not mean that no higher level content exists here, just that it is a rare occurrence.



THE GREAT RANGE

Short mountains that were once the tallest in Valon dominate the island of Haven. Once snow-capped and rocky; grass, moss, and some trees have migrated up its slopes, and goblins, Troggs, and other simple-minded monsters make homes in their caves and abandoned mines.

THE RIPPLE

The large salty “sea” that splits Haven City in two. The Ripple provides large amounts of fish to the island, as well as calm waters for docks.

THE NORTHERN FOREST

A thin oak forest on the northern portion of the island. The resources within are a hot topic of debate between Helthur and Elyvethalas. The conflict over this forest has recently become very tenuous and many believe it could end in violence.

THE SOUTHERN FOREST

A thick old-growth oak forest that most people avoid. Both because of its relative remoteness, and the rumors of it being the last great monster stronghold.

HAVENWOOD

Haven wood borders Haven City and the farmlands of Haven. The forest is considered very safe by most, though a few incidents have happened over the past decade.

THE WEST WOOD

This thick forest stretches from the northern tip of the island all the way down through Portstown. It is considered dangerous and only one road traverses any portion of it, the road from Helthur to Thngulor is considered the most dangerous on the island and many mercenaries earn their living by escorting merchants along it.

AYENOR FOREST

The forest surrounding Ayenor is characterized by stands of young trees and fields of stumps. Much of the materials to build Havencity came from this forest. Enriching the leaders in Ayenor, but creating an eyesore and angering practicing druids.

AYENOR RANGE

This small range houses the Grand Mausoleum, the ancient burial ground of dwarves. Small mines pepper the range and their trails make traversal quite simple.

THE CROWN ISLE

The Crown Isle is called such due to the thick canopy casting darkness over the island. Many daring lumberjacks have tried their hand at taming this island, but many never return, and those that do simply warn others against it and refuse to elaborate.

SPARSELAND

This island used to have a tribe of hill giants on it before they were pushed back to Giant Island by a group of lumberjacks in 43 AF. Since then much lumber has been removed from the land.

GIANT ISLAND

This island is possibly the most dangerous place in Haven. A group of Hill Giants live on this island and kill any who step foot on it.



