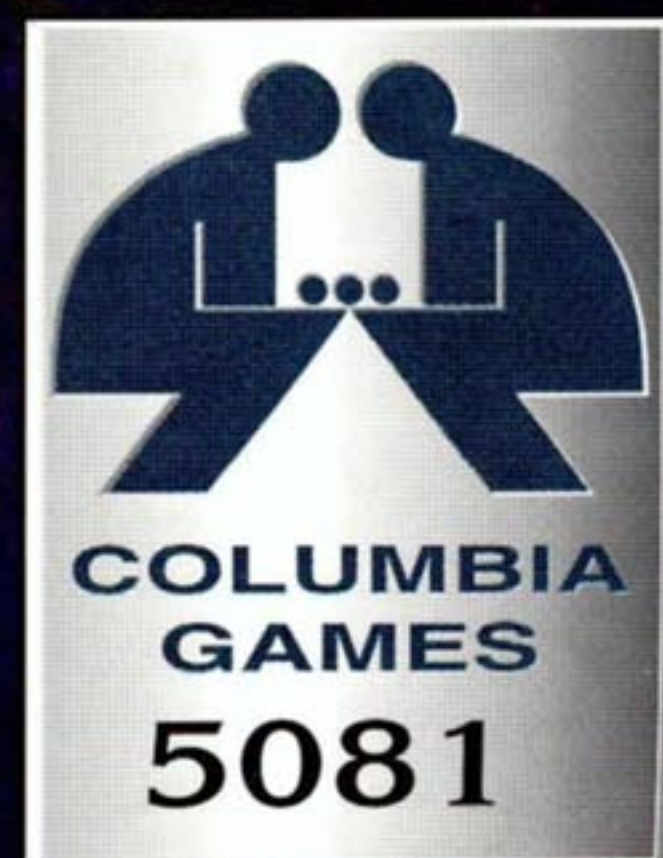
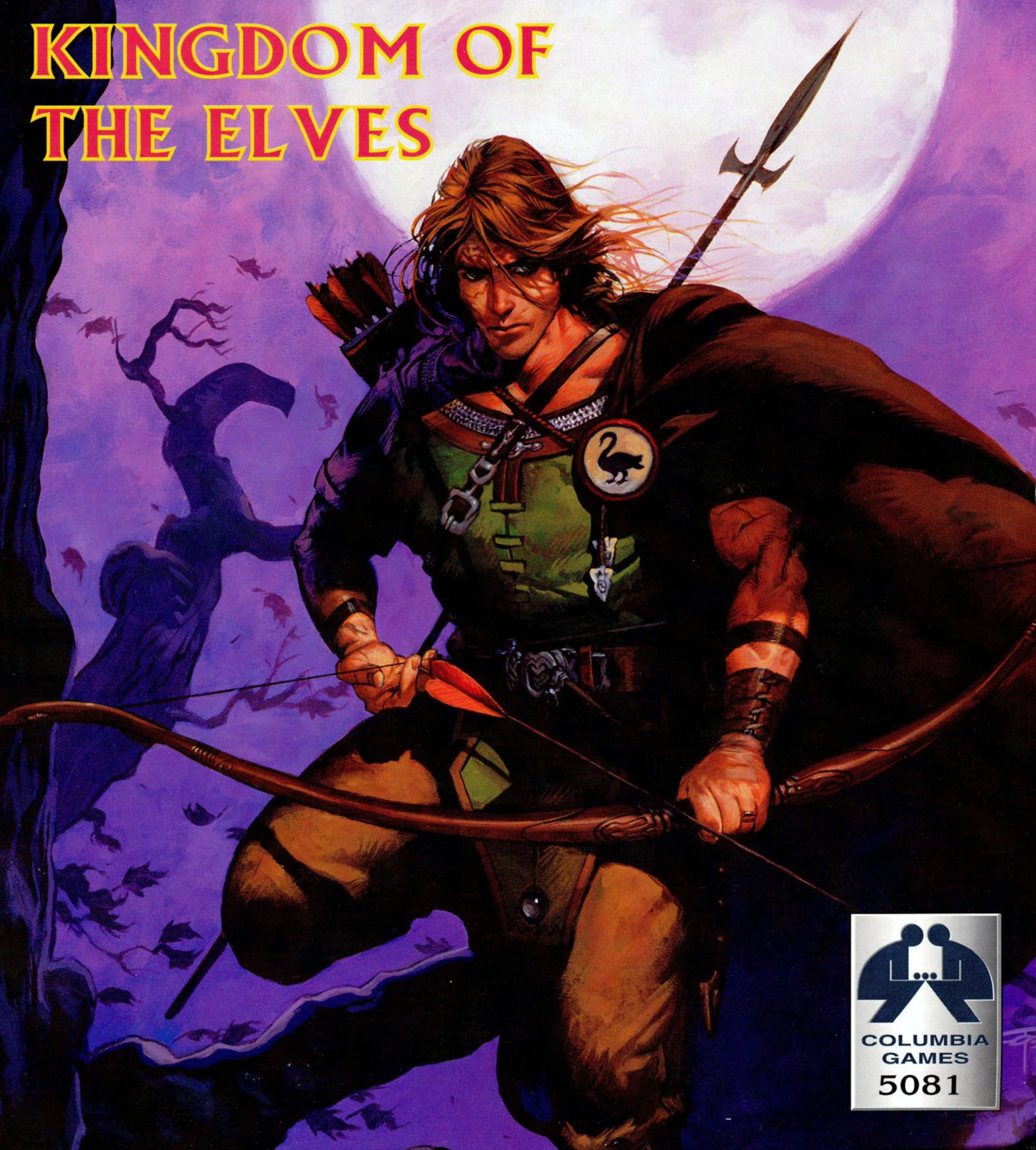
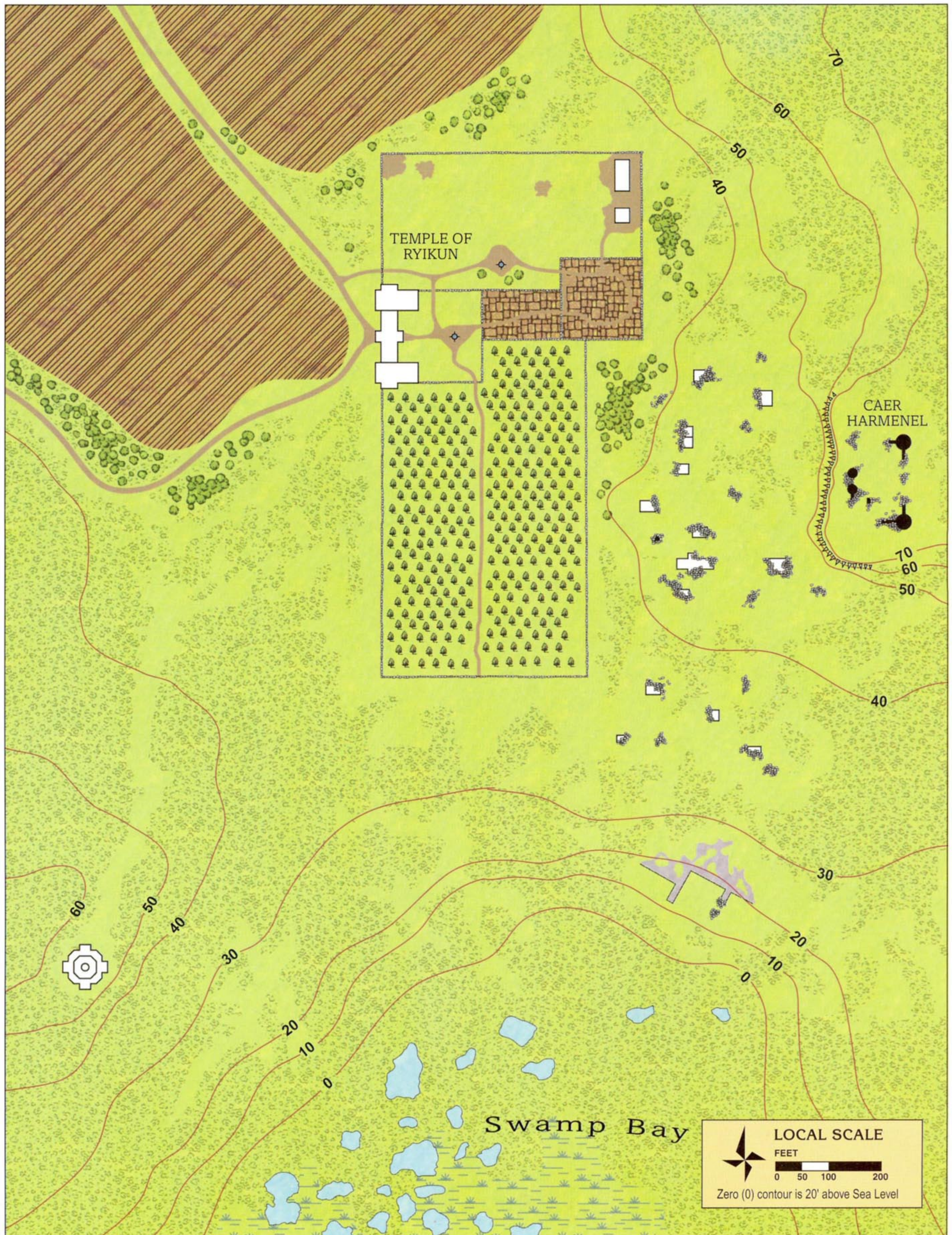


EVAAEL™

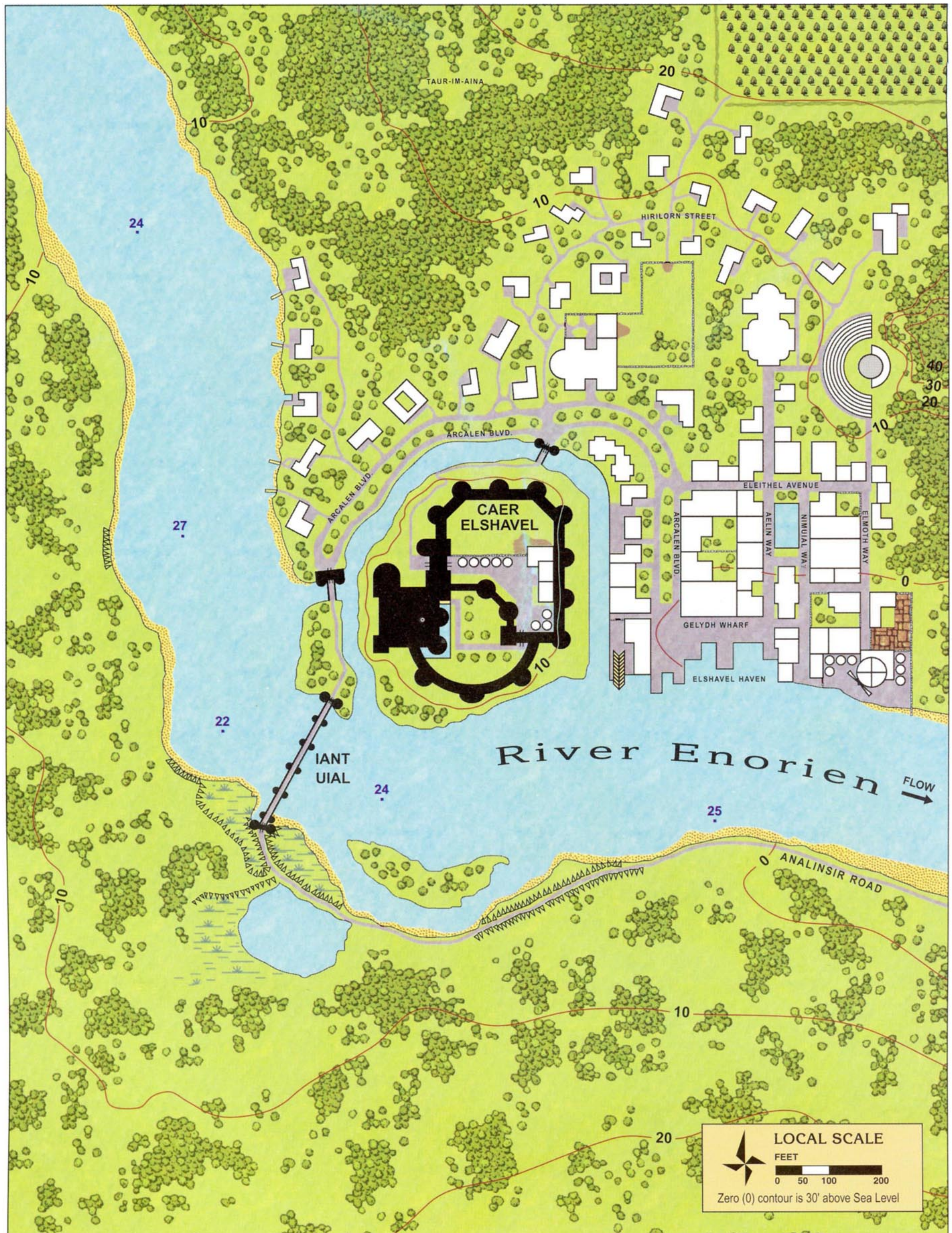
KINGDOM OF THE ELVES

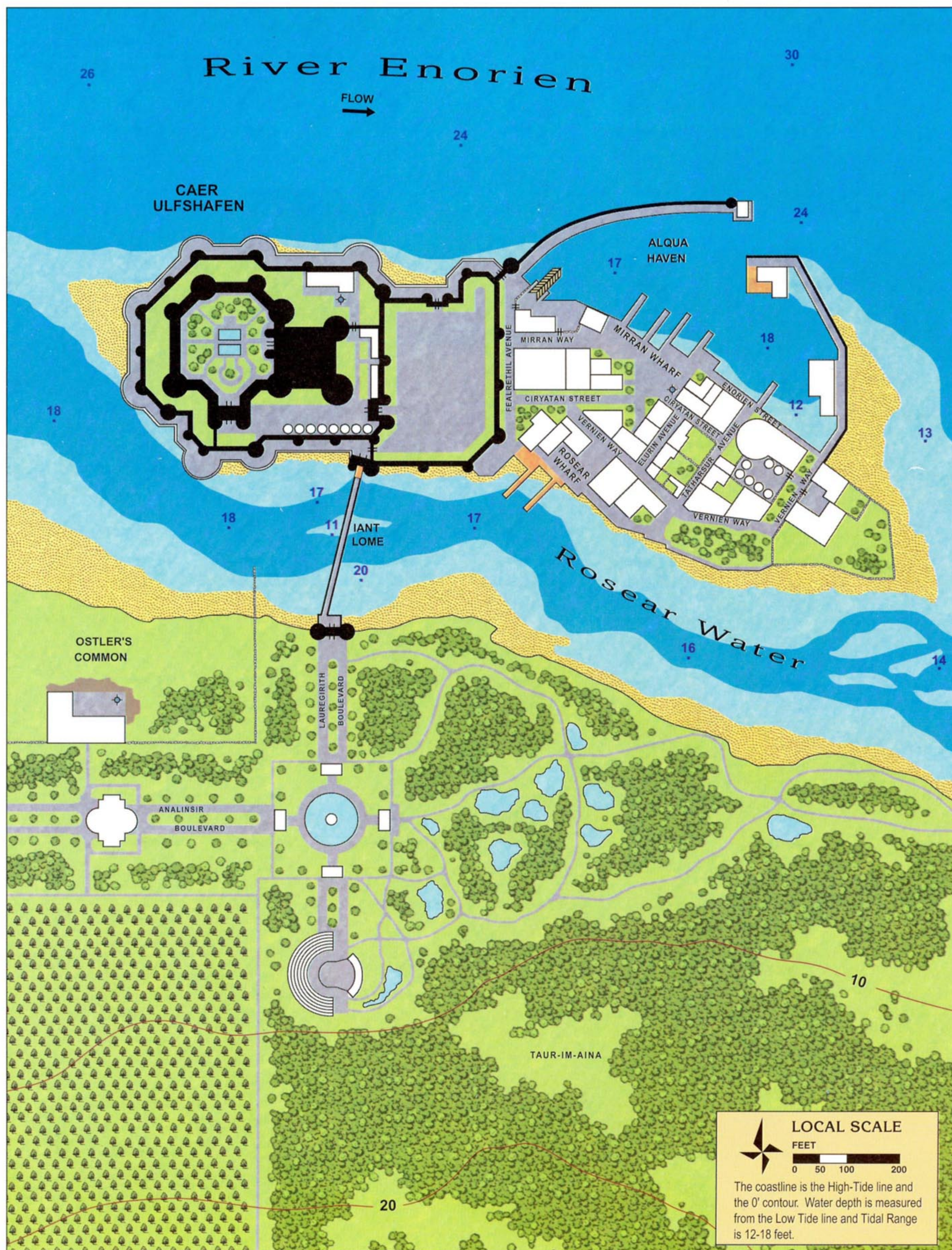




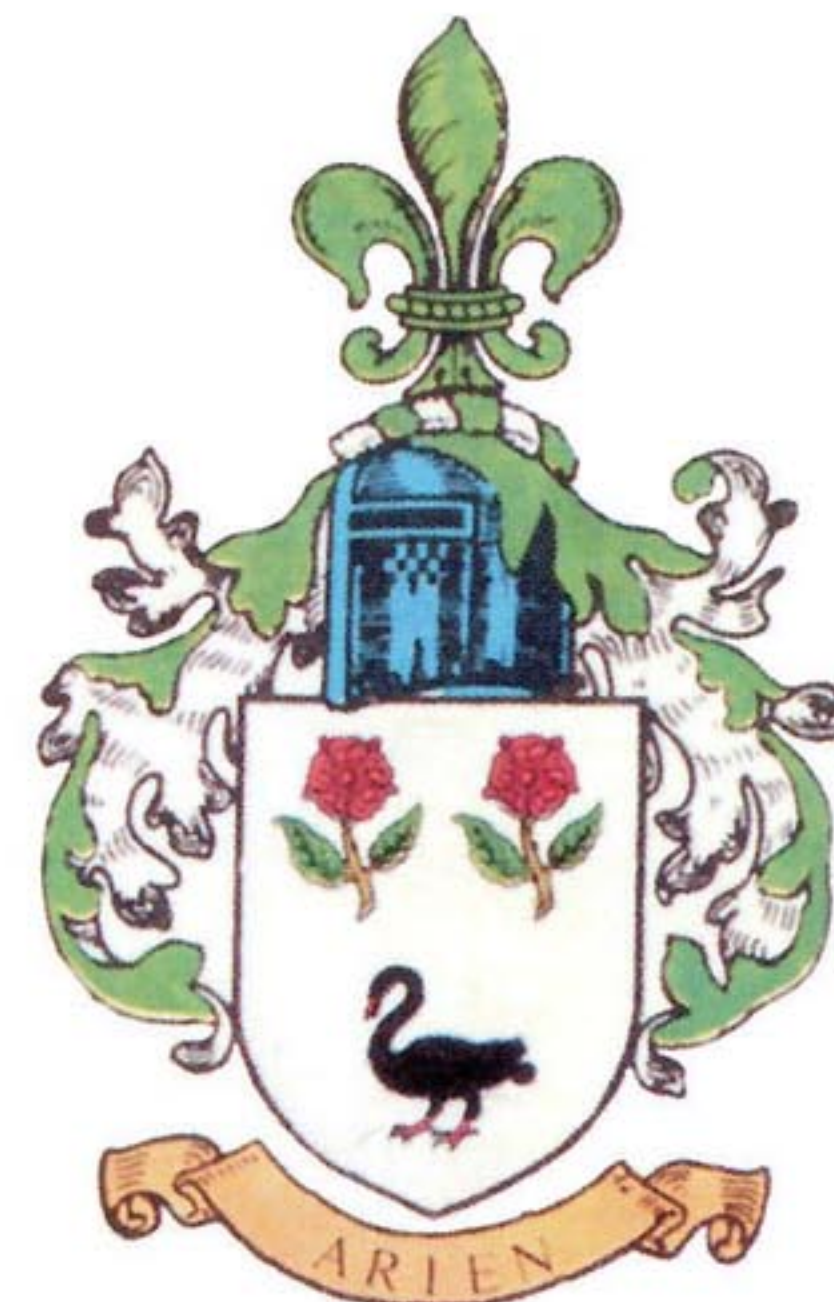
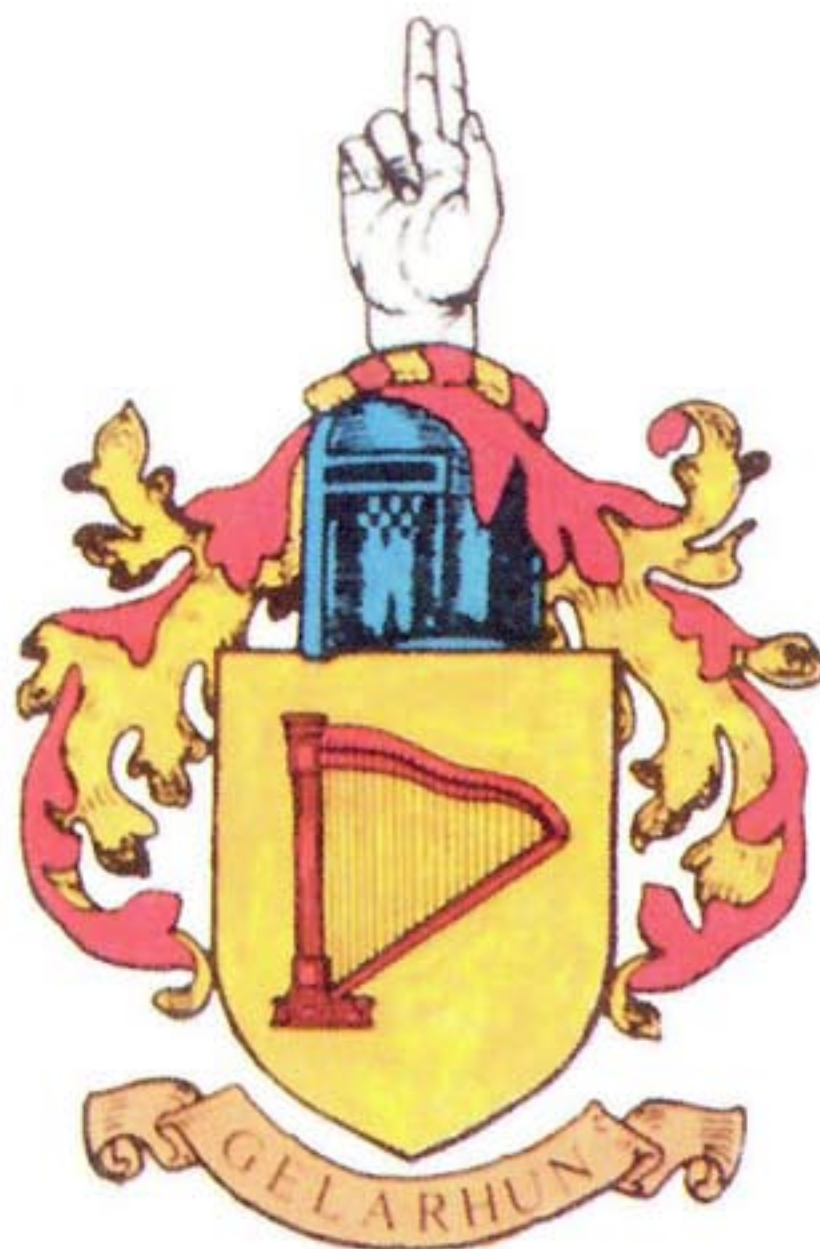
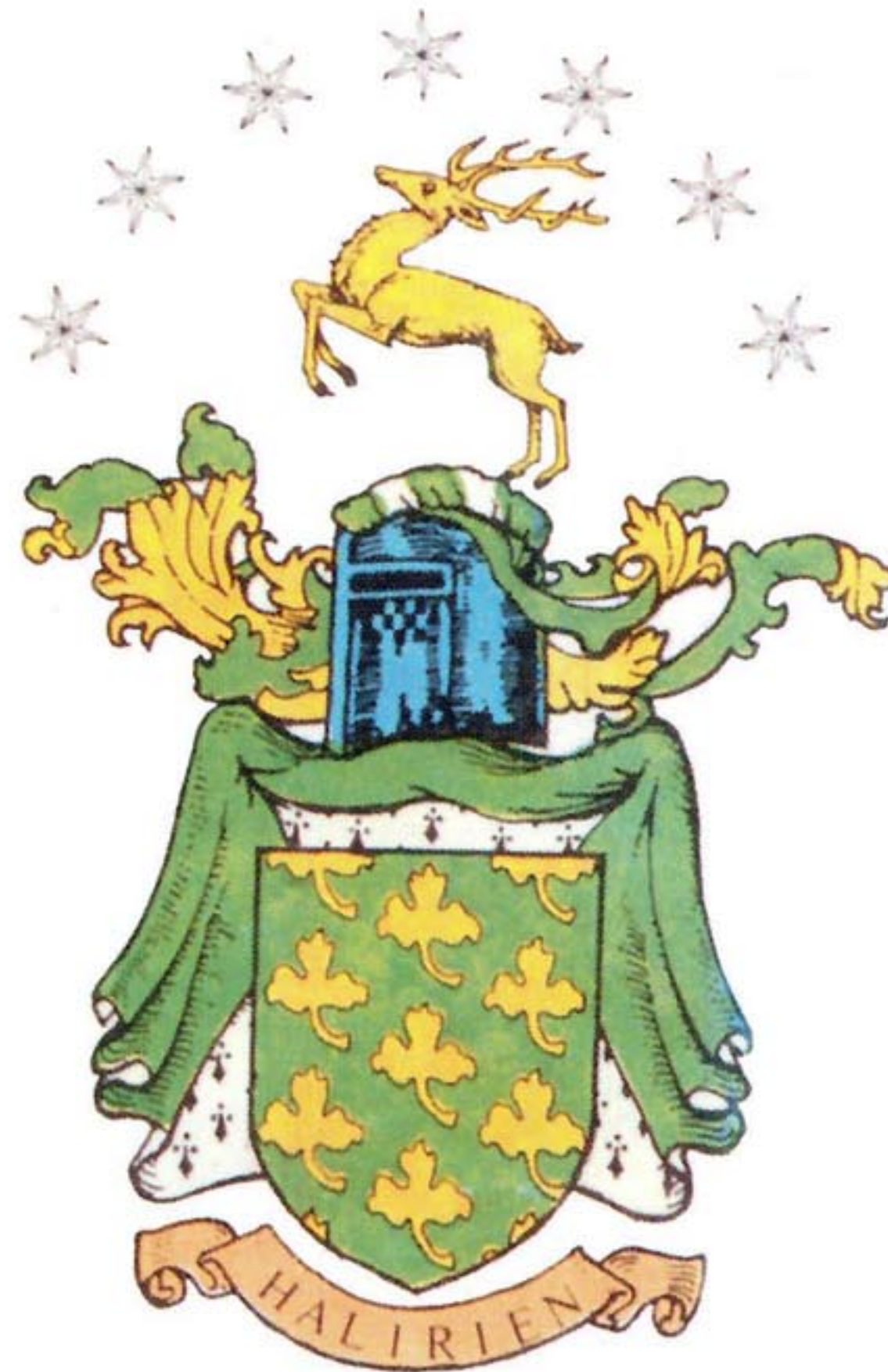
PLAYER MAP

ELSHAVEL





ACHIEVEMENTS OF THE GREAT CLANS OF EVAEL



HALIRIEN, King of Erael

Shield: Vert, a seme of leaves gold.

