



DUN HAVENTHAL REGIONAL PACKET

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Good Evening and please be seated... Harken to my words for I will relate unto you a tale of two kingdoms. One of stout mind and body who knows no better on the field of battle or commerce and one of willful indulgence, drunk upon its own permissive ways yet open to any and all possibilities under the sky.

How this tale will end is shrouded in the mists of time but for now we join our main players at the height of accomplishment. As I spin for you this tale remember only that it is played out in the mirrors of life that are our eyes, a reflection of truth we can only gaze upon when it graces the performers stage. Ladies and Gentlemen I give to you Haventhal!

INTRODUCTION

Those from the Dun Haventhal region tend towards being quick of tongue and wit. Living in one of the more civilized areas in Jhoril, Haventhalians often see themselves as more sophisticated than even their fellow Dun citizens, let alone people from other regions. This arrogance has led to many problems for the Haventhalians in recent years, but their military might has gotten them out of the most serious of these problems.

Dun Haventhal is renowned as a center for magical learning and understanding. A thousand years ago it was the home of the Great Summoner's Guild. Dun Haventhal is now the home to the Secta Natura, the Collegium's school of the elements. It is also a central hub for trading between many of the great cities. It is rare when you cannot find a representative of most regions and races of Jhoril somewhere in the city. The surrounding countryside is fertile agricultural land and rolling hills.

Dun Haventhal is ruled by a Prince from one of the nine great merchant houses. He (or she; Prince is also the title for a ruling woman) serves for a year on the Dun Council, at which point rule passes to the next house. The other eight houses provide the Prince with an advisory council. The houses are Devenor, Maeburn, Caldon, Gisborne, DesChamps, Trigard, Valence, Mobray, and Hastings.

The year is 1028NE, and thus begins our story.

HISTORY

A tale of woe, sacrifice and strife among siblings begins our evening entertainment. Picture if you will the savage coast of our fair Birindal Sea and the coming of three brothers, each proud and accomplished in their own right but with differing view of the world. Arrayed on the beaches with them are scores of refugees fleeing a cruel tyranny.

As the realization of freedom sets upon each of the brothers shoulders they put aside their common cause and each takes to their own self interest. Bickering among the gathered peoples soon ensues and they look to the brothers for guidance. Have they not succeeded in leading them all to safety? Who then among the brothers will take control, who shall be ruler? For is it not the natural state of things for one to rise above the others and attain preeminence.

For some time the quarrelling continues. In the end the brothers go their separate ways, each claiming a cadre of followers from the original refugees. What shall happen to the two who journey south and west is for another tale of other lands but what shall happen to the brother who stood his ground on the beach they had come to is the tale of the history of Haventhal. And now our tale is joined...

BEGINNINGS

In the beginning there was no great kingdom, no coalition of ruling princes or grand army holding everything together. In the beginning there were tribes of humanity, small settlements struggling against the harsh environment, slowly expanding into lands left behind by Sidhe Kingdoms in decline, warring with each other and the non-humans who populated the wild areas of the world.

Of those old tribes, it is said that some sprang from the fertile valleys of what would become Haventhal. Others are said to have fled to the area from some calamity or great oppression. Over the years the tribes merged, expanded their reach and banded into small kingdoms. Slowly those kingdoms, some in peaceful, others in most violent ways, became one land.

At first the land was ruled by warlords, strong men of vision and ambition who expanded the realm through strength of arms and the shed of blood. As perhaps is the nature of such government, there were frequent civil wars and intrigue within the kingdom until finally a balance was struck between the major players and a lasting peace from within was won.

That is not to say that the kingdom knew absolute peace, for peace has been an uncommon commodity in the realm of Haventhal over its life. While an internal accord was achieved there were still numerous external threats to the realm. At the times of greatest threat there arose grand heroes and when the shadows clouded all the realms it was Haventhal that shined brightest among them, throwing back the evils that threatened to consume the entire world.

This is the tale of Haventhal, grandest of the Dun Kingdoms and shining beacon of humanity within Jhoril. It is a tale of survival against all odds and of what can be accomplished through perseverance, ingenuity and will.

EARLY TIMES

The early years of Haventhal are tales of warlords, strife and competing fiefdoms each calling themselves grand kingdoms. Of those early kingdoms we have record of only a few. Trevalen, land of Warlord oc Carighen, it was oc Carighen who slew the Goblinc chieftain Yellow Axe and secured the northern borders. Kyrm, kingdom of the coast and isles, from which came the seeds of the mighty Haventhal Navy and the founding of the city of Anchor's Edge. Mighty Tyrsa, land of lakes and home to the Grand Empress and Wizard Nherisal, that united many smaller kingdoms for the first time under one banner to face down an invading army of undead. All of these kingdoms are long gone, swallowed up into the whole of Haventhal alongside countless others; their bones have laid the foundation upon which our mighty nation has been raised. Here are some of those early tales:

THE WAR OF THE RED OAK

In the area that is now known as Char was once the kingdom of Caer Ilthenniell, ruled over by the Sidhe house of Uthiel'Ethonalltier. The ruler of Ilthenniell was not a kind neighbor or ally to the people of the region and in the second century of the kingdom's existence waged war most terrible upon the humans of the area. It was the valiant effort of the Red Oak woodsmen and the militia of Giraux that broke the Sidhe lines. The war raged for many years, finally ending when the royal line of Uthiel was slain in a brutal attack upon Caer Ilthenniell and the city was razed to the ground, leaving only the old citadel that would later become the heart of Char.

THE REBELLION OF MARBLE RIDGE

In the 10th century of Haventhal rule, there came a true test to the realm when the people of Marble Ridge staged a rebellion and fielded an army in the thousands. The army of the Ridge as it was called won many battles and succeeded in driving the Haventhal militia back to the gates of Haventhal proper. For seven weeks they besieged the city and would have won the walls if not for the timely intervention of a clan of Firbolg who had made a pact with the ruling prince. The leaders of the rebellion were never found and to this day it is rumored that there are those in the Marble Ridge region who plot their own rise to power within the realm.