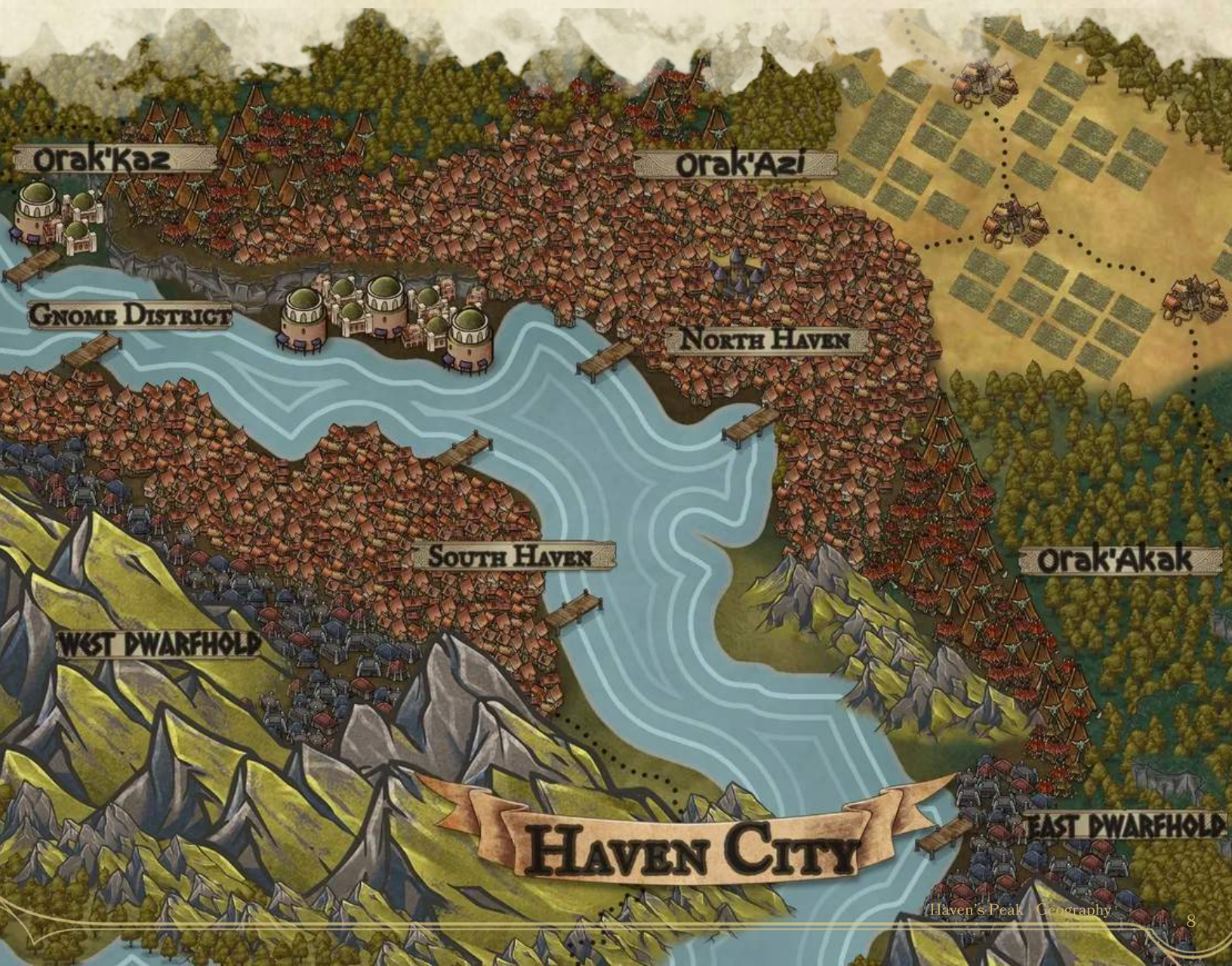
POLITICAL GEOGRAPHY

Haven is home to the largest population on The Highlands and has some of the most complex politics in the region. Decades of desperation, grief, and determination have left many seeking new forms of governance, new homes, and new ways of life.

HAVEN CITY

Haven City started as several encampments of refugees around the Ripple, a small inlet that used to be the valley between the plateau and the tallest peaks in the Southern Highlands. As the residents began to build permanent settlements, these grew into each other forming the Haven City.

Haven City is split into eight districts, each home to a majority population of one race or another. Each district has autonomy, but many of the residents and leaders believe that Haven City should be united under one flag.



ORC DISTRICTS

Orak'Kaz

Orak'kaz is home to the orcish people belonging to the Kaz Clan. This clan is known for its woodworking proficiency and produces the sturdiest and most durable wooden products to be found in Haven.

The Makers Space

Like in all orcish settlements, it is dominated by a large central tent dedicated to pursuing craftwork, in Orak'Kaz this typically means milling, carving, and straightening wood for furniture, spears, wooden shields, arrow shafts, and other wood products, especially barrels which are traded with the Orak'Akak for their brews. Tools and knowledge are freely shared and the Makers Space, or Karati, is a frequent hangout space for those interested in any craft. It is also a central hub for trading goods.

The Meeting Space

This is a large tent on the northern side of the district used as a place of meeting, whether personal or official. When the clan must come to an agreement or if you wish to discuss a matter with a friend, the meeting place is oft the place to go.

Kazek's

Kazek is the orc most of the Kaz clan depend on for alcoholic drinks. You can often find a crowd of rowdy youngsters or solemn elders drinking outside on the ground around a fire.

The Oracle's Tent

Orc's spirituality is centered around personal spiritual journeys. The Oracle is considered the master of the esoteric and when unsure of their path or feeling lost in life, many orcs will consult with the Oracle of their clan to achieve clarity through spiritual journeys. The Oracle of any clan is referred to by a title rather than their name, which they gave up when they became the oracle, the title is Orakai plus the clan name, in this case Orakai'Kaz

Temple of Twilight

A temple dedicated to vigilance against the dark. Home of Twilight domain clerics.

Orak'Azi

The Azi are renowned for their tent-making skills, though their rope-making and basket weaving is also worth mentioning. Many Orcs use Azi tents for their homes and shelters, especially when traveling. Like the Kaz, they have an Oracle, makers space, and a meeting place.

Kalik's

Because of the high demand for Azi tents, many people temporarily stay at Kalik's while they wait for their tents to be completed. For a low price, one can be

fed and sheltered with many others here, though the smell is atrocious according to some.

Azik's

Azik is one of the few Orcish leaders, he is a master craftsman and is considered honorable and trustworthy. Often the first to speak and last to decide, his home is a place where people go for advice and conflict mediation. It is the largest residential tent in the city and is often likened to a canvas palace.