Crest: A stag springing of the second, surrounded by seven estoiles Argent, from which depends the princely robe of Erael.

Motto: *Ne'er Wane.*

Registry: Silver Harp, 683 BT.

Holdings: Elshavel, Ulfshafen.

Major Tenants: None.

ARIEN, Prince of Tarminas

Shield: Argent, two roses slipped and leaved, and a Black swan close, all proper.

Crest: A fleur-de-lis Vert, Mantling Argent & Vert.

Motto: *Inward and Outward Gaze.*

Registry: Silver Harp, 573 BT.

Holdings: Elshavel (Royal Constable).

Major Tenants: None.

GELARHUN, Prince of Nimfalas

Shield: Gold, a harp Gules.

Crest: A hand in benediction Argent, Mantling Gules & Gold.

Motto: *It is perpetual.*

Registry: Silver Harp, 660 BT.

Holdings: Ulshafen (Royal Constable).

Major Tenants: None.

Format: These are shortened register entries.

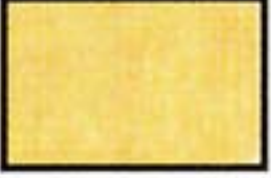
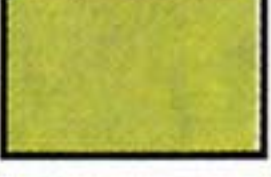
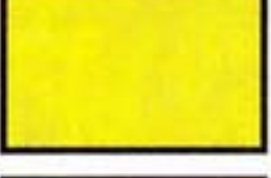
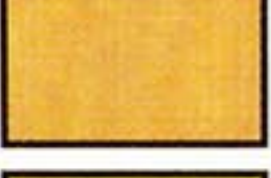
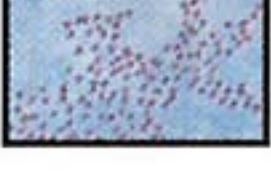
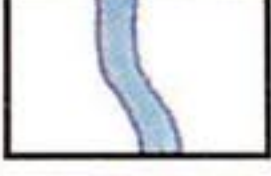
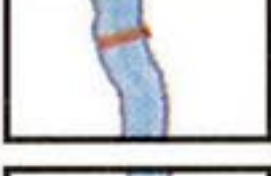
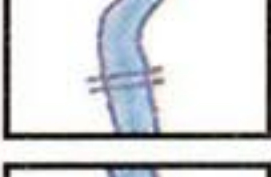
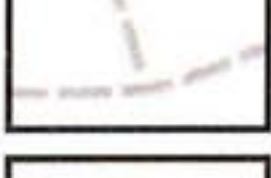
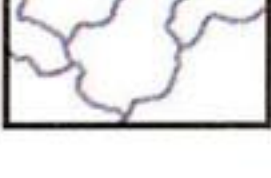
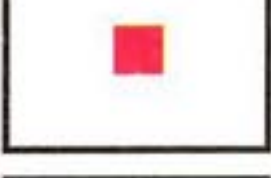
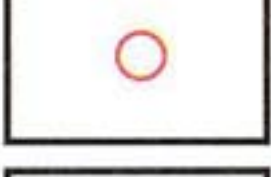
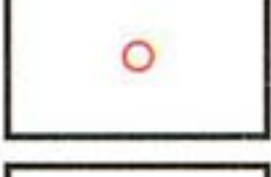
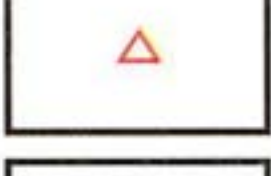
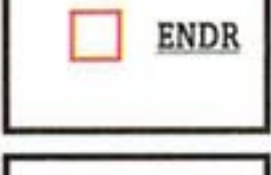
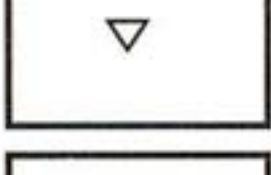
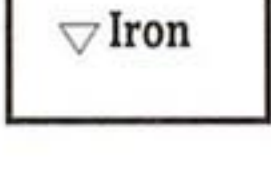
Registers generally allow at least one full page for each clan. The above clans are sufficiently important to merit several pages in most registers.

Clans & Titles: Achievements are given only for the three most prominent clans in Erael.

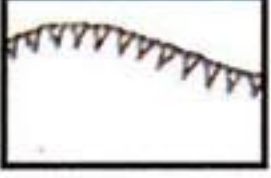
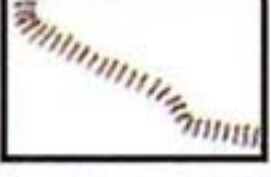
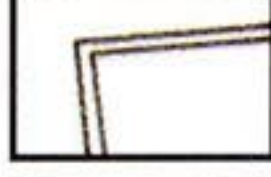
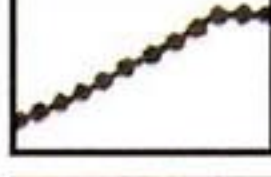
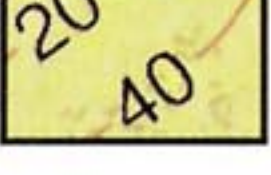
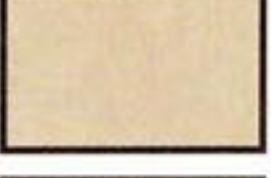
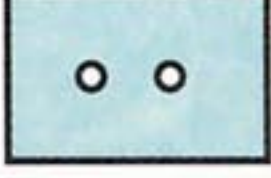
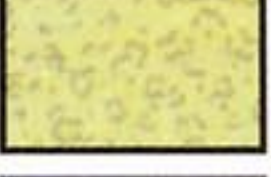
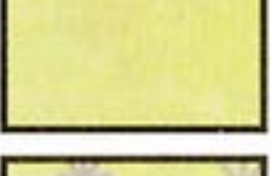
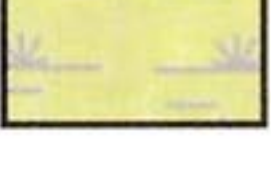
Holdings: The King of Erael holds both major settlements in Erael. Administration is handled by two Royal Constables. These are appointed offices held by the same clans for well over one thousand years.

Registry: The college and date of the most recent registration. The registry dates of Erael clans predate the establishment of human heraldic colleges.

ATLAS HÂRNICA

	ICE, SNOW, or ROCKFIELD		PEAK
	ALPINE VEGETATION		MOUNTAINS
	NEEDLELEAF FOREST		HILLS
	MIXED FOREST		MARSHLAND
	WOODLAND		WATER
	HEATH		REEF
	CROPLAND & PASTURE		
	RIVER		CANAL
	FORD		PAVED ROAD
	FERRY		UNPAVED ROAD
	BRIDGE		TRAIL or RURAL TRACK
	CATARACT		NATIONAL BOUNDARY
	RAPIDS		SHIRE BOUNDARY
	STREAM		HUNDRED BOUNDARY
	WALLED TOWN		MANOR/VILLAGE (Stone Fortification)
	CASTLE		MANOR/VILLAGE (Wood Fortification)
	KEEP		MANOR/VILLAGE (Unfortified)
	SHIRE MOOT or PROVINCIAL CAPITAL		TOLLHOUSE (Royal or State)
	HUNDRED MOOT or DISTRICT CAPITAL		POINT OF INTEREST
	CHURCH, ABBEY, or MONASTERY		MINE or QUARRY
	FIGHTING ORDER (Chapter House)		

LOCAL MAPS

	SCARP/STEEP HILL (Arrows Point Down)		FORTIFIED WALL
	CLIFF (Arrows Point Down)		STONE WALL
	DITCH		LOW WALL
	ROUGH BROKEN TERRAIN		PALISADE
	RUBBLE & LOOSE ROCK		FENCE
	CONTOURS		IMPORTANT GATE
			CAVE/TUNNEL ENTRANCE
	STONE		PILLORY (stocks)
	WOOD SURFACE		GALLOWS or SCAFFOLD
	EARTH/MUD		OUTDOOR WELL or FOUNTAIN
	SANDY		
			OPEN WATER
	TREES		PILINGS
	ORCHARD		PILINGS (Submerged)
	BUSHES		ROCKS (Submerged)
	HEDGE		FORD/SANDBAR (Submerged)
	ARABLE FIELD (Cropland)		FLOATING JETTY
	VEGETABLE PLOTS		WOOD JETTY
	GRASS		STONE JETTY
	BOG/SWAMP		LOG BOOM

INTERIOR MAP KEY

	PAVED SURFACE (STONE SURFACE)
	WOODEN SURFACE
	EARTH/MUD SURFACE
	SAND/GRAVEL SURFACE
	GRASS/LAWN/MEADOW
	WATER
	PACKED/RAMMED EARTH

	TREE
	HEDGES/BUSHES
	HAY/FODDER/CRUDE BEDDING/ETC.
	RUBBLE/RUBBLE FILL

WALLS	
	RUBBLE WALL
	STONE WALL
	STONE PILLAR/CEILING SUPPORT
	LOW STONE WALL UNDER FIVE FEET
	DAUB AND WATTLE WALL
	LOW DAUB AND WATTLE WALL UNDER FIVE FEET
	RAMMED EARTH WALL
	WOODEN WALL
	WOODEN POST/CEILING SUPPORT
	LOW WOODEN WALL UNDER FIVE FEET

STORAGE	
	BARRELS
	WOODEN CRATES
	CHEST/TRUNK (SEE LOCKING DEVICES)
	HANGING ITEMS (MEAT, FISH, ETC.)
	STORAGE AREA

LOCKING DEVICES USED ON DOORS, TRUNKS, ETC. ALL SHOWN ON THE SIDE THEY ARE ON, OR CAN BE OPERATED FROM.	
	LATCH
	WOODEN BAR
	IRON BAR
	IRON BOLT
	LOCK RATED FROM 1 (WORST) TO 9 (BEST)
	MECHANICAL USED TO INDICATE SECRET DOORS THAT ARE MECHANICALLY HIDDEN. SYMBOL APPEARS ON SIDE FROM WHICH DOOR IS INVISIBLE.
	MAGICAL USED TO INDICATE MAGICALLY LOCKED ITEMS SUCH AS CHESTS, DOORS, ETC. USED TO INDICATE SECRET DOORS THAT ARE MAGICALLY HIDDEN: SYMBOL APPEARS ON SIDE FROM WHICH DOOR IS INVISIBLE.

DOORS	
	DOORLESS PORTAL
	WOODEN SWINGING DOOR
	IRON SWINGING DOOR
	IRON GATE
	FALSE DOOR
	POCKET DOOR
	SLIDING DOOR
	SECRET DOOR (A SYMBOL INDICATING WHETHER THE DOOR IS MECHANICALLY OR MAGICALLY HIDDEN WILL APPEAR ON THE INVISIBLE SIDE OF THE DOOR)
	PORTCULLIS
	TRAPDOOR IN FLOOR
	TRAPDOOR IN CEILING

RAILINGS ETC.	
	IRON BARS
	RAILING/BALUSTRADE
	POST & RAIL FENCE
	LATTICE PARTITION

WINDOWS	
	OPEN
	OPEN (SMALL)
	GLAZED
	BARRED
	SHUTTERED
	PEEP HOLE
	ARROW SLIT

	STAIRS ARROW ALWAYS POINTS DOWN
	SPIRAL STAIRCASE UP ONLY
	SPIRAL STAIRCASE DOWN ONLY
	SPIRAL STAIRCASE UP & DOWN
	LADDER UP ONLY
	LADDER DOWN ONLY
	LADDER UP & DOWN
	ROCKS/ORE
	SLOPING SURFACE ARROW ALWAYS POINTS DOWN
	WATER DEPTH DEPTH, IN FEET; IN RELATION TO NEAREST SPOT ELEVATION
	SPOT ELEVATION HEIGHT ABOVE "0" LEVEL
	CEILING HEIGHT SHAPE OF CEILING MAY BE INDICATED
	OPENING IN CEILING
	OPEN TO LOWER LEVEL (HOLE IN FLOOR)
	OPEN FLOOR & CEILING
	BUILDING OUTLINE MAIN FLOOR/LEVEL FOR REFERENCE
	MECHANICAL CONNECTION
	RAILWAY FOR ORE CARTS
	TILED ROOF
	TAPESTRY/CURTAIN
	MACHICOLATION IF PRESENT, ONE OF THESE TWO SYMBOLS WILL BE USED.
	IRREGULAR HOLE IN WALL
	UNSTABLE FLOOR
	UNSTABLE CEILING

	FIREPLACE
	OVEN OR KILN
	BRAZIER
	WELL
	WATER TANK/RESERVOIR
	GUARD POST FIRST NUMBER INDICATES THE NUMBER OF GUARDS; SECOND NUMBER INDICATES PERCENT CHANCE OF THE GUARDS BEING PRESENT.
	TORCH/LAMP BRACKET
	CUPBOARD/ALCOVE
	WALL VENTS/DRAINS
	WATER FLOW DIRECTION INDICATES DIRECTION OF WATER FLOW OF STREAMS/RIVERS.
	TABLES WITH BENCHES/STOOLS ETC.
	SPECIAL FEATURE THESE ARE KEYED IN THE INTERIOR MAP NOTES.
	PALLET/CRUDE BED
	BUNK BED
	GOOD BED
	GOOD FOUR POSTER BED

ODDS & ENDS	
	CHAIRS
	REFUSE PILE
	WINCH
	LEVER
	LAVATORY RELIEF ROOM
	ANVIL
	TOOLS
	WATER/OIL BARREL
	CARPET/TAPESTRY
	BROKEN ITEM
	PODIUM
	DRAIN IN FLOOR
	VENT IN CEILING



One Hex = 5 Leagues (12.5 miles or 20km)





Evael is an elven kingdom located on the south coast of Hârn. The borders are the Farin River on the west, the Kald River on the east, and the Wend River on the north. The Shava Forest covers most of the kingdom. The islands of Yaelin and Keboth, although part of Evael, have no permanent inhabitants. There are about 5100 Sindarin, most living within the Shava Forest in clanholds of 20 to 60 elves.

The Chelni, Pagaelin, and Tulwyn tribal nations surround Evael. All three tribes have legends about the inhabitants of the Shava Forest. The Chelni fought against the elves in the Battle of Sorrows and have since viewed them with respect and awe. The Pagaelin consider the elves to be "devils of the forest" and keep their distance. The Tulwyn will not cross the Farin River after a disastrous attempt to invade Evael around 150.

Evael has minimal contact with other civilized nations of Hârn. Some trade is conducted through the port at Ulfshafen, or overland through Trobridge Inn. Generally, the elven kingdom pursues a neutral policy towards the rest of Hârn. Kaldor and the Thardic Republic both claim lands right up to the borders of Evael. These claims are only nominal. Neither state has the strength to extend its power into the region. The Sindarin and Khuzdul, once great allies, have ignored each other for fourteen centuries. Evael's isolation from the rest of Hârn lend it an aura of mystery and a reputation that all manner of enchantments will befall the unwary. Visitors are few.

HISTORY

The Sindarin arrived on Hârn circa 10,000 BT, approximately 5,000 years after the departure of the Earthmasters. According to legend, they came from "...lands of the East, following the Lord of the Starlit Realm." It is believed by most human scholars that the Sindarin were journeying from Midgaad, the original home of the elves, to their *Blessed Realm* and stopped on Kethira to rest.

The Sindarin settled throughout the island, but tended to concentrate in the Shava Forest. For three thousand years the elves dwelt in solitude with their god, Siem, until the deity said:

"Ealdwood awaits. My journey continues. Follow to the Uttermost West, or remain amid these forests until ready to join your kith in Faerie. Choose, my children, and may Yael's light guide your path."

Siem left with most elves around 7,000 BT. Daelda, the wisest of the Sindarin to remain, became King and ruler of Hârn.



The Elves of Hârn

The Sindarin mostly live within the confines of the Shava Forest. Outsiders regard them with awe. Sindarin culture is aesthetic and efficient, peaceful and gentle. Individual elves can be both magnificent artisans and formidable warriors.

Barbarians of Hârn

Scattered throughout the island of Hârn are large tracts of wilderness which are home to eighteen tribal nations. Three tribal nations form buffer states for Evael; the Tulwyn to the west, Chelni to the north, and Pagaelin to the east. Each tribal nation is warlike and this greatly helps the elves maintain their isolation from the rest of civilized Hârn. Major tribal encampments near Evael are located on the atlas map, as is the large Gargun colony of Korego.

The Codominium

Shortly after Siem's departure the Khuzdul arrived on Hârn. They too worship Siem and came from Midgaad. The dwarves say they were summoned by Siem to take care of the Sindarin who stayed behind; the elves grimace at their conceit. The two races certainly had very different world-views and preferred to live in separate communities. Each race possessed complimentary skills and the two peoples lived in perfect harmony for almost five millennia, an era known to historians as the *Codominium*.

The Coming of Men

Around 1300 BT the first humans arrived on Hârn from western Lythia. These early Jarin tribes recognized the superior culture of the elder races. They swore fealty to King Daelda and settled the coastal regions of eastern Hârn. The Jarin prospered and pushed inland. Within a few centuries their communities spread throughout the Hârnish Isles. The elves grew distressed at the newcomers' wasteful society and lack of respect for the forest.

Bloodshed between the Jarin and the Elder Folk might have occurred except for the Atani Wars. Around 900 BT, a second wave of human invaders from Lythia began to assault the shores of Hârn. Initially, the Lythians raided and sailed away with their booty. Daelda ordered many coastal settlements to be fortified and garrisoned. He commanded his own people to defend the most critical areas and supported Jarin troops with dwarven legions. The allied defenders successfully expelled the raiders for many years, but the Lythians gradually conquered Solora and Horadir up to the Ulmerien River.

Battle of Sorrows

Around 685 BT, Tharvdar the Fox united the Lythian clans in Horadir and began a campaign to seize Jarin lands north of Ulmerien. Tharvdar sent raids as far north as the Osel, putting to the sword all captive males. The elvenking Daelda called a war council which met in 684 BT near present day Olokand. There came the Sindarin king, the Jarin overlord Gelfein Chafyd, and the two dwarven kings, Gravag II from Kiraz, and Haddar I from Azadmere. The first days of council were tense as each side aired and sought remedy for real and imagined grievances. In the end, King Daelda announced that all squabbles must await a victory for nothing decided here would survive a defeat.

Throughout the summer of 683, the allies assembled an army of about 6,000 men near present day Kobing Keep. Missing were dwarven legions from Kiraz. Winter approached and King Daelda marched his host south to give battle to the Lythians. Tharvdar the Fox assembled an army of 20,000 men on a grassy plain ten leagues north of present day Burzyn. The elvenking sent forward three heralds offering peace in exchange for submission. Tharvdar slew them.

The horns sounded for battle and Daelda rashly ordered an advance on the entire Lythian battleline. A terrible bloodletting began which soon went against the smaller allied force. Facing envelopment, the elvenking led a charge of 250 horse which prevented disaster, but Daelda suffered a mortal wound. The allied army retreated with their wounded king, recklessly pursued by the Lythians. At this critical moment, the hills rang with dwarven warcries and 1000 heavy foot from Kiraz fell upon the left flank of the Lythians. A rout began as the Lythians frantically sought to escape the fresh dwarven legion. The allies had triumphed against great odds, but the cost was too high. Roughly two thirds of the victors perished that day, including King Daelda and 3,000 of his folk. It was a staggering loss from a total population of about 7,000 male elves. Every clan had fathers and sons to grieve.

ALARIENEL

One of the most enduring legends about the Sindarin is that of Alarienel, the "Lost City of King Daelda". Sindarin, Khuzdul, and human legends all refer to this city, but the tales are always vague on key details such as location and the city's fate.

Dwarven tales speak of visiting ancient halls of the elven King at the time of their coming. This suggests an elven stronghold of some age predated the arrival of the Khuzdul. Since both Ulfshafen and Elshavel were built with Khuzdul aid, these 'ancient halls' must have existed somewhere else.

Most speculation locates Alarienel in southern Hârn, in or near the Shava Forest, where the Sindarin population has always been largest. Attempts by human adventurers to find the city in this region have met with no success, and the treasure maps that have occasionally turned up showing Alarienel's location have been frauds.

Some people believe that Alarienel was in fact Pesino. This is possible, but doubtful. Most of Pesino existed before the Sindarin came to Hârn, and nothing suggests it was ever called "King Daelda's city".

There are hints in the legends that Alarienel was destroyed by a natural disaster. This theory gained support from the reports of several survivors of a shipwreck in the Gulf of Chakro in 631. They claimed to have seen the ruins of a great city beneath the waters off the coast of Eval.

Two other interesting theories exist. The first is that Alarienel exists in Faya on Yashain, and can be reached through a Taur-im-Aina within the Shava Forest.

The second idea is that Alarienel is not a physical place at all, but rather a state of mind that the Sindarin of the old blood could achieve after many years of existence and spiritual awakening.

The Founding of Erael

King Aranath, Daelda's nephew, succeeded the throne. The new king concluded that further struggle against the Lythians would be self-genocide. Without consulting his allies, Aranath renounced Sindarin kingship of Hârn and withdrew his folk into the Shava Forest, founding the Kingdom of Erael. The name of the new kingdom is one indication of Sindarin sorrow at the time. 'Erael' can be translated as "the wooded hills of the forlorn", or "the glades where hearts weep until the passage".

Although the Shava Forest had always been the center of the Sindarin population, many elves lived in other regions of Hârn. They bore the wrath of Jarin and Khuzdul folk who considered the elven withdrawal a cowardly betrayal. Most outland elves soon abandoned their homes and journeyed to Erael, a time still remembered as the "Thousand Trails of Grief".

The enmity between the Elder Folk deepened after the coming of Lothrim and the tragedy that took place at Kiraz. To this day the dwarves claim the Sindarin could easily have prevented the "Carnage of Kiraz". Many dwarves consider an elven shadow in their path an invitation to battle.

THE SHAVA FOREST

The Shava Forest has a close relationship with Faya, the Sindarin realm on Yashain, and with Midgaad, the world from which the elves migrated to Kethira. There are numerous "soft gates" in the Shava Forest through which it is possible for beings possessing high enough aura to travel to other worlds of the Kethirian family. Such gates, also called "Barasi Points", "World Wells", or "Faerie Circles", exist in other parts of Hârn, but nowhere in such high concentrations as in Erael. The Sindarin call such places *Taur-im-Aina*, "Holy Groves", because they use them not only as a means of travel, but for communion with the god Siem. Probably because of these phenomena, there is an extremely high level of "natural" enchantment in the Shava Forest which the elves have manipulated and augmented for over ten thousand years.

The visible effect of these efforts is subtle. Erael is seldom troubled by harsh or inclement weather. The spring, summer, and autumn seasons color the Shava Forest with a delicate, ethereal beauty seen nowhere else on Hârn. Although winter does touch the forest, it is a mild, restorative season, and presents little discomfort to the inhabitants. The air in the Shava Forest seems cleaner, the water fresher, and the stars more luminous than anywhere else. Visitors to the kingdom mostly leave with great reluctance.

These enchantments are most obvious in the Shava Highlands, between the Enorien and Wend rivers, and in the Rihen Hills, east of Pesino. The Sindarin consider these regions, particularly the Highlands, as the heart of Erael and few outsiders are allowed within them.

The Shava Forest also has a high concentration of *Ilsiri*, ethereal beings of minor power. *Ilsiri* are spirit-creatures awakened by the god Siem during his sojourn on Hârn. The *Ilsiri* possess humanoid forms, usually no more than eight inches high. They tend to be gentle and shy, but can be mischievous and, on rare occasions, dangerous.

There are also a number of "dryad groves" in the Shava Forest. These are the homes of wood nymphs who assume the forms of trees during the day and beautiful women at night. Human males entering dryad groves may find themselves magically induced to dally for a year and a day. Apart from this theft of time, dryads are harmless unless rejected or offended. Dryads exist throughout Hârn and Lythia, but those of the Shava Forest are most strongly endowed with magical charm. They cannot seduce Sindarin males.

The Enchanted Forest

*Where the trees glow tall and white,
Hear the music in the night.
See the beauty in her might
Shine forever in our sight.
Where the leaves bow white and clean,
There the forest's gloried sheen,
There the light has ever been
Flowing of the elven queen.*

Faya

The Kethirian family of worlds have geographical locations that exist simultaneously in more than one world. Locales with these characteristics include Araka-Kalai which exists on Kethira and Yashain (at least), Vaden-Tol which extends into Varaxis, Kethira, and Yashain, and the Shava Forest, which exists in Midgaad, the Blessed Realm, and Yashain.

The Sidhe, elves of the old blood, are capable of moving freely between Erael and Faya which exists on Yashain. Sometimes known as the Eldritch Kingdom, Faya is steeped in magic of greater intensity than Erael, but is not entirely tamed by the Sindarin. Creatures of strange forms and powers are found in abundance, some beyond Sindarin control or influence. Few elves brave the lands beyond the known borders of Faya.

The topography and vegetation of Faya are similar to the Shava Forest. Transfer is accomplished via clusters of Barasi Points mostly located in *Taur-im-Aina* (holy groves). Because the two locales are similar, a neophyte interworld traveller may have some difficulty determining which world is being visited.

GOVERNMENT

The government of Erael is very different from other Hârníc kingdoms. Erael is governed internally by its freeclans, with a royal clan and advisory council called the Valpalen to resolve disputes and handle external affairs. The Valpalen is composed of thirteen members including the king. Elves on the Valpalen are the closest equivalent to nobility that exists in Erael. They are served out of love, respect, and tradition, instead of fear, coercion, and obligation. In theory, membership on the Valpalen is an individual honor, but the veneration these elves receive extends to their clan and clansmen. A change of Valpalen membership is a rare event. Two notable members of the Valpalen are Jori Arien, Prince of Tarminas and Constable of Elshavel, and Raelir Gelarhun, Prince of Nimfalas and Constable of Ulfshafen.

Erael is a tax free haven for residents. There are no taxes, fees or fines levied on residents, and the internal economy is almost entirely barter. Hawking, bonding, and other fees are charged only to foreign traders. This essentially obliges foreign traders to make import arrangements with Jarin mercantylers in Ulfshafen.

Erael is the most law-abiding region of Hârn. Every resident is a freeman. The elves use a form of vendetta law practiced by the Khuzdul and the Ivinians, except they do not pursue bloodfeud. Disputes are mostly settled by personal negotiation. Clan councils may be called to discuss internal matters. Conflicts between clans are rare and most are settled by negotiation of the clanheads. As a last resort, disputes are arbitrated by the Valpalen, King Aranath's advisory council.

The human population of Erael is mostly left to govern itself. The Jarin often complain that the "Sindarin can speak to an eroding rock" but the need for elven intervention is rarely urgent or necessary. Ulfshafen Jarin have developed a town council that settles internal disputes and also acts as a buffer between the kingdom and foreign traders. The humans of Elshavel have a small advisory committee that presents concerns to the Valpalen. Both of these groups work together for the benefit of the kingdom.