THE FOUNDING RIFT AND THE WAR OF THREE TOWERS

In the 12th century after the founding of Haventhal a cabal of wizards succeeded in opening a grand rift to some unknown stream and utilized the denizens of that stream to wage war upon the ruling princes. The rifts location was within the city of Haventhal itself and for four years the Princes and mages of the realm waged constant war upon the cabal and their foreign soldiers, finally banishing the rift and slaying the cabal within their three towered stronghold. That stronghold would later become known as the Than and would become the foundation of the Grand Summoning School and center for all learning that surrounded the arts of summoning and related schools of magic.

THE DUN WARS

Some 320 or so years before the Shadow Wars there were many lawless men who took to robbing caravans and threatening trade routes in the western lands of the realm. In answer to the anarchy of the region the Princes of Haventhal took their army into the field. The resulting conflict escalated when the tribes of Darmac were found to be supporting these brigands and ambushed a group of army units camped near the river Aisir. General Magadan oc Helmann quickly moved the Haventhal army across Darmac, rooting out the lawlessness of the greedy Darmac nobles. For the next 300 plus years the land of Darmac came under the rule of Haventhal and order was instilled in the land. It was only after the hardships of the Shadow War had reduced the garrisons in Darmac to skeleton levels did the land rise up in rebellion, under the murderous knave Fergus Blackheart. The brigands were repelled from fording the river Aisir

into Haventhal proper by Prince Alricht Devenor's army and an uneasy truce was signed shortly thereafter, allowing the Dun kingdom to rebuild its own forces.

THE DARK YEARS

After a few thousand years of growth, prosperity and advancement the kingdom came to a period of great turmoil that tested the very mettle of its people. The Dark Years were times of great hardship to the Realm, culminating in the Wars of Shadow that engulfed the entire world.

THE SHADOW WAR

Dark were the days when shadow walked the land and armies of elementals and shadow creatures warred with the world under the banner of the Gryphon. In those times the land of Haventhal was at the center of the conflicts and its armies and heroes the backbone of the Alliance of Light that eventually won the day. These heroes were ultimately responsible for driving back the fell armies and restoring order to the world.

THE VALE OF ILLURIA

No records exist that pinpoint the location of the Vale. It was the first seat of power for the Haventhal princes and once boasted a grand palace that rivaled even the greatest Sidhe citadels in their glory. Its Sapphire Lakes were said to have healing powers and all who dwelt there knew serenity. When the first Haventhal Prince took up residence, it was said to already have stood for thousands of years. It was destroyed shortly after the shadow war in a magical conflagration, the grand palace reduced to smoldering ruins overnight. The area became overrun with impassable forests within a year and soon thereafter the ruling prince had it stricken from the maps lest the people of Haventhal be reminded of its loss.

THE GREAT DROUGHT 790NE

No mage has ever pinpointed the cause of the crop failures and drought in 790 but its effects and devastation were written upon the people of Haventhal. Whole communities were lost to famine and the cities overflowed with refugees from the once lush farmlands seeking food and shelter. This was truly a test of the resilience of the people and rulers of the land. The drought endured for three years and when all was said and done the coffers were strained towards breaking. Once mighty houses failed and only those of keen foresight and ingenuity weathered the ordeal unscathed. Each year farmers make sacrifices to the barbarian spirits of the fields to prevent such disaster from striking them again.

THE FAILING OF HOUSE VHEGORIX

House Vhegorix is not commonly spoken of these days. In the times of the Dun and Shadow Wars they were one of the most powerful of houses. Their fortunes had been made in the acquisition of rare materials and knowledge of gated transportation methods. During the Dun Wars they had become increasingly insular and withdrawn from society. For years after the shadow war, rumors had circulated that they aided both sides in the war and had sent advisors into the field on behalf of House Tor. In 275NE they unsuccessfully attempted to gain the throne of the kingdom through assassination. The resulting inquisition found numerous unspeakable crimes attributed to their name and the house was disbanded, its ruling family executed and its crests stricken from the roles.

THE WAR OF LINEAGE (890 NE)

In the year 890 there arose strife within the kingdom as the lines of succession within the noble houses became blurred and some sought permanent lordship over the entire realm. War between the noble bloodlines arose and for ten years the realm was nearly torn apart and many of the old noble houses were forced to give up the power they once hoarded. In the end it was the efforts of the merchant houses that secured the peace and in doing so elevated themselves above the old bloodlines, establishing the Prince's Council in its current form.

RECENT YEARS

The past few decades since the end of the War of Lineage have seen Haventhal rebuild itself, stronger than ever. The peace did not last, however, for they would be tested once again when the expansionistic Taerran Empire turned their sights and military upon the fair Dun Kingdoms.

THE REALM WAR

In the spring of the year 1000 legions of the Taerran Empire marched on the kingdom of Melea, quickly overcoming the armies of that land and turning their attention to the lands of Haventhal. For the next twenty-three years the armies of Taer pressed a vicious campaign against the armies of Haventhal, eventually being beaten at Hawk's Crossing.

With the end of the Realm War, the land has returned to peace and the people for once in many years have begun to regain their sense of optimism and hope. Life in Haventhal has returned to normal and its strength has at long last returned to what it was before the endless conflicts of the last thousand years began their culling.

Today you will find the land rebuilding and planning for the future.

MOUNTAINS REST

Mountains Rest is the easternmost outpost of the Realm. A trade town, it is the first waypoint of the planned Sidhe trade routes. It was formerly a colony operated by the Brightwater Company that proved so successful that it was converted into the first permanent settlement within the Waste since the Shadow War. It was purchased outright by the Princes of the Realm in 1025 NE ensuring the financial future of the colonization effort and expanding the borders of Haventhal for the first time in almost one thousand years.