Temple to Nature

A peaceful park area creates a meditation space for Druids and Clerics of Nature.

Orak'Akak

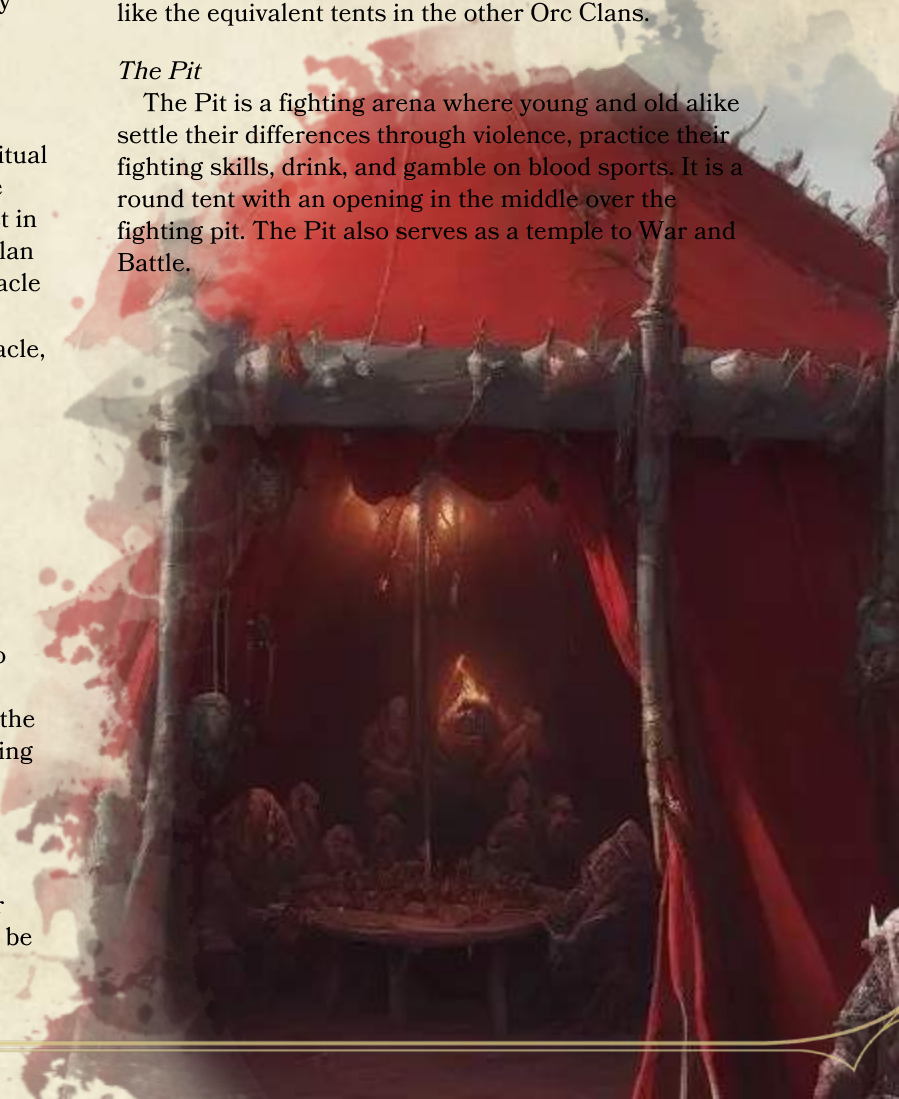
The Akak Clan makes the strongest ale in Haven and never has a shortage to use for trade or selling. Their Maker's Space is filled with barrels, bottles, and kegs, all filled with their best commodity. The Akak are known for their boisterous and friendly nature compared to other orcs.

The Meeting Place

The meeting place in Orak'Akak is the closest you will find to an orcish bar. Here, once accepted by the clan, you can partake in their brew and socialize with other Orcs. This tent's primary use has become a drinking place, though it still serves a function as a meeting place like the equivalent tents in the other Orc Clans.

The Pit

The Pit is a fighting arena where young and old alike settle their differences through violence, practice their fighting skills, drink, and gamble on blood sports. It is a round tent with an opening in the middle over the fighting pit. The Pit also serves as a temple to War and Battle.



