

Mythhaven – Phase 1A Overview

A village-scale immersive hospitality experience
Designed to open complete, operate reliably, and grow deliberately

What Is Mythhaven?

Mythhaven is a real-world destination built around immersive hospitality, shared stories, and intentional community experiences. Guests stay in themed cottages, gather in a central tavern, and take part in guided activities that blend storytelling, light adventure, and hands-on learning. Rather than attempting to build everything at once, Mythhaven opens as Phase 1A: a fully formed, village-scale experience designed to operate safely, sustainably, and repeatably from day one.

What Phase 1A Includes

- 1 Overnight accommodations in a small village of guest cottages
- 2 A central tavern and gathering hall for meals, storytelling, and events
- 3 Guided quests and activities including archery, light combat training, and nature trails
- 4 Demonstration gardens and animals as part of the atmosphere and education
- 5 Seasonal programming including small festival weekends and themed events
- 6 Accessible paths and safety-first design throughout the site

How Phase 1A Operates

Behind the scenes, Phase 1A runs like a professional hospitality operation. Food service is provided through licensed commercial kitchens using conventional suppliers with local sourcing where possible. Animals and gardens are educational and experiential, not relied on for guest meals. Staff are trained in both guest service and immersive presentation, with clear safety protocols. Utilities, infrastructure, and logistics prioritize reliability and compliance.

Built to Grow — Not to Overpromise

Mythhaven is designed to expand in future phases, adding new villages, deeper narrative systems, and additional infrastructure over time. Phase 1A deliberately avoids overextending construction or staffing and does not present future phases as guaranteed outcomes. Growth

is planned, but not assumed.

Operations Infrastructure (Back-of-House)

Mythhaven includes standard staff-only infrastructure required to operate a hospitality site reliably: utilities, networking, safety systems, and operational spaces that support guest services. While not a guest-facing feature, this foundation helps ensure the experience can grow responsibly without disrupting operations.

Who Phase 1A Is For

Phase 1A is designed for guests who value immersive experiences over spectacle, thoughtful pacing, shared meals, guided activities, and human-scale environments. It is not a theme park or a full-scale live-action roleplaying environment. It is a boutique immersive retreat designed to feel lived-in rather than staged.

Looking Ahead

Future phases may introduce additional villages and accommodations, expanded narrative systems, larger seasonal events, and deeper integration of technology and interactive systems. Each expansion will be guided by what Phase 1A demonstrates in practice.

Mythhaven LLC

mythhavenllc.com

Community updates via Discord and X (@mythhavenhq)