

Shorehaven

Getting to Shorehaven

Shorehaven and her Protected Realms are not on the world of E'atara. Most of the realms are located on or around the Great Sea Promontory. If the world has a name, the people of Shorehaven are unaware of it. There are three known ways to reach Shorehaven from E'atara:

By Ship: Crossing through an ice canyon, a sturdy ship will be able to make port at the northern realm of Locke's Ford, or by sailing south into the Veraldi Chanel, can put ashore within a fortnight's journey of Wyn Eyri to the west or Leptig Moor to the east.

On Foot: there is a narrow canyon passage in the extreme north of E'atara which can be reached after weeks of travel overland north from the Wyn's Favor Inn in the village of Morgandy. Traversing this passage will bring one to the Waterfall Road, which winds past the Chinty na Lac Falls, and by traveling south for two or three hours, one will arrive at the northern border of Wyn Eyri, and then an hour to the castle itself

Via Shadowland Gate: The most dangerous method, as the Shadowlands inhabited by vicious creatures of darkness. A Shadowlands crossing should never be attempted unless one is in the company of an experienced guide or a Shorehaven Shadowrunner. The realms that comprise Shorehaven are linked to each other, and to E'atara by a series of Shadowland Gates, though dangerous; the system of Gates is the fastest method of travel.

Capital Palace

Seaside Palace - The seat of power for the Protected Realms

The seat of power for all the realms under the protection of Shorehaven, all government councils and the royal Court are housed here. The Palace was rebuilt in ~328 ADS, after being destroyed in a Tsunami in 325 ADS.

Climate: Four seasons, mild winters, very warm summers.

Location: Northwest tip of the Great Sea Promontory. To the north of the Great Sea Promontory is the Veraldi Channel, to the west is the Great Sea, and to the south is the Oomlat Basin.

Shadowland Gate: Northwest of the Gate; can be reached by walking the Gate Road.

Leadership: An elfin monarchy, with a council of advisors, the monarch's word is law.

Current Ruler: Queen Grellia. No heir apparent.

Master at Arms: Captain Taim Tur

Palace Guard: Hopeful Flowerfield

Magic Tolerance: High. Magic is accepted and used regularly in the Palace by many Courtiers and mages.

Law Enforcement: Militia and the Palace Guard, under the command of the Master at Arms. No standing army, troops are rotated on a schedule to keep the militia trained. Each of the Protected Realms is expected to provide troops for the militia as part of the protection agreement.

Population: ~300 ADS Census: 4765

Makeup: Any race, human, elf, giant, dwarf, fairy or other is welcome to live and work in the Capital.

Trade: Shorehaven trades in all goods and services one would find in a medium-sized city. The port can be reached by traveling south along the Shore Road, following the signs, about an hour's walk from the Palace Gate.

The Cove

Port City - A Protected Realm

Once known as Pirate's Cove for lack of a better name when it was settled, appears on some maps with that name. Settled by retiring seamen, the port city itself is made up of a mixture of wood and stone buildings. When called on, The Cove has always provided the minimum number of troops necessary to maintain Protectorate status, though the quality of said troops has not always been optimal. One needs to be cautious in Pirate's Cove, lest one find oneself involuntarily serving aboard an outgoing ship.

Climate: moderate, experiences four seasons, occasional snowfall in winter.

Location: On the southern shore of the Great Sea Promontory, midway up the coast to the Oomlat Basin. Travel is primarily by sea, though one can reach it overland by following the coast southwest from the Gate at Tumtook, or by skirting the southern edge of Last Wood, coming to the north side of the city.

Shadowland Gate: No Shadowland Gate, the closest one being the southern Last Wood Gate, though very few residents of the Cove would take the time or energy needed to get past the guards on that Gate to use it, so finding a guide might be tricky.

Leadership: The ruling council is more of a chamber of commerce than an actual government. Nominal head of the council is the Harbormaster.