DWARVEN DISTRICTS

West Dwarfhold

In the shadow of Haven's Peak is the west Dwarfhold, once ruled by Chief Copperbrew, the dwarf hold is now in a state of disarray as tensions run high. The work continues to drain the tunnels but the work is long and hard. A power vacuum has left the dwarves to swear loyalty to many different clans, all with different ideas on how the Hold should be run. Competing tribes make raids on one another for materials and it seems that no one's hands are clean

Copper's Casket

A rowdy tavern filled with Copperbrew loyalists who swear fealty to the "New Chief" Darkchin.

The Last Hall

A common hangout for thieves and other low-lives. This used to be the surface home of Chief Copperbrew, but it has since fallen into disrepair and become the city's most notorious black market. This is also where one can find the Temple of Trickery if you know where to look.

The Ore Depot

A general store specializing in the sale of metal ores and mining supplies

The Exploding Mug

This is a slower tavern in the southern part of the Dwarfhold. Most here are simply looking to buy a drink, though some may be encouraged to share secrets.

Belinda's Smithy

Home of the last functioning great forge of the Copperbrew Dwarfhold. Ran by Belinda, when looking for weapons and armor, this is a good place to start.

The Guard House

The headquarters of the West Dwarfguard. They are the defacto police of the West Dwarfhold and are under the command of Chief Darkchin.

Temple of the Forge

A holy site dedicated to refining the talents and beliefs of Followers of the Forge. Often home to Forge Domain Clerics

East Dwarfhold

The East Dwarfhold lies on the southern shore of the Ripple. Many of the dwarves here are "Factionals", those that refuse to acknowledge the rule of Darkchin.

There are three main groups of Factionals that hold meetings and fight back against the rule of Darkchin; The Mace of Liberation which seeks to end the practice of monarchical rule completely, Clan Krieg which seeks to install Barag Krieg as the new monarch due to his populist policies, and the Sisterhood of Mithril who follow Kila Northore, seeking to become ruler herself and to change the patriarchal monarchy into a matriarchal monarchy.

Cuppa Joes

East Dwarfhold is the only place left in Valon that can grow and produce coffee beans. Jofrel Brewstone and his two go-lucky sons Huggerlug and Snogread, run this Bed and Breakfast famous for its homegrown, ground, and brewed coffee, with a complimentary cup with every breakfast.

Wee Whiskies

Watch your head as you walk into Wee Whiskies. Not just of the low ceilings but of the flying mugs as well. It's near impossible to see through the small, curtained windows, but the sounds of cutlery and drinking glasses from within can be felt outside. Run by Morseag Stormhand, a proud supporter of The Mace of Liberation, whose blue and black flag flies outside.

Bitty Blades

East Dwarfhold's neighborhood forge is Overseen by Daraen Granitebrew, one the leaders of The Sisterhood of Mithril.

Krieg's Roundhouse

Bar and meetingplace for Clan Krieg. Barag Krieg has his own personal suite upstairs.

Krieg Armor and Weapons

The local arms dealer offers a steep discount for those who swear loyalty to Krieg.

The Mithril Quiver

A weapons merchant turned Sister of Mithril, you can find a large selection of weapons here.

Krieghold Gaurd

The headquarters of the unofficial guard of West Dwarfhold. Led by Barag himself.

The Grand Mausoleum

The ancient burial place of dwarven royalty and the place of worship for the Clerics of the Grave and the Clerics of Death who hide themselves deep within these catacombs.

IT TAKES ALL TYPES

Dwarves are very opinionated and stubborn creatures. If playing a Dwarf, make sure to consider where your loyalties lie.

HUMAN DISTRICTS

North Haven

North Haven is the largest district and houses a multitude of humans, halflings, and some misfits such as Tieflings and Dragonborn.

The Rippling Tavern

Near the docks on The Ripple (saltwater lake), the Tavern is a small and homey place with a few spare rooms for traveling fishermen and adventurers. Here you will find the best Ale in all of Haven. Some warm-to-your-soul clam chowder. And hand-crafted wooden furniture that isn't quite perfect.

The Screeching Squid Inn

At The Screeching Squid Inn, all forms of payment are accepted. You can stay for trade, for coin, or work. There is an assortment of 20 rooms, all themed differently to suit individual needs. All races and genders are welcome! Fighting amongst other tenants will have you removed without a refund.

Carna's Arcana

The healer's shop. Here you will find something for all of your ailments. Including laughter, as the shop keep believes herself a comedian. Rows and rows of shelves from floor to ceiling covered with glowing gadgets and shimmering stones

Trendy Topography

At Trendy Topography are all the up-to-date maps. Along with displays of maps from before the flood. Here you can also schedule any travel assistance you may need. Ferry or Flight.