HEALTH & MORTALITY

The elves of Hârn are said to be immortal by human scholars, and many have certainly lived a few thousand years. All elves have a unique physiology. Their body cells regenerate faster than human or dwarven cells. This rapid healing rate enables the Sindarin to recover from wounds that would be fatal to humans. However, they cannot regenerate lost limbs or organs, nor survive very grievous injuries. They can also starve to death or die of thirst, and are susceptible to a small number of parasitic infections.

However, long before the Sindarin grow old and die, they age spiritually, evidenced by increasing bouts of insanity. They are also subject to difficult psychological rebirths as good and bad memories fade and blend. This kind of spiritual malaise often manifests in physical ailments. The Sidhe are much less susceptible to these spiritual and physical ailments.

Sindarin brain cells are also replaced over time. They forget past knowledge, confuse past events, and tend to be absent-minded. Some elves of superior intelligence have memories stretching back one thousand years, but most can only remember the past two or three hundred years with any degree of certainty. This slow erosion of their past is countered by the elven love for historical poetry and songs that renew lost memories. An elf may claim to remember the Battle of Sorrows, when in fact he only remembers what he read fifty years ago about that battle.

Foreign Policy

Erael politely discourages contact with the outside world. Those allowed into the kingdom nearly always have their movements closely monitored, even restricted. Foreign traders pay exorbitant taxes and fees which dissuades casual traffic. Most of them have import arrangements with Erael merchants to circumvent the high taxes.

The Sindarin patrol the borders of their realm with vigilance. Clan wardens and rangers question all trespassers entering the Shava Forest. If the elves discover that the trespassers have stumbled across the borders by mistake, or were simply curious, they are escorted back to the outskirts of the forest and warned not to return. Those who seek mischief or elven treasures have their memories within Erael erased and replaced with a phobia which prevents their re-entry into the Shava Forest. The elves employ Siem's *ilsiri* for this task.

The Kingdom of Erael takes little interest in the politics and cultures of other realms unless it directly affects them. They expect this same consideration in return. There has been no significant threat against Erael since the Atani Wars.

Valpalen

The Valpalen is composed of thirteen members, including the king. The clans with members on the Valpalen are specially noted on the Sindarin clan list, *Erael 10*.

Heart and Soul

The elves are possessed of an utterly alien sense of time. They have immense patience and have been known to remain motionless for days contemplating a single idea. Sindarin do not sleep in human terms, but use half-conscious dream states to rest two or three hours per day.

Sindarin wisdom is displayed in subtle ways. The counsel of an elf is sometimes cryptic, layered in metaphors that hold truths beyond the comprehension of men. The Sindarin are a race most appreciative of beauty, and tend to express their ideas poetically.

Sindarin are a moody folk. They often become depressed by what they regard as the shallow and superficial views of other beings. They tend to avoid becoming overly close with non-Sindarin, constantly aware of the pain that follows such a friend's death. Elves seem immune to greed, lust, pride, envy, and vengeance, and they despair these flaws in others. They often weep that Hârn is now in the grip of quarrelsome, foolish humans.

Although elves are capable of anger and hate, they rarely display aggressive emotions. They have the unique option of simply outliving most enemies. They are inclined to avoid confrontation until a problem goes away. For example, they largely ignore Khuzan enmity for past grievances, unaware that this annoys the dwarves even more.

The elves are a highly sensitive people. They have strong psionic energies and can detect the emotions of other creatures with ease. They are also highly attuned to natural and supernatural forces, useful in some ways, but a curse in others – they can be brought to their knees by powerful psionic artifacts.

ECONOMICS & TRADE

The economy of Erael is based on the barter system. The kingdom does not mint coins and foreign coinage is rare. Transactions between Sindarin are always bartered or gifted. To outsiders the system is a confused and inefficient tangle of favors and exchanges, but the elves value the close relationships that develop. Ultimately, the system of mutual trust, honor, and generosity works because transactions are few. The Sindarin are largely self-sufficient. Jarin craftsmen accept coinage from visitors.

Known deposits of minerals exist in Erael, but the elves will not mine them. They import all metals and minerals. Lead is imported from Chybisa and used in glasswork to produce crystal. Amber is brought from Orbaal to create exquisite forms of sculpted jewelry. Gems and jewelry originating from Azadmere are elegantly used in artwork, as are silver, gold, and platinum. Iron, nickel, and tin is obtained from both Azadmere and the Thardic Republic for weaponcrafting and metalwork. Cherafir, Thay, and Aleath are the most common foreign ports used for trade with Erael.

Almost all imports and exports are handled by the Jarin of Erael, who act as intermediaries for the elves. The bulk of trade flows through the port of Ulfshafen, while goods from Azadmere and Tharda are generally obtained from Kaldoric merchants at Trobridge Inn. It is common for entire shipments of goods to be traded for a few Sindarin artifacts.

The quality of Sindarin shipbuilding is a mystery to human shipwrights. The Sindarin build few ocean-going ships, less than one per decade, yet their vessels are exceptionally seaworthy. The elves do not harvest much timber from their beloved woods. Nearly all ships are Karune class vessels built from imported teak. Few shipwrights in western Lythia know of this wood and, in any event, would tremble at its prohibitive cost.

THE SIDHE

Some say the elves of Hârn are less than they once were, because they have 'thinned their immortal blood' with that of human or dwarven kind. There are bloodlines that run more true to the ancient purity. These elves, descendants of ancient nobility, are called the *Sidhe*, (pronounced She).

Some elves believe the Sidhe are more a product of virtue and philosophy than good breeding. Some elves spend their whole lives seeking purity of spirit in the expectation they will then become Sidhe. Few elves in whom the old blood runs true would agree, but see no harm in the notion.

Sidhe make up less than five percent of the Sindarin population, about 250 in number. Even then, most Sidhe fall short of the highest standard. The attributes that set the Sidhe apart are not obvious - they seem as other elves. Physically, they tend to be more agile and dextrous, and possess even more acute senses than other Sindarin. But the most outstanding difference is spiritual. Sidhe possess extremely high auras.

Sidhe usually have several psionic talents, especially SENSITIVITY and TRANSFERENCE, the latter allowing them to "walk between worlds". High aura also gives the Sidhe a greater affinity for magic. The greatest mages of Hârn may well be of the Sidhe.

EVAEL 6

The remarkable skills of Sindarin pilots are also legendary. They always have a very high knowledge of geography, an intuitive sense of weather and tides, and an understanding of the stars far beyond the wit of most humans. Sindarin ships make long voyages, deep into the Venarian Sea, south to tropical Anzeloria, and there are reports of elven ships visiting eastern Lythia. Sindarin vessels are mostly crewed by Jarin seamen – the pilot and captain may be the only elves aboard.

Sindarin Clanholds

The Sindarin maintain clanhouses throughout the Shava Forest. Elaborate designs, each a work of art, adorn the exterior of most clanhouses. A clanhouse is normally occupied and administered by an elder Sindarin, who is considered the leader of the clan. With the larger clans there will be a cluster of two or three clanhouses. Sindarin are gregarious and polite to all guests. Sindarin travellers are welcome to stay at any clanhouse, and visits from relatives are common to maintain ties of kinship. It is a rite of passage among young Sindarin to make a trek throughout the Shava Forest, visiting every clanhouse over a period of fifty to one hundred years. Many extend this to an extensive quest throughout Hârn.

The elves do not cultivate fields of grain, nor grow any crops except fruit, herbs, and vegetables. They keep minimal livestock, generally only a milkcow and some horses. Great skill as hunter-gatherers feeds them venison, boar, and wildfowl, supplemented by nuts, leafy greens, wildflowers, and mushrooms. Forest ecology is paramount to their mindset and they have a natural intuition for the needs of the forest.

Sindarin woodcraft is awesome, some say magical. The elves move through the woods with silence, able to become almost invisible at need. Trespassers in the Shava Forest cannot elude these masters of the woods for long unless that is the elves' wish.

The majority of Sindarin males are skilled at arms and often appear as great warriors in human legends. However the elves regard martial skill more as an art than a means to enforce will. Some say the elves fear death and have a tendency to flee rather than fight. Elves are certainly disinclined to throw away their long lives, but when forced to fight, they will not sell those lives cheaply. Few men can match their martial prowess.

Weaponcraft

Weapons made by the Sindarin are rare outside of Erael. They craft a unique *Hartbow*, constructed from wood, bone, and sinew. The hartbow has the size and weight of a shortbow, but range and impact *exceeds* the longbow. Maximum range is about four hundred yards (1200 feet). Like many elven art forms, hartbows seem enchanted. Perhaps this lends some strange magic to the weapon, or it may just be a skill of high dexterity and long practice, but in any case the hartbow is easy to draw for those of Sindarin blood. A hartbow is typically inlaid with gems and silver or gold designs.

The Sindarin buy swords of foreign manufacture, but more often forge their own. They favor longknives with a blade 18-24" long and an intricate hilt, often with an animal's head or claws as the guard.

Sindarin armour is always beautiful and incomprehensibly expensive. The elves fashion mail that is both resilient and light and made up of much smaller links than normal mail. These links are often made of different alloys of different colors, which allows the armourer to weave elaborate designs within the armour. Elven mail has been known to sell for ten times the cost of the best quality human mail.

The Blessed Realm

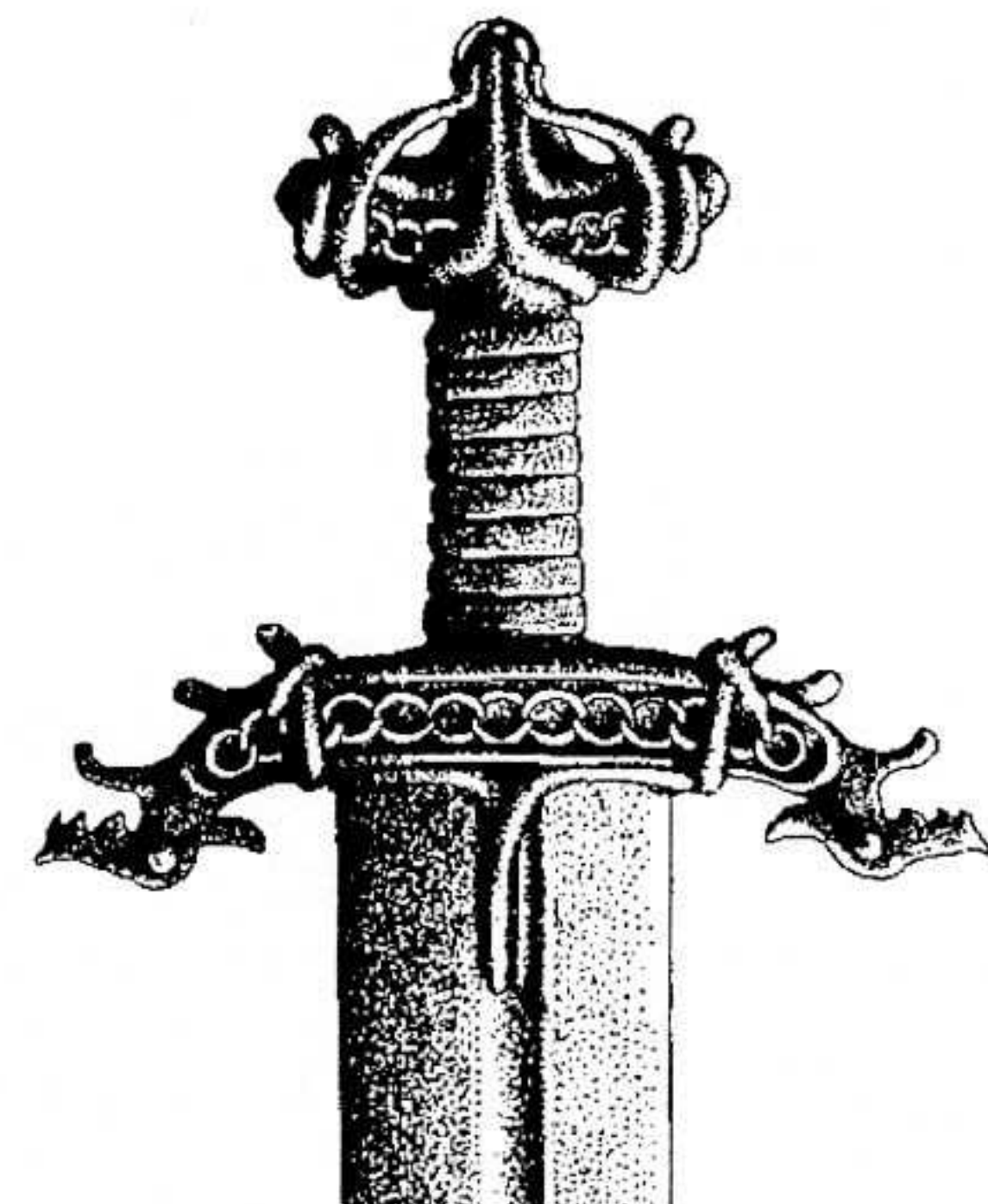
The Blessed Realm, also known as Aman, is the Sindarin equivalent of heaven. Elven ships periodically set sail from Ulfshafen bound for the Blessed Realm. Such ships never return and their passengers and crews are said to have entered "The Uttermost West" to dwell with Siem. These voyages are infrequent; the most recent ship left fourteen years ago in 706.

Some human scholars speculate that these voyages are really a ritualistic form of suicide. References to the Blessed Realm being "the final resting place" are given as evidence for this theory. It is unclear whether Sindarin who sail to the Blessed Realm are truly dead, and the elves are not inclined to illuminate on the matter.

The Blessed Realm defies the imagination of all but the Sindarin, who keep it a guarded secret. It is described in Sindarin poetry, but most references are obscure. Human scholars accept that the heaven of the elves has great beauty, and it has been described as a world of "...golden terraces, ruby moons, and shrines of ivory..."

The White Star Bridge

A particular phenomenon worthy of note is "Nimeliant" (white star bridge), a silent maelstrom an eighth of a league in diameter found in the Sea of Ivae northeast of Hârn. The vortex is covered by a blanket of dim white haze, and manifests itself at different times. This may be the gate used by the Sindarin when they depart Kethira for the Blessed Realm.



CULTURE & ART

Unlike the Khuzdul, who are seldom mistaken for men, the Sindarin can easily pass as humans to a casual observer. They tend to be shorter and slimmer than humans, averaging five feet tall. Graceful and fair of face, even the plainest of elves would be thought handsome or beautiful by humans. Their comeliness is often the subject of human songs and poetry. They have fine, delicate features and some have exotic facial combinations, such as amber eyes, silver hair, and smooth skin.

The Sindarin prefer to wear simple garments, such as a tunic and boots. Bulky or flamboyant dress is seldom worn. The predominant dyes used are green, brown, and gray, all earthy tones. The nobility and respected elders dress in more elaborate clothes with exquisite embroidery and trim.

The Sindarin have a fairly even ratio of females to males. Both sexes are considered equal in all aspects of society. Marriage is met with a great deal of celebration and joy, surpassed only by the birth rites. The Sindarin have a low birthrate, which is ecologically sensible considering their lifespan and pacific nature. Many marriages are childless. Children born out of wedlock are rare, but always lovingly adopted into the female's clan.

The Sindarin are especially skilled in crafts that require time and patience to master, notably glassworks, woodcrafts, music, and other fine arts. Their weaponcrafters, metalsmiths, and gemsmiths are rivaled only by the finest artisans of the Khuzdul. Many Sindarin have practiced a dozen or more different crafts throughout their long lives, each time approaching perfection, although their transient memories prevent mastery in more than one craft at one time.

Sindarin art forms include woodcarvings, colored glasswork, and elaborate stone sculptures. It is said that an elven artisan's finished piece is enchanted by its creator's soul, and simply handling such an object brings a sense of peace and calm. Human artists have always been intrigued by the high quality of Sindarin workmanship, but few can replicate the intangible elements of elven designs. Sindarin artifacts fetch extremely high prices in human society and are rarely seen outside the halls of wealthy nobles and guildsmen. Many of the proudly displayed elven wares are clever copies.

The most renowned Sindarin abilities involve music, song, and poetry. The Sindarin have practiced the musical arts for countless millennia. Elven harpers have been known to spend twenty years mastering a song. A few human harpers have been honored by invitation to the elven halls for study. They always return home as refined harpers, a few with legendary skill. Varialde of Sebyrne was perhaps the most famous elven-trained harper. Merena of Sinarael in Cherafir, and Rolimar of Cesswynn in Aleath, both trained in Evaël, are famous and much sought after as teachers and mentors.

Sindarin poetry can be difficult for humans to understand. It is mostly ballads with highly symbolic and metaphorical imagery. A few poems have passed into human society, such as the mysterious "Crystalwood", the tragic "Song of Eltherion", and the unsettling "Galeroth's Lament".

"Crystalwood" tells of a place in elven dreams, a world of mystery and beauty where time stands still.

"The Song of Eltherion" is a tragic story involving an elven hero who ends his tormented life by casting himself into "...his other-worldly hell".

"Galeroth's Lament" is a ballad recounting the plight of a Sindarin harper denied entry to the Blessed Realm, forever cursed to wander Hârn.

The music of the Sindarin is noted for its mystical quality, pleasing

THE LEGEND OF GALEROTH

Galeroth was a prominent Sindarin warrior and harper from Elshavel, much loved for the outstanding music and poetry he sang throughout Hârn. During his last performance in the year 309, in Cherafir, he spoke of his intention to depart for a distant realm of eternal peace. Galeroth was not seen again after that performance.

Years later, in 341, a Jarin harper heard Galeroth's unforgettable voice sing a lament within the halls of Ulfshafen castle. Since then many have claimed to have heard Galeroth in other places throughout Hârn. A few claim this voice inspired them to become harpers, while others say they became despondent and withdrew from society. Several forlorn souls may have taken their own lives after hearing Galeroth's lament, so heavy were their hearts.

In addition to his mastery of music, Galeroth was known to be a valiant and skillful warrior. The story of his fate has many variations, but all have a common nemesis – an evil necromancer called Nideri. Allegedly, the sorcerer had destroyed a village in the northern lands of Hârn, and captured four young virgins for sacrifice. Hearing of this, Galeroth swiftly traveled to hunt down Nideri as one last service for this world.

*"And so it passed, when Galeroth found
Wickedness in his puissant domain, then
sang he of defiance and might, breaking
the Darkness, but in last breath, Vileness
spent his death curse, and Galeroth's soul
was shorn to wander lands eternal, ne'er
resting, e'er seeking passage to Aman."*

Sindarin believe this curse slew Galeroth and destroyed the harper's link with the Blessed Realm. It is thought that Galeroth's voice will be heard until the day comes when a connection to Aman is forged once again.

Seeking Galeroth's burial site is a common quest. His tomb, if one exists, is said to contain his enchanted harp and weapons, and many treasures of the musical and poetic arts.

melodies, and infectious rhythms. Elven harpers can enthrall audiences for days after which listeners will be astonished at how much time has passed. Though all harpers manipulate the emotions of an audience, the Sindarin have refined this technique to perfection.

The elves are wonderful crafters of musical instruments. Lutes, harps, and flutes are their preferred instruments. Percussion instruments are rarely made or played. Human harpers in possession of a Sindarin instrument treasure it beyond price. Such pieces are signs of prestige amongst the harpers, and the motive behind the odd theft or slaying.

RELIGION & SPIRITUALITY

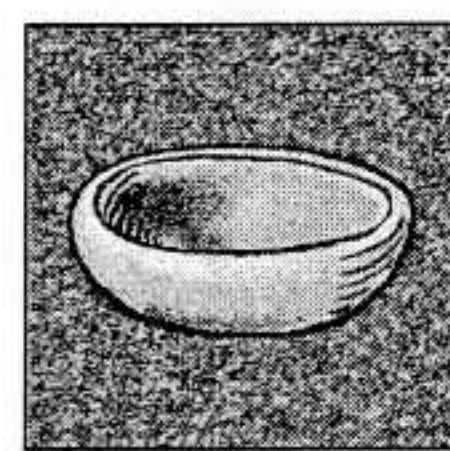
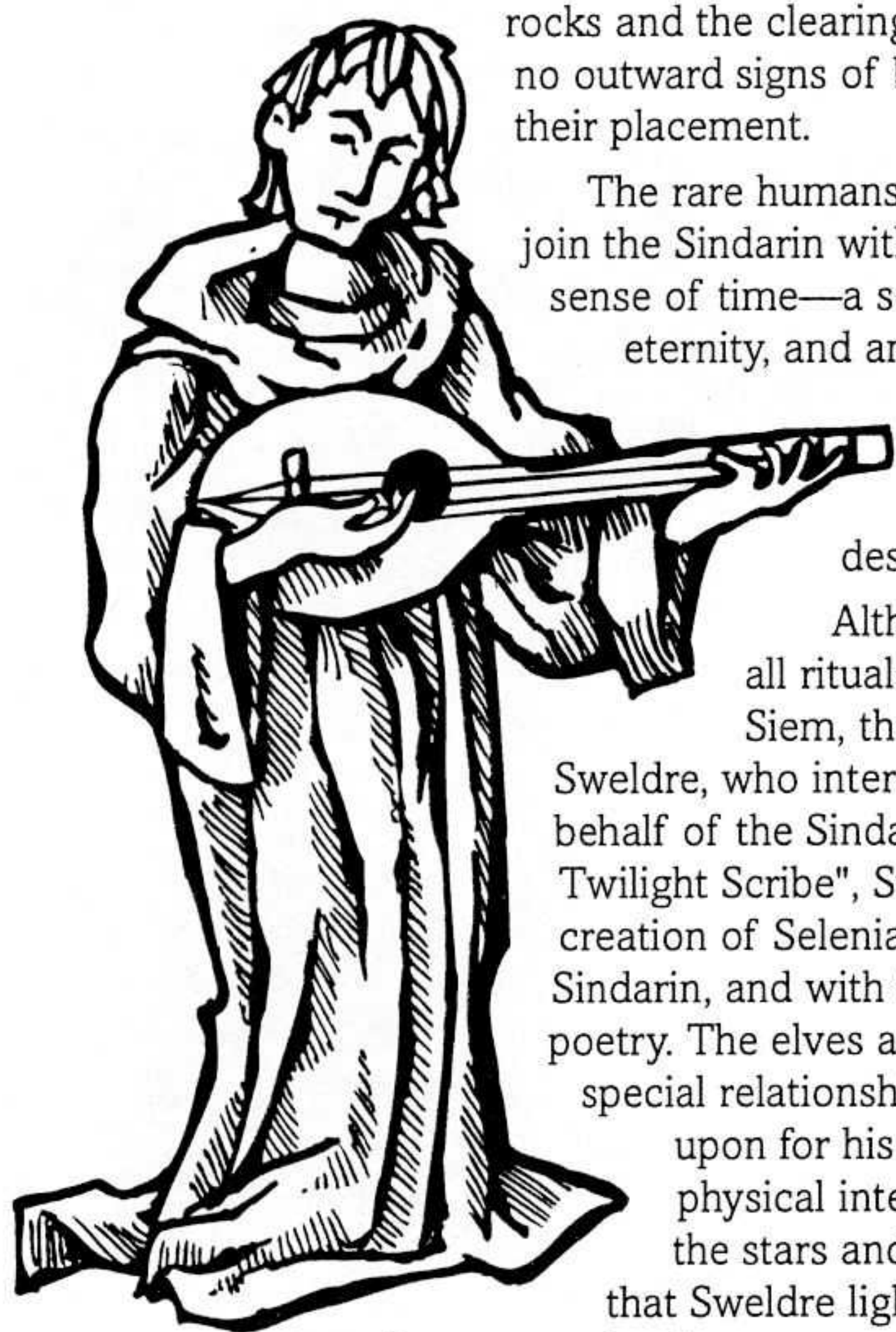
The vast majority of Sindarin worship Siem and his follower Sweldre. Most worship is personal and meditative, done at home or in some quiet glade. Religious ceremonies take place in the "Taur-im-Aina" that lie scattered throughout the Shava Forest. These "holy groves" are small clearings in the forest, generally difficult to find. Within the Taur-im-Aina are faerie circles roughly thirty feet in diameter. Each faerie circle is a spiraling pattern of stones all about a foot in height. When viewed under the light of Yael on a full moon the stones emit a soft, golden glow, and the entire clearing fills with a pale and beautiful light. This is when the Sindarin perform their rituals.

Known to the Sindarin as "Ithilor" (Golden Light of the Moon), the glow provides a hypnotic display of celestial enchantment. Sindarin rituals include meditation, dance, music, and prayer, each individual contributing to the communion with Siem on a personal level. The rituals are a joyous celebration of Siem's divinity and are not based on dogmatic structure. The rituals are completed with the coming of dawn, as the glow of the Taur-im-Aina fades.

On nights without Yaelah (the full moon) the rocks and the clearing appear mundane and have no outward signs of being significant outside of their placement.

The rare humans who have been invited to join the Sindarin within a faerie circle lose all sense of time—a second seems to last an eternity, and an eternity passes in an instant. These deeply spiritual experiences cannot be properly described.

Although the Sindarin perform all rituals and prayers in the name of Siem, they more directly contact Sweldre, who intercedes with his master on behalf of the Sindarin. Also known as "The Twilight Scribe", Sweldre is credited with the creation of Selenian, the cursive script of the Sindarin, and with teaching them music and poetry. The elves are careful not to abuse their special relationship with Sweldre. He is called upon for his wise advice rather than physical intervention. Sweldre's realm is the stars and Yael, the moon. Some say that Sweldre lights the stars each night, and bears oracular dreams.



SIEM

Master of the Lords of Dream, Bringer of Blessed Forgetfulness, Lord of the Starlit and Thrice-blessed Realm, King of the

Uttermost West, Master of the Sundered Ones in Exile, Spirit of the Mist, Lord of the Azure Bowl.

Siem most often is shown as an elven lord garbed in a mantle of flowing green and silver, with a wreath of stars upon His head.

The Azure Bowl is a highly mystical symbol of Siem. Sindarin legends describe the artifact as being connected with "...the making, the holding, and the very spilling forth of the stars...". If such an artifact ever existed, no mortal has ever seen it, but there have been several copies made. Most of those bowls are the work of charlatans and have only aesthetic interest. A few are authentic "gazing bowls" which, if filled with pure water, may impart visions that are apt to alter the gazer's spirituality in a benign way.

There are no "elven priests" in the human sense. Any elf may research and perform Siem's religious rituals. Those who take it upon themselves to protect and maintain a Taur-im-Aina, often lead the worship, but Siemism is a matter of the heart and soul, not doctrine.

Note: For more information on Siem and the other Gods of Hârn, see *HârnMaster Religion*.

Taur-im Aina

Holy Groves called "faerie circles" by humans, and Taur-Im-Aina by the Sindarin. These are forest glades, scattered across the worlds. Some call them "world wells", since from such places it is relatively easy to step between worlds. Holy Groves are used, not only as a means of travel by those who know the ways, but also as places of worship and meditation. It is no coincidence that the Holy Groves tend to be clustered in the lands now occupied by the Sindarin.

