# Story Summary

Terrahaven is a small but busy town, known for its many caves. Houses are built very close to each other, creating narrow alleys and streets. Transportation, fashion, speech and general lifestyle are in a Celtic, steampunk setting with the historical undertone of the 1800s.   
Carriages and people fill the streets of Terrahaven. In this town everyone knows each other. Most people work in mines or fields, apart from that the small town has the usual stores and shops, and a Tinksmith. A Tinksmith is the combination of a tinker and a blacksmith. A Tinksmith is mostly known for making new, handy inventions. There is only a hand full of people in our world working as a Tinksmith, one has to be extremely skilled to do that job.  
The summers are mild and the winters are long and cold. Most of Terrahavens days are rainy and windy, so the Inhabitants like to drink warm drinks and tell stories and fairytales by the fireplace to warm up. The most known tale is a story to keep children from playing in the dangerous caves. The tale of “Hollow”.   
A story about a small world, located below the ground on the inside of our planet.   
There are different versions and believes about what creatures or lifeforms can be found in Hollow.  
It is told that there is only one entrance towards Hollow and that no one who had found it ever returned! Some believe they didn’t return because it is so beautiful down there that they decided to stay, some say the people are held prisoners and have to work for the residents, and some think Hollow bears a terrible monster that will kill anyone daring to enter.

As for all myths and tales there is a truth in this story that lays somewhere in the middle of those beliefs.   
  
The truth being that deep below the earth’s crust, there is a spherical cavity. It’s big enough to accommodate the population of a large city. A long time ago, the first humans emerged from exactly that place. Some chose to migrate to the surface while others remained living under ground. As the human species evolved on the surface, they built villages and towns. Soon they forgot about the small world underground, or thought of it as a fairytale.   
In the meantime, the society below the earth formed its own nation known as “Hollow”. All Hollowans have distinct animal features; be it a tale, fur or mole-like hands.  
Nowadays Hollow is split into a city area: “Bell’Hallow” and a less popular area: “Low”, the slums.   
A wall has been built around the city to protect the residents from so called “radiation”, gangs and crime.   
The city area presents aristocratic buildings that bestow a steampunk look. Beautiful landmarks adorn the scenery. The streets are fairly calm; groups of people are standing together, chatting about their day. These citizens are dressed in lavish 1880s inspired attire.   
In contrast to that, the slums are the depiction of poverty. Broken down buildings, homelessness and a high crime rate are a common life style in Low. Streets are filled with people and heavily policed. Clothes; if people own them at all, are mostly torn and dirty.   
The residents of Hollow know about the outer world, but intentionally segregate themselves from them as a part of their faith and don’t wish to be rediscovered.   
It is allowed to travel over ground from a certain age when disguising animal parts. Reaching that age is a special event, called “Overground”, for the Hollowan youth, who are then able to see the outside for the first time. It normally occurs between ages 16 and 21 and ends when a youth chooses to live in Hollow, or instead leaves and lives on the outside. Furthermore, the person going to the surface needs to pay 300 gold to the government for insurance. After the Overground, Hollowans will always be able to visit both the outside and Hollow. The majority chooses the life under ground and remains in Hollow.