He who SMELT it

This is a Blacksmith, with one of the most advanced forges in the existing land. Here you can have special orders made including magical weapons with one or more gems embedded.

Rock Candy

A Dwarf-owned shop where you can buy an assortment of rocks, gemstones, fossils, soil, jars of minerals, seeds, and plants such as roses, corn, mountain thistle, and so on.

Butter Bliss

The best Baker in Haven. Alyssa Strom arrives at 3 am each day to bake her goods, often sold out before noon, get it while it's hot!

Mountain Mercantile

General store selling general items to general people.

Northern Council Chambers

The council chambers used by the North Haven Council. An elected group of ten council members

sworn to uphold the laws of North Haven and represent the people.

North Haven Gaurd Headquarters The headquarters of the North Haven Guard. They have a very strained relationship with the Southern Guard and often refuse to cooperate with them. They think themselves the protectors and defenders of law and think the Southerners are inferior in every way.

South Haven

South Haven is an extension of the Human district of North Haven, though they have their own council and laws. Due to the proximity to the West Dwarfhold there is a greater guard presence here and the council acts in a more authoritarian manner than North Haven.

Haven's Peak Prison

The only prison in Haven, it holds the most hardened criminals. It also houses evil magic users.

The Southern Council

The Council Chambers of the Southern Council. An elected group of dictators that hold rule over south haven.

Southern Guard Headquarters

The headquarters of the Southern Guard.

The Bounty House

A bar that posts bounties for criminals in partnership with The Guard. Offers a free drink for every completed bounty.

South Haven Armaments

The one-stop shop for all of your armor and weapon needs.

Periwinkle Pawn

Haven's only pawn shop. Run by the Dark Elf Rachma Eleswir.

Temple of Light and Life

A beautiful firebrick building hosting Clerics of both Light and Life.

Temple of Order

A stone building that acts as a residence and temple to Clerics of Order.

THE BOUNTY HOUSE

The Bounty House is an easy way to pick up a quest, make sure to schedule a Table Session with us so that you can complete any bounties you pick up! Also remember you too can end up featured in this bar, just be wary of who may try to collect your bounty.

GNOMISH DISTRICTS

Gnome District

The Gnome District is mainly made up of the gnomes' residential areas, but it is also home to the Progenitor's Palace Complex where many gnomes live and serve the Progenitor. The gnomish craft halls lie within the complex walls.

Hall of Smiths

Called a hall, but is a collection of forges, smelters, and smithies outside on the outer edge of the Palace complex.

Hall of Lore

A grand library host to what tomes and books were able to be saved from the flood. Gnomes work day and night to write the known history. The Hall of Lore is also a gathering place for Clerics of Knowledge.

Hall of Gastrique

Closest to the Palace itself, the Hall of Gastrique provides meals to whoever needs them as well as provides all the food for the Progenitor.

Hall of Blades

The training facility for the Progenitor's Sentinels. The elite force that protects the Progenitor and acts as secret police on their behalf.

Hall of Alchemy

A place of learning and crafting potions and other alchemical brews.

Hall of Mystique

Both a temple and a library of Arcana. Many of Valon's greatest wizards were trained in Gnomish Halls of Mystique before the flood. Now magic users flock to this hall to learn the ways of magic.

The Progenitor's Palace

The palace proper of the Progenitor. Heavily Guarded, an appointment is necessary to enter except on the most dire of errands.

VILLAGES AND TOWNS ON HAVEN

The island is home to a few different villages and towns, each with its own unique way of doing things. Most of them serve an important role in supplying the city and the whole population of the island

STARTING AREAS

All the areas on this map are available as starting points for your character. Remember to keep in mind where your character was born and grew up as well! Each town has residential areas as well, If you need a channel set up for a residence, contact a narrator so we can set it up for you!



PORTSTOWN

The gnomish stronghold is responsible for protecting Haven from ocean-based threats. Home of the Clerics of Tempest who guard against the creatures of the deep and other threats.

The Storm Tower

Temple to the Tempest and home of its Clerics. Their unique storm-based magic makes them perfect for defending the island against monsters of the deep.

The Port

Portstown position makes it the first stop for traders from neighboring islands and ships from around the coast. The port handles customs on behalf of Haven, under the guidance of the Progenitor.

