

The Village of Haas – Year of the Lord 10-2025

Located on the route connecting the great cities of Malva to the north and Sarakan to the south, the village of Haas began as a simple stopover for weary travelers. Initially, a few carpenters settled there dedicated themselves to repairing carriages. Over time, the artisans honed their skills, and the passion for Currus racing—the legendary chariots and quadrigas that tear through the tracks in a spectacle of speed and voracity—took root in the village's soul.

Today, Haas is more than a mere rest stop: it is the heart of racing engineering in the region. Master craftsmen, mechanics, and engineers dedicate their lives to creating the most advanced carriages, capable of defying death itself.

Behind the lights of Haas, intrigue and espionage abound, fueled by the cunning interests of the chariot masters. Each seeks to gain an advantage over the others, stealing ideas, raiding warehouses, or spying while pretending to be allies. Rumor has it that some masters use dark enchantments to infiltrate rival workshops in search of secrets to their technology. The stakes aren't limited to the tracks; they involve old alliances, silent betrayals, and dangerous blackmail, where victory in the season can mean absolute power or complete ruin.

Among the village's highlights are the **Ferrari Tower**—a tower where the most skilled engineers fine-tune their creations, but also where the walls listen and espionage takes place at night—and the legendary **Red Bull Tavern**, a tavern that hosts clandestine meetings, secret pacts, and the exchange of forbidden information. Here, champions, mercenaries, spies, and conspirators mingle, often without anyone realizing who is ally and who is enemy.