**History**

In a time long past, all of creation was spread across the world. During this time creatures aligned themselves with the forces of good and evil and struggled with each other for superiority. Heroes and villains rose and fell as the ocean tides and the weak suffered under the thrashing waves of the mighty. Then came the time of magic.

With the discovery of magic, the weak suddenly became the strong. The most unlikely individuals rose in power, toppling even the strongest rulers. Seeking to ensure their continued reign, heroes and villains alike sought powerful magic. Aaron, the greatest hero of the age, was first to discover the magic that allowed travel to the far realms. Excited at the powers that awaited him on the other side, Aaron opened a gate.

Unfortunately, Aaron had never considered closing the gate to the far realms. Shortly after Aaron traveled in, creatures of evil traveled out. These creatures found a world unprepared for their coming and quickly called forth their hordes for conquest. A year of chaos and suffering passed as the denizens of evil devoured the world. As the last survivors of the world were being hunted down Aaron returned triumphantly through the gate escorted by a divine guard.

Seeing the destruction caused by his gate, Aaron despaired. He sent forth his guard to scour the land for survivors and he summoned an army of angels to engage the vile invaders in battle. Unprepared for the sudden assault, the foul hordes quickly retreated back to the gate where they formed a grand army to oppose Aaron. Seeing that his army was outnumbered and outmatched, Aaron commanded his angels to take the survivors and protect them until they grew in strength and numbers to defeat the hordes of evil. He then strode forth towards the combined hordes alone.

The fury of Aaron’s attacks wrought devastation upon the hordes. Those that were fast enough to avoid his blade fell back through the gate or fled off into the world. Eventually only Barrack of the Pit, Kyrinth of the Blades, and Nashtef of the Flames stood before the gate. Aaron thrust his sword into the ground before these three and proclaimed that none shall pass his blade so long as he stands. He then placed his shield squarely before him and charged the three fiends. Surprised at his boldness, the three demons struck viscously at Aaron. The blows the dealt would surely have dropped any man to the ground, but Aaron’s might prevailed and the three were forced into the gate.

Unable to seal the gate, and knowing the three fiends lay in wait just on the other side, Aaron could neither leave the gate nor enter and continue the fight. Knowing his wounds would soon end his life, Aaron squared his shield against the gate and called upon his magic to turn his body to stone. In this way he knew that the spell on his sword would hold, the gate sealed, and the catastrophe he had brought upon his people ended.

Since this day, the people of the world have been gathered safely behind the Heaven’s Shield Mountains, protected by Aaron’s angelic army. Although the times have been more peaceful than not, the people have continued to train in the arts of combat and
magic so that when the time comes, they will be able to close Aaron’s gate and hunt down the last of the evil hordes which fled into the world and still rule the lands beyond the mountains.

**The Last Haven**

**Regions**

**Heaven’s Shield Mountains**
- **Races:** Dwarves, Deep Dwarves, Gray Elves
- **Creatures:** Angels, Storm Giants, Titans, Bulettes

**Valley of Hounds**
- **Races:** *none*
- **Creatures:** Blink Dogs, Lamias, Sphinxes

**West Woods**
- **Races:** Wood Elves, Wild Elves, Tallefellows, Forest Gnomes
- **Creatures:** Aranea, Centaurs, Unicorns, Dryads, Nymphs

**The Plains**
- **Races:** Humans, Halflings, Deep Halflings, Gnomes, Dwarves, Elves
- **Creatures:** Ankheg, Dragonne

**The Marshlands**
- **Races:** Lizardfolk
- **Creatures:** Hags, Will-o’-Wisps

**The Sunken Isles**
- **Races:** Gnomes, Aquatic Elves, Locathahs
- **Creatures:** Dragon Turtle, Water Naga

**Cities**

**Anduri**
- **Occupants:** Humans, Halflings, Deep Halflings, Gnomes, Dwarves, Elves

**Duviel**
- **Occupants:** Humans, Halflings, Elves

**Ver Sol (Wood’s Heart)**
- **Occupants:** Wood Elves, Tallefellows, Forest Gnomes

**Danaese**
- **Occupants:** Gnomes, Aquatic Elves

**Religious Sects**

The Shields (Protection)

“If you lay a stone upon the water it will sink to the bottom, if you cast that same stone against the surface it will ride to the other shore. Be like the water and do not fight when it is not necessary, but stand fast when it is.”

The shields handle the day-to-day operations of the church. They hold services, run charities, and represent the church to the government.
Typical Followers: Bards, Clerics, Druids, Monks, Sorcerers, and Wizards

Prestige Classes: Archmage, Heirophant, Loremaster, and Mystic Theurge

The Swords (War)
"Even though the rocks are a formidable fortress, they must eventually submit to the waves. Remember the waves in your own battles against insurmountable odds."

The swords are the assault force of the church. They specialize in offensive strikes and are often deployed to quell riots or resolve monster problems.

Typical Followers: Barbarians, Clerics, Fighters, Rangers, Rogues, Sorcerers, and Wizards

Prestige Classes: Arcane Archer, Arcane Trickster, Assassin, and Shadowdancer

The Arms (Strength)
"The tree is only as strong as the roots which anchor it. Likewise, the sword is only as strong as the arm that swings it."

The arms are the military force of the church. They specialize in occupation and control and are often stationed as guards at temples.

Typical Followers: Clerics, Fighters, Monks, Paladins, Rangers, Sorcerers, and Wizards

Prestige Classes: Arcane Archer, Duelist, Dwarven Defender, and Eldritch Knight

The Blind Eye (Any)
"That which sees all without seeing."

The Blind Eye is a heretical organization that worships the old gods. They are a highly secretive organization that lives peacefully with the church, though the church does not live peacefully with them. One does not seek membership with The Blind Eye; the eye sees you when it will.

Typical Followers: Any

Prestige Classes: Archmage, Dragon Disciple, Loremaster, Horizon Walker, and Thaumaturgist

The Covenant of the Three (Evil)
“Barrack, strengthen my body. Nashtef, forge my soul. Kyrinth, guide my blade. May the pit rise with flames to consume the blood of this world.”

There are no creatures more foul than those of The Covenant. These creatures have turned against the people of their own world to finish the destructive work of the demon hordes. Although small in number, this sect has yet to be squelched by the church.

Typical Followers: Any

Prestige Classes: Archmage, Assassin, Blackguard, Dragon Disciple, and Thaumaturgist