The Salty Hull

An old shipwreck renovated into a tavern frequented by sailors and Clerics of Tempest.

Seaside Bed and Breakfast

A bed and breakfast on a cliff edge, often frequented by Haven's rich and powerful for its beautiful view.

AYENOR

Ayenor is a large dwarven town on a cliffside overlooking the City of Haven. Run by the corrupt Nurafot Alespine and his gaggle of cronies, Ayenor has a position of great power due to the wealth gained through its gambling industry. Many in Ayenor detest the Steward but dare not move against him, fearful of his thugs.

The Iron Rats

Here at the Rats, you can get your brew on, and your game. Gambling is illegal in most of Haven, making Ayenor a gambling destination. The Iron Rat has card games, dice games, and even roulette!

The Iron Sanctum

The Iron Sanctum is a Temple of the Forge overseen by High Cleric Touzac Flintfinger.

Steward's Office

Ayenor is under the stewardship of Nurafot Alespine. After the flood wiped out the dwarven chain of command, Nurafot quickly took control of Ayenor and utilized his position to enrich himself and his cronies through gambling taxes.

The Ugly Boar

The Ugly Boar General Store is the main grocery and supply destination in Ayenor. Run by the beautiful Ululda Hillstone and her husband Fomor.

Goldenfinger Jewels Grislock Goldenfinger and her family of three generations all work and run Goldenfinger Jewels, where the finest jewelry in all of Haven is made. Grislock and her eldest daughter Loveni even do special orders for Gem Enhanced jewelry.

Temple of Life

Its said that the best place to have a stab wound healed is here. Hopefully you never need to find out, paying your debts makes that more likely.

DANDAUR

Dandaur is where many dwarves settled down after the flood and began farming. Farming is not considered a "dwarven" activity, but after the loss of the mines many did not know what to do, and so a dwarf by the name of Baristanli Deepfurorow led them away from the refugee camps to establish a farming community.

Home Time Inn Dandaur's geography makes the Home Time Inn a bustling spot for travelers and traders. The basement tavern is reminiscent of the great dwarven halls that once existed below Haven.

Agricultural Center

A temple to nature that is the destination for many who wish to learn how to farm. Dwarvish culture lacked generational knowledge of farming and so the Center acts as both an educational center and temple to nature and agriculture.

Steward's Office

Deepfurorow has remained the Steward of Dandaur for the entirety of its existence, his idealistic and forward-thinking policies have led Dandaur to prosperity and peace. His son, Thistle Deepfurorow is positioned to take over and follow his father's footsteps when he decides to step down.

Dandaur Field Supply

This store supplies a space for market produce as well as the tools needed to bring forth life from the dirt.

Blackwell's Smithy

Crom Blackwell and his family operate the Blackwell Smithy. Specializing in farming equipment and special order parts for anything one may need.

THINGULOR

Thingulor is considered by many to be the most dwarven town in Haven. After the flood, many dwarves flocked here to get away from the refugee camps and continue a very similar lifestyle to what they once had, including a distaste for outsiders.

Blacksoot Tavern

Outsiders often have to pay extra for drinks and privacy here, but their homebrewed ale is hard to pass up.

Temple of Enforcement

A temple of Clerics of Order, their purpose is to maintain the traditions of dwarves, though their focus seems to be the harassment of non-dwarves.

Steward's Office

Orikhaid Deepmaul is popular and loved by the people of Thingulor, but the nobles of Haven do not appreciate his protectionist policies and xenophobic attitude.

Blackhands Mining Supply

A general store with a huge inventory of miners' tools and supplies. This is also the dropoff point for food and unless one is eating at Blacksoot, this is where to get fresh food.

Temple of Life

This Temple may be the only welcoming place in all of Thingulor, which isn't a particularly high bar.

The Miner's Coop

Thingulor is positioned around the only fully operational mine in Haven, providing iron and tin to the island.

MONASTERY OF PEACE

This Temple of Peace lies atop one of Haven's peaks over the city. The Clerics of Peace are sought out for mediation, negotiation, and peacekeeping. Many monks also train here and fulfill similar roles. Speaking within the walls of the monastery is forbidden.

ANDRONVILLE

Andronville is a small community that boasts the largest farms on Haven. Here the quiet and hardworking people spend most days in the fields except for Saturday, which is a community day. No stores, bars, or offices are open. Most people spend the day at home or in the streets with their neighbors cooking, drinking, and being merry.

