



## HAVEN FACTION



### INTRODUCTION

*"For Honor, Order and Duty"*

- **Aka:** The Knights of the Light
- **Associated colors:** light blue, white and gold
- **Worship:** Elrath, the Dragon of Light, and its first servants - the Angels
- **Core philosophy:** "Law & Order" rather than "Good & Mercy"
- **Country / kingdom:** The Holy Griffin Empire
- **Capital city:** Talonguard
- **Key symbols:** The "holy sun", the griffin
- **Description:**



A feudal Holy Empire, the strongest realm of Ashan.

It is a kingdom of medieval knights and monks, with prevalent access to "Light / Life" Magic and "Angelic" elite troops.

The Empire chose the Griffin as its symbol. Tamed griffins are used by the nobility as "flying hounds", and sometimes as mounts.

On the battlefield, Haven troops are known to be extremely resistant, relying more on the mighty power of brutal force than on the delicate art of magic. The heroes of the Haven faction will develop skills and abilities to support the hurricane of steel and fury that will rush into the enemy's rank.

### BRIEF HISTORY

#### The origins

##### 3 YSD: Birth of the Falcon Empire

Falcon the Great unifies the human kingdoms (*founding the empire that will one day become the Haven faction*). A prophecy tells that the Falcon line shall endure as long as the world does.

##### 28-40 YSD: Wars of Fire

First great demon incursion.

Most of the Angels perish during these wars. The survivors take refuge in the Falcon Empire, which is increasingly turned away from the Dragon of Air – Sylath, and toward the Dragon of Light.

##### 48 YSD: the Falcon Empire becomes the "Holy" Falcon Empire – *Founding of the Free Cities of the East*

Emperor Brian Falcon gives absolute power to the Church of the Dragon of Light. The Human kingdom is renamed "Holy Falcon Empire". Dissent grows among many citizens who resent being forced to abandon their faith in Sylath. Many will leave the Empire's territory to found the Free Cities of the East.

#### The modern ages

##### 843 YSD: 4<sup>th</sup> Eclipse - Falcon's Last Flight

The Demons storm the capital of the Falcon Empire and massacre the royal house. As soon as the Demons are repelled, fighting breaks out as the various noble houses attempt to claim the throne. Duke Ivan of Griffin conquers the bloody crown. The Empire is renamed "Holy Griffin Empire".

### 951 YSD: 5<sup>th</sup> Eclipse - War of the Gray Alliance

Demon armies are confronted by a combined force of Haven Knights allied with two other factions. Emperor Alexei Griffin pursues the Demons into the very underworld, and is killed. His soul is rescued by a mysterious and legendary knight known as Tieru, and bound up in an artifact called the Heart of the Griffin. Alexei's son Nicolai, aged 6, ascends the Imperial throne.

### 969 YSD: 6<sup>th</sup> Eclipse - Queen Isabel's War

An eclipse not forecast on any calendar grips the Empire in a panic. The Demons emerge in force and march towards Haven's capital.

This war will be known as Queen Isabel's War and is the topic of *Heroes V's* campaign.

## HAVEN CREATURES

### Peasant (Upgrade: Militia Guard)

- The peasants and the militia guards are the basic infantry of the Holy Griffin Empire. Those troops are weak and not efficiently trained, but they are numerous. On top of that the peasants are an important source of revenue for their masters and the militia guards are expert in the art of confusing their enemy in the melee.



### Archer (Upgrade: Marksman)

- The archers and marksmen are key in battle to weaken the enemy ranks before melee combat. The archers of the Griffin Empire excel in the art of drowning the enemy under barrages of arrows. The marksmen's powerful crossbows are especially deadly at close range.



### Squire (Upgrade: Knight)

- The knights and squires are the backbone of the Haven forces. They are resistant and can sustain enemy charges while other troops will maneuver to take the enemy from the rear. They can make the fight last longer with their mastery in the art of melee combat and defense.



**Griffin** (Upgrade: Royal griffin)

- Griffins are the fastest troops of the Haven faction. They excel in skirmish attacks, flying into enemy ranks or diving from the sky above the battle. However they are quite weak when forced in a real melee, but they will always defend themselves to their last breath.



**Priest** (Upgrade: Inquisitor)

- The priests and Inquisitors are the keepers of the true faith in the Holy Dragon of Light. As such they won't hesitate to enter the battlefield against the non-believers and all factions that may threaten the Order of Elrath. As priests they will not enter the melee but rather summon the wrath of their God on enemy troops, and protect their owns in combat with support spells.



**Cavalier** (Upgrade: Paladin)

- The cavaliers and paladins are the ultimate guardians and elite troops of the Holy Griffin Empire. Mounted on powerful horses and heavily armored, they are at their best when they charge on enemy troops from afar. On top of that the Paladins have the ability to dispel enemy curses in their ranks.



**Angel** (Upgrade: Archangel)

- The angels are the incarnation of Elrath on Ashan, and as such they are the most ultimate representation of his power. These creatures of light are fierce in combat and their attacks are always deadly. An angel cannot be killed if its substance is endangered it will become a pure spirit again and rejoin its master. As lieutenants of Elrath, the archangels are blessed with the supreme power of resurrecting the champions who died in combat, giving them another chance to serve their Lord.