THE BRIGHTWATER COLONY

In an effort to foster understanding and cooperation between the realms and races of the land it was the Princes Council that first suggested the Brightwater experiment after the end of the Realm Wars. Situated beyond a mountain pass to the East of Char, part way through the waste the Brightwater Colony is the realization of the effort to reclaim the Waste and establish a trade route through to the Sidhe kingdoms.

SOCIETY, DRESS AND CELEBRATION

Dun Haventhal has always been viewed by many as a land of opportunity. From early in its history the people of Haventhal have been hardy, adaptable, and proud of their heritage. For those who work hard and even for those who only work smart Haventhal provides many chances to get rich quick and lose it even quicker. Dun Haventhal has had its upheavals over the years, yet even in the current day and age it is considered one of the greatest of the human nations.

Over the years Haventhal has taken in people from all over who have had their own hand in shaping the constantly growing kingdom. Known for its unique character, Haventhal is not quite as decadent as Tær, as violent as Melea, or as stolid as the Caers. It welcomes in all who come regardless of their pasts, and as long as they obey the laws of the land in public and pay their taxes on time, gives them a chance at a new future as long or as short as it turns out to be.

While the society of Haventhal may seem permissive to those on the outside, it is in fact rather strict if one does not know the proper protocols or rituals. Culture, politics and intrigue move as swift as the rivers within the cities. Out in the countryside things are quiet and slow to change. It is easy, they say, to tell those from other realms by the things that they neglect to do rather than the things they try to do while making themselves part of the existing culture. Those that are quick to adapt learn the right people to speak to and the proper etiquette of their station; while those who are too slow or too thick of skull to learn the intricacies of life in Haventhal quickly find themselves serving time in a jailer's cell or on a caravan for other regions of the world.

The common folk of Haventhal dress in sturdy well made clothes that give homage to their varied origins and livelihoods. The well off of the land dress in stylish and lavish attire made from the best cloth coin can buy. Fashions change quickly in Haventhal for those that care about them. But venture even a small way outside of the cities and people can be found in the same sturdy fashions they have worn for centuries.

Styles of the realm are created by master tailors whose yearly offerings are awaited with baited breath by all the socialites and people of renown. For the men, tight fitting brocade tunics are all the rage these days, paired with bloused pantaloons. For the women, grand embroidered gowns of imported Itanese silk are the court fashion.

LION & FOX NIGHT

At the beginning of the Chilling month an unusual ceremony can be found on display across the lands of Haventhal. This is the night of the Lion and the Fox; a would be usurper who plotted treason most foul. It is said the Fox almost succeeded in casting all of the ruling princes into some shadowy doom but were thwarted at the last minute by keen eyed constables from the Order of the Lion. The people of the land commemorate this victory over shadow by launching alchemical sparklers into the sky and burning grand bonfires to warm the night. Revelers wearing Fox and Lion masks roam the streets spreading mirth and taunting those who do not join in the festivities.

GRAND TOURNEY CIRCUIT

This spectacle of celebratory excess and martial demonstration began many centuries ago as simple contests of skill between rival houses and knights. Today it is an extravagant and bold affair of competitive spirit. Each year the tourney circuit begins with the Tournament of Silk and ends with the Princes' Tournament in the month of Harvest. For those six months a tournament is held every few weeks in a different location. The tournaments are hosted by the nobles and merchant houses of the realm and each year are in and of themselves a competition of who can sponsor the grandest event outside of the Silk and Princes' Tournaments. Each tournament

differs in the scope of events held and prizes offered but each is overseen by the Earl's Council who keep track of participants and invite the winners to some of the more prestigious and invitation only Tournaments.

TOURNAMENT OF SILK

Once a year in the month of Growing the master tailors of the realm hold a competition and pageant to display their latest wares. The competition is held in the city of Haventhal and is the start of the official tourney season. This weeklong bacchanalia of clothing, debauchery and tournaments is one of the most resplendent affairs of the realm and attended by any noble or would-be player in Haventhal's politics.

PRINCES' TOURNAMENT

The official ending of the Tourney Circuit and grandest celebration in all the land, the Princes' Tournament in the city of Haventhal is like no other celebration on Jhoril. For two weeks the city of Haventhal swells to two or three times its usual size as camps are set up ringing the walls and champions from the realm and the entire world are invited to participate in challenges of martial skill and prowess. At the end of the tournament a champion is declared for all events and a Grand Champion is chosen as the most skilled participant in the years tournaments. The Grand Championship is an affair of immense honor and prestige among the people of Haventhal. Many ruling princes were once Grand Champions and most, if not all, of the ruling houses have had finalists in the contest.

ORDERS DU CHEVALIER AND SOCIETE

Nowhere else in the Dun kingdoms can be found so many military and societal orders. The people of Haventhal, having experienced so many wars in their history are keenly appreciative of martial know-how and membership in one of these orders conveys upon those so blessed a unique standing within society. With that standing comes a heavy responsibility to those so entrusted. It is the military orders that make up the core of Haventhal's Army and the Orders du Chevalier of the Realm are from where the military draws its leaders and military geniuses.

ORDER OF THE BLACK ROD

The Order of the Black Rod is an ancient military tradition from which the greatest military minds have come. The Order makes its home in Char Keep and can trace its members back thousands of years. It is an active military order, whose members are required to be serving officers in the army.

ORDER OF THE GRAY ROSE

A fighting order of solitary, traveling watchmen they patrol the wilderness of the lands keeping tabs on the border of the land and aiding small communities. They are said to be in nearly constant contact with the mysterious groups of rangers and Druids who wander the wild lands of Jhoril.