Church of Destiny

The Church of Destiny is a sect of the Clerics of Knowledge. They believe that some knowledge is off-limits and should be destroyed or placed under heavy guard. Their main example of why this is the case is due to the flood.

Eli's

Elias the Halfling loves running his bar and telling and hearing stories. He will often keep the drinks coming if a patron has an interesting story to tell. A few rooms up stairs are typically open for travelers.

Barnabus Books

Barnabus Wrackley owns this book shop that also specializes in bookbinding. Many wizards come to Barnabus to learn this craft for the creation of their spell books.

Pauper's Palace

Andronville does not receive many visitors, which makes this small motel feel out of place. The lack of funds gives it that run-down kind of atmosphere.

The Pig's Tail

This grocer and supply acts as both a market, general store, and meeting place all in one.



The Council Chambers

There used to be five council seats, but over the years, the people here have removed seats until there was only one, filled by Old Man Harper.

LUMEN

Lumen is a tight-knit community mainly focused on providing services for the many different people that pass through it on their way to or from Haven City.

Luminous

The best venue in all of Haven. The dream of nearly every bard in Haven is to one day play at Luminous. Its wide-open dance floor, excellent drinks, and pit barbecue make it a great getaway.

Temple of Light

The Temple of light in Lumen is known to have some of the most beautiful architecture in Haven. When the sunrises on the summer solstice, a stained glass window casts a rainbow across the entire town.

Council Chambers

The council in Lumen is an elected position with committees for laws. An election takes place every two years for one of the council seats, giving each of the six council members a three-year term.

Tuttle's General Store

This store is a grocery and supplies store run by the friendly halfling Binki Tuttle.

The Grey Falcon

The grey falcon is a popular tavern with a wide selection of ales and liquors. Often crowded, getting a room here may be difficult.

Dancing Blades Inn

This inn lacks a bar but makes up for it with excellent food and a plethora of rooms and reasonable prices.

The Wagon Wheel

An Orc by the name of Kalar Kaz owns this repair shop, offering reasonable repair timeframes and prices.

Temple of Life

Clerics of life often come to this temple during the festival season when able.

LUNENDOVER

Lunendover is a small farming village inhabited mainly by humans. Surrounded by rye and wheat, Lunendover supplies much of the grains to the islands.

The Lot

The Lot is a designated camping area for travelers. The lock box is checked every sunset for any visitors' tags and two copper payment.

Blenny's

This small bar is suitable for the residents of this sleepy town.

Council Chambers

A new council is elected every four years. The current council has recently received pushback about the building of a plaza for additional businesses.

General Store

The market for food and farming supplies. Very simple and straightforward, like the Gnome owner Calas.

Kayla's Baked Goods

Kayla's has fresh bread every morning for just one copper a loaf. She also has a selection of goat cheeses to choose from.

Pots and Scrolls

This shop specializes in the selling of magic scrolls and potions.

CAROVER

Carover is the largest farming community in Haven.

The Faithful Hound

This tavern is run by a retired and depressed ranger by the name of Robert Charos. He and his mastiff Chopper are often found in front of the fireplace after last call.

Shrine of Keiros

A shrine to the spirits of nature in remembrance of the lost life in the flood.

Council Chambers

Carover only has three council members and yearly elections. Giving them a three-year term.

Falma's Grocery

Grocery and general store serving the town of Carover.

Beyond Bows

Aelri Wren the half-elf owns this bowyer's shop known for its quality.

Temple of Life

The presence of Clerics of Life is well known here.

GUGBOLDHOR

This orcish town is a hotspot for mercenaries and bounty hunters. Being outside Haven City gives them a bit more flexibility when it comes to the law.

The Sheriff's Office

The Sheriff of Gugboldhor is a gnomish artificer by the name of Pulpal, they maintain order and mediate disputes. Their authority is maintained purely through strength and many of the regulars of Gugboldhor, would rather the office stay empty.

Talons

This bar features a bounty board and is the meeting place for The Hunter's Guild. Talons is not a place for those without self-defense or for those with no business there.

Old Franny's

Franny is an old human woman whom the town of Gugboldhor adores. She maintains the farms to the east and is often in town acting as a kindly grandmother to the many mercenaries. When one misses a good bounty or becomes unable to work due to injury, Franny's house is often a first stop for some coin helping on the farm.

Eyes Inn and Tavern

A strict disarmament rule in this inn makes it the safest place to grab some shut-eye in this rough-and-tumble town. Though unarmed, many of the patrons here are still capable of hand-to-hand combat.

