Haven Glossary

Awakening of the Oracle: Marking the demarcation between B.A. and A.A., 250 years after the colony

from the other world and 250 years before the visions of the higher world.

Batana: Citadel on the Royal Road near the edge of the Enchanted Forrest, home of a variety of friendly

mystcis under the protection of King Kataba. pseudo-spirit items

Black Bouy: Safety device orbiting Haven, sending out environmental warnings after submerging and

disabling colony spacecraft.

Derrek: Splinter group from the barbarians, which reformed the original ideology to allow for use of

other world information and items, especially when forwarding the Organic Directive.

Enchanted Forrest: Tree-filled terrain populated by mystics, hybrid creatures, and,

under the protection of Batana and King Kataba.

Eternal (The): The monotheistic deity of the five realms prior to the Awakening, becoming increasingly

progressive by eschewing rituals, ranks, superstitions, speculations, and folk practices and

becoming increasingly robust in assimilating other religions and political groups.

Five Realms: Old name for the Empire of Lak during the federation period 100 years after the

Awakening.

Golden Conclave: A enclosed private foundation for cultural collections and advanced scholarship,

funded mostly by professional consultations and services—known for some of the best training

in foreign culture, folklore, religion, martial arts, and many other arts and sciences. Cover for

the Order of Shadows.

Hawk Tarn: a mile-long lake at the base of Uzmalrom’s mountain.

Haven: A colony planet of 24th century Earth.

Half Orbs: Hemispheres of translucent material that seem to carry information, coming in various sizes

and requiring a keystone to activate. Very rare as are all items from the other world.

Herrons: Main culture of “barbarians” united mainly by the Organic Directive, humanism, with a love of

Invention, discovery, analysis, and empiricism.

Higher World: A hitherto unknown idea from the other world, possibly the destination of humanity, an

afterlife, a developmental realm, or a utopian future.

Keystone: A portion of primordium used to activate and energize spirit items, some

working universally, such as half orb keystones, and some specially designed for weapons or

ships. PEM primordium energy module

Iron King/Kingdom: Ruler of the rich mountain realm producing gold, silver, bronze, iron, and other ores,

controlling the royal mountain pass, and living in sophisticated tunnel systems and lavish homes

in the Iron Mountains.

Lak: City and empire of five realms on the eastern side of the colony continent.

Luna: Haven’s largest moon.

Manaboar: Large northern beast mentioned in the Parable of the Priests and the Cave.

Oracle: The guiding spirit from the other world and architect of the higher world. Often referred to as

“Wind of Haven.”

Order of the Oracle: First the priesthood, then the predominant religion of Lak, and finally the state

religion.

Organic Directive: The barbarian ideology that calls for the destruction of all ideas and items from the

other world.

Other World: Thought to be the source of humanity and spirit items, whether another time, place,

or spiritual realm.

Path (the): A religious sect based on the belief on the harmony and balance of all contrary forces and

ideas, including good and evil, truth and falsehood, or physical and spiritual. Followers belong to

a variety of groups and religions, but fundamentally disagree with all categorical beliefs.

Pods: Voice activated and controlled surface flying craft about the size of a large helicopter. Although

not weaponized, the pods have technology for landscaping, tunneling, broadcasting, and

all kinds of scanning. Each pod has specialized functions: command, bio, recon, etc. all but a few

have been disabled or destroyed.

Ra: Haven’s sun.

Raptors: mountain (grey, light blue) and forest versions (green, purple/colorful) 8-12’ wingspan;

carrion version (bigger, vulture style)

Sanctuaries: gathering places for mystics of a wide variety of beliefs out of favor with the more

mainstream followers of the Eternal, most common in Batana, many becoming popular and

commercialized, but some still a home to truly devoted believers.

Scribed and sealed: a document marked with the official stamp of a scribe, certifying that the words or

pictures had been faithfully copied from a spirit item.

Spirit/spirit items: ideas, forces, or devices that seem to have come from the other world or otherwise

seem magical in nature. Strongly opposed by the barbarians and the Organic Directive.

Spring Festival: traditional new year holiday, celebrated in many cultures across Haven.