ORDER OF THE GOLDEN ROAD

This Order du Chevalier has longstanding traditions in Haventhal. Long ago there was a prophecy given by the Oracle at Asarlasgoile about the Golden Road stretching forth from the city of the white chalice to the future of mankind. These warriors are dedicated to the advancement of Haventhal's interests at home and abroad. All members of the Order are Grand Champions at least once and are members of a ruling house or a lesser branch of the ruling houses.

SOCIETY OF THE SILVER CRUCIBLE

This Order du Societe is one of the preeminent organizations in Haventhal for the advancement of landed gentry and wealthy merchants. The Society sponsors salons where gentlemen gather to discuss politics, philosophy, research and business. These gatherings are for some of the greatest minds of Dun Haventhal and some of the most important playboys of the realm. To be invited to a salon held by the Society is to be on the A-list of the realm's nouveau riche, and all up and coming young men aspire to engage in the social gatherings where the future of Haventhal business and education will be determined. Its members are known philanthropists and often sponsor research that sparks their interest.

ORDER OF THE SHINING LEOPARD

This Order du Societe is entirely comprised of women. They gather, not as their detractors would say to knit sweaters and mend petticoats, but to plot a true course for the merchant houses and noble families of the realm. Generally devoid of the wine sodden affairs of the Silver Crucible salons these women pragmatically arrange marriages, negotiate business deals, and compromise political disagreements in their seemingly innocent meetings.

GEOGRAPHY

The lands of Haventhal are lush in their fertility, rugged in their temper, and magnificently awe-inspiring in their demeanor and beauty. From the temperate regions of the south to the harsher climes of the northern mountains Haventhal is some of the richest farmland in all of Jhoril.

ANCHOR'S EDGE

Located on the coast west of Haventhal, Anchor's Edge is the home to the Royal Shipyards and a lively trading port on the Birindal Sea. Most of the people are fisher folk and shipwrights by trade but a good smattering of ocean adventurers and fortune seekers can be found skulking about its ports. The city boasts the oldest deep water harbor on the Birindal Sea and its quays and attached keep are some of the most well defended coastland in the region. A few miles up the coast from Anchor's Edge can be found Redpeak Castle, perched atop an outcropping of volcanic rock that overlooks the town, the castle is an imposing warning to any who would seek to invade by sea.

CHAR

Located North of Haventhal on the River Cyne, the city of Char is a simple place of blue stone buildings made from local quarries. It is a center for mining and is the home of the army's summer training grounds. The city takes its name from Char Keep, an ancient fortress pre-dating the Sidhe occupation of these lands that has never been conquered since its human occupation. The people of char are cautious lot, given to wearing at least a large knife at all times from the age they learn to use them and being a little unwelcoming to strangers.

THE BORDER LEAGUE

Not a city but a region of the land, the Border League is that area of the realm the borders the wild lands to the North. This region is known for its pragmatic lordlings and frequent skirmishes with barbarians and non-humans of the wild lands and Wastes. The largest settlement of the area is Wrynthorn Keep which is home to the VanJagt family and the 3rd Army of the Realm.

LAKESONG

On the road between Haventhal and MacInsbury you will find a pleasant town nestled between three lakes of sparkling blue water. Lakesong is a pleasant village that would normally be of interest only to its residents but for the peculiar nature of the Lakes that surround it and the large number of Menhir that dot the countryside around it. On nights of the full moon it is said that the Lakes sing and that you can dip your head in their waters to hear their song. Locals say the lakes have magical properties but despite the best inquiries of the Collegium the area remains a simple tourist attraction, nothing more.

HAWK'S CROSSING

The city of Hawk's Crossing is the closest major city to the capital and was the furthest point within the realm that the Taerran army was allowed to advance to during the Realm War. Being so close to the capital it is known as the gateway to Haventhal and it is here that caravans from the South and East make their stops at merchant concerns. The people of Hawk's Crossing are an industrious lot given to hard work and boisterous relaxation. Its inns are the talk of the realm and its entertainment the best money can buy.

GIRAUX

Closest city to Melea and Taer and situated on the coast, Giroux is a true cosmopolitan city. Its many flavors of architecture blended together into a truly unique appearance. Nowhere else in the realm can so many foreigners be found at one time mingling together and peacefully, for the most part, coexisting. While also a port city, Giroux is not a true trading powerhouse but the first way stop on the journey north from Melea. The people of Giroux hail from many cultures and prefer to keep their cultural heritage. Grand communities exist within the city, each resplendent in their cultural heritages, architecture and food. The temper of Giroux is one of tense cohesion, held together by a strong constabulary presence.

HAVENTHAL CITY

Jewel of the realm and capital of the kingdom, Haventhal is a sprawling city that straddles the river Cyne and extends all the way to the Bay of Black Cliffs on the Birindal Sea. What were once many smaller cities, keeps and castles have grown together into the beating heart of the realm. The Grand Palace is the centermost jewel in this crown, its massive, rune-inscribed walls shining. Legends say that Firbolg masons laid these stones over two thousand years ago and since then have never been breached by an attacking army. Its harbor is second only to that of Anchor's Edge and the sea forts that command its docks are the scourge of privateers and pirates who would sully its docks. A true trading metropolis, Haventhal boasts more trading houses than any other Dun city.

The people of the city all seek to prosper or advance themselves without regard to their origins, however humble or noble they may be. Common folk bustle about the streets, jostling with newcomers and visitors all along the city's causeways. The merchant companies offer the imagination its wildest desires if one knows which shop door to open or alleyway to venture down.

The ruling council makes their home in the Keep of Governance and the ruling prince holds court in the Purple Palace, so named for its Jasper rooftops. Within the boundaries of the city the Field Marshals of the realm make their home in the Iron Towers of Uld; and the Collegium Lords over the massive Collegium Center, the Than, home to the Secta Natura. All of the great families occupy at least small keeps within the city while the most powerful have constructed grand castles within the city's boundaries that tower over the common buildings.