SINDARIN WANDERERS

Many elves venture from the protected haven of their forest to travel amongst human realms during the first centuries of their youth. Small bands of elves explore the wild lands of Hârn, but leave little trace of their passing. Most Sindarin are wary in the company of men, aware of the jealousy some mortals feel towards them and their fine belongings. When traveling in the lands of men they often pretend to be human. Very few humans can recognize an elf on sight; a Sindarin can always point out another elf.

The Sindarin occasionally visit the islands of Keboth and Yaelin, but none live there. Occasionally a human fishing camp is established or a ship is wrecked on these islands. The Sindarin take pains to discourage permanent camps, and always rescue shipwrecked folk and take them to civilization.

THE JARIN IN EVAEL

The majority of humans who live in Evael are descendants of the Jarin who accompanied the Sindarin during their withdrawal into the Shava Forest after the Atani Wars. A few are descended from "newbloods" who were allowed to settle in Evael to prevent inbreeding. Human residents are full citizens of the kingdom. The rare humans who are invited to live in Evael, most often to apprentice under a Sindarin artisan, are residents only at their master's pleasure. When training is complete they are expected to depart the kingdom within one year. Hasty marriages to Jarin residents to avoid deportation are not uncommon.

The Jarin of Evael make periodic voyages abroad to procure mates. Such voyages occur about once every five years. Great effort is made to hide the reason from outsiders. The purchase of slaves is the best cover. A voyage in 718 to the notorious city of Golotha brought back twelve female slaves. All slaves become free citizens when they arrive in Evael. Jarin thralls from Orbaal have become a favored source of newbloods.



MORSINDARI (Dark Elves)

Elves are a moody lot at the best of times, forever seeking attunement with the natural world. There has always been Sindarin wandering the forests of Kethira. Rarely do they interfere with the affairs of men. Yet, every society has its 'bad rats' and the Sindarin are no exception. Some itinerant elves are exiles, banished from their clan and from Evael for a variety of crimes. These malcontents tend to gather together in small bands, and are much less inclined to tolerate human destruction of the forest. Tales featuring 'dark elves' are common in human society. Most began as a mother's tale to contain wandering children. Missing children, foresters, and travellers are often blamed on the dark elves.

AENARIN (Half Elves)

The physical attractiveness of elves is appealing to humans. Mating between the two races is common when the opportunity arises, although the human partner is often unaware of their lover's true race. Marriages between the races are extremely rare if only because their relative lifespans are incompatible.

Because Sindarin are not particularly fertile, the birth of an *Aenarin* (half-kin in the elven tongue) is a rare event. Aenarin combine many of the traits of both races, possessing the strength and build of humans, and the grace, wisdom, and sensitivity of the elves. They tend to be emotional, displaying anger, passion, and joy more readily than either race.

Compared to humans, half-elves have extended lifespans. Joula of Bargon, an Aenarin harper born to a human mother, lived to be 164. However, Aenarin are vulnerable to human diseases and few survive beyond one hundred years.

EVAEL 10

SINDARIN CLANS

Listed are all Sindarin clans on the EVAEL map. The number *after* the clan name indicates clan population as of 720. Most clans have a slightly higher percentage of females than males. A character's clan may be randomly generated with a 1d1000 roll.

The population listed totals 5069. Not all individuals will be present at the clanhouse. Many elves wander throughout the forest, either alone or in small groups. Some are abroad.

Many clans also maintain homes in Ulfshafen and Elshavel. The *elven* populations of Elshavel and Ulfshafen are included in this list.

Morsindari (outcasts or dark elves) are not included.

1d1000	Clan	#	1d1000	Clan	#	1d1000	Clan	#
001-005	Aillan	23	369-374	Glaistig	33	752-784	*Risfuin	153
006-009	Alertane	22	375-379	Glashtyn	26	785-793	Sabhail	49
010-034	*Arien [a]	128	380-387	Gruagach	41	794-803	Sevesel	51
035-049	Asrai	76	388-393	Gwydian	29	804-816	Shefro	64
050-059	Athach	52	394-404	Gwyllion	57	817-822	Shonyl	30
060-065	Bauchan	31	405-426	*Halirien [c]	112	823-831	Sidhean	46
066-075	Bavienlas	49	427-432	Heledh	31	832-842	*Sith	54
076-089	Beithir	71	433-445	Himris	67	843-857	Slifrith	76
090-093	Bendith	20	446-453	Hisal	39	858-869	Soranor	58
094-100	Caidhean	38	454-472	*Idain	96	870-878	Swithil	44
101-111	Caillagh	58	473-481	Kilfin	46	879-895	Taersi	89
112-126	Cancanagh	77	482-495	Kimoulis	71	896-899	Talros	18
127-133	Cantlyne	42	496-501	Laelin	32	900-908	Tarans	47
134-152	Caval	96	502-516	*Leanan	79	909-920	Thegal	60
153-163	Chelraen	56	517-525	Lithas	46	921-924	Tinele	17
164-166	Cleasat	17	526-529	Luideag	18	925-930	Tratyn	27
167-172	Coluinn	33	530-541	Lunan	61	931-936	*Tuatha	31
173-192	Cusith	102	542-548	Lynau	37	937-952	Turval	81
193-203	Daoine	56	549-585	Maegal	189	953-971	Tylwyth	98
204-216	*Dathera	64	586-587	*Melfea	11	972-974	Urisk	19
217-222	Diendriel [d]	32	588-595	Merrow	40	975-977	Ushtel	12
223-234	Direach	60	596-605	Midhan	48	978-988	Waragedd	57
235-243	Echuil	44	606-622	Midhir	87	989-992	Wrynes	21
244-258	Enime	79	623-634	Muilear	59	993-000	Yalleryn	42
259-261	Ephesian	16	635-648	Nelros	71			
262-274	Ereth	65	649-654	Newid	30			
275-289	*Eron	79	655-662	Nicneven	42			
290-295	Etain	31	663-678	Nuala	82			
296-314	Fachan	92	679-685	Odail	38			
315-319	Farvann	23	686-699	Orodhe	72			
320-329	Firchlis	51	700-704	Peallaid	26			
330-332	*Firdearg	14	705-716	Rhibyn	58			
333-337	Ganod	27	717-739	*Rhynis	107			
338-368	*Gelarhun [b]	157	740-751	Rilthor	63			

* Member of the Valpalen.

[a] Jori Arien is the Prince of Tarminas.

[b] Raelir Gelarhun is the Prince of Nimfalas.

[c] Aranath Halirien is the King of Evael.

[d] The clanhold for Clan Diendriel is located at Pesino.

SINDARIN CHARACTERS

Generate Sindarin characters with the following modifications to *HârnMaster Core* rules.

1d100	Elven Type
01-88	Sindarin
89-93	Sidhe
94-98	Morsindar (dark elf)
99-00	Aenarin (half-elf)

BIRTH ATTRIBUTES

Sex, Birthdate, Sunsign: No change.

Birthplace: Roll (1d1000) on the clan list, Evael 10.

Sindarin are usually born in their clanhouse, but there is a 20% chance they are born to wandering parents or in the elven cities.

Culture and Social Class: No change.

FAMILY DEVELOPMENT

Sibling Rank: Sindarin families tend to be small. Use the Sibling Rank Table (*HârnMaster*, CHARACTER 4), but subtract 20 from the die roll.

Parent, Estrangement and Clanhead: No change.

Deity: All elven characters worship Siem. Aenarin sometimes worship other deities.

ATTRIBUTES

Modifiers are compiled in the table below:

Attribute	Sindarin	Sidhe	Aenarin	Morsindar
Height	4d6+51	4d6+51	4d6+52	4d6+51
Frame	-2	-2	-1	-2
Weight	Derived from height and frame			
Comeliness	+2	+2	+1	+0
Strength	+1	+1	+0	+2
Stamina	+1	+1	+1	+1
Dexterity	+2	+3	+1	+2
Agility	+2	+3	+1	+2
Eyesight	+2	+6	+2	+2
Hearing	+2	+4	+1	+2
Smell	+3	+1	+0	+3
Voice	+2	+4	+2	+2
Intelligence	+0	+0	+0	+0
Aura	+4	+6*	+2	+3
Will	+0	+2	+1	+1
Morality	+3	+4	+2	-4

*Female Aura is +7

SINDARIN SKILLS

The final step in character generation is to assign skills. Please read Assignment of Skills in *HârnMaster*, CHARACTER 19, before proceeding.

[1] Automatic Skills

Skills that every character has regardless of background or training. Calculate and record the SB for each automatic skill.

[2] Occupation Skills

Generate (or choose) an occupation. Occupation skills are given in *HârnMaster*, CHARACTER 13.

1d100	PC Occupation	CPs
01	Cleric	5
02-21	Hunter/Forester	8
22-31	Ranger	15
32-51	Mage	15
52-61	Harper/Skald	5
62-66	Mercantylor	5
67-72	Pilot	10
73-79	Seaman	5
80	Thief	10
81-89	Weaponcrafter	7
90-97	Herald	15
98-00	Knight	20

Note: a wider range of occupations for Sindarin NPCs can be generated in *HârnMaster*, CHARACTER 17.

[3] Optional Skills

Sindarin characters, like all new PCs, have five (5) Option Points (OPs) to open new skills and/or improve open skills. See *HârnMaster*, SKILLS 3-4.

[4] Psionic Talents

Generate psionic talents normally. Because of their higher AURA, Sindarin tend to have more latent or higher developed psionic talents.

EQUIPMENT

Sindarin player characters begin play equipped with superior clothing and armor, a hartbow, a longknife, and simple tools of their craft.

SINDARIN CHARACTERS

Hârníc elves make exotic and exciting PCs, whether on Hârn or in another campaign. The Sindarin are far more interesting than generic elves.

The SINDARIN are the common elves numbering some 5,000 on Hârn. SIDHE are elves "in which the old blood runs true". They are more powerful and much rarer. AENARIN are half-elves combining the traits of elves and men. MORSINDAR (dark elves) are Sindarin who have turned from the path of good and live outside the kingdom and laws of Evael.

SINDARIN and AENARIN are the most likely PC races. SIDHE should be reserved for "epic-style" games and MORSINDAR for games where the PCs are evil.

The table below indicates ability, skill, and feat modifiers for the four types of Hârníc elves.

Attribute	Sindarin	Sidhe	Aenarin	Morsindar
Strength	+0	+0	+0	+0
Dexterity	+2	+4	+2	+3
Constitution	+2	+2	+2	+2
Intelligence	+0	+0	+0	+0
Wisdom	+2	+2	+2	+2
Charisma	+4	+6	+2	+2
Size	M	M	M	M
Search skill	+2	+2	+1	+2
Sense Motive skill	+2	+2	+0	+0

Racial Traits: Elves are intrinsically level 1 Rangers. Half-elves may take this bonus only if they were raised in a Sindarin community. Consequently, Hârníc elf PCs begin as 2nd level characters. A new elf PC starts with (4 + INT) x4 skill points and chooses Ranger skills and feats. The character may then add another class with no penalty and add the appropriate skill points and feats for that class (do not use the x4 multiplier again).

Elves (all types) get the language *Sindarin* automatically. They also have Quick Healing which doubles healing rate through herbs, heal skill, and rest.

Elves (all types) do NOT have low light vision. They have an automatic check only to find *Psionic* or *Enchanted* concealed doors.

ALIGNMENT

The elves of Hârn have gained a near perfect society through personal improvement beyond mortal understanding. Intrinsic in their approach to life is considering other people (at least elves) needs, perspectives, and freedom. *Sindarin* and *Sidhe* characters are usually chaotic good or neutral good. *Aenarin* (half-elves) are often Neutral. *Morsindar* (dark-elves) are neutral evil.

CLASSES

The Sindarin of the Shava Forest do not have access to all of the classes described in the *Dungeons & Dragons* Player's Handbook. The classes Monk, Paladin, Barbarian, and Cleric are not available to Hârníc elves. Unlike the races described in the *Dungeons & Dragons* Player's Handbook, Sindarin (and Sidhe) can multiclass without penalty even if they add a third or fourth class. They do not have a racially favored class nor do they receive a penalty for uneven levels. This is a by-product of their culture and patient approach to learning.

AENARIN (half-elves) have the same multiclass restrictions as their mortal parent. They can only choose one favored class.

Bard: The most common class of Sindarin found outside the Shava forest.

Druid: The Sindarin worship Siem and Sweldre in a druidic fashion. Religious form and spirituality is expressed in nature, through nature, and with the enchantment of nature. Sindarin-Druids can replace the Animal Companion special ability with Armor Proficiency feat. This allows a Sindarin-Druid to wear superior (mithral-like) elven chainmail.

Fighter: The Sindarin fighter is not a questing knight or trained soldier, but instead an individual who has focused on martial skills. A typical Sindarin Fighter uses his many feats to enhance his archery skills.

Ranger: The most common guardian of the Shava Forest is the Ranger. A Sindarin Ranger *may* substitute the three feats Point Blank Shot, Precise Shot, or Rapid Shot for the normal two virtual feats of Ambidexterity and Two-weapon Fighting. These substitute feats have the same armor restrictions as the original virtual feats.

Rogue: Sindarin live in a near crimeless society. Sindarin Rogues are rarely common thieves, but generally a scout, spy, or perhaps a *Morsindar* (dark elf).

Sorcerer: A Sindarin sorcerer has abilities similar to the *Sidhe*. They are so in tune with magic that they need not study it. This is viewed as a gift of Siem.

Wizard: A Sindarin wizard artfully manipulates magic woven in Selenian script. They often work in concert with the incredible craftsmen of Evael.

NPC Classes

The NPC classes Adept, Aristocrat, Commoner, Expert, and Warrior are all present in Evael.

EQUIPMENT

Sindarin player characters begin play equipped with good quality elven clothing and armour, a hartbow, a longknife, and simple tools of their craft. Hârníc elven mail armour is equivalent to *Mithral* chainmail.

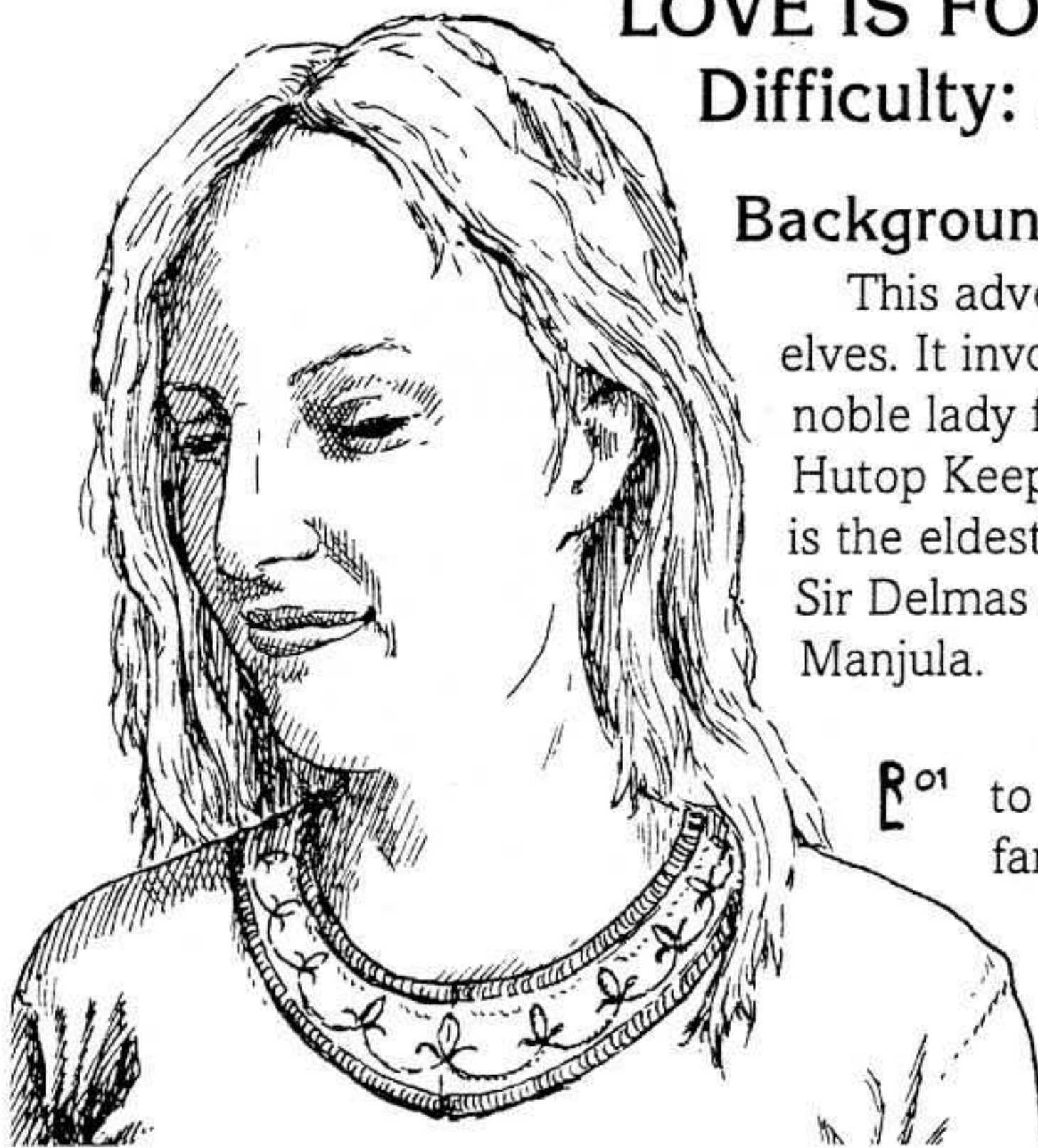
LOVE IS FOREVER

Difficulty: Moderate to High

Background

This adventure introduces PCs to Hârníc elves. It involves Lelona of Yarquane, a noble lady from Dolori manor, south of Hutop Keep in Oselshire. Lady Lelona, 21, is the eldest daughter of the manor lord, Sir Delmas of Yarquane and his wife, Manjula.

R^{oi} Sir Delmas naturally wishes to marry his daughter to a rich family, or at the very least to one that has influence. Over the past year he has encouraged three potential suitors to visit the manor, and made sure Lelona travelled to Hutop often to be seen.



Lady Lelona of Yarquane

None of these suitors stirred her heart. Lady Lelona found her true love while visiting Hutop keep during a Laranian festival six months ago. He was a dashing Sindarin thespian from Ulfshafen, and she was swept off her feet by his charm and good looks. Likewise, the elf, named Eithendir, fell in love with Lady Lelona, and they enjoyed a secret passion. With the onset of winter, Eithendir returned to Ulfshafen, promising to return to her soon. Lelona vowed to stay true to him forever – a risky gamble given the Sindarin concept of time.

The winter months passed, and Lelona became certain of a fateful occurrence – she was three months pregnant with Eithendir's child. Knowing the shame that a bastard child would bring, a half-elven one at that, Lelona decided she must leave home with her handmaiden, Relemah, before her pregnancy could be seen by her father's eyes. She would set out for the elven forest to find and wed her lover.

SCENE 1: Plea for Help

The story begins early in the year when the PCs are contacted by Lady Lelona's handmaiden, Relemah. This can happen in any town in southern Kaldor, with Hutop, Jedes, or Qualdris being most likely. Her mistress seeks an escort to Ulfshafen in the elven kingdom.

The players are taken to meet Lady Lelona, lodged at a local inn. She is four to five months pregnant, but her condition is not obvious yet. She offers the group a generous fee of £4 (960d) to take her to Ulfshafen. She can be talked up to £5 (1,200d) but plays to the PCs emotions to keep the price down. She explains her position in the utmost confidence, and tells the players of wonders to be seen within the Sindarin kingdom. The PCs can be motivated by a past friendship, a weakness for maidens in distress, a desire to see the fabled Shava Forest, or they may be hungry and need a job.

SCENE 2: Dangerous Lands

It is unlikely the players will know the exact location or distance to Ulfshafen. Maps are available at most Lexigraphers. Maps of the Shava Forest are always expensive and nearly always inaccurate.

HârnMaster

LELONA

07 STR	11 EYE	10 INT
12 STA	13 HRG	17 AUR
10 DEX	08 SML	11 WIL
10 AGL	15 VOI	12 MOR

Combat Attributes:

Endurance 10, Move 10.

Combat Skills:

Initiative 50, Dodge 50, Unarmed 27, Riding 62, Dagger 40.

Other Skills:

Singing 79, Harping 71, Rhetoric 63, Intrigue 58, Dancing 41, Heraldry 28. Languages: *Hârníc* 86, *Sindarin* 23. Scripts: *None (illiterate)*. Ritual (Larani) 21, Piety 31.

Armour:

Cloth Tunic.

d20

LELONA

Race: Human

Class: Aristocrat 2

CR 1, Alignment CG, Size M, HP 5, Speed 30ft, Initiative +0.

Abilities: Str 7 (-2), Dex 10 (+0), Con 12/10* (+0), Int 10 (+0), Wis 11 (+0), Cha 17 (+3).

Armor: AC 10.

Attack: Dagger -1, Thrown Dagger +1.

Damage: Dagger (melee 1d4-2, thrown 1d4-2).

Save: Fort +0, Ref +0, Will +3.

Skills: Bluff +6 (Cha), Diplomacy +10 (Cha), Disguise +2 (Cha), Knowledge (Nobility) +7 (Int), Perform +4 (Cha), Ride +5 (Dex), Sense Motive +3 (Wis), Wilderness Lore +1 (Wis).

Feats: Skill Focus (Diplomacy), Skill Focus (Knowledge of Nobility).

Equipment: Money Pouch, Dagger, Palfrey Horse, Traveling Gear, Travel Clothes.

Note: Aristocrats are proficient with all simple and martial weapons.

*Constitution is -2 during pregnancy.



Sir Melgar of Sageryne

The players must decide on a route to Ulfshafen that best suits their numbers and skills. There is no easy road. One route is by riverboat from Jedes down the Kald to Tuleme Falls, then across the Wend River into Evael. They could also travel north to Tashal¹, take the Salt Route westward, perhaps as far as Trobridge Inn², and then enter the Shava Forest. Finally, they could travel south on the Genin Trail to Oselbridge, then southwest through hilly Oselmarch to the Shomos or Kald rivers. However, this route crosses Pagaelin lands – often fatal for all but a large, well-armed party³.

Travel by foot covers approximately one league per hour for eight hours, which equates to eight leagues (20 miles) per day. This assumes good weather and well-traversed paths and roads. Lady Lelona and her handmaiden are mounted on riding palfreys. Difficult terrain, such as hills and forest, will easily halve the speed travelled.

The journey to the Shava Forest can involve many small adventures, including encounters with merchants, brigands, barbarian tribesmen, or perhaps some strange and mysterious beast. However, the PCs should be constantly reminded by Lady Lelona of the passage of time. She only has four or five months remaining before the birth of her child, and travel will become increasingly difficult for her. She naturally wishes to find her lover as soon as possible.

Meanwhile, Lelona's father has chartered a knight, Sir Melgar of Sageryne, to find his daughter. Sir Melgar pledged to bring back Lady Lelona in exchange for her hand in marriage. Sir Melgar can give the PCs all kinds of trouble. He is the third son of the nearby lord of Rebemis manor. Sir Melgar has much to gain by bringing Lady Lelona home and will be a challenging adversary. Slaying him will upset a powerful Oselshire clan.

1. There is a bridge across the Kald River at Tashal and an opportunity to join a caravan heading west. Travel along the Salt Route by a small party is extremely dangerous due to Kath and Chelni barbarians. The Salt Route could also be joined after taking a ferry across the Kald from Jedes.

2. Some characters might know or learn that the elves sometimes use Trobridge Inn as a center to trade with human merchants. Searching for a contact there can make for some interesting roleplaying opportunities, since Trobridge has its own set of problems and intrigue described in our adventure module Trobridge Inn (#5072). Trobridge would certainly make an ideal first goal if this adventure is reworked to originate in Kanday or Tharda.

3. This is one way for the players to "see" Bejist. If the Pagaelin capture the party, a Navehan augur would have them taken to Bejist. Alternately, the group might escape captivity and flee south, unaware of the delights waiting for them at Bejist.

HârnMaster

SIR MELGAR

Bachelor Knight

18 STR	11 EYE	11 INT
16 STA	14 HRG	15 AUR
10 DEX	11 SML	12 WIL
11 AGL	13 VOI	13 MOR

Combat Attributes:

Endurance 15, Move 11.

Combat Skills:

Initiative 83, Dodge 55, Unarmed 80, Sword 84, Riding 81, Spear 78 (Lance), Shield 76, Dagger 74.

Other Skills:

Intrigue 53, Heraldry 56, Dancing 21, Musician 32, Physician 32, Law 29.

Languages: *Hârn* 80.

Scripts: *None* (illiterate).

Ritual (Larani) 19, Piety 58.

Armour:

Plate Helm, Mail Hauberk & Cowl, Quilt Gambeson & Hood, Cloth Tunic, Cloth Surcoat, Kite Shield.

d20

SIR MELGAR

Bachelor Knight

Race: Human

Class: Fighter 8

CR 8, Alignment LG, Size M, HP 50, Speed 20ft, Initiative +4.

Abilities: Str 18 (+4), Dex 10 (+0), Con 16 (+3), Int 11 (+0), Wis 12 (+1), Cha 15 (+2).

Armor: AC 17/18* (+5 Chainmail, +2 Shield). *18 with Dodge.

Attack: Melee (Longsword): +13/+8.

Damage: Longsword 1d8+6 (critical: 19-20, x2).

Save: Fort +9, Ref +4, Will +3.

Skills: Climb +3 (Str), Handle Animal +9 (Cha), Knowledge (Nobility) +2, Ride +11 (Dex).

Feats: Dodge, Weapon Focus (Longsword), Weapon Specialization (Longsword), Mounted Combat, Trample, Improved Initiative, Lightning Reflexes, Power Attack, Cleave.

Equipment: Chainmail, Longsword, Large Steel Shield, Wilderness Gear.

Note: Armor penalty (-7) applied to skills.



Sindarin Ranger

armed with a hartbow and longknife. Two reveal themselves on the far side of the log-bridge, while the others keep well out of sight. The two elves that approach do not state their names, but simply ask the group its purpose in crossing into the elven woods. The Sindarin will listen to whatever response is made with quiet patience, as if assessing whether the truth is being told.

If the tale of Lady Lelona is told to justify entry into the forest, the elves are certain to view that affair with distaste. Aenarin (half-elves) are always a problem for the Sindarin, especially when they come to Erael and find themselves unwelcome by either race. Even if the group is extremely persuasive, the Sindarin will reject Lady Lelona's plea and escort the group back to the border. The elves simply state that the sanctity of the forest must be maintained and none may pass.

GM Note: This rejection is intended to demonstrate the difficulty of entering Erael. It also links with Act II.

Lady Lelona becomes increasingly emotional as they leave the forest. She pleads with the elves to show mercy and take her to her love Eithendir. She becomes hysterical thinking her quest has failed, and the elves become increasingly concerned that she will return despite their warnings. To avoid a return visit by the "lovesick mortal", the Sindarin summon Aulamithri, free spirits loyal to Siem; and employ their mystical ability to instill a sense of fear of the forest within Lelona's subconscious.