Current Harbormaster: Walter Reillin

Magic Tolerance: Low. The population is mostly non-magic wielding humans and superstitious seamen. If one has magic, one best keep it under one's hat, or false beard, or in a courier's pouch.

Law Enforcement: The residents police themselves, primarily using standard maritime law, as at any given time, half the population of the city is made up of the crews of ships in port. In times of trouble, Shorehaven Palace provides militia.

Population: ~300 ADS Census: 2894

Makeup: Human

Trade: There is a healthy trade economy in the Cove, and it is the source of many of the goods from other parts of the world that get traded to the Protected Realms.

Duergens ~ North and South

Mountains and Caves - North: not a protected realm; South: protected realm

Travel through these hills is only recommended to those on good terms with dwarves. The dwarves are known to take captives for forced labor, as well as for ransom.

Climate: moderate, though underground it would be very cold.

Location: Hills at the eastern edge of Great Sea Promontory, before one gets to the mountains. Beneath and in the hills reside dwarves, in a vast system of caves and mines. There is another such system in the hills to the north. The Northern and Southern Duergens are separated by the Veraldi Channel.

Shadowland Gate: There are no Shadowland Gates in the Duergens, though legend tells that there once was. The legendary Gate was destroyed by the dwarves of the Northern Enclave, which led to a fierce battle, which is believed to be the source of the animosity the dwarves feel towards all the other races of Shorehaven to this day. The closest Gate is Wyn Eyri, a few days journey to the northeast of the Northern Duergens.

Leadership: Led by the Jontran, a position of power seized through challenge and physical dominance in a highly ceremonial fashion. The Jontran must be physically able to hold his position, else be deposed.

Current Northern Jontran: Unknown

Current Southern Jontran: Simwa Nola

Magic Tolerance: Low

Law Enforcement: Each Jontran appoints their own Dala, a group of trusted individuals to carry out the wishes of the Jontran. It is not unknown for a ruling Jontran to be deposed by the head of their own Dala, the Dalayeh. The Dalayeh is the Jontran's enforcer.

Population:

North: Unknown, no official response to ~300 ADS Census (census taker returned after hostage negotiations for the ransom price of 3 horses, two bushels of shredded wheat, and a small herd of goats)

South: ~300 ADS Census: 852

Makeup: Dwarves

Trade: Only trade with the South is sanctioned by Shorehaven, trade with the North at your own risk. The Southern Duergens are a rich source of iron ore, gemstones, silver and the occasional strike of gold. The dwarves of that realm are always eager to trade for foodstuffs, small herd animals, soft colorful fabric, broadcloth and yarn. They do not want coin, they can make their own and are quick to tell you so.

Last Wood

Forest - A Protected Realm

The original settlers of Last Wood were the survivors of the destruction of ShoreHold, though other elves have since settled there, the elves are known to be fiercely anti-magic, which began after ShoreHold was destroyed through magical means. Anyone traveling through Last Wood needs to be judicious in their use of magic, lest they draw unwanted attention.

Climate: Temperate forest, four seasons, usually mild winters, heavy snows occasionally. Rain is moderate.

Location: Makes up most of the center of the Great Sea Promontory. The Tribega River is the north boundary. FairIsle Lake is generally considered to be the defining border between Last Wood and The Cove.

Shadowland Gate: Two: to the north along the Shore End Road, just west of the tip of the South Duergens. The other on the southern edge of the Wood, east of Claysin's Landing, north of Pirate's Cove.

Leadership: Elves led by Chieftain, Fairies by Queen.

Current Chieftain: likely Dreamer of Clan Mak.

Current Fairy Queen: Fortunata

Magic Tolerance: NONE The fairy Court is in hiding from the elves for this reason.

Law Enforcement: "Brute Squad" - the elfin clan has capable fighters, hunters and archers.

Population: ~300 ADS Census: Elfin tribe - 768, Fairy enclave - 53, Moonrise Clan - 27.