GOVERNMENT & MILITARY

DUN HAVENTHAL'S NOBILITY

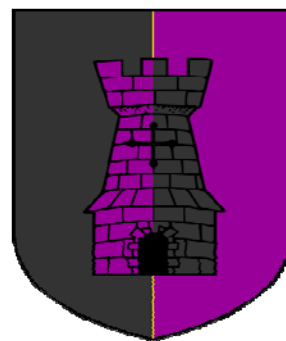
There are nine Great Houses that comprise the ruling force of Dun Haventhal and numerous lesser Houses. All of the Great Houses were once merchant families who rose to preeminence and influence through luck and skill. The nine Great Houses are Devenor, Maeburn, Caldon, Gisborne, DesChamps, Trigard, Valence, Mobray, and Hastings. All of the lesser Houses are allied to at least one of the Great Houses. Each of the Greater Houses is ruled by a Prince (which is the title for females as well).

The Princes of Haventhal form an advisory council. Each year one of the Princes is selected to govern the realm with the aid of the advisory council. While this is a short period of time for each Prince; it actually performs fairly well. The Princes are aware that should any of them abuse their power while ruling then the very next year their successor is likely to make them pay. This has led to a careful dance of politics between the various Houses and an overall stable rule for the realm. There is a set rotation of rule going Devenor, Caldon, Trigard, Gisborne, Mobray, DesChamps, Valence, Maeburn, and Hastings. This rotation can only be changed with the unanimous agreement of all 9 Princes. Prince Devenor oversaw the end of the Realm War in 1024.

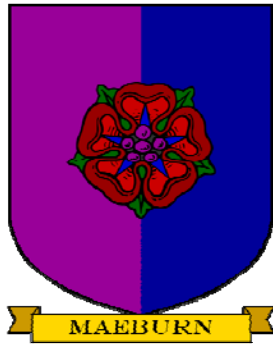
Earls administer lands for the Princes and are also the title for the rulers of the lesser Houses. Sur-Lords work for the Earls, with Lords coming next. The laws of the land are interpreted by the High Sheriff of Haventhal who is Silas Mathewn Trigard. The High Sheriff's keep is known as Summers' Reach where Justicars sit in judgment over numerous court cases. They are advised by Knights from the order of Llandar to ensure the fairness of the system. Ser is a military title for accomplished non-military personnel. Non-noble titles common throughout Haventhal include: Reeve (civilian who oversees communities for the Earls), Bailiff (administers Laws for Earls), Justicar (arbitrates disputes and legal cases), and Sheriff (enforces laws for Earls). Inquisitors are given power directly from the crown and answer only to the High Sheriff and they are the ones responsible for general detective work, assisting sheriffs in their duties.

HOUSE DEVENOR

House Devenor is considered one the oldest and most influential House in Haventhal. Claiming lineage back to Prince Alricht Devenor, a hero of the Alliance of Light, it boasts a long line of fair rulers and famous nobles. Devenor mostly deals in metals and crafted goods such as weapons and armor. The nobles of House Devenor pride themselves on being skilled diplomats and military leaders. Their detractors claim that they aren't afraid of dark alley dealings to get what they want and it is well known that Devenor is one of the most arrogant Houses in Haventhal. Earl Richter Devenor is currently the manager of the Brightwater Colony. The House is currently ruled by Prince Alaster Devenor. House Devenor rules over the Black Citadel, the largest keep in the City of Haventhal held by anyone.



HOUSE MAEBURN



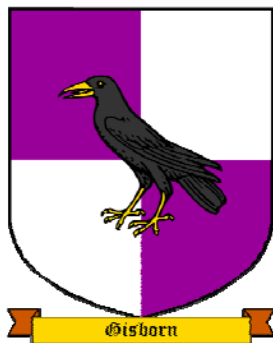
Maeburn is a relatively new Great House only having been so for the past three hundred years. Founded by Jemma Maeburn, it specializes in fine fabrics and weaving. It is one of the few Houses known for being ruled by the females of the line. Its nobility is famous for their flamboyant parties and celebrations. There is never a question that a noble from House Maeburn will be dressed in the height of fashion since it is usually House Maeburn that sets those fashions. But do not misjudge them for underneath their focus on frivolity lies a keen understanding of the advantages gained from being underestimated. The House is currently ruled by Prince Elspeth Maeburn.

HOUSE CALDON

Caldon is the second oldest of the Houses claiming its founding member from among Prince Alricht Devenor's advisor after the Shadow Wars. Nobles of Caldon are known for their cool tempers and long memories. Caldon is well known for their dealings in livestock. In fact they have the best horses in the Dun Kingdoms. Caldon is not particularly influential by their own choice—preferring to concern themselves with their country estates and holdings. They are well liked for their earthy attitudes and straightforward dealings though you will find no better haggler than a merchant from Caldon. Content with their position they are seen as the least ambitious of the Great Houses.



HOUSE GISBORNE



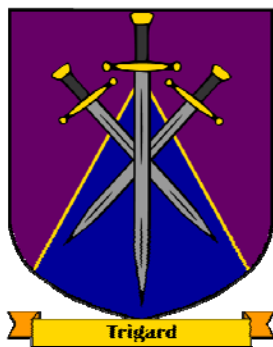
Gisborne has long had a reputation for debauchery and underhanded dealings. Specializing in exotics and curios it is rumored that they also deal heavily in spice and other less legal pleasures. The current ruler of House Gisborne is Prince Worlon Gisborne. House Gisborne has been oft accused of dealing too freely with other nations to increase their own wealth and power. None can dispute that Haventhal's greatest military minds come from House Gisborne, along with many Admirals in the Navy.