If the PCs resist eviction from the woods the elves will not hesitate to use force. They will disappear into the folds of the trees and pick off members of the group one by one until the survivors flee from the woods in despair. The Sindarin will rely on magic or divine powers to defend themselves only if they are extremely hard pressed.

In the unlikely event the PCs manage to overcome the Sindarin, any number of forest creatures will convey this news to wandering elves and resident clans in the area. Within a few hours the Sindarin are certain to arrive in greater numbers and they are unlikely to be merciful. An assault on the elves in their own forest is foolish to say the least. PCs fortunate enough to survive such a melee are sure to have a deep aversion to the forest.

SCENE 3: Wardens of the Wood

Eventually the players will reach the Shava Forest. The magnificent towering trees and abundant wildlife should be emphasized. The forest seems to be alive, as though it watches their every step. Within a few hours the group is approached by a Sindarin patrol. The PCs may detect they are being followed, well before the Sindarin step from their defensive positions.

The encounter occurs near a picturesque stream where a natural moss covered log serves as a makeshift bridge. There are six elves, each

HârnMaster

SINDARIN RANGER

12 STR	13 EYE	11 INT
12 STA	12 HRG	16 AUR
16 DEX	13 SML	14 WIL
15 AGL	12 VOI	14 MOR

Combat Attributes:

Endurance 12, Move 15.

Combat Skills:

Initiative 86, Dodge 75, Unarmed 80, Hartbow 98, Longknife 87, Spear 85, Dagger 75.

Other Skills:

Fletching 99, Stealth 94, Tracking 89, Survival 87, Foraging 82, Physician 60, Heraldry 45.

Languages: *Sindarin* 87.

Scripts: *Selenian* 80.

Ritual (Siem) 57, Piety 67.

Armour:

Mail Vest, Cloth Tunic, Leather Leggings & Cap.

d20

SINDARIN RANGER

Race: Sindarin

Class: Ranger 6

CR 9, Alignment CG, Size M, HP 44, Speed 30ft, Initiative +3.

Abilities: Str 12 (+1), Dex 16 (+3), Con 12 (+1), Int 11 (+0), Wis 14 (+2), Cha 16 (+3).

Armor: AC 18/19* (+3 Dex., +5 Mithral Chainmail). *19 with Dodge.

Attack: Melee (Longknife) +8/+3 Hartbow +11/+6 (+12/+7 within 30').

Damage: Longknife 1d6+1, Hartbow 1d10.

Save: Fort +6, Ref +5, Will +4.

Skills: Hide +12 (Dex), Intuit Direction +5 (Wis), Knowledge (Nature) +4 (Int), Move Silently +12 (Dex), Ride +5 (Dex), Search +2 (Int), Sense Motive +4 (Wis), Wilderness Lore +11 (Wis).

Feats: Dodge, Precise Shot, Rapid Shot, Point Blank Shot, Weapon Focus (Hartbow), Track, Favored Enemies (Humans +2 & Orcs +1).

Equipment: Mithral Chainmail, Masterwork Longknife, Hartbow, Wilderness Gear.

Spells: Summon Nature's Ally I, Speak with Animals.

EVAEL 16

SCENE 4: From Whence We Came

The group is encamped on the border of the Shava forest. The elven escort has departed after issuing a stern warning not to return. While the PCs ponder their next move, they are warned of a change in Lady Lelona's demeanor by her handmaid:

"My mistress seems terrified of the forest. Every time we approach yonder woods, she cries out, trembles, and weeps. Then she runs back to this camp. She is pale and wan and I fear for her."

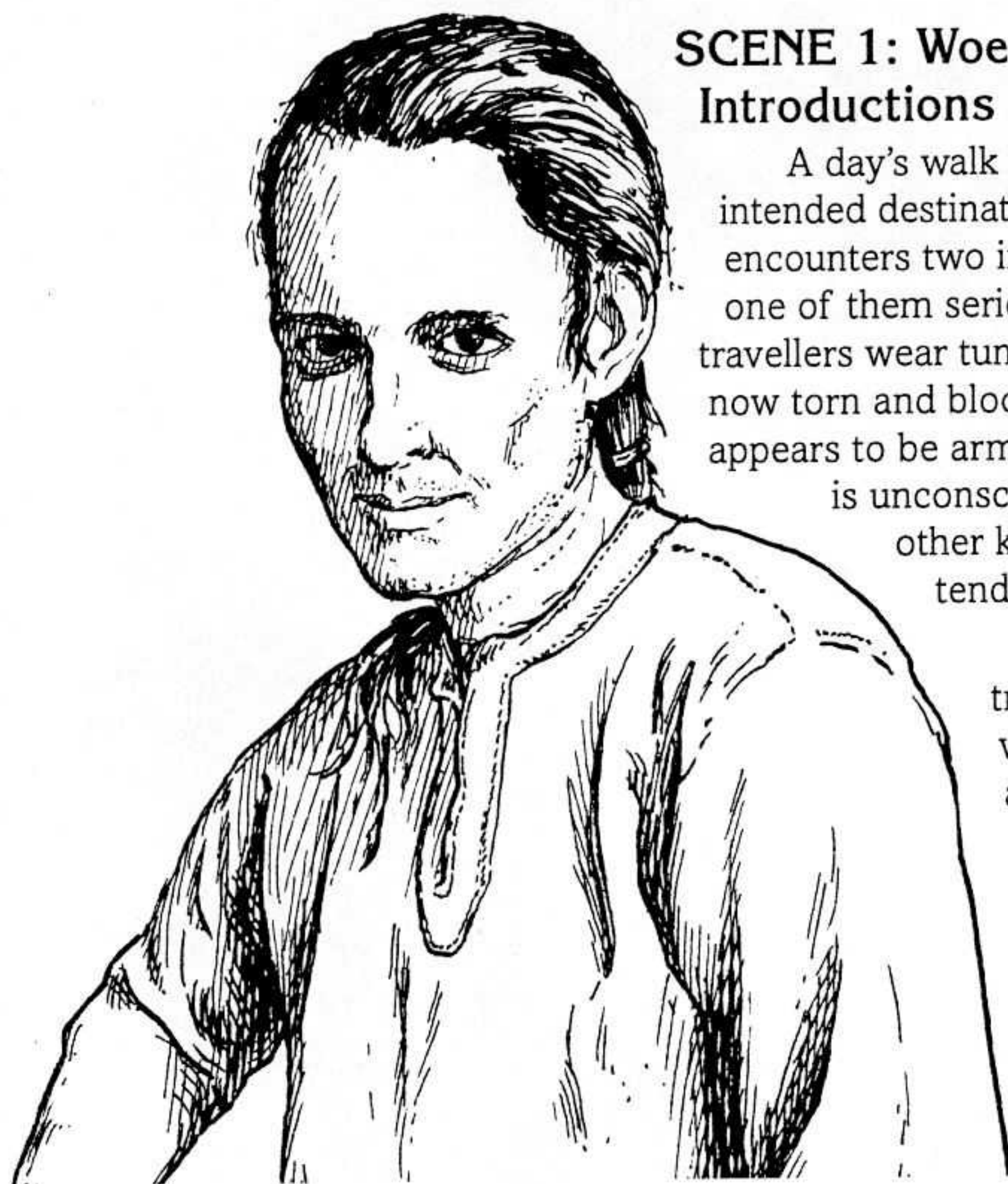
The PCs might conclude Lady Lelona is just over-wrought, but it should be made obvious that she suffers from a deep fear of going back into the Shava Forest. The GM has the option of treating this affliction as a spell, curse, or phobia.

Entering the forest again is impractical. Lady Lelona refuses and demands to be taken as far away from the forest as possible. She also dreads returning home and asks to be taken to the nearest town where she can organize her thoughts and emotions before choosing a course of action.

Mercenary minded PCs might rightly ask if they will be paid. She can make only a partial payment since she had counted on her lover assisting with payment. Other than robbery, the characters have little choice but to accept. Completing their mission is impractical, and taking the lady home may bring on unknown problems. Characters who have family or friendship ties may be motivated to help her regardless of monetary reward.

ACT II: JOURNEY HOME

While escorting Lady Lelona to the nearest town, the group encounters two travellers. Helping them will establish a friendship and give the group access to Eval.



Maeril Idain

SCENE 1: Woeful Introductions

A day's walk from their intended destination, the group encounters two injured travellers, one of them seriously. The two travellers wear tunics of fine linen, now torn and bloodstained. Neither appears to be armed. One traveller is unconscious while the other kneels at his side tending wounds.

The conscious traveller stands and warily watches the approaching PCs. He holds out both arms to show he is unarmed. The players may be hesitant or cautious, but there is no danger in this encounter. As

HârnMaster

MAERIL IDAIN

11 STR	13 EYE	15 INT
14 STA	13 HRG	16 AUR
13 DEX	14 SML	15 WIL
12 AGL	14 VOI	16 MOR

Combat Attributes:

Endurance 12, Move 12.

Combat Skills:

Initiative 84, Dodge 55, Unarmed 72, Hartbow 92, Sword 89, Dagger 111.

Other Skills:

Physician: 107, Herblore 114, Alchemy 92, Mathematics 84.

Languages: Sindarin 91, Hârnlic 65.

Scripts: Selenian 102.

Ritual (Siem) 77, Piety 304.

Armour:

Cloth Tunic.

d20

MAERIL IDAIN

Race: Sindarin

Class: Druid 4, Ranger 1

CR 5, Alignment CG, Size M, HP 36*, Speed 30ft, Initiative +0.

Abilities: Str 11 (+0), Dex 13 (+1), Con 14 (+2), Int 15 (+2), Wis 15 (+2), Cha 16 (+3).

Armor: AC 11 (+1 Dex).

Attack: Melee +2, Ranged +2.

Damage: Unarmed.

Save: Fort +8, Ref +1, Will +6.

Skills: Animal Empathy +10, Craft (Glasswork) +6 (Int), Heal +12 (Wis), Knowledge (Nature) +10 (Int), Knowledge (Religion) +3 (Int), Knowledge (Sindarin History) +3 (Int), Profession (Herbalist) +10, Search +4 (Int), Sense Motive +4 (Wis), Wilderness Lore +10 (Wis).

Feats: Track, Brew Potion, Druid-Sindarin Armor, Nature Sense, Resist Nature's Lure, Trackless Step, Woodland Stride.

Equipment: None.

Divine Spells: 5/4/3 (Currently most spells have been cast): 0=Create Water, Know Direction.

*Note: Current Hit Points are 12.

long as the players are not aggressive, the stranger will smile and introduce himself:

"Greetings, fellow travellers. My name is Maeril Idain. As you can see, my friend is badly wounded. I beg some water and bandages? Help to carry my friend to the nearest town would also be pleasing. He cannot walk and needs much rest."

The players may ask what happened. If not, Maeril continues:

"We were attacked by four brigands. They surprised us at our camp as we rested. They took all we had except our lives, and even that they seemed to want at first. For some reason they fled although my friend was wounded."

SCENE 2: Helping Hand

If the PCs help, the party travels to the nearest settlement and seeks accommodation. Only after the PCs have proven their trustworthiness, will Maeril reveal they are elves. Maeril says it will take about five days for his comrade to heal sufficiently to travel. If a PC has healing abilities, an offer to help will be politely refused.

Once Divelrion awakens and hears of the PCs help to save his life, he gracefully thanks them. It will be some time before Divelrion's wounds fully heal. He states that he wishes to return to Evael before then. Gesturing to his broken body, he says that without any equipment, goods, or money, the journey home would be difficult and dangerous. He asks the PCs to escort him and his companion to Evael. He promises to show them the great elven cities of Elshavel and Ulfshafen, and to pay them handsomely upon their arrival.

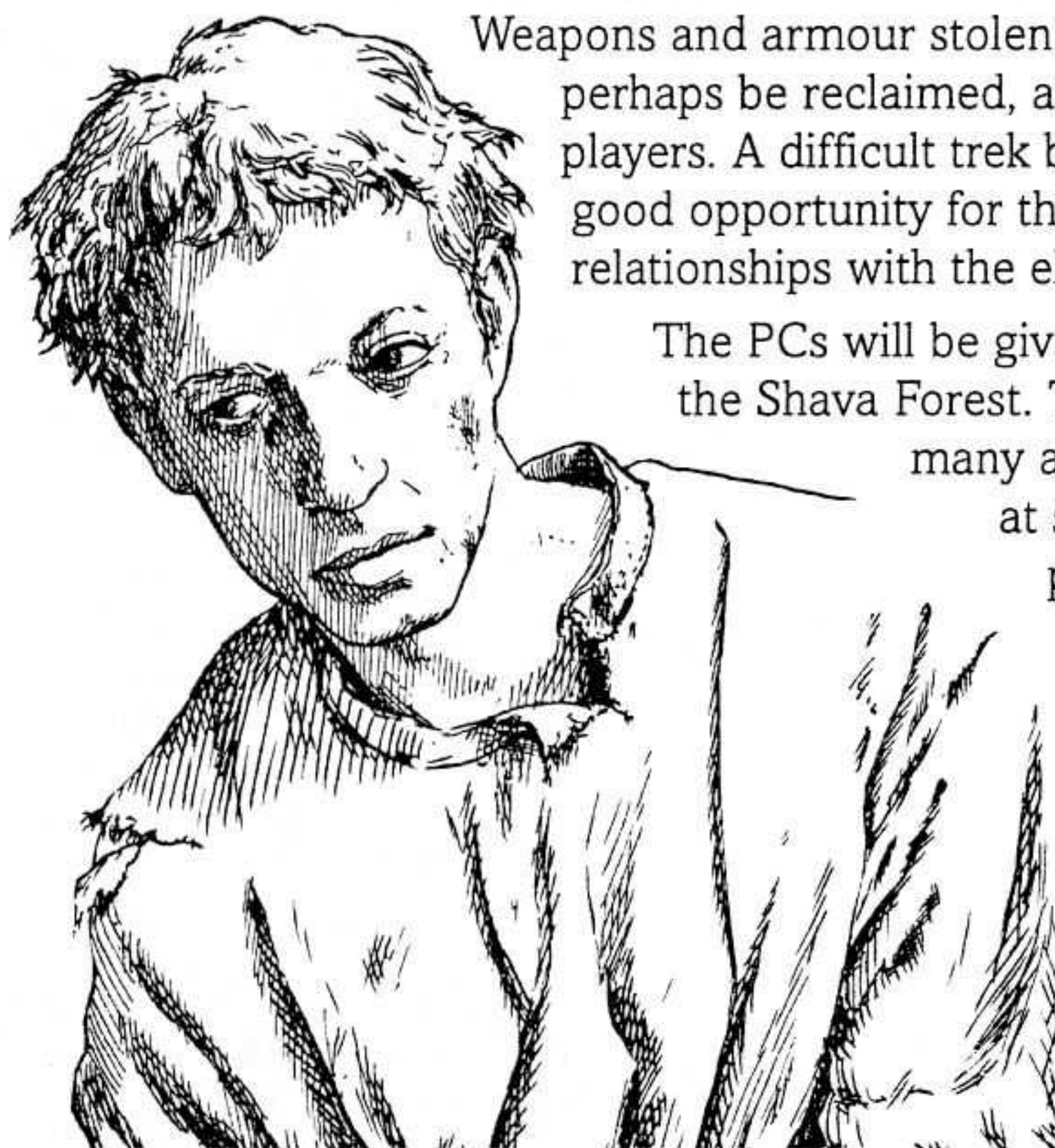
Lady Lelona will certainly refuse to return to the forest. She will ask the players to find Eithendir and beg him to come to her. She gives the players a locket she got from Eithendir to prove the players' identity. She and her handmaiden will remain in the town and await the birth of her child. Lelona intends to remain in hiding until Eithendir comes to her.

SCENE 3: Journey to Evael

If the players accept the offer, the journey to Evael can involve whatever complexity and danger the GM wishes. Meeting and dealing with the same assailants that attacked the elves is a good encounter.

Weapons and armour stolen from the elves can perhaps be reclaimed, along with some loot for the players. A difficult trek back to Evael is also a good opportunity for the PCs to establish close relationships with the elves.

The PCs will be given safe passage through the Shava Forest. The group can encounter many and varied elves, and stay at several clanhouses, as they proceed to Elshavel then onward to Ulfshafen. The GM can allow the PCs to explore the towns of Elshavel and Ulfshafen at his discretion. A visit to Pesino is unlikely until after the players have escorted the elves safely home and proven their worth.



Divelrion Rhynis

HârnMaster

DIVELRION RHYNIS

09 STR	14 EYE	15 INT
10 STA	15 HRG	15 AUR
15 DEX	12 SML	14 WIL
13 AGL	14 VOI	16 MOR

Combat Attributes:

Endurance 12, Move 13.

Combat Skills:

Initiative 84, Dodge 65, Unarmed 92, Hartbow 112, Sword 94, Dagger 101.

Other Skills:

Tracking: 113, Stealth 105, Foraging 110, Survival 102, Fletching 106.

Languages: *Sindarin* 93, *Hârníc* 55.

Scripts: *Selenian* 84.

Ritual (Siem) 29, Piety 187.

Armour:

Cloth Tunic.

d20

DIVELRION RHYNIS

Race: Sindarin

Class: Ranger 3, Bard 1

CR 4**, Alignment CG, Size M, HP 26*, Speed 30ft, Initiative +2.

Abilities: Str 9 (-1), Dex 15 (+2), Con 10 (+0), Int 15 (+2), Wis 14 (+2), Cha 15 (+2).

Armor: AC 12 (+2 Dex).

Attack: Melee +2, Ranged +5.

Damage: Unarmed.

Save: Fort +3, Ref +5, Will +5.

Skills: Diplomacy +4 (Cha), Hide +8 (Dex), Knowledge (Nature) +8 (Int), Knowledge (Human Lands) +8 (Int), Listen +8 (Wis), Move Silently +8 (Dex), Perform +6, Search +9 (Int), Sense Motive +4 (Wis), Wilderness Lore +8 (Wis).

Feats: Bardic Song, Bardic Knowledge+3, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Finesse (Longknife).

Equipment: None.

Spells: 4 zero level spells known, can cast 2/day. Dancing Lights, Daze, Ghost Sound, Mage Hand.

Bard Music: (1/day): Inspire Courage, Countersong, Fascinate.

*Current Hit Points are -3 but stable.

**Current CR is 0 (normally 4).

SCENE 4: Fin & Falawn

The PCs are surprised by a mischievous Asiri (air sprite) who appears and steals Lelona's locket, given to the players to identify them to her lover. He taunts and jibes the characters, flitting around them before fleeing a safe distance. The sprite will lead pursuing players into the forest and always remain just ahead of them while chanting riddles and rhymes.

The sprite's name is Fin. Like most spirits of the Shava Forest, Fin is an entity created by the hand of Siem. Fin conspires with a dryad named Falawn, who lives in a magnificent bower upon the edge of a flower-lined stream, west of Ulfshafen. Like all dryads, Falawn has the ability to enchant a male to dally as her lover and servant for a year and a day, with little or no memory thereafter of what transpired. Sindarin males are immune to her charm, so she uses Fin to lure human males to her grove.

Falawn is a tree shepherdess who can talk to, caress, and care for her trees using arcane enchantments. She considers all the trees within at least 100 yards of her bower to be her 'family'. She will defend those trees against any harm.

Falawn is seated in the clearing and remains calm when the party arrives. She has pale skin, dewy green hair, and a dress of flower petals. Fin will toss her his prize and leave. Falawn will rise slowly and wait for the PCs to approach. Falawn cares little for the locket and will return it if any human male agrees to remain as her lover for one night. Any male that agrees will find the one night to be a year and a day. If none agree, she will try to charm one of them.

If Falawn succeeds in charming one male, she may try for another. When content, she transforms back into a tree with bark surrounding her partner(s). The embrace lasts for a year and a day. Freeing a captive without harming the tree is difficult.

The encounter should be played out as a battle of wills with Falawn continually trying to charm a man to stay. Falawn cannot charm if she is unable to concentrate. Forcing her to move may be enough to resist her magic. Falawn will eventually grow tired and transform into a flowering tree. The stolen object will be high in the branches, but Falawn cannot resist in this form

and the PCs will be able to escape.



Falawn

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FALAWN (Dryad)

09 STR	12 EYE	11 INT
14 STA	14 HRG	20 AUR
16 DEX	13 SML	11 WIL
15 AGL	18 VOI	08 MOR

Combat Attributes:

Endurance 11, Move 15.

Combat Skills:

Initiative 58, Dodge 75, Staff 50.

Other Skills:

Charm 85, Fyvria 65.

Languages: *Sindarin* 41.

Scripts: *None* (illiterate).

Ritual: (Siem) 35, Piety 124.

Armour: Immune to mundane damage.

d20

FALAWN

Race: Hârníc Dryad.

CR 1, Alignment CG, Size M, HP 8, Speed: 30ft, Initiative: +7 (+3 Dex, +4 Improved Initiative).

Abilities: Str 9 (-1), Dex 16 (+3), Con 14 (+2), Int 11 (+0), Wis 11 (+0), Cha 20 (+5).

Armor: AC 13 (+3 Dex).

Attacks: Melee +0, Ranged +4.

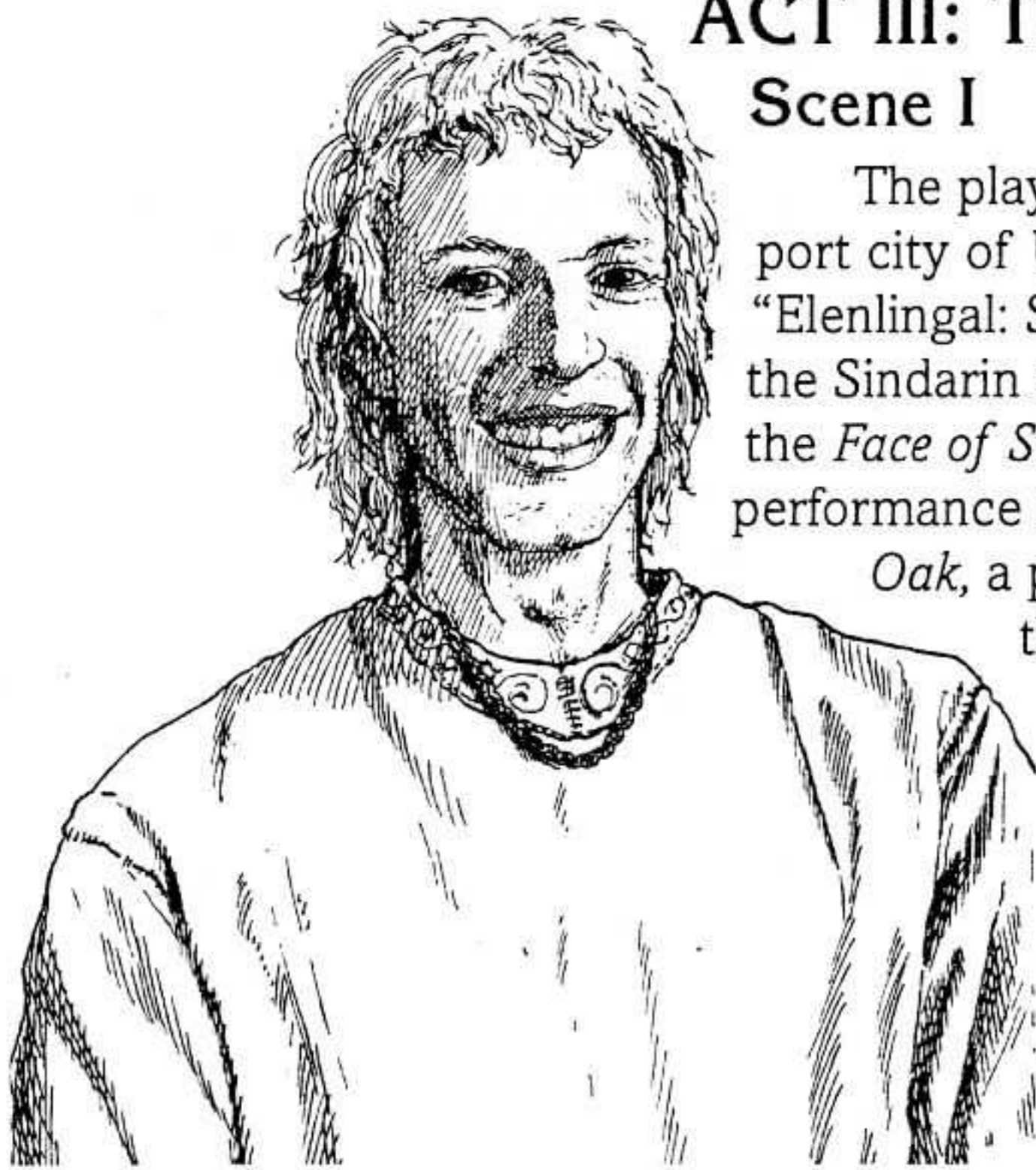
Damage: Unarmed.

Saves: Fort +2, Ref +5, Will +3.

Skills: Diplomacy (Seduction) +12 (Cha), Hide +10 (Dex), Knowledge (Nature) +7 (Int), Listen +9 (Wis), Move Silently +10 (Dex), Spot +2.

Feats: Alertness, Improved Initiative.

Special Attacks: Cast Charm Person 3 times/day as cast by 4th level Sorcerer. Will Save DC16.

**Eithendir Rhynis**

ACT III: The Face of Sweldre Scene I

The players have arrived at the elven port city of Ulfshafen. Every year, at the "Elenlingal: Singing Starlight" amphitheater, the Sindarin stage a morality comedy called the *Face of Sweldre*. This year the performance is by the *Company of the Green Oak*, a popular thespian group led by the incomparable Eithendir. Two days before opening day, the priceless mask of Sweldre, worn by Eithendir in the final scene, goes missing.

As is the way with elves, who are typically absent-minded, Eithendir did not realize the mask was missing until he looked for it the next day. The theater was searched

top to bottom with no luck. Eithendir is extremely upset with himself for being so careless. Moreover, he is frantically busy with rehearsals and cannot spare any time to track the mask down. Yet the mask must be found because there is no duplicate and performing the play without the Face of Sweldre in the final scene is unthinkable.

At this awkward moment, Divelrion, Maeril, and the players appear at the theater. The players are anxious to meet with Eithendir and tell him about the situation of Lady Lelona. Divelrion and Maeril accompany the players to make the introduction and vouch for their tale.

Eithendir is visibly upset and flustered even before he is told about Lady Lelona. He does not respond well to news that his mortal lover is with child. He pledges to return to her at the first opportunity and then begs help from the two elves to help him find the missing Face of Sweldre.

SCENE 1: Dugyn of Indestrel

Dugyn, age 10, is the only son of the Jarin toymaker (Ulfshafen #28). He is employed by his father to deliver masks, toys, and puppets to customers. He particularly enjoys visiting the elven theater where many masks and puppets are used in productions.

Yesterday, Dugyn went to the amphitheater to pick up a box of masks that needed repair. Earlier that day Eithendir had practiced his role as Sweldre and left that mask near the stage. Dugyn accidentally took that mask, along with three others, and brought them to his father's workshop.

A troupe member reminds Eithendir about the Jarin boy who had taken some masks the day before. Eithendir asks the PCs to go to the toyshop in the Jarin quarter and see if the mask is there. He promises a generous reward and special seats at the play on opening night (a great honor) if they find the mask and bring it back to him.