Makeup: Most of this wood is inhabited by various mixed clans of elves, a known fairy enclave, small pockets of individual settlers, a small branch of the nomadic Moonrise Clan.

Trade: The elves are willing to trade for metal goods, weapons, grain and most assorted dry goods. Be wary, their idea of value varies from elf to elf; one might just be offered a starling feather, a blown glass bead and a rock in exchange for a rapier.

Wyn Eyri

Snowy Manor - A Protected Realm

Wyn Eyri translates in the old tongue to "Winter Palace" or "Winter Home" depending upon which translator you ask. The castle was once a residence of the Court of Shorehaven and served as the seat of power during the time after the Tsunami in ~325 ADS while the Palace was being rebuilt. The castle is large, stone, cold, and gloomy. The duchy was "gifted" to the healer Tidewild several centuries ago, a dubious honor indeed, as the castle sits upon a heavily warded and precariously sealed hellgate. Several villages and large farms on the outskirts of the castle grounds, home to the farmers and craftsmen that supply the castle. There are about a dozen manor holdings, which pay tithe to the castle. The forests are home to a roving gypsy band known as the Moonrise Clan.

Climate: cold winters but a fairly warm summer growing season lasting at least 4 moons. Snow on the ground for most of the year. An evergreen forest covers most of the realm.

Location: On the main continent, northeast of the Northern Duergens. Northeast of Shorehaven, a three-week journey overland from the Palace after crossing the Great Sea to Rock Morrey. South of Chinty na Lac Falls, where there is a canyon pass that leads to E'atara. To the east is the Veraldi Channel. West is largely unsettled forest.

Shadowland Gate: The Gate lets out on the main road, which leads to the Castle. The trip is about an hour on foot. (Best route most of the year.)

Leadership: Duchy

Current Duke: Tidewild of Clan Mak.

**Note: The castle is overseen by the Seneschal/Gamekeeper Minxson Tracker, who is also the nominal head of the Moonrise Clan of gypsies.*

Magic Tolerance: High. Students of magic are welcomed and encouraged to study in the Library, which currently houses the scroll and manuscript collection of Shorehaven palace as well as the estate's original extensive collection.

Law Enforcement: Castle Guard, personnel from Shorehaven's Palace Guard.

Population: ~300 Census: Elves - 486, Human - 383, Fairies - 255, Moonrise Clan - 390

Makeup: The farms and small manors of the realm are mixed human and elves. There are 2 different Fairy Courts in the forest. Moonrise Clan, a mixed population of fae and humans, considers Wyn Eyri their primary residence.

Trade: One should be very cautious in trading for potables from Wyn Eyri. The vintage quality varies greatly from year to year; sweet nectar of the gods one year might be vinegar the next. The grains produced there are hardy. One can get the best value in trades for seafood, delicate herbs, and footwear, all highly prized there.

The Wyn's Favor Inn

Official Extension of a Protected Realm, by order of Her Majesty, Queen Grellia of Shorehaven.

The Wyn's Favor Inn, currently undergoing renovations due to a "demon" infestation. The Inn has dock space on a wide deep river, with passage inland or out to sea. The elfin owners also share half interests in a ship; the Renard Voulant, aka the Flying Fox, which is usually moored at the dock in Morgandy.

Location: Morgandy, E'atara. On the mid-eastern coastline, less than a day travel from Culleyport

Climate: Same as The Isle of Long

Shadowland Gate: Behind the Inn. (Travelers be wary; the path from this Gate is not one of those approved for safe passage by The Shadowlord.)

Leadership: Co-owned by Rinka Tur and Captain Rodin Rae de Cordelia

Magic Tolerance: High

Law Enforcement: The Sheriff of Morgandy and deputies

Population: Varies

Makeup: Owned by elves, primarily run by a fairy, frequented by humans and elves

Trade: One can find comfortable rooms, good food and boarding for beasts of burden at the Inn, when it is in operation. There are Ultra- Secure security services of a magical nature available, for a price, contact Captain Rodin Rae de Cordelia.