HOUSE DESCHAMPS

House DesChamps is the newest of Great House. Having held the seat for less than a hundred years it has passed through only three Princes. Known for its practicality, DesChamps deals mostly in wood and woodcraft. DesChamps is slowly working on its influence in Haventhal and with its nobles' solid temperaments and attention to the working classes is likely to be around for a long time. The House is currently ruled by Prince Nathaniel DesChamps. Nathaniel is generally very well liked by his peers and the common folks who labor on the family's estates in the east.



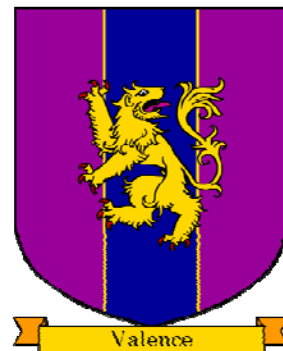
HOUSE TRIGARD



The only other House currently governed by a female, the current ruler is the Prince Keles. Trigard controls most of the precious gems and minerals that come into Haventhal. They are also known for dealing in fine wines and liquor. House Trigard is frequently found foremost among the diplomats of Haventhal and its members are widely traveled and worldly. Their reputation as warriors as well lends many of them towards membership in the Order of the Golden Road as well as the Duelist's Guild of Dun Melea.

HOUSE VALENCE

House Valence is a boisterous House famous for their cooks and feasts. Which is no surprise considering Valence controls the majority of the trade in grain and foodstuffs. A highly influential House, it is fortunate that they are easy going and likeable for none of the other Houses wants to make an enemy of them. The House is currently ruled by Prince Gared Valence.



HOUSE MOBAY



House Mobray's nobility is famous for their quick tempers and sharp wits. Which can be dangerous since Mobray specializes in texts and magical goods. Books, elixirs, scrolls, charms, all this and more falls under Mobray's keen eye. The nobles of Mobray pride themselves on their knowledge of magical arts and usually have a working knowledge in at least one or more of the Spheres. The House is currently ruled by Prince Artur Mobray. It is said that Mobray's donations have influenced more than one matter at the Than over the years, and neither Collegium officials or members of the house are willing to comment on that.

HOUSE HASTINGS

House Hastings is the poorest of the Great Houses, dabbling in stone, masonry, and other practical fields. Its star has risen and fallen many times throughout its history. Lately it has been plagued with a run of bad luck and rumor has it that several of the lesser Houses have been eyeing its seat, wondering if perhaps a bit of change might not be in the air. Its current ruler is Prince Alban Hastings, known for his dedication to educational affairs as well as his adroit maneuvering to keep his house's head above water.



Military

From the rank and file men at arms to the lofty generals and field marshals, the Haventhalian Army is one of the most feared military bodies in all the lands. One does not think of the mighty nation of Haventhal without considering its storied and renowned Army. Time and again the Armies of Haventhal have repelled invaders and shown remarkable resiliency in the face of ultimate destruction to emerge victorious.

In the early year of the realm there was no formal army. Each prince and ruler of land kept a warband of seasoned fighters and mages at the ready. Over the years these warbands grew from small affairs to large complex groups of warriors, mages, and support personnel. In times of great strife or war, levies were raised and the warbands served as the heart of the army that took the field. Over the centuries, the traditions of the warbands began to supersede the will of the nobles who kept them. When the realm was united under the Princes and their council, they saw the need for a permanent military and the best and brightest of the nobles' warbands were conscripted into the first Army of the Realm.

Over the centuries this Army has grown many fold and its skill and hardiness have been tested many times but never found wanting. While the 3rd Army was sorely tested by the Taerran invasion during the Realm war, once the levies of the 6th were organized and the 1st Army became involved they proved more than a match for the vaunted Taerran military machine.

STRUCTURE

The army is structured into military regions, of which there are four. Beyond the four major armies there are numerous other units and specialized cadres that help keep the realm safe from all threats.

The 1st Army, The Princes Golden Sword, is responsible for the area surrounding the city of Haventhal under General Seamus MacBride.

The 2nd Army, The Mountain Thunder, is responsible for the Border League under General Henry VanJagt.

The 3rd Army, The Implacable Foe, is responsible for the Southern Reaches including the borderlands near Taer and Melea under General Stephen Gheoring.

The 4th Army, The Undaunted, is responsible for the Western Reaches including the borderlands near Darmac under General Kirk oc Lancaster.

The 5th Army is not an active army but the collected might of those retired from active service. Its nickname is The Conquerors. When formed and active it is under the command of General Johanna Hastings.

Each cadre within the army bears its own standard. Rank within the army is denoted by a colored sash or badge emblazoned with chevrons. Common soldiers, house guards and conscripts wear the tabards of their lords while lifelong members of the military wear tabards of their unit and army. Nobles who serve in the army wear tabards of their houses emblazoned with the colors and insignia of their areas of service and sashes of their rank. Each Army is commanded in the field by a General who answers only to the ruling Prince and the Council Princes in times of peace or the Council of Field Marshals and the ruling Prince in times of war.

Warbands of up to 25 are commanded by Sergeants and are usually very specialized in their composition. Larger units, which are collections of between 2 and 4 Warbands, are called Blades which are led by Lieutenants. Blades are then organized into larger groups known as Spears, each led by a Captain. Each Spear of the Army is made up of at least 5 Blades, usually a diverse mix of units. The Spears are then formed into groups known as Lances that are commanded by a Marshal. A Lance having up to 3 Spears attached to it. Each army usually has up to 3 Lances under its command.

BATTLE MAGES

It may take an army to occupy territory; but it is through the combined might of the army and the awe inspiring power of the Haventhal Corps of Battle Mages that battles are won. Trained in all forms of magical combat and support the mages of the Army are fearsome opponents. Independent of the Collegium (although submitting to its strictures about magic, just not its deployment) and loyal to a fault to the army units they are assigned to these mages inspire terror in Haventhal's enemies.

ROYAL MOUNTAINEERS

Based out of an abandoned Firbolg Holdfast, the Royal Mountaineers are a fierce force of mountain and woodland specialists equally at home in the wilds as they are on the field of battle.

THE SILK BLADE

Every military body has its secrets, its police and its need to collect information, the Silk Blade is that organization within the Haventhal Army. Most of its members operate clandestinely within the ranks and outside the borders of the realm. But those who do openly wear the Badge of the Blade are feared, respected and given wide births as they pass their way.

THE VALE IRREGULARS

Early on in the life of the army there was no home for malcontents, eccentrics or those who walked a little outside of authority's bounds with regularity. None can say for sure just when the Vale Irregulars were formed or who authorized their existence within the army. Some say even to this day you won't find official records of their existence anywhere in army documentation. What can be said of them is that they are insanely loyal to one another, their craft and to the army that they serve but don't expect them to salute or follow orders from anyone but their own sergeants. On the field of battle their standard (two red Chevrons on a field of black) appears unannounced and their presence, while sometimes disruptive, is always a thorn in the opposing side's sandal. They are known for outlandish operations and the employment of unusual tactics, often operating well behind the main lines of battle.

THE 5TH ARMY

Those who serve in the Army never truly retire until they have passed Death's Gate for the last time. Those that are not on active duty are referred to as the 5th Army and can be found throughout the realm enjoying their leisure. In times of war they are called back to active duty under the banner of the 5th Army. Veterans one and all they are a force to be feared despite their age or appearance. Almost all Princes and Earls are default members of the 5th Army.

THE ROYAL NAVY

For over a thousand years Dun Haventhal has grown to become a powerful force in trade. With its major cities along the coast of the Birindal Sea, the security of the waterways was integral to its development. Though the Haventhal Navy has taken many forms over the centuries, ranging from alliances of merchants wealthy enough to own their own warships to national fleets presided over by complex bureaucracies of committees and councils; it has always been an icon to Haventhal's interests abroad, and a bane to pirates everywhere.

The Navy's current structure is fairly recent, having been established in 995NE by Prince Ariana Valence, a woman with a keen sense for both nautical matters and streamlining political hierarchies. When her year as Prince ended, she would become the first Lord High Admiral of the new hierarchy, replacing the numerous Admiralty Boards and Nautical Advisory Councils with something more akin to an independent monarchy. This made her many enemies from former members of the boards, several from the ruling merchant houses that protested the change all along, but it wasn't until five years later that a Prince came into power with enough influence and determination to attempt a workable reversal of the system and depose Lord High Admiral Valence.

But before the Prince's plans could be carried through, the Realm War broke out, and even Valence's harshest critics had to admit that her direction proved invaluable in swiftly establishing Haventhal's superiority over the Taerus Empire at sea. The first twelve years of the war were exceptionally draining on the Lord High Admiral, however, and rather than risk losing the maritime edge she had worked so hard to gain over Taerus, she worked with the Prince at the time to establish her trusted cousin, Ander Whitehall, as the new leader of the fleet. She would remain as an advisor to the decorated wartime Admiral, and see him help bring an end to the war twelve more years later before she passed on into the next realm.

THE FLEET

With well over a hundred ships flying Haventhal's colors at its most glorious height, wartime losses and, to a greater degree, recent decades of gross mismanagement before 995NE have brought the size of the fleet down to about sixty vessels. Most of these are single or double-decked ships, concentrated in protecting mercantile interests along the waterways through the Isles of Beauty and the Dun Coasts. The post-war financial restoration efforts allow new ships to be built fairly often, though it is uncertain as to whether or not the Navy shall reach its former glory any time soon. Several ships travel the seas further abroad, patrolling against the ever-constant threat of pirates and reavers.

Of the entire fleet, however, only one still bears as many as three decks and 100 ballistae ports. This serves as Lord High Admiral Whitehall's flagship, the *H.S. Ariana*, on the rare occasions when it is necessary that he personally go to sea. It is usually anchored in port at Anchor's Edge, serving as a sort of monument to the Haventhal Navy. Whitehall moved the Admiralty from Haventhal to Anchor's Edge in 1020NE, near the end of the war, arguing a strategic maritime position over a necessity to be centrally located at the seat of the Dun's power.

Legends, People & Places of Note

THE HEADLESS REVELERS

Tales tell of a group of revelers who spurned a most powerful necromancer in their festive celebrations. One evening the group fell upon hard times and sought refuge from a harsh storm in this necromancer's front yard. When approached and offered the comforts of warm beds and clean linen the group refused, citing stories of the necromancer's ill intent. In the morning, no sign of the revelers could be found but on dark and stormy nights it is said their bodies wander the streets of Giroux hunting the heads of those who disturb the peace of the night.

THE STONING OF LECROIX

Lecroix is a small village north of present day Haventhal, nestled between two rivers. In the 7th century of Haventhals existence it was set upon by giant creatures that had descended from the mountains demanding tribute. When the people of Lecroix refused to bend knee the creatures rained large stones upon the village, flattening all of the major building before departing. This occurrence would come about again every 10 years, the people having rebuilt and forgotten about the giant visitors only to be revisited by carnage. In the 9th century the giants were finally driven off by a band of heroes who ventured into the mountains and slew the beasts where they were sleeping.

THE RED BEAST OF BLACKMOOR

In the Blackmoor region of Haventhal there stalks a beast most foul tempered and ill of countenance. A large mane of red hair crowns its head and its hide is as strong as granite. On mist filled nights it can be heard howling on the Moors and many a farmer has cursed this beast when their cattle have turned up missing or worse.

While there have been many reported sighting of this beast, repeated forays by the Haventhal Militia have turned up no signs or traces of a lair leading to the suspicion that the beast is more a creation of too much Scumble and inter-farm conflict than a supernatural presence.

THE BLACKSAILS

The Blacksails, also known as the Shadow Fleet, were a squadron of Haventhalian Navy who mutinied upon their captains and took on pacts with Darkened to secure themselves riches and wealth. None of the fleet has ever been sunk and to this day they haunt the shipping lanes when the fogs rise and the moon is hidden from sight. Its said to sight this fleet, even from shore, will cause the death of the viewer within the fortnight.

HALL OF DOORS

Dark and varied are the tales of the Hall of Doors within Haventhal Keep. Some say it is a remnant of a great ritual gone horribly awry. It is rumored to appear to only those who have no other path to turn down at the very moment of their most dire choice. What its hushed halls and myriad doors hold for those who enter is known only to them.

ARCHMAGE LEON GASPAR, THE LIGHTNING LORD (HAVENTHAL)

The newest member on the Archmages council, Leon achieved this status during the middle of the Realm War. An imposing individual he resides in a magnificent manor in the countryside outside of Haventhal. A master at deception he often gives the impression of someone concerned solely with worldly matters and politics. A scholar at heart however, he has a deep-

seated love of learning and a brilliant mind. While he prefers the application of magic to the more dry theory, he is quite capable of holding his own on either field.

THE SECTA NATURA (SCHOOL OF ELEMENTS)

The study of magic through the manipulation of the elements has always had the largest number of advocates. Disciples of this study believe that all things material are composed of the four basic elements, earth, water, fire, and air. Wizardry is a favored sphere among these mages as is sorcery. The body is also composed of these elements according to them, though the school is split into two groups of thought on the subject. While both groups agree that in the body the material body is earth, blood is water, breath is air, and spirit is fire. One group believes that this is a physical truth, the other that this is merely metaphor.

The Secta Natura is studied at the Than, the Collegium Magicas located in Dun Haventhal in the capital city.

THE BALFORTH DISTILLERIES

Located in the forested hills north of Char, the distilleries of the Balforth family produce some of the finest alcoholic vintages the world over. While their number one product is a fine Mead they are also well known for supplying the Haventhal regular Army with its stipend of beer and ale and the Admiralty with its grog rations.

ROYAL SOCIETY OF EXPLORERS AND ARCHAEOLOGISTS

In existence for over 300 years, this esteemed and selective society is home to some of the world's most renowned explorers, naturalists and archaeologists. They make their home at the Prince's College in the city of Haventhal proper.

THE ROYAL MUSEUM OF HAVENTHAL (PRINCE'S ROYAL AND ANCIENT MUSEUM OF ANTIQUITIES AND ARTIFACTS)

Located adjacent to the Prince's College, the Royal Museum, as it is commonly called, houses the prized trophies, archaeological finds and rare artifacts of the realm. Staffed by some of the brightest and wisest of scholars and researchers the museum is renowned for its published opinions on matters of antiquity. Of the known collections, there are some known only to the highest of royal families, the most prestigious are those of Ancient Dahn relics (including quite a few Pharaonic Treasures), Shadow War Antiquities (that include the Shawl of Llren and the Shield of Solaris), the Darmacian Relics (including the Bramble Crown and the Scrolls of Agreean oc Mabridand) and Items of Noble Lineage (which include the Nine Scepters of Furil and the Crown of the Free Peoples).

THE GUILD OF TRAVELERS AND SIGHTSEERS

This up and coming group of explorers and catalogers makes its home in the warehouse district of Anchor's Edge. While nowhere near the esteem or recognition of the Royal Society, they have nonetheless made a name for themselves by making information readily available to the common public who would seek to travel the world.

THE BARROW OF THE FALLEN

It is said that the greatest warriors and minds of each generation are secretly buried in a hidden mound somewhere in the north of Haventhal, awaiting the day that they shall be needed to defend the walls of their homeland. Should this be true, those who set this in motion must have had truly dire circumstances in mind since even recently the people of Haventhal have been forced to endure military threats on their own soil.

HAVENTHAL FOR NON-HUMANS

While there are lands that are accommodating to non-humans and others where their presence is only welcomed with the force of threat, Haventhal stands prominently as a realm populated and dependent upon those of non human stock. It holds this place of preeminence among those lands that welcome non-humans out of a desire for learning, integration and above all else coexistence and cooperation against the threats that inhabit our fair world.

SIDHE

Uncouth, aloof, haughty and mysterious the Sidhe of the world are seen as fleeting fantasies that drift through the streets, never lingering too long in one place. Not too many Sidhe make their homes in Haventhal, having the smallest representation among the non-human peoples. Too great are the old wounds that exist between the kingdom it is said. Those that do make their homes in Haventhal tend to be more open minded and adventuresome or simply more cutthroat and mercenary than their more traditional kin.

DRAKKON

In a land where the fortunes of the mighty are won, lost and won again on the whims of adventuresome spirit and commerce it is only natural that those with a predisposition for violence and mercenary behavior will find favored positions among guard houses, the military and those sections of society that value a strong arm above all else. Thus the Drakkon have come to be part of Havelthalian life, for better or worse their rough edges drive vital parts of the Haventhalian life.

FIRBOLG

Industriousness and expertise are rewarded and cherished by the powerful and connected. Thus the Firbolg are trusted and welcome additions to any community. Their tireless vigilance is well suited to the military and their ingenuity is most welcome in any merchant endeavors.

FREILAN

Though all of the non human cultures are represented within the boundaries of Haventhal, it is the Freilan who have become so much a part of everyday life that they can be seen as a permanent fixture of the Nation. Trade, seamanship and resourcefulness about in the fixed and roving Freilan communities and while the Barristers of the realm may blanche at their company they are, nonetheless, welcome in any community.