The road from the amphitheater to the toyshop will take the players over the Iant Lome (Dusk Bridge), through a total of four gates before they reach the Jarin Quarter. At the first gate on the south end of the bridge they will encounter 2-4 elven guards, light foot, who will ask to search any bags the players might have. This is normal procedure to prevent illicit export of

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EITHENDIR RHYNIS

11 STR	14 EYE	12 INT
12 STA	15 HRG	20 AUR
12 DEX	14 SML	13 WIL
11 AGL	17 VOI	15 MOR

Combat Attributes:

Endurance 12, Move 11.

Combat Skills:

Initiative 88, Dodge 55, Unarmed 85, Hartbow 105, Dagger 102, Sword 97.

Other Skills:

Musician 118, Acting 103, Singing 101, Oratory 95, Drawing 80.

Languages: *Sindarin* 95, *Hârn* 80.

Scripts: *Selenian* 82.

Ritual (Siem) 67, Piety 134.

Armour:

Cloth Tunic.

d20

EITHENDIR RHYNIS

Race: Sindarin

Class: Bard 9, Ranger 1

CR 10, Alignment CG, Size M, HP 52, Speed 30ft, Initiative +1.

Abilities: Str 11 (+0), Dex 12 (+1), Con 12 (+1), Int 12 (+1), Wis 13 (+1), Cha 20 (+5).

Armor: AC 16 (+1 Dex, +5 Mithral Chainmail).

Attack: Longsword +9/+4, Hartbow +9/+4.

Damage: Longknife 1d6, Hartbow 1d10.

Save: Fort +4, Ref +7, Will +7.

Skills: Animal Empathy +9 (Cha), Climb +3

(Str), Craft (Wood Masks) +5 (Int),

Concentration +6 (Con), Diplomacy +18 (Cha),

Disguise +8 (Cha), Handle Animal +9 (Cha),

Hide +5 (Dex), Intuit Direction +5 (Wis),

Knowledge (Legends/Plays) +15 (Int), Perform

+19 (Cha), Search +3 (Int), Sense Motive +13

(Int), Wilderness Lore +5 (Wis).

Feats: Point Blank Shot, Precise Shot, Skill

Focus (Perform), Skill Focus (Knowledge:

Legends/Plays), Track, Weapon Focus:

Longsword, Combat Casting, Bardic Music,

Bardic Knowledge +10.

Equipment: Masterwork Longknife, Mithral Chainmail, Hartbow.

Spells Known: 6/4/4/3.

0 = Dancing Lights, Daze, Ghost Sound, Mage

Hand, Prestidigitation, Resistance, 1st = Charm

Person, Hypnotism, Silent Image, Ventriloquism,

2nd = Detect Thoughts, Enthrall, Minor Image,

Sound Burst, 3rd = Clairaudience/Clairvoyance,

Emotion, Sculpt Sound.

Spells/Day: 0=4, 1st=4, 2nd=4, 3rd=3.

Bard Music: (9/day) all magical effects.



Dugyn of Indestrel

Sindarin artifacts. The other two gates are also guarded but no searches are normally made unless travelling in the other direction. The final gate opens to the Jarin Quarter and is guarded by two Jarin militia, unarmoured foot. They will certainly be interested in strangers coming from the Sindarin part of Ulfshafen and demand an explanation.

Assuming the guards agree, the players may now take one of several streets to the toyshop. The sights and sounds of a bustling port should be described. The toyshop is located at the junction of Vernien Way and Tatharsur Avenue. The players should find it easily since every child (and parent) knows exactly where the toymaker is located.

The toyshop is a large L-shaped building. The main entrance is on the south side through a small park. Unless

it is raining, there will be about a dozen large toys in the park to advertise the wares. Inside, the players will find a busy woodcrafter's shop where both toys and furniture are made. Master Jaal Indestrel will greet the players – he is 42, slim, 5'-08" tall, with red curly hair. When told of the situation, Jaal will call over his son Dugyn and ask him to speak with the players.

The boy will appear, smiling and unconcerned, listen to the players, and then fetch the box of masks from a corner of the workshop. Inside are three masks where there should be four. The missing mask is, of course, the Face of Sweldre. Jaal Indestrel scolds his son, demanding to know why the boy would bring a valuable Sindarin mask back to this shop for repair. Dugyn stares into the box for a few moments, apologizes, and hustles away to search the workshop for the missing mask. Soon everyone is searching and after twenty minutes it is obvious the mask is not anywhere on the premises.

During the search one of the players with Lockcraft may note that the lock on the back door shows evidence of tampering. Scratches around the keyhole and a slight wobble to the hinges suggest the lock has been picked and the door forced open. When this is pointed out to Jaal Indestrel, he is unsure about the lock scratches, but believes the loose hinges are "old wounds".

The players may now want to speak with Dugyn, asking him to think back to yesterday and retrace his movements. If the PCs do not think of this themselves, have Jaal Indestrel ask his son. Dugyn will relate in response to questions (not necessarily all at once).

"The box of masks I brought here in the late morn. An' I set 'em down just where the box was today. There were four masks then, of that I'm sure. In the afternoon I deliver two cases of dolls to the Bonding House (#12) for today's boat, an' the seahorse puppet to Charsin House (#37). Then I stop at Libaneron House (#29) to see if our oakwood was unloaded. They sent me to Mirran Wharf an' I got two wood bundles and brought 'em here, helped by an old sailor. There was nuthin' more."

The key bit of information is "helped by an old sailor" which can be stressed or not depending on how sharp your players are feeling.

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DUGYN OF INDESTREL

08 STR	14 EYE	09 INT
11 STA	16 HRG	16 AUR
11 DEX	12 SML	08 WIL
12 AGL	10 VOI	16 MOR

Combat Attributes:

Endurance 9, Move 12.

Combat Skills:

Initiative 47, Dodge 60, Unarmed 21.

Other Skills:

Woodcraft 50, Stealth 46, Lockcraft 11

Languages : Hârnic 59, Sindarin 32.

Scripts: None (illiterate).

Ritual (Ilvir) 13, Piety 25.

Armour:

Cloth Tunic.

d20

DUGYN OF INDESTREL

Race: Jarin Human

Class: Commoner 1 (apprentice toymaker).

CR 1, Alignment LN, Size M, HP 4, Speed 30ft, Initiative +0.

Abilities: Str 8 (-1), Dex 11 (+0), Con 11 (+0), Int 9 (-1), Wis 8 (-1), Cha 16 (+3).

Armor: AC 10.

Attack: Melee +0, Ranged +0.

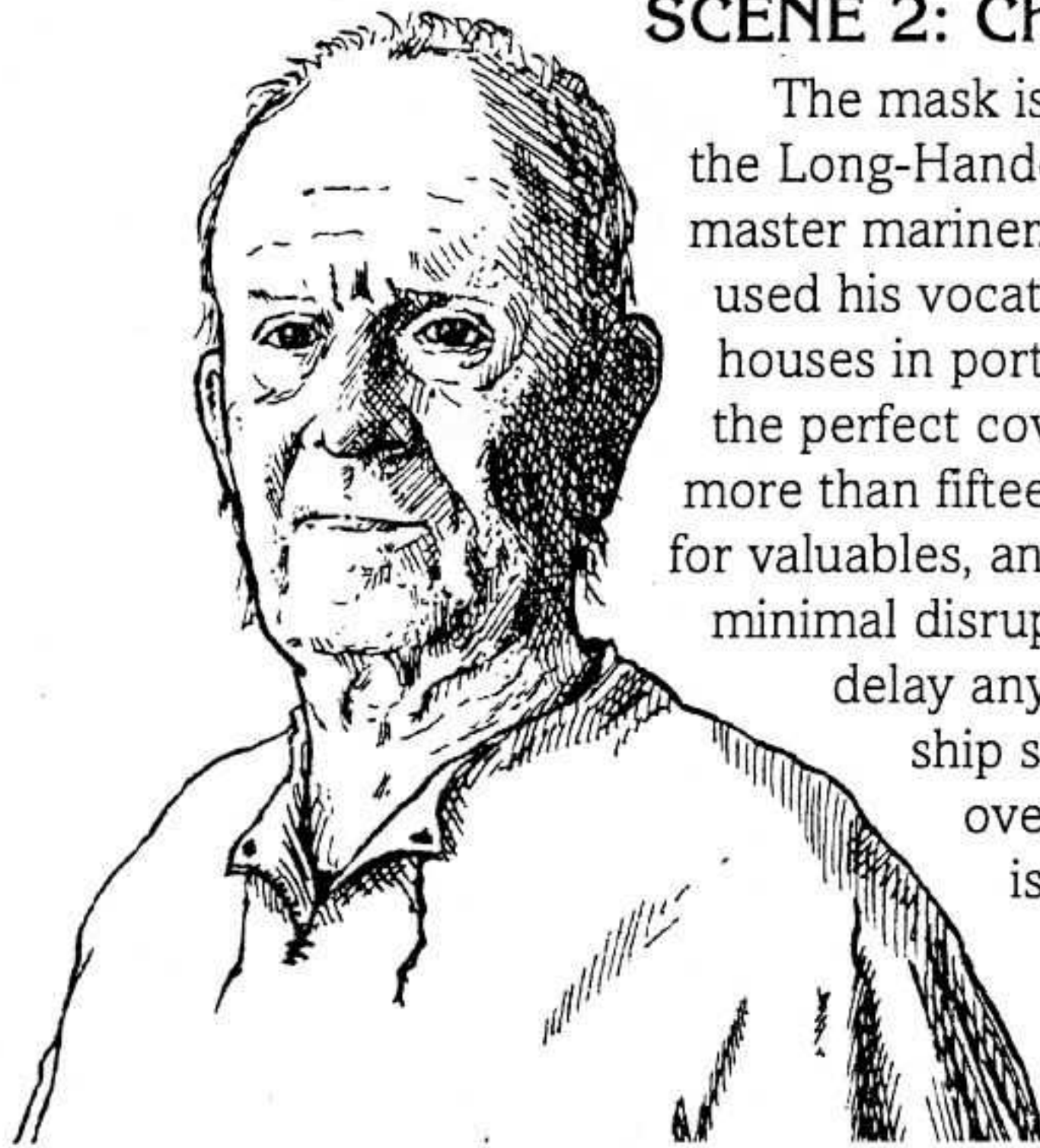
Damage: Knife (1d3-1).

Save: Fort +0, Ref +0, Will -1.

Skills: Craft (Toys) +3, Knowledge (Ulfshafen) +1.

Feats: Skill Focus (Craft: Toys).

Equipment: Carving Tools, Various Toys, Knife, Small Rocks (used as marbles).

**Charis the Long-Handed****SCENE 2: Charis the Long-Handed**

The mask is actually in the hands of Charis the Long-Handed, a renowned thief. Charis is a master mariner. For over thirty years he has used his vocation to steal valuables from rich houses in ports all over Western Lythia. It is the perfect cover. He is rarely in a port for more than fifteen days, but has acquired a nose for valuables, and the skill to acquire them with minimal disruption or damage. He tends to delay any theft until the day before the ship sails and is often long departed over the horizon before the crime is noticed. Charis has good contacts in a dozen ports eager to buy his wares.

Over the years Charis has acquired considerable wealth, much more than he dare reveal. He keeps his

treasure, jewels worth at least £200, in a liberty chest with a secret compartment. He never steals from shipmates.

Charis came to Ulfshafen aboard the *Ocean's Crest* with a cargo of timber. The vessel docked at Mirran Wharf two days ago. A notice advertising the upcoming play *Face of Sweldre* soon attracted his attention. It portrayed a beautiful carved mask. Charis instinctively knew the mask would fetch at least £100 in Aleath, perhaps more from a rich patron of the Palace of Masks. He pondered a disguise, and practiced the accent of locals, to gain access to the Sindarin part of the city. The theft would be easy, once he got there. Getting back to the ship might require a long swim.

Yesterday, while supervising the unloading of cargo ashore, a young boy appeared to pick up two bundles of oak. The bundles were heavy and Charis offered to carry one bundle home which, the boy assured him, was just five minutes walk. Charis carried the wood into the workshop through the back door, instinctively noting the poor lock, then passing an open box containing four masks. He was stunned to see the very mask he sought. That night he returned, picked the lock, and took the mask. It was, he smiled to himself later, 'child's play.'

The mask is now hidden aboard the *Ocean's Crest* where Charis goes about his duties, supervising the crew to prepare the ship to sail with the next favorable tide in a few hours.

Dugyn can take the players to the ship but they cannot simply march aboard. They will need the permission of the mate on duty who ought to be Charis. Dugyn can identify him as the old sailor who helped him the day before. It is unlikely Charis will allow the players to board and search for the mask, claiming the ship is about to sail. The captain can overrule him, of course, if the players can get his attention. The harbormaster may also intervene and demand the ship be searched before she is allowed to depart.

If the PCs manage to get aboard the ship, the mask is hidden in Charis' liberty chest. Searching personal effects is highly provocative and may cause trouble with the crew. Charis will remove the mask from his liberty chest and hide it elsewhere if he feels he can avoid detection. If uncovered, Charis is skilled with the Taburi (throwing knife) and has killed several men in this way.

HårnMaster**CHARIS THE LONG-HANDED**

12 STR	14 EYE	16 INT
11 STA	15 HRG	13 AUR
14 DEX	13 SML	17 WIL
15 AGL	11 VOI	07 MOR

Combat Attributes:

Endurance 13, Move 15.

Combat Skills:

Initiative 72, Dodge 75, Unarmed 88, Dagger (Taburi) 87, Club 66.

Other Skills:

Stealth 98, Lockcraft 97, Awareness 87, Seamanship 85, Intrigue 81, Legerdemain 78, Swimming 72, Piloting 45.

Languages: *Hårnic* 77, *Shorka*, 56, *Trierzi* 52, *Low Azeryani* 46.

Scripts: *None* (illiterate).

Ritual (Peoni) 17, Piety 22.

Armour:

Cloth Tunic.

d20**CHARIS THE LONG-HANDED**

Race: Human

Class: Rogue 14

CR 15, Alignment NE, Size M, HP 49, Speed 30ft, Initiative +2.

Abilities: Str 12 (+1), Dex 14 (+2), Con 11 (+0), Int 16 (+3), Wis 17 (+3), Cha 13 (+1).

Armor: AC 14/15* (Dex +2, Leather +2).
*15 with Dodge.

Attack: Dagger +12/7, Thrown Dagger +13/8.

Damage: Dagger 1d4+1.

Save: Fort +4, Ref +11, Will +7.

Skills: Appraise +20 (Int), Bluff +18 (Cha), Disable Device +20 (Int), Disguise +22 (Cha), Forgery +20 (Int), Gather Information +18 (Cha), Hide +19 (Dex), Innuendo +20/+22 to transmit (Wis), Listen +20 (Wis), Move Silently +19 (Dex), Open Lock +21 (Dex), Tumble +19 (Dex).

Feats: Expertise, Dodge, Blind-Fight, Ambidexterity, two-weapon fighting, Run, Sneak Attack +7d6, Evasion, Uncanny Dodge.

Special Abilities: Crippling Strike, Defensive Roll.

Equipment: Masterwork Disguise Kit, Masterwork Thieves Tools, Money Pouch, Traveling Gear, Seamen's Clothing, Leather Armor, Masterworks Daggers.

FINAL OUTCOMES

Charis Unmasked

If the players recover the mask, Eithendir will remain in Ulfshafen until the Face of Sweldre performances end in 30 days. He will go to Lady Lelona with the help of the players. In the meantime the players can explore Evael as welcome friends in most Sindarin clanhouses.

Voyage to Aleath

Charis may escape with the mask. His ship is bound for Aleath which is covered in the CD-ROM module *Web of the Widow*. Eithendir will certainly want to pursue Charis and offer the players a significant reward for their help. The only practical method to catch Charis will be to follow in another ship – overland to Aleath is a difficult and lengthy trek. Getting a ship should be easy since Eithendir's clan are famous shipwrights with deep contacts in the marine community. The pursuit may succeed, or the players may encounter pirates or get shipwrecked.

A Father's Pride

The final reaction of Lelona's father is "pregnant" with further adventure. Lelona awaits her lover in a town of GM choosing. She will wait there at least until her baby is born. She may await Eithendir for a few months after childbirth, but will then be forced to return home before her monies are depleted. She plans to give her baby up for adoption if necessary, although that may change once the child is born. Sir Melgar might discover Lelona and insist she return home to her father sooner than she planned.

If Eithendir weds Lelona, her father might welcome the Sindarin thespian into his family as a legitimate heir, or turn out his daughter and her impious seducer. It partly depends on how the GM wishes to portray the relationship between the elves and humans.

The father might see the PCs as noble protectors of his daughter and reward them well, or as unwanted troublemakers who ought to rot in the Sheriff of Hutop's dungeon.

Adventuring on Hârn can be a tough life.



d20 EQUIPMENT & MAGIC

Weapons and Armor

Hartbow: Masterwork composite bow. Damage is 1d10. These are occasionally enchanted.

Longknife: Masterwork elven shortsword. Damage 1d6.

Mithral Chainmail: Elven chainmail is equivalent to Mithral. It is very strong (AC Bonus +5) and light (no armor check penalty).

Instruments

Lutes, harps, and flutes: All elven versions of these instruments are masterwork instruments providing a +2 on perform skill checks. They also provide an additional +2 to the bard ability Fascinate when used on humans.

DRUID SPELLS

Way from Taur-im-Aina

Transmutation

Level: (Druid 4)

Components: V,S

Casting Time: 10 minutes

Range: Caster Level miles

Target: You

Duration: Instantaneous/Indefinite

Similar to the spell *Transport via Plants*.

Invoker can enter one tree and stay there indefinitely, but is not immune to hunger.

Ilsiri Dance

Similar to the spell *Summon Nature Ally III*. Sindarin Druids and Rangers who know *Summon Nature Ally III* can only summon *Ilsiri* (forest sprites) instead of the other listed creatures.

The *Ilsiri* may resist with a Will Saving Throw unless its True Name is used in the casting. An *Ilsiri* is sometimes mischievous and sometimes helpful.

Curse of Sloth

Similar to the spell *Slow* except that Sindarin Druids have access to it as a 3rd level spell.



Elshavel is the capital and largest settlement of the Kingdom of Evael and the most beautiful city in all of Hârn. Its inhabitants enjoy the highest standard of living and the entire community reflects the Sindarin eye for aesthetics and function. Businesses, fortifications, and residences blend with the sylvan setting for an effect that is unearthly to the eyes of men. Elshavel is a place visitors regard with awe.

HISTORY

Elshavel is the longest continuously settled site on Hârn. According to Sindarin legend, Siem himself chose the site of Elshavel, residing there during his stay on Hârn. It soon became the main meeting place of the elves, a status that it has never relinquished in ten millennia. The Shava Forest has always been important to the elves and the woodland glades surrounding Elshavel are the heartland of Sindarin culture.

After the arrival of the Khuzdul on Hârn relations between the two peoples remained harmonious for six thousand years. As a gesture of friendship, Marazad II, then King of Kiraz, provided the materials and expertise for the building of Caer Elshavel, begun in 6,550 BT. Most elves saw little use for such a construction, but accepted the gift as a courtesy.

The elves allowed limited human settlement by trusted Jarin from Ulfshafen beginning in 430 BT, and began to admit a few outsiders in the first century TR. Elshavel has changed little since then.

GOVERNMENT

King Aranath and the Valpalen, the council of Sindarin nobility, have governed Elshavel since the Atani Wars. Jori Arien, the Prince of Tarminas, and Constable of Caer Elshavel, has a major voice on the Valpalen. In fact, there is little need for an interventionist government in human terms. Like the rest of Evael, Elshavel is extraordinarily peaceful and free of disorder.

ECONOMICS

Elshavel is the artistic center of Evael; most of the finest elven artisans are located here, or maintain an outlet here for their wares. The local economy uses the barter system and very little coin circulates. Most goods produced in Elshavel are shipped to Ulfshafen for export.

Residents of Evael and ships registered in Elshavel are exempt from all taxes except Bonding and Pilotage. Few unregistered vessels come to Elshavel because of the high taxes. As of 720, eight ships are registered at Elshavel, but there is only one foreign ship, "Celedyn's Fancy", a 60 foot Nivik, powered by oar and sail, owned by Clan Amafa from Cherafir.

RELIGION

All Sindarin worship Siem, as do most Jarin, except a few who follow Ilvir or Peoni. Visitors worshipping Agrik, Morgath or Naveh are deported immediately under pain of death should they return. Adherents of other deities are well advised not to preach their faith. Although the elves are a tolerant race, the wise visitor respects their sensitivities.

LOCATION: Kingdom of Evael
GOVERNMENT: Royal Constable,
Prince of Tarminas.

POPULATION: 600 Sindarin, 200
Human.

CHRONOLOGY

- 10,000 BT: Sindarin reach Hârn.
- 9,600 BT: Sindarin found Elshavel.
- 8,500 BT: Silver Lute Palace of Harpers founded.
- 7,000 BT: Khuzdul appear on Hârn.
- 6,550 BT: Building of Caer Elshavel.
- 1,300 BT: Jarin reach Hârn.
- 1,100 BT: Jarin settle in Ulfshafen.
- 900 BT: Atani Wars begin.
- 683 BT: Battle of Sorrows.
- 430 BT: Jarin settle in Elshavel.
- 1 TR: Tuzyn Reckoning calendar adopted.
- 43TR: Foreigners first allowed to study in Elshavel.
- 720 TR: Present Day.

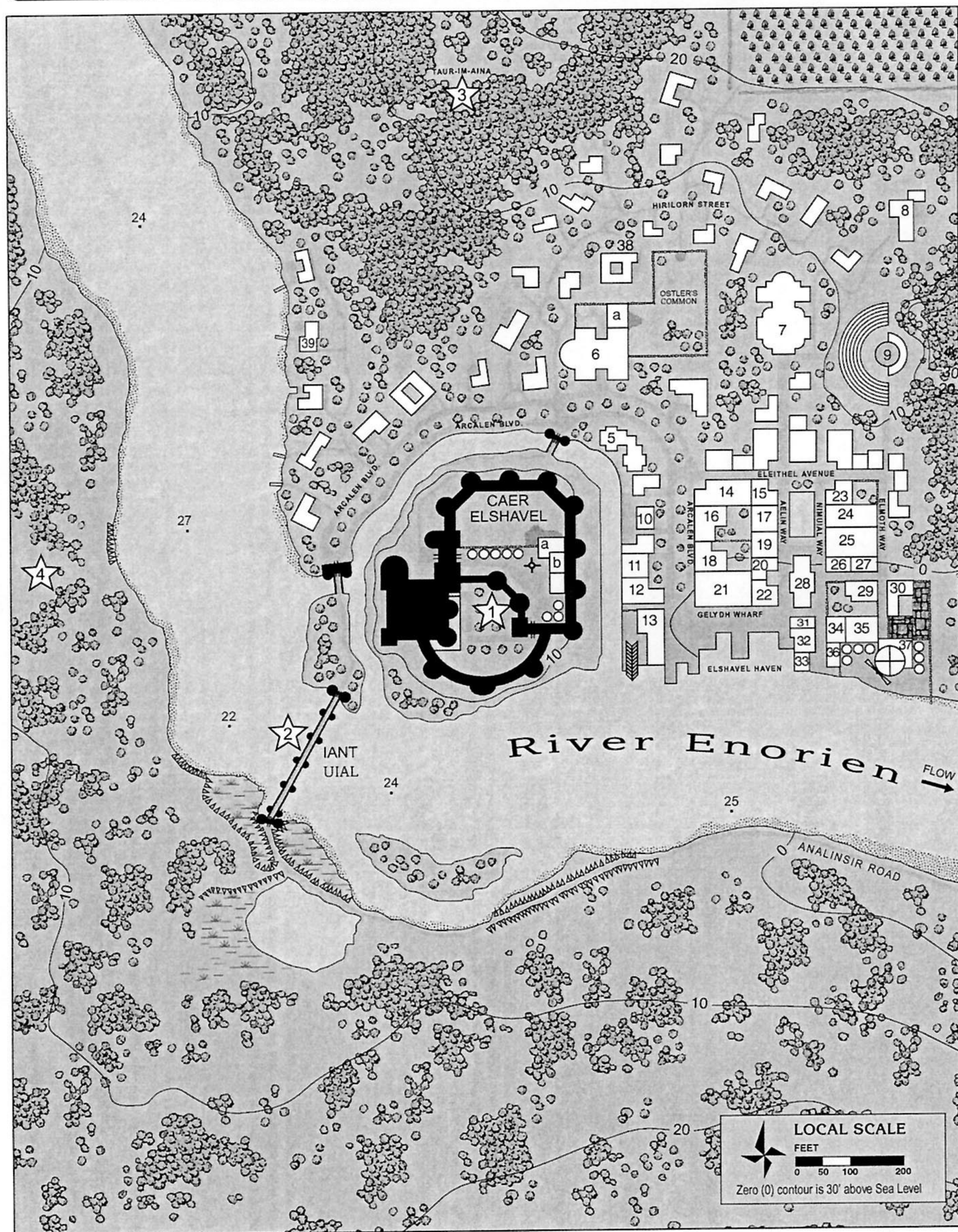
TAXES

Elshavel has no property taxes. Residents and vessels registered in Elshavel are *exempt* from all taxes except Bonding & Pilotage. The high rates levied on foreigners discourage casual traffic.

- Hawking: 25% Goods Value
- Bonding: 7% Goods Value Monthly
- Pilotage: 400d flat fee
- Wharfage: 9d per foot per day
- Registry: Free (Royal invitation only)

ELSHAVEL 2

GM MAP



CITY MAP INDEX

Clan names are shown in brackets. The following symbols denote the makeup of clans:

[J] = Jarin [S] = Sindarin

1 CAER ELSHAVEL

The Royal seat of the Kingdom of Evael. Caer Elshavel was a gift from the Khuzan King of Kiraz, dating from the early years of the Codominium. The Sindarin softened the Khuzan design by allowing their own artisans and masons to create a faerie-like, enchanting appearance. For all its magnificence and delicate details, Caer Elshavel is a formidable citadel.

King Aranath leaves the administration of the castle to Arien, Prince of Tarminas who fills the roles of constable and steward of the castle.

[a] Clan Taersi [S], Ostler. Clan Taersi breed excellent riding horses. It is rumored their steeds have unicorn and pegasus ancestry, although none have the physical characteristics of such creatures.

[b] Clan Soranor [S], Weaponcrafter. This clan has been the royal weaponcrafter since 520, replacing an earlier clan that departed for the Blessed Realm. They are, of course, magnificent weaponsmiths.

2 IANT UIAL: Twilight Bridge

A majestic stone bridge across the Enorien River of impressive age. The first bridge on the site was built as early as 6,200 BT, and several piers have foundations that are said to be original. The current bridge was constructed around 800 BT.

3 TAUR-IM-AINA: Holy Grove

A faerie circle where the elves take part in their worship of Siem and his follower Sweldre, *Prince of Stars*. This holy grove is especially sacred because it is claimed to be the exact location chosen by Siem to found the city and kingdom. Also see #39.