Temple of War and Order

This temple specializes in the training and worship of mercenaries and bounty hunters.

Hunter's Salvage

A market for the selling of captured weapons, armor, and other items. An auction takes place on the first of every month.

LOGVOZ

Logvoz is an experiment in orcish settlements, starting as a crossroads it slowly changed into a farming community with help from Dandaur, the two communities are still very close and help each other when in need. Logvoz is mainly inhabited by orcs looking for a change of pace and life.

Pyre's End

This tavern is frequented by locals and travelers alike. Its friendly atmosphere and open floor plan make for a very inviting space, even if it is in an Azi tent.

The Mayor's Residence

The settlement of Logvoz has a Mayor who is elected by the residents and their office and residence is an Azi tent towards the center of town.

The Square

The square acts as a meeting place and market to the town. Vendors from all over will set up in the square here to sell their wares.

The Nursery

Many of the crops in the fields around Logvoz start here in the nursery where they are tended to by a group of druids who dedicate themselves to feeding others.

The Library of Logvoz

Run by an intelligent but young Orc, the Library of Logvoz is the only Orcish Library that is known of. When it comes to the information and history of Orcs, no one is more knowledgeable than Miko Akak.

Temple of Life This temple houses druids and clerics alike. As long as both revere and honor life.

ELYVETHALAS

Elyvethalas translates to "New Elven Kingdom" in Elvish. Ruled by the Elder Naevis Orira, they consider themselves the last bastion of elvish culture. It is the only gated town on Haven and because of this, doesn't get many outsiders due to general unfriendliness.

The Elder's Palace (Felaern)

The Elder's Palace is a large complex for the use of the older population of elves. It includes a bathhouse, full-service kitchen, a small library, a training yard, and a weapon smith. You must be at least 500 years old to enter or be invited by The Elder, hence its nickname "The Five Hundred Club". It is also the home and workplace of The Elder. Elder Naevis has not left the palace in twenty years and is 740 years old.

Elauthin

This Inn is the only Inn in Elyvethelas. It has five rooms, often filled by traders and mercenaries.

Outside the Gate (Vamir)

Many people choose to camp outside the city if they visit or travel through here and thus there is a very low guard presence outside the town. This also creates an environment rife with fences and riff-raff.

Neremyn's

This Elder Elf makes some of the finest weapons and armor, though coin will not take you far with Neremyn.

The Market

This store supplies much of the town's needs and is run by Ruven Trisphine, an Elder Elf of 612 years.

The Animal Market

Animals in Haven are hard to come by, limiting their presence to collectors. Livestock has only just exited the same sort of situation, though meat still carries a high price.

The Barracks

The home and workplace of the Valmar, Guardians of Elyvethalas.

Temple of Life

Elvish healers are considered some of the best in the land. Unlike many of the other places dominated by elves, The Temple of Life will not turn any in need away.

HELTHUR

Helthur is the main residence for the Dark Elf population, while their population is small, their elven heritage and the low elf population has allowed them to integrate into elven society. Though accepted many elves, especially the Elder Elves, are still prejudiced against their shorter-lived and darker kin.

The Palace of Helthur

The Palace here follows the same strict rules and many of the same amenities as Felaern. It is ruled by Malon Valfir, an Elder Elf of 735 years.

The Fountain of Night

A holy place of worship by the Dark-elf-led sect of Twilight Clerics. Their difference from the mainstream sect is most obviously defined by their Motto, Do Not Fear the Light.

Church of the Gem

This temple is heavily guarded by the Sinaht, a group of clerics and paladins dedicated to the Arcana Domain or vowed to protect it. Inside is the largest intact Arcane Gem.

The Zigurra The Darkelf Temple to Death is an openly practicing, and powerful cult. Though run by dark elves, those of any race with a necromantic tendency can practice openly here.

Temple of Tempest

When dark elves first recontacted the surface only one hundred years ago, they were amazed by the natural power of storms. This still lives on today in the strong presence of Tempest Clerics amongst dark elves and their Temple of Tempest.

Temple of Trickery

The thieves guild reaches far and has a secret hideout and Temple of Trickery in the city of Helthur.

Temple of Life

This temple is considered one of the greatest Temples of Life. Not for its grandeur, but for the skill of its healers and clerics.

Pilgrim's Inn

This large and spacious inn serves all the needs of pilgrims and travelers to Helthur including a general store.

The Market

Any vendors within the town set up here to sell their wares.

