

# THE HAVEN CHRONICLE

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## THE REFUGEE CRISIS

### HAVEN FOR ALL

Jamie Ulrich

The name of Haven was chosen for those of us who came here seeking a haven from the dangers of the Old World. And yet, now that we are here, it appears to be becoming a Haven for the locals.

Our wonderful town now finds itself home not only to birdfolk and humblefolk, but fishfolk from not one, not two, but three different tribes – two of these potentially the last surviving members of the Bellepe and Klaburagg tribes.

The third is a whole tribe – the Uldabop – who have been allowed to settle within our walls in order to escape the other tribes for a peculiar reason – these kuo-toa not only do not share the bloodthirst and warring traditions of the other tribes, they understand the danger of the Asterian Avatars and are more than willing to aid Haven's adventurers in defeating them.

This is all well and good, yet there is a question that must be asked – what is the plan for our new refugees? Will the kuo-toa be integrating into our society? Or will they be returning to their lake once the Gnecc and other tribes have been dealt with?

It appears many of the kuo-toa have taken an interest in our way of life, learning our customs, our traditions and language. Some have even taken to fishing alongside our fishers! In fact, these new visitors seem to have a much greater understanding of our ways than we could expect, though how that has come to be is anyone's guess.

Between the kuo-toa's interest in us and the interest the adventurers and council have in them – though the reasons for which have been kept quiet – one is led to believe that perhaps our new fishy neighbours are here to stay.



### QUIZ

#### HOW WELL DO YOU KNOW MAGIC?

Polly Prismafeather

The Master of Arcana has been working towards the formation of a school where those who are drawn to the arcane arts or are naturally predisposed towards them will be able to develop their skills and become true mages.

So will you be attending this school when it opens? Let's find out if you know some basics!

Which of the following is not a school of magic?

- a. Divination
- b. Evocation
- c. Transfiguration
- d. Abjuration

Which of the following is not an arcane focus?

- a. Orb
- b. Instrument
- c. Staff
- d. Wand

Which of the following is not a valid area of effect for a spell?

- a. Line
- b. Sphere
- c. Rectangle
- d. Cylinder

Healing spells have (across editions) never been part of which spell school?

- a. Abjuration
- b. Necromancy
- c. Conjunction
- d. Evocation

#### ANSWERS

c, b, c, a

### NEWS IN SHORT

#### GHASTLY TUNNELS

Beneath the mines of Fort Terakka lies what appears to be an endless crypt, filled with the undead. The adventurers assure us there is no danger to the fort or Haven itself, which leaves us only with the question – who were these dead? Where did they come from and what happened to them?

#### STONE OR ASH?

Windrunners have been reporting ash in the Petraklad Woods, not too far from the petrified grove. Are there new dangers to worry about? Are forest fires common in the New World?

#### LABOUR UNIONS

The lumber guild has been very successful for Haven's lumberjacks – whispers of further guilds have been circling, not least notably from the quarry workers of Fort Terakka.

### MARKET TRENDS

Garth Umbar

Thanks to the diligent work of our Master of Agriculture, crops are flourishing – **fruit** and **grain** have become common.

As other crops flourish, **cotton** has not fared as well, though the falling demand for **clothing** has offset the prices.

Easier access to gemstones has had an effect on the market – **jewelry** has fallen slightly in demand.

Under the eye of the Master of Defense, Haven's Perchguard and Windrunners are well equipped, dropping the demand for **armour**, **ammunition**, and **weapons**.

Enjoy a coffee and cookie at

## LOTTA'S TREATS

The finest bakery and café in the Forest Ward.