4 SINDARIN CAMPGROUND

Most elven visitors to Elshavel prefer to camp in this area. Talented harpers and bards can be heard around the campfires, enchanting all with time to tarry.

5 SILVER HARP PALACE OF ARMS (Clan Eron [S])

The residence of the Silver Harp King of Arms. The south wing houses the apprentice heralds, leaving the west wing for the library, register, and quarters for the master heralds.

6 THE GOLDEN VESSEL (Cyth [J] and Ereth [S])

Size: 10 Quality: 5 Prices: very high

The only inn in Elshavel is perhaps the largest on Hârn. Superb food and accommodation are offered at very high prices. [a] Clan Talros [S], ostler.

7 SILVER LUTE PALACE OF HARPERS

The foremost school of music on Hârn, if not all of Lythia. The school has existed for at least one hundred centuries, although the current building is a much later addition. There is currently one human studying at the school, a Haelean priestess and skilled musician. She hails from Livelis in distant Karejia and plans to return there when her studies are complete.

8 HIDEWORKER (Vyrael [J])

Size: 6 Quality: 5 Prices: very high

Robras of Vyrael tans hides brought in by Sindarin hunters and produces finished goods. He trades about half of what he makes back to the Sindarin and sells the rest to the local mercantyle Mabras for a profit.

The building identified on the map is a workshop. Robras tans raw skins by a small brook, half a league to the east.

9 CHORALE HEART ENCLAVE (Thespians)

The Sindarin stage plays at this theater throughout the seasons. Their plays can last days, incorporating the current weather into the plot.

10 MERFOLK SQUARE

Fresh fish from the lakes, rivers, and streams of the Shava Forest are available during daylight hours.

11 STARFOLLOWER HELMSMAN

The closest equivalent of a Pilots' Guild in Evael. The building contains maps of the entire planet and details of many places considered mythological by men. Few humans are allowed to enter.

12 WOODCRAFTER (Nelros, [S])

Size: 11 Quality: 5 Prices: very high

The Sindarin enjoy artifacts made from exotic woods. Swirlui Nelros and his clansmen are noted for their steadfast defense of the Shava forest. They insist that all wood they use be dropwood or imported. "Not one branch shall fall except by the will of Siem." The clan is noted for sending expeditions out into the "wild lands" to collect wood.

Swirlui has traveled extensively throughout Hârn and always brings back depressing tales of human betrayal, deceit, murder and other foul deeds.

13 SHIPWRIGHT (Idain [S])

Size: 9 Quality: 5 Prices: very high

Clan Idain specializes in construction of the "White Ships" used for taking the Sindarin to the Blessed Realm. There is currently one such ship under construction. Clan Idain work closely with Clan Nelros (#12) to procure the wood needed to build their ships.

30 APOTHECARY (Swaern [J] and Laelin [S])

Size: 4 Quality: 5 Prices: very high

Sarvin Swaern is married to Mirwing Laelin, a Sindarin woman. They have a nine year old Aenarin son. Sarvin is one of the few humans married to an elf. The pair have spent considerable time travelling outside Evaël.

31 HARBORMASTER

Goods produced in Elshavel for export are usually shipped downriver to Ulfshafen. Most traffic on the Enorien River is oar-powered and crewed by Jarin seamen. Only one foreign vessel is registered in Elshavel (see: Elshavel 1).

32 MERCANTYLER (Mabras [J])

Size: 3 Quality: 5 Prices: very high

Wyllin Mabras speaks fluent Sindarin and considers himself above common humans. It is likely he has Sindarin blood in his family. Mabras is the oldest Jarin clan known to have settled in Evaël and he considers it a great honor to serve the elves. Wyllin once traveled to Cherafir, but soon returned. He is said to have spat "if this is the best the Wizards Isle has to offer, I want nothing to do with it." He is often at odds with the mercantylers in Ulfshafen over delivery and quality of goods. Wyllin's demand for perfect material is respected among the Sindarin. He greatly resents the foreign mercantylers Celedyn of Amafa for intrusion into "his" territory.

33 CHANDLER (Sevesel [S])

Size: 2 Quality: 5 Prices: very high

Clan Sevesel provides residents with a place to acquire goods from Cherafir and beyond. The leader of the clan is Tirri Sevesel. She was widowed in the Battle of Sorrows and has never remarried. Tirri has traveled extensively and enjoys the company of humans. She openly welcomes Celedyn of Amafa into the clanhouse when his ship arrives from Cherafir.

34 GLASSWORKER (Orodhe [S])

Size: 7 Quality: 5 Prices: very high

Tusen Orodhe is an inventive craftsman. He has recently perfected a lens that allows him see great distances as if they were close.

35 POTTER (Echuil [S])

Size: 6 Quality: 5 Prices: very high

While he is also a fine potter, Meleren Echuil's true interest is the history of the world before his people came from Midgaad. He participated in several excavations of the buildings at Pesino before Aranath sealed them and he longs to explore there again.

36 GLASSWORKER (Melfea [S])

Size: 2 Quality: 5 Prices: very high

Even by the extraordinary standards of Sindarin art, Curnaur Melfea is considered the finest glassworker in all of Evaël. He produces very little for commercial sale, preferring to perfect his art for its own sake.

37 MILLER (Pryn [J])

Size: 7 Quality: 5 Prices: very high

Ibsyn Pryn is a huge man, 6' 7" tall and weighs over 340 lbs. He is jolly and loves to play mischievous pranks on the Sindarin. He especially enjoys wrestling with as many elves as possible. He has pinned 3 under his mass and held them there while 4 more tried to free them. His clan has supplied flour to the community for 1100 years.

The mill is wind-powered. The storage silos hold bulk grain, all of it imported and expensive. Ibsyn likes to buy exotic grains collected from all over Lythia which he grinds with a handmill.

38 JEWELLER (Risfuin [S])

Size: 20 Quality: 5 Prices: very high

A large clan, most of whom wander the Shava Forest in small bands. See Elshavel 6 for plans and details.

39 GUARDIANS (Tuatha [S])

Size: 16 Quality: 5 Prices: very high

Clan Tuatha are responsible for guarding and maintaining Elshavel's highly sacred Taur-im-Aina (#3). They are not clerics in the human sense, but are particularly knowledgeable in the mysteries of Siem. They often take the lead at gatherings at the holy grove. The clan is one of the oldest in Evaël, but remains small because many depart for the Blessed Realm.

ULFSHAFEN 1



Ulfshafen is the major port and trade center of the Kingdom of Evael. Located on the mouth of the Enorien, Ulfshafen is well positioned to control maritime traffic in the Kald River estuary. Although beautiful and exotic, Ulfshafen's lack of raucous pleasures and its almost invisible civic authority can be strangely unsettling to human visitors.

HISTORY

Although the Sindarin have lived in the Shava Forest since their arrival on Hârn nearly eleven thousand years ago, the site was a simple clanhold for over five millennia. The Khuzdul changed this in 4817 BT when Bezarzal, the King of Azadmere, ordered construction of Caer Ulfshafen as a gift on a site chosen by King Daelda. Like Caer Elshavel, the elves accepted the gesture with good grace, then slowly modified the details of the design to suit their sylvan tastes.

Two hundred years after the Jarin appeared on Hârn, a small community of humans led by Amar the Farsighted settled at Ulfshafen. Legend has it that Amar married a Sindarin princess who obtained King Daelda's permission to settle her Jarin kinfolk within the Shava Forest. Although King Aranath later allowed Jarin of Ulfshafen to settle at Elshavel, the Ulfshafen community remained by far the larger of the two human enclaves.

The Atani Wars encouraged the elves to improve the fortifications of Ulfshafen. Most of the harbor facilities date from this period, including the port wall that extends into the harbor. King Aranath's renunciation of Hârnic sovereignty severely curtailed maritime traffic for several centuries. However, by 150 BT, the elves renewed trade with the outside world, specifically limiting interaction to Ulfshafen.

The elven community has barely changed since the Battle of Sorrows fourteen hundred years ago. The Jarin quarter of the city is also resistant to change, but has doubled in size over the last two or three centuries, mainly the result of growing foreign trade with Evael.

LOCATION: Kingdom of Evael

GOVERNMENT: Royal Constable,
Prince of Nimfalas.

POPULATION: 100 Sindarin, 300
Human.

CHRONOLOGY

10,000 BT: Sindarin reach Hârn.

7,000 BT: Khuzdul appear on Hârn.

4,817 BT: Caer Ulfshafen constructed.

1,300 BT: Jarin reach Hârn.

1,100 BT: Jarin settle in Ulfshafen.

900 BT: Atani Wars begin.

683 BT: Battle of Sorrows. Ulfshafen
maritime trade declines.

150 BT: Ulfshafen opened again for
foreign trade.

1 TR: Tuzyn Reckoning calendar
adopted.

720 TR: Present Day.

TAXES

Ulfshafen has no property taxes. Residents and vessels registered in Ulfshafen are *exempt* from all taxes except Bonding & Pilotage. The high rates levied on foreigners discourage casual traffic to Ulfshafen.

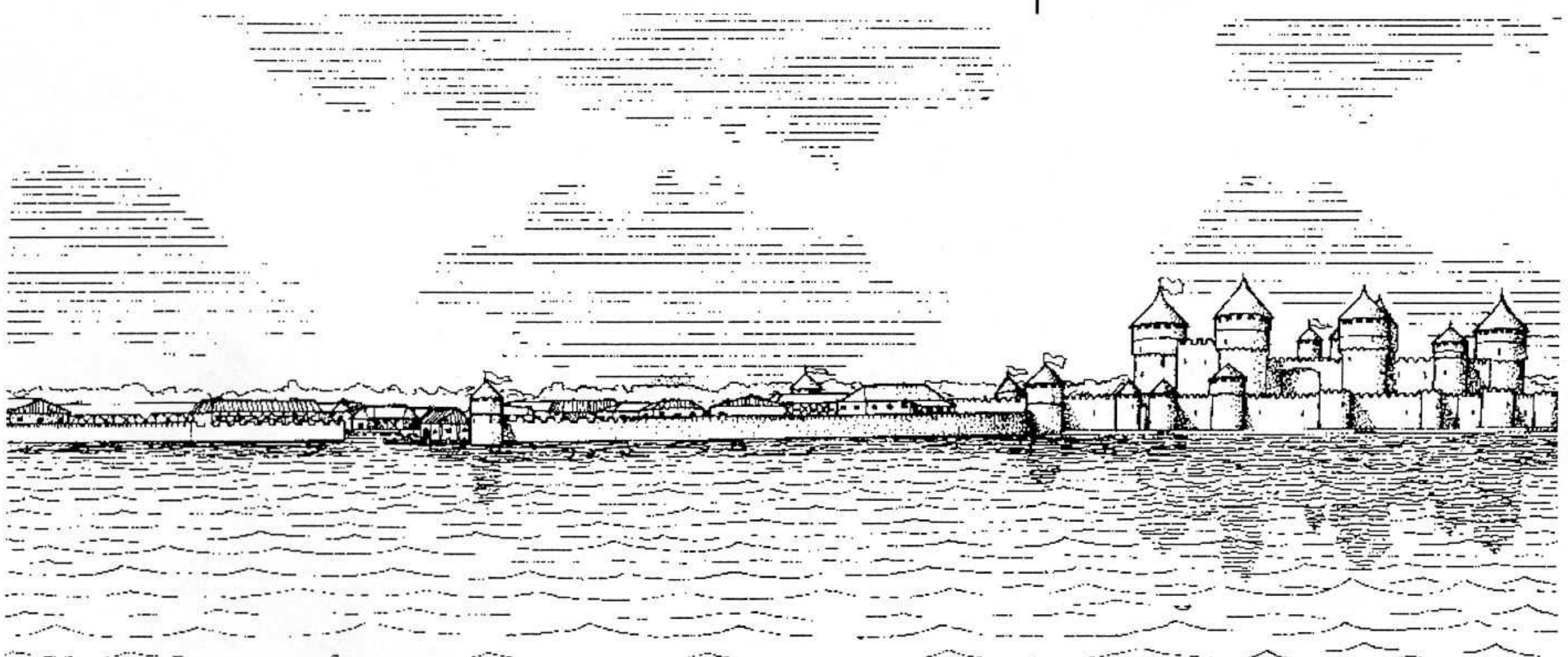
Hawking: 20% Goods Value

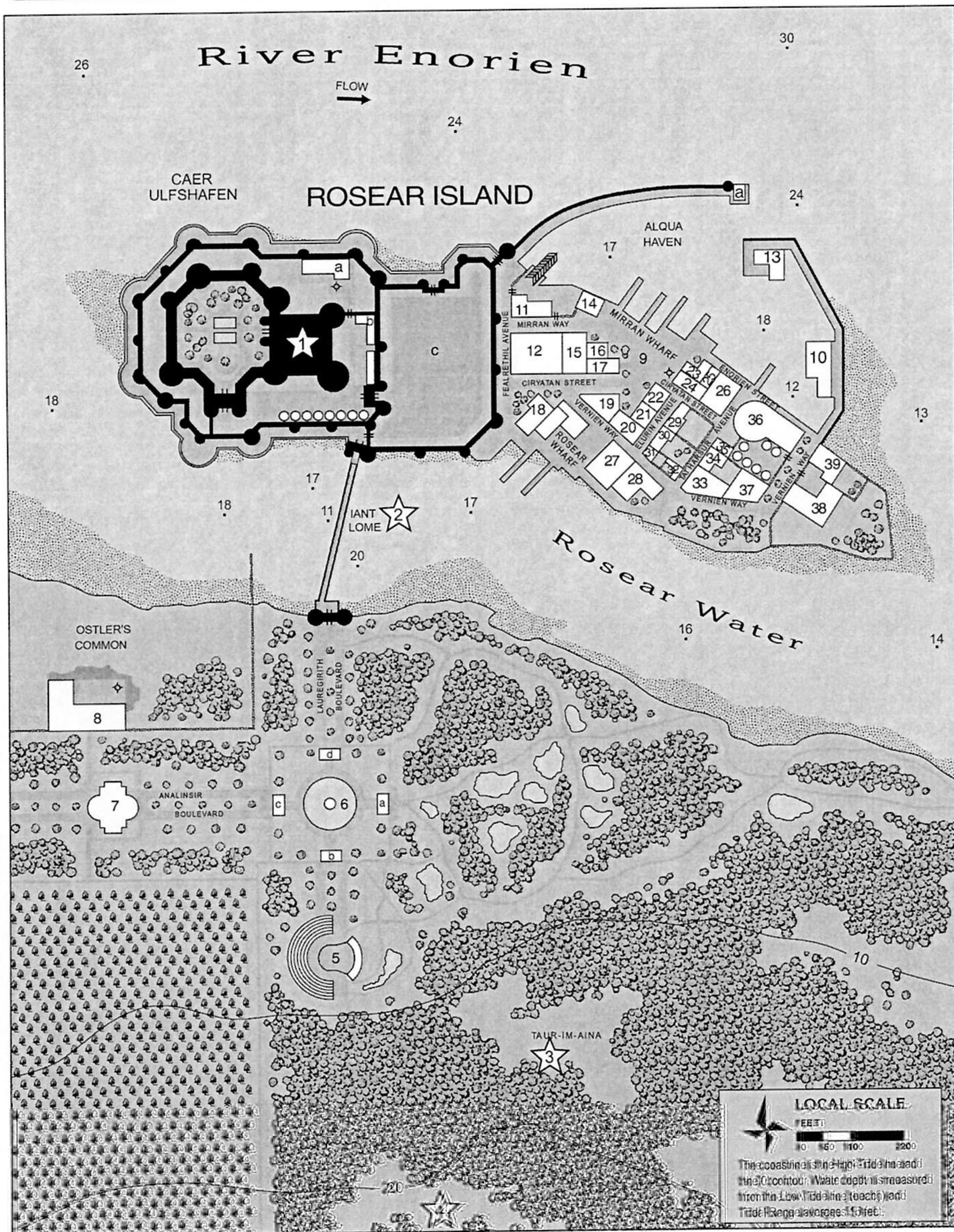
Bonding: 4% Goods Value Monthly

Pilotage: 100d Flat Fee

Wharfage: 4d per foot per day

Registry: Free. Royal invitation only





GOVERNMENT

Ulfshafen is governed by King Aranath's constable, Raelir Gelarhun, the Prince of Nimfalas. The inhabitants of the city enjoy a passive government since there is little need for the King to impose his will on citizens. Prince Raelir maintains one company of elven light guard at Caer Ulfshafen, all expert archers.

King Aranath visits periodically, but takes little interest in the mundane affairs of the settlement. The same might be said of the Prince of Nimfalas. He leaves the Jarin community to govern itself, and intervenes in their affairs only on their specific request.

The Jarin community is restricted to the eastern half of Rosear Island for landholding. A committee of seven elected aldermen govern this Jarin enclave. The most senior alderman serves as mayor and he acts as the chief civilian authority for the entire city when dealing with the outside world. The Jarin community maintains two companies of militia, who meet and train for one day every three months. When townsfolk have to deal with disorderly folk, (usually foreign seamen) the local militia remedy the situation.

ECONOMICS

Nearly all foreign trade for the kingdom passes through Ulfshafen. Sindarin glassware, jewelry and other fine artifacts produced in Elshavel are mostly brought downriver to Ulfshafen for export. The main imports are grain, rare minerals and gemstones, and exotic woods and oils.

Maritime trade is carefully controlled. Vessels registered at Ulfshafen are exempt from hawking tax and wharfage, which effectively eliminates competition from unregistered vessels. Registration is by royal invitation only – no fees are assessed. Obtaining an Ulfshafen registration is extremely difficult for foreigners.

As of 720, there are twenty vessels registered in Ulfshafen, eight by Sindarin, five by Jarin, and seven by foreign owners. Of the foreign vessels, two are from Aleath, three from Cherafir, one from Thay, and one from Janora in the Kingdom of Trierzon.

RELIGION

Siem is worshipped by the Sindarin. Most Jarin also follow Siem, although some are adherents of Ilvir or Peoni. There are no temples in the city; Jarin residents worship in their homes, while the elves attend ceremonies in the Taur-im-Aina. Visitors who worship Agrik, Morgath or Naveh are deported immediately (under pain of death should they return). Followers of other deities are tolerated, but must take care in expressing their beliefs. Spirituality in Evael is a personal affair. Uninvited sermons are considered extremely impolite.

ULFSHAFEN CITY MAP

Clan names are shown in brackets. The following symbols denote the makeup of clans:

[J] = Jarin [S] = Sindarin

1 CAER ULFSHAFEN

The seat of Gelarhun, the Prince of Nimfalas. The castle was originally a gift from the Khuzan King of Azadmere in 4817 BT, but much of the complex is of more recent construction. Veins of minerals and gemstones set into the walls are so brilliant "that the light of Nolomar is vested there". [a] Clan Alertane, ostler, [b] Clan Ephesion, weaponcrafter, [c] A marshalling yard during the Atani Wars, now used to train archers and militia, to host official gatherings, and as a marketplace to exchange valuable goods.

2 IANT LOME: Dusk Bridge

The sparkling waters of the Enorien River have often been championed as the source of the good health and youthful appearance of the Sindarin. A steady trickle of wealthy invalids voyage to Ulfshafen seeking the mythical benefits of the river. Some locals have been known to bottle the "Sacred Waters of the Enorien" and sell it for handsome prices to credulous folk.

3 TAUR-IM-AINA: Holy Grove

A sacred faerie circle where the elves take part in their worship of Siem and his follower Sweldre, *Prince of Stars*.

4 SINDARIN CAMPGROUND

Most elven visitors to Ulfshafen prefer to camp in this special area instead of staying at the inn. Talented harpers can be heard around the campfires, enchanting all with time to tarry.

5 ELENLINGAL: Singing Starlight Amphitheater

The Sindarin stage performances at this beautiful amphitheater throughout the year. A play dedicated to the deity Sweldre has been the highlight piece for almost two centuries, but other remarkable productions are staged here as well.

6 AELIN-TINEN: Sparkling Fountain

The seven streams of the fountain rise a hundred feet into the air and can be seen from Rosear Wharf. Four arches surround the fountain and glorify the seasons: (a) Arch of Spring inset with emeralds; (b) Arch of Summer inset with gold; (c) Arch of Autumn inset with amber; and (d) Arch of Winter inset with silver. Taking more than a handful of the water from the fountain is considered improper and strongly discouraged.

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ULFSHAFEN 4

7 THE RIVER SONG (Bavienlas [S])

Size: 9 Quality: 5 Prices: very high

Clan Bavienlas caters almost exclusively to Sindarin, although a few Jarin with close ties to the Sindarin also frequent the inn.

8 OSTLER (Chelraen [S])

Stables for Clan Chelraen animals used to transfer goods between Ulfshafen and Elshavel. The Chelraen are always invited to attend the Festival of Amar. They usually attend although they believe the festival makes too much fuss over one of their lesser members.

9 MIRRAN WHARF

A Jarin market is open on the wharf from dawn to noon each day, holidays excepted. The market is a social center to the city. Much more than just goods can be found here for those wishing to learn about the less public happenings in Ulfshafen.

10 BOATHOUSE

The boathouse can accommodate five or six 30' to 40' vessels undercover. Most Sindarin boats are owned by Clan Rhynis and are used to move goods up and down the Enorien, Kald, and Wend rivers. Clan Rhynis provide the pilots for most voyages to the "Blessed Realm".

11 SHIPWRIGHT (Rhynis [S])

Size: 9 Quality: 5 Prices: very high
The Sindarin that set sail for the Blessed Realm leave exclusively from Ulfshafen. Clan Rhynis and Clan Idain (Elshavel #13) have always built the ships that voyage to the realm of Siem, an honor they fulfill with humble pride.

12 BONDING HOUSE

The bonding house charges 4% per month and generally only contains high value items.

13 HARBORMASTER

The residence of Algarn Rhynis when he is not walking the docks and attending to ships in port. The harbormaster maintains a beacon on the north pier (a) to guide ships into the harbor. Algarn has built and keeps wood models of all twenty vessels registered at Ulfshafen in his residence, partly as a hobby, partly to guard against false papers.

14 CARTOGRAPHER (Keleb [J])

Size: 9 Quality: 5 Prices: very high

Stemys of Keleb draws excellent charts of the Hârnîc Isles, and many pilots revere his expertise. Stemys learned his skills from Clan Swithil (Elshavel #23). Stemys has spoken of wonderful maps he saw at the Starfollower Helmsman (Elshavel #11). One of his journeymen ponders what their value might be in a foreign port.

15 MERCANTYLER'S HALL

Due to the barter nature of the Sindarin economy, the Ulfshafen Mercantylers' Hall is unlike most others on Hârn. Captains of ships and local merchants gather here to exchange goods or negotiate cargo rates, handled mostly by handshakes and oral agreements because everyone involved is known and respected. Between Sindarin and Jarin, only barter is used; between Jarin and other humans, some cash is used. Promissory notes are extremely rare and likely to be heavily discounted if presented.

The four mercantylers of Ulfshafen operate what amounts to a cartel. They have a universal dislike for Wyllin Mabras (Elshavel #32). They are even more annoyed by the success of Celedyn of Amafa from Melderyn, a foreign mercantylers who recently obtained registration of his vessel "Celedyn's Fancy" in Elshavel. This coveted prize is something the four Ulfshafen merchants have sought for many years without success.

16 APOTHECARY/PHYSICIAN (Garis [J])

Size: 5 Quality: 5 Prices: very high

Pirlen of Garis is very close with clan Swaern (Elshavel #30). Pirlen often travels to the capital to work with them.

17 WEAPONCRAFTER (Edwynas [J])

Size: 3 Quality: 5 Prices: very high

Dwythe of Edwynas specializes in intricately woven mail armor of Sindarin design. He recently sold a mail shirt with an eagle head woven into the back for £9 to a visiting knight from Kanday.

18 FISHERMENS' CLAN HOUSE

A fishmarket is held daily on nearby Rosear Wharf.

19 POTTER (Perrisa [J])

Size: 7 Quality: 4 Prices: high

20 METALSMITH (Ewyain [J])

Size: 4 Quality: 4 Prices: high

Leritel of Ewyain's father recently passed away leaving him in charge of the workshop. The young man marvels at the creations of the elves and wishes to learn more of their skills.

21 GLASSWORKER (Quarelin [J])

Size: 3 Quality: 5 Prices: very high

Ryke of Quarelin learned his skills from Clan Tinele (Elshavel #17). He is among the finest human glassworkers on Hârn.

22 CLOTHIER (Borinas [J])

Size: 5 Quality: 4 Prices: high

23 LOCKSMITH (Aealth [J])

Size: 2 Quality: 4 Prices: high

Tyras of Aealth does a fine business selling unique locks to local Jarin. He is concerned for his son's lack of interest in finding a bride and settling down.

24 MERCANTYLER (Faalith [J])

Size: 6 Quality: 4 Prices: high

Pyter of Faalith owns two Sindarin built ships. The clan has resided in Ulfshafen for nearly 900 years.

25 WOODCRAFTER (Heb [J])

Size: 4 Quality: 4 Prices: high

26 CHANDLER (Hebyrn [J])

Size: 6 Quality: 3 Prices: high

27 SALTER (Nefel [J])

Size: 3 Quality: 4 Prices: high

Jynas of Nefel is often openly outspoken about elves when in his cups. He would gladly leave if someone would buy his business. Jynas frequents the Homeward Sail and is close friends with Darlson of Gamisal (#31).

28 WOODCRAFTER/TOYMAKER (Indestrel [J])

Size: 9 Quality: 4 Prices: high

Clan Indestrel produces exquisitely carved masks and toys made from imported rare woods. He exports many of his creations to Cherafir. He also has a contract to provide masks and puppets to the elven theater. His young son, Dugyn, age 10, spends most of his time running errands for his father.

29 MERCANTYLER (Libaneron [J])

Size: 8 Quality: 4 Prices: very high

Bryn of Libaneron sends his ships on long voyages to secure rare metals and woods for the Sindarin. The Libaneron clan has lived in Erael for over 700 years. Bryn's grasp of the Sindarin culture and language is among the best in Ulfshafen.

30 JEWELLER (Faeferin [J])

Size: 4 Quality: 4 Prices: very high

Tyd's daughter frequents the Homeward Sail and he often appears at the inn to escort her home.

31 EMBALMER (Gamisal [J])

Size: 2 Quality: 4 Prices: high

Darlson frequents the Homeward Sail and often needs assistance finding his way home. He married a young woman from Geldeheim, but she recently fled aboard an outbound ship.

32 PERFUMER (Paderon [J])

Size: 3 Quality: 4 Prices: high

Jari of Paderon has recently taken over the family business after the death of her father.

33 MERCANTYLER (Erdhilt [J])

Size: 5 Quality: 4 Prices: high

Hynrae of Erdhilt imports rare gems from all over Lythia for Sindarin customers.

34 MASON (Wyren [J])

Size: 2 Quality: 4 Prices: high

Clan Wyren are devoted followers of Ilvir. They believe some stonework at Pesino was created by Ilvir, who is sometimes known as the *Serpent that Dwells Below*. Some clansmen have made a pilgrimage to Araka Kalai.

35 LITIGANT/SCRIBE (Aamis [J])

Size: 4 Quality: 4 Prices: high

Tyela of Aamis trained as a herald at the Silver Harp in Elshavel for some years, but then decided to study law. Her family has resided in Ulfshafen for many centuries and she is well versed in local Jarin history.

36 MILLER/MILLWRIGHT (Dryendis [J])

Size: 7 Quality: 4 Prices: high

Yarl of Dryendis has an ox-powered mill. He grinds oats, wheat and barley from imported grains – flours and breads are expensive in Erael. The miller has often petitioned the Prince of Nimfals for a grant of land to grow local grain for the Jarin. All such requests have been politely declined.

37 MERCANTYLER (Charsin [J])

Size: 6 Quality: 3 Prices: high

Clan Charsin arranges shipments from the ports of Aleath and Cherafir. They also have contacts at Trobridge Inn and the interior of Hârn, including Azadmere. Clanhead Bryn organized a shipment of thralls from Orbaal two years ago and seeks to repeat the endeavor. Clan Charsin are devout followers of Ilvir.

38 THE HOMEWARD SAIL (Joyle [J])

Size: 6 Quality: 4 Prices: high

The clientele is a mixture of townsfolk, merchants, and seafarers. Plans are given next page.

39 Seamans' HOSTEL (Joyle [J])

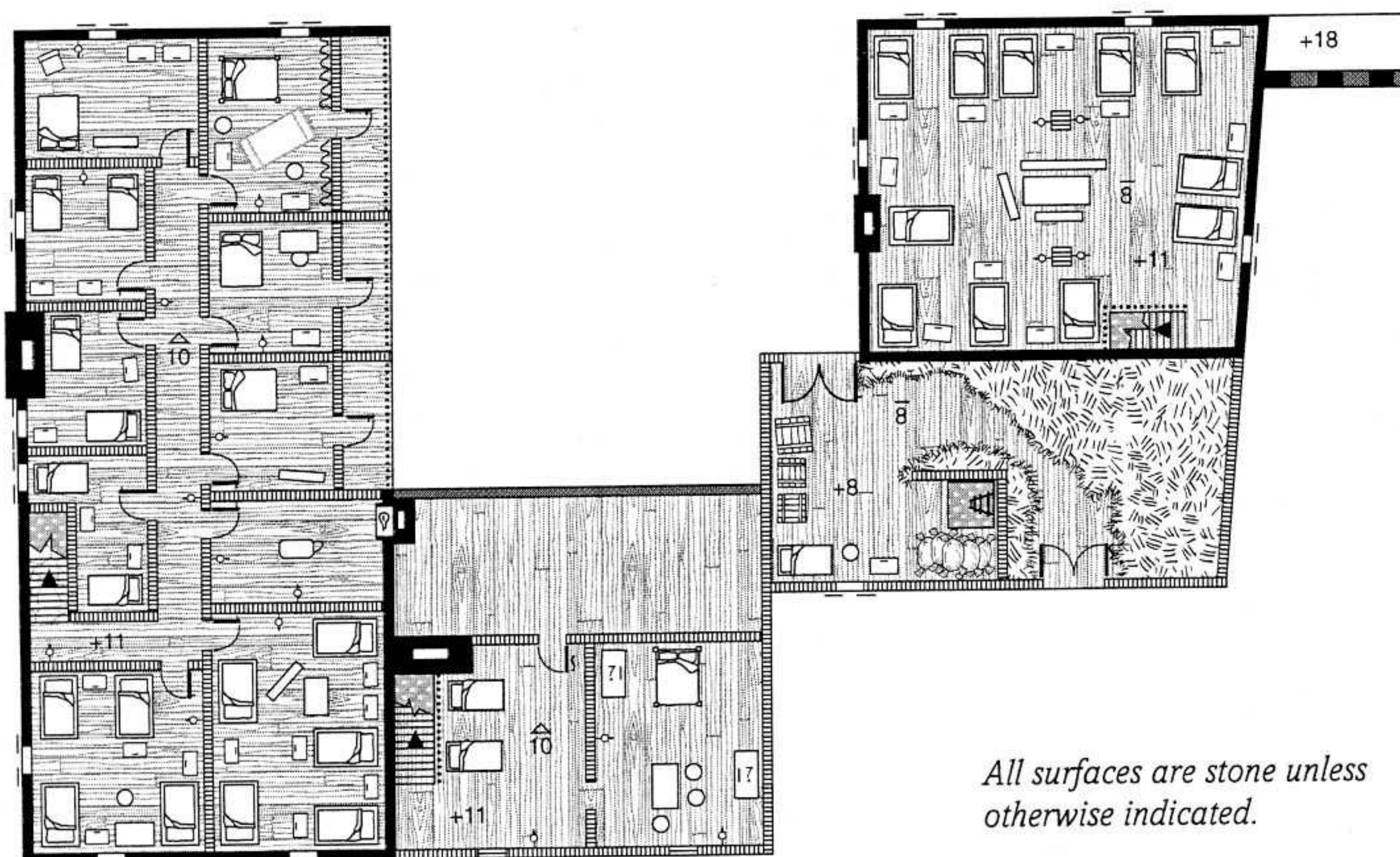
Size: 4 Quality: 4 Prices: average

A hostel for seamen, but open to anyone seeking cheaper accommodation. Plans are given next page.

ULFSHAFEN 6

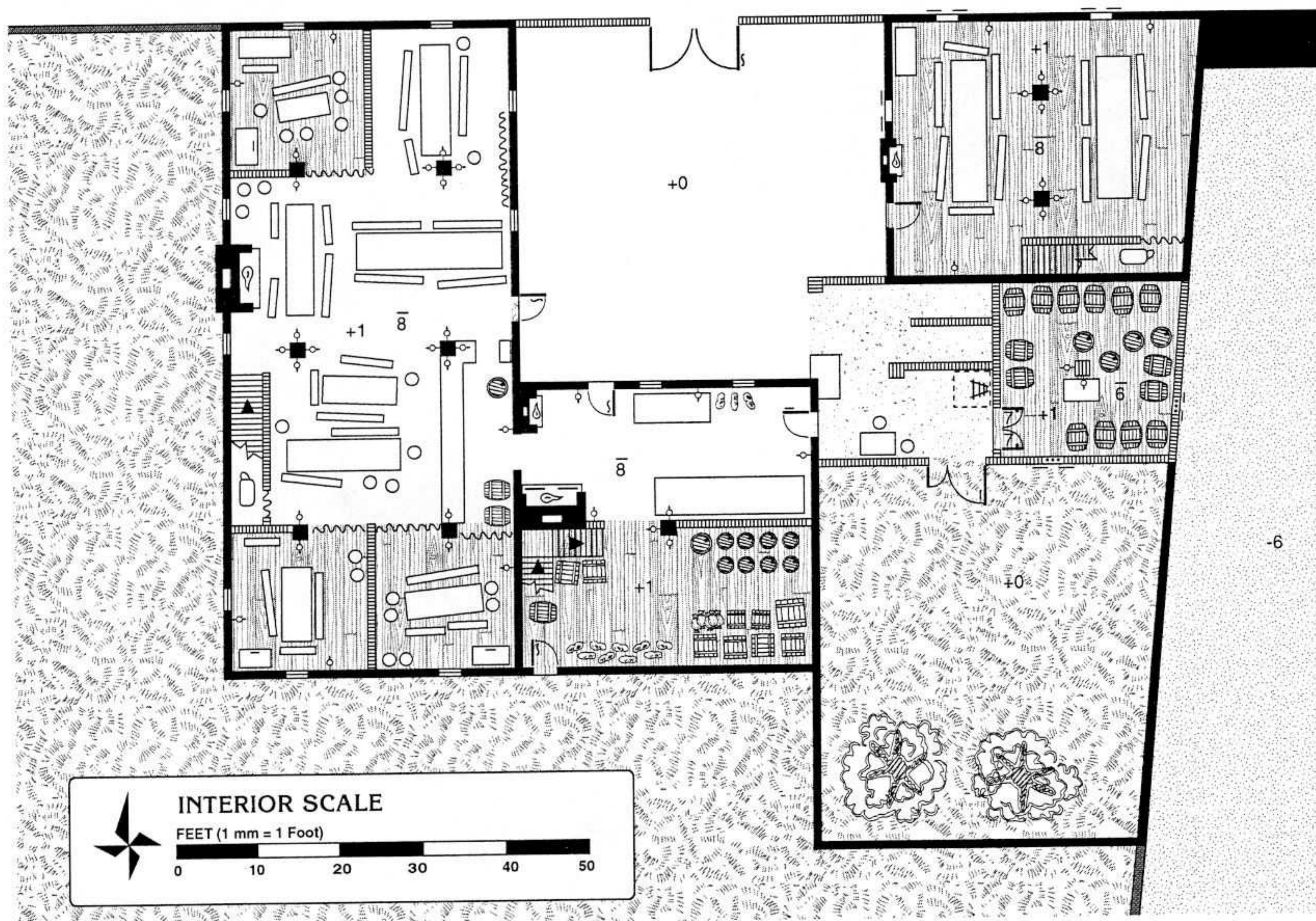
THE HOMEWARD SAIL

UPPER FLOOR



All surfaces are stone unless otherwise indicated.

GROUND FLOOR



INTERIOR SCALE

FEET (1 mm = 1 Foot)

0 10 20 30 40 50

#38 THE HOMEWARD SAIL

One of two inns in Ulfshafen, and the only one in the Jarin community, Ranael of Joyle's establishment is always full. His business is furthered by the presence of the Seamans' Hostel next door.

Ranael is 48, a witty and good-humored man of five foot seven with a portly build. He keeps his black hair long and braided, which highlights his brown eyes. Though his establishment offers none of the coarser pleasures that lonely sailors enjoy, most foreigners who have quaffed a pint and ate in his common room have considered themselves well fed, and well entertained by his tales and jests. Ranael understands the desires of many sailors to drink and make merry and is tolerant of rambunctious behavior that does not result in breakage or violence. He is quick to evict anyone bent on causing trouble.

Sindarin rarely visit the inn, and when they do, usually pretend to be humans. Local Jarin respect the elven desire for anonymity and casual observance. Foreigners asking too many "where's the elves?" questions generally have their cups run dry.

On most nights talented Jarin minstrels and story-tellers entertain customers. They typically give performances that are unforgettable to sober patrons. For those interested in wagering, the game *Eder's Cage* (see sidebar) is popular and players are easily found.

Like most innkeepers, Ranael is a master brewer, producing a light, heady beer, and a darker, pleasantly bitter ale. Both are excellent, but neither travels well. Ranael also produces very good fruit wine and brandy.

The outer walls are made of cut stone and most of the interior walls are wood frame construction. A common room, a kitchen and pantry, and three curtained rooms for private parties fill the ground floor.

The second floor guest rooms have small balconies that overlook the courtyard. Ranael's chambers are in the northwest wing of the building, while his two sons sleep in the antechamber. Ranael's wife died in 719 and he wears a black mourning band in her memory. He has no desire to re-marry.

#39 SEAMANS' HOSTEL

The connected building is a Seamans' Hostel, but is open to anyone seeking cheap accommodation. The lower floor has a dining hall and common room, but food is prepared in the kitchen of the Homeward Sail. The Eleven triple bunks fill a dormitory on the upper floor. Prices for lodging are less than half the inn's standard tariffs.

The hostel is managed by Mykael of Joyle, Ranael's younger brother, who resides in one of the guest rooms in the inn. Mykael is 41 and of similar appearance and humor to his brother. He recently married Cemelyne of Tamel, 23, whom he loves with great passion. Mykael purchased her from a Golotha slaver four years ago on a journey to find a mate. Cemelyne had been sold into slavery by her impoverished family.

Although pleased to be free, and fond of Mykael, Cemelyne chafes at the quiet life in Ulfshafen. This has made her somewhat shrewish. Her periodic rages hurt Mykael deeply, but her antics entertain the patrons.

GAME OF EDER'S CAGE

This game has been played in the Homeward Sail for over five centuries. Visiting seamen have made different versions and designs of the game box and during the last century it has appeared in taverns across Hårn.

The Homeward Sail has five beautifully crafted game boxes for common use, the product of Clan Indestrel's skill. Ranael expressly forbids betting of large amounts, since he knows well the stories of players destroying taverns after losing a month's wage on a throw of the dice. A round of drinks is the customary wager.

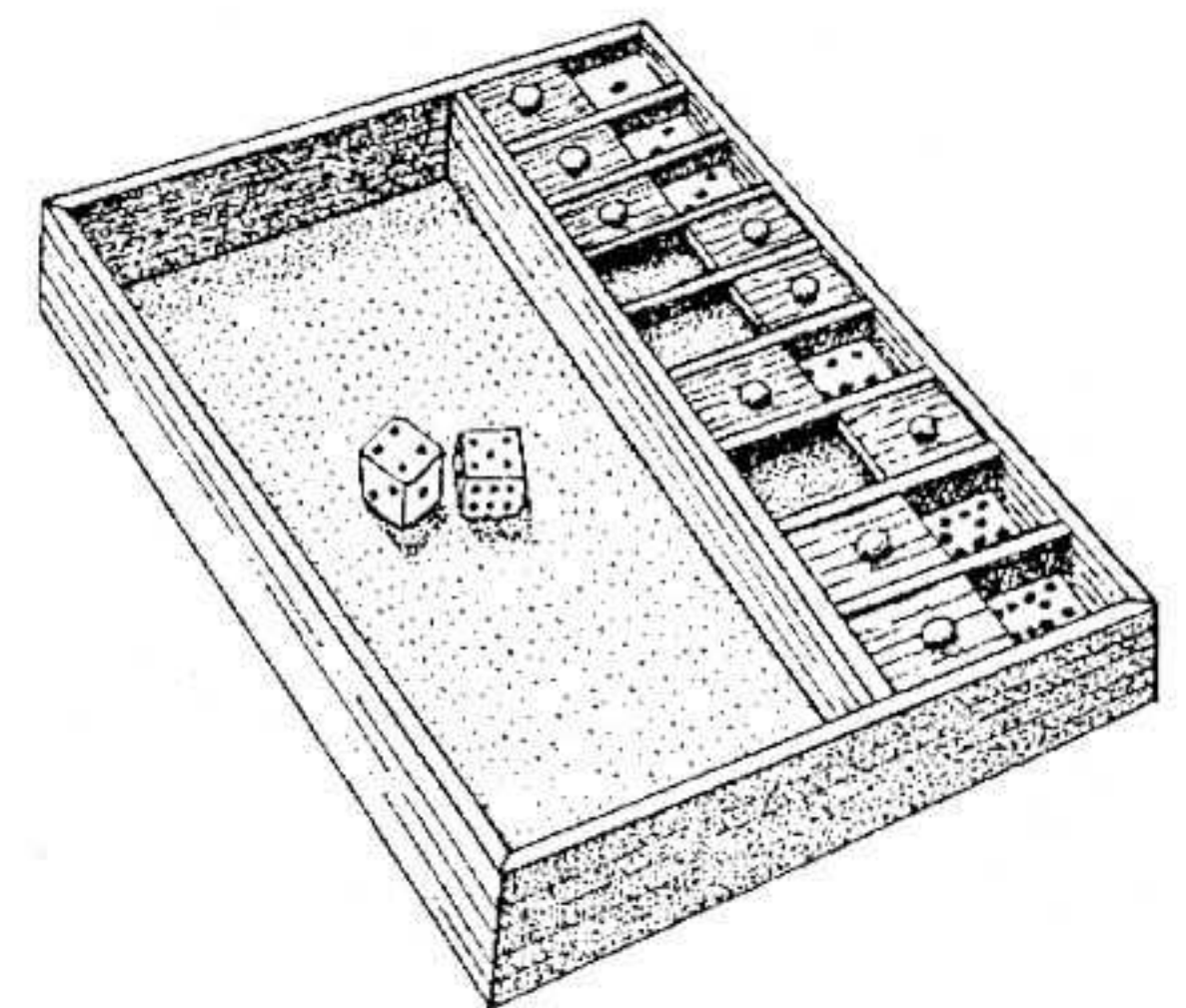
Game Rules

Any number can play at one time. Each player in turn throws two dice and uses his score to cover individual numbers on the dice or their sum. That is, a throw of three and four allows the player to cover the numbers three and four or the number seven.

The player continues his turn by throwing again, but if he cannot shut a box his turn ceases and the sum of the numbers that remain uncovered is counted against him. The board is cleared (by opening the boxes) and the dice are passed to the next player.

If all numbers are covered, the player passes the dice to the next player and has no points against him. This is referred to as "locking the cage".

If a player accumulates forty-five points or more he is out of the game. The last player left in the game is the winner.



ULFSHAFEN 8

THE JARIN OF EVAEL

The Jarin residents in Ulfshafen and Elshavel are considered full citizens of the kingdom and are free to travel as they wish. Centuries of living in close contact with the elves has given them many facets of the intangible Sindarin otherworldliness (at least to outsiders).

The small size of the Jarin community in Evael forces them to sometimes seek mates abroad. It is a tradition among adventurous young men to travel abroad and find a wife, although many never return. Jarin slaves can be sold as brides in Ulfshafen, provided they are immediately given their freedom. Most of the slaves are from Orbaal. The tales they bring of Jarin oppression in the northlands saddens everyone. Ivinian visitors to Evael are unwelcome.

Treatment of Visitors

Although the Jarin and Sindarin residents of Ulfshafen are friendly and gracious hosts, they do not wish to have outsiders freely traveling within Evael. Visitors are restricted to the Jarin section of town (east of the castle). None may cross the Dusk Bridge except by invitation from a Sindarin clanhead, who must then provide an escort to "guide and protect".

Unknown ships arriving at Ulfshafen are watched carefully, although their passengers and crews are treated with courtesy and politeness at all times. The watchful eye of the Sindarin within their realm is masked by their gracious hospitality.

Foreign ships cannot pass upriver to the capital city without a special passport issued in the king's name by the Prince of Nimfalas. These passes are rarely given, and rarely sought given the exorbitant expense of docking at Elshavel.

Festival of Amar

The Jarin population celebrates the founding of their colony with an annual festival held during the first week of Azura, the first month of autumn. During the festival, all normal business ceases. The festival honors Amar the Farsighted and his Sindarin wife Halisiel Chelraen, whose efforts resulted in the founding of the human settlement in Ulfshafen eighteen hundred years ago.

Great open air feasts are held near Mirran Wharf, along with various sporting contests, dancing, and merriment. It is also a favored time for Jarin marriages. On the last night of the festival a small boat bearing life size dolls of Amar and Halisiel is put into the Enorien River and allowed to drift to the sea. This symbolizes the legend that Halisiel sailed for the Blessed Realm with Amar's body after his death.

During the festival, the Jarin residents of Ulfshafen often wear elaborately decorated masks, representative of Amar and Halisiel. Buildings are decorated with ribbons and flags, flowers are strewn on the waters of the harbor, and the normally sedate Jarin seem almost frenzied and ecstatic. Foreigners in town are welcome to enjoy the unrestrained revelry.



esino is a site of Earthmaster origin, located in the western Shava Forest, within the borders of Evael. The Sindarin, who have explored the site extensively, found the Earthmaster artifacts here to have alarming potency. They sealed the site with enchantments and have since patrolled the surrounding area to intercept trespassers.

HISTORY

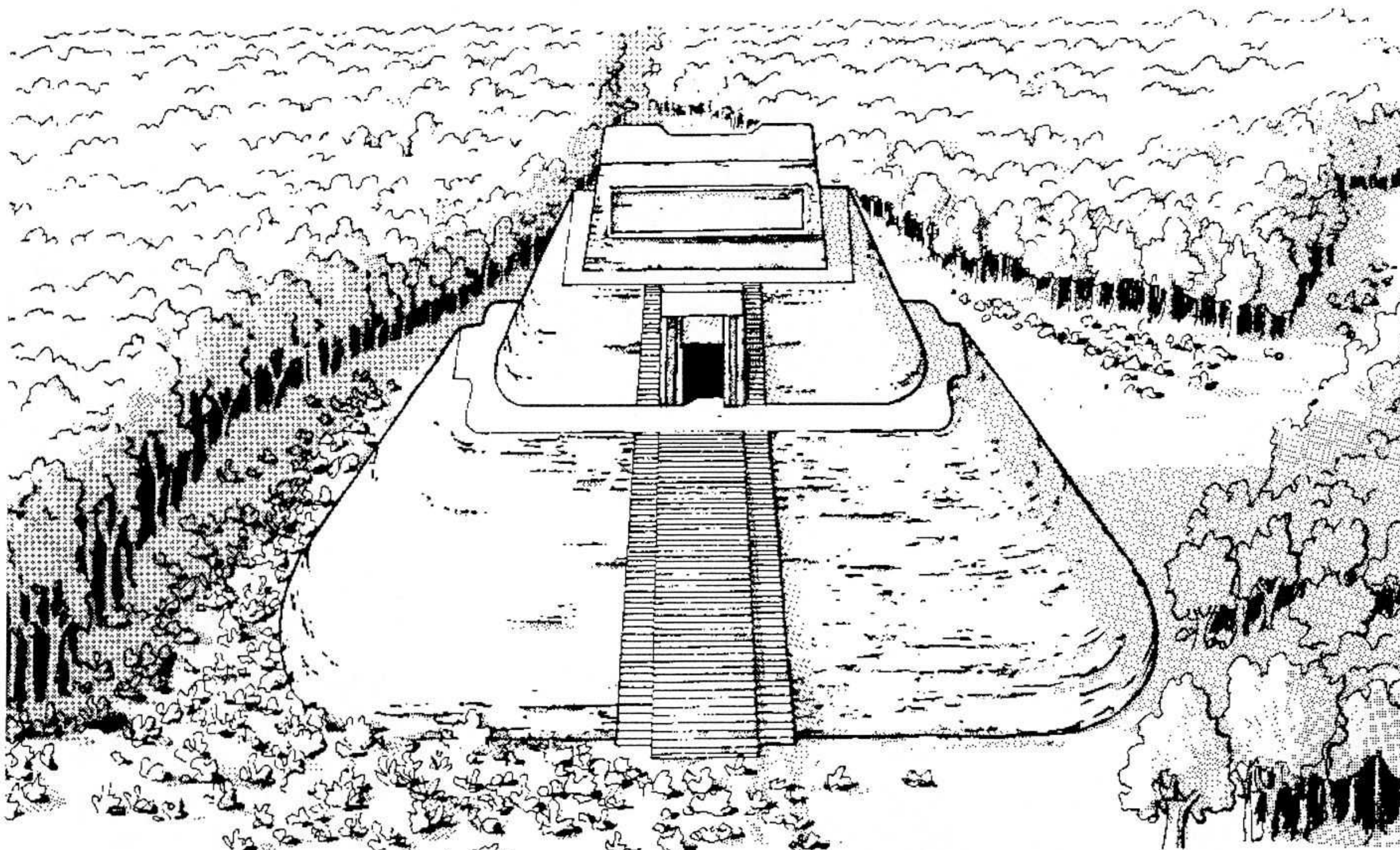
Pesino was originally built by the Earthmasters who departed Hârn over fifteen millennia ago. If the extent of the ruins is any indication, this was their largest settlement on the planet. The visible structures cover several square miles and they are connected by a vast network of tunnels.

It is a recognized theory that the Earthmasters left Kethira around 15,000 years ago. Their reasons for doing so are unknown, although it is often speculated that climactic or geographical changes precipitated their departure. Scholars believe that a series of cataclysms resulted in Hârn becoming separated from the Lythian mainland around this time. Why this would have caused the Earthmasters to leave the planet is obscure.

A more arcane theory favored by some mages is that the departure of the Earthmasters opened a door or portal to another world, possibly Yashain. Proponents of this theory speculate that during this five thousand year period various bizarre creatures arrived on Hârn, either through the Godstones or through natural "gates" with other worlds. This theory has been used to explain the existence of strange phenomena on Hârn, including the deity Ilvir, the Ilme Mere-Dragons, and other unusual life forms.

CHRONOLOGY

- 15,000 BT: Earthmasters abandon Pesino.
- 14,000 BT: Lords of Tirnanog (?) rule Pesino.
- 10,000 BT: Sindarin reach Hârn.
- 9,500 BT: Sindarin discover Pesino.
- 7,000 BT: Khuzdul appear on Hârn.
- 6,700 BT: Pesino is the major trade center of the Elder Folk.
- 1,300 BT: Jarin arrive on Hârn.
- 900 BT: Atani Wars begin.
- 683 BT: Battle of Sorrows. Pesino abandoned.
- 1 TR: Tuzyn Reckoning calendar adopted.
- 110 TR: Empire of Lothrim the Fowlspawner begins.
- 113 TR: Sindarin protect and seal Pesino with enchantments.
- 708 TR: Human mage Hajina of Trelath begins to explore Pesino.
- 720 TR: Present Day.



PESINO 2

The mage Barasi, who is credited with inventing the theory of natural correspondence points between worlds, surmised that Pesino had a special relationship to the Lost Years. His writings, dating from the fourth century BT, indicate a belief that some of the structures at Pesino were the creation of beings that arrived on Hârn between the departure of the Earthmasters and the arrival of the Sindarin. Barasi speculated that these builders – whom he called the “Lords of Tirnanog” – abandoned Pesino when the elves arrived. The origin of the name Tirnanog has yet to be discovered. Barasi's logic is complex and obscure, but has a significant following among the mages of Cherafir.

The Codominium

The elves discovered Pesino soon after their arrival on Hârn. The Sindarin did not experience their normal discomfort near the Pesino godstone. They explored the site extensively and found various artifacts, presumably of Earthmaster origin. Some of these were removed and the Sindarin may also have sealed a few tunnels.

When the Khuzdul arrived on Hârn they established close ties with the Sindarin. By 6,700 BT Pesino had become the major trading center between the two elder peoples, due in large part to Godstone access between Kiraz, Azadmere, and Pesino. The properties of Godstones do not allow for the transportation of inorganic materials, but Pesino's Godstone was still an effective means of communication.

Khuzdul masons constructed the main trading site. They built the fountain, market square, and the towers. The Sindarin also built several structures, including the palace and clanhouses.

Pesino flourished for over six thousand years, while dwarven and elven artisans traded the products of their skill and exchanged techniques and knowledge in the shadows of the towering ancient structures. After the Jarin migrated to Hârn around 1300 BT, some were allowed to journey to Pesino and study.

The invasions of Hârn by Lythian barbarians, known as the Atani Wars, culminated with the Battle of Sorrows in 683 BT. Although the Lythians were defeated, King Daelda suffered a mortal wound, and the Sindarin withdrew to the Shava Forest. The Khuzdul regarded this retreat as craven betrayal. Unable to fight the Lythians alone, they withdrew to their mountain strongholds. Before leaving Pesino, the Khuzdul destroyed many parts of the trading center but left the elven structures intact.

The Enchantment

In the first century TR, the tyranny of Lothrim the Foulspawner, renegade Grey Mage of Melderyn, dominated central Hârn. Lothrim was obsessed by the Earthmasters and sought their artifacts. Although he sent expeditions to several Earthmaster sites, fear of the Sindarin prevented him from attempting to explore Pesino for many years. Finally, in 112, he sent an expedition into the Shava Forest. No report ever returned to Lothrim, but it is believed the adventurers perished at the hands of the elves.

Realizing that other adventurous men soon would follow, King