

THE HAVEN CHRONICLE

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CAPTURED!

PRISONER OF WAR?

Jamie Ulrich

The Windrunners act as Haven's scouts, rangers, and cartographers, mapping out the New World and ranging out to see what more can be found to aid us in our survival here.

One of their more dangerous assignments has been to keep a distant eye on the kuo-toa that live and fight around the lake to the north, colloquially known as Lake Kuo-Toa itself, to ensure we are not surprised by a sudden change in their habits and demeanor.

There has been precious little contact with these strange fish people, so much so that until recently it was unknown if they even recognized our existence! However, that has changed quickly.

Windrunner Rudolf Hailhorn has been captured by the kuo-toa during routine scouting of Lake Kuo-Toa. His wife Edda is in terrible distress, but has been assured by both the Windrunners and the Perchguard that he shall be returned safe.

Indeed, it is rumoured that the adventurers of Haven – who have yet to claim a name or guild – will be sent to retrieve him, though no further details of the rescue operation have yet been revealed.

This whole debacle calls into the effectiveness of hiding ourselves from the kuo-toa. Should we not work with them rather than against them? Perhaps our hand will soon be forced, and with it, we might find ourselves in conflict with the fish natives of the New World.

Could Rudolf Hailhorn be the first prisoner of war between our peoples? Are the Perchguard prepared for such a large conflict? Or can the adventurers and Windrunners find a way to maintain peace between our peoples?



NEWS IN SHORT COASTAL EXPLORATIONS

Signs have been found of other ships arriving in the New World! With more explorations, what more can be found?

News of ruins to the west also spread quickly. Were these lands once inhabited by our peoples? Are they still, somewhere deeper inland? Perhaps there is more to this land than we can yet imagine.

PERCHGUARD

The Perchguard of Haven has been established to protect us all. What dangers lie in wait for us in this land?

TRADE GUILDS

With the establishment of the Lumber Guild, what other trade guilds will start appearing in Haven?

TERAKKA TUNNELS

Wilbur Shortsnout

Haven's recent expansion into the mountains has resulted in the creation of Fort Terakka, a mining settlement placed in the center of a valley. Quarries and mines quickly sprung up around it and many Havenites have picked up and moved eastward.

But it is not quite so easy to dig up metals in this land. Beneath these mountains lies a web of tunnels inhabited by all manner of strange and dangerous beasts, and until this threat is dealt with, it appears Haven will remain short on metals.

The Perchguard is not equipped to deal with this danger and the Windrunners are scouts, not fighters.

That leaves only the adventurers of Haven to delve deep into the tunnels, map them, and clear out the mines so that our town can flourish. Yet another debt we will owe them shortly it would seem.

MARKET TRENDS

Garth Umbar

Windrunners and hunters have been quite successful, **leather** is much more common.

Coastal explorations have found abundant deposits of **clay**.

With delays in the explorations of Fort Terakka mines, even **common metals** have become rare. Demand remains sky-high for metal goods.

However, quarries have been hard at work. **Stone** is more common than ever.

Transport demand becomes very high as these goods need to be brought to Haven and other goods ferried back.

THE LUMBER GUILD

Keeping lumberjacks in business and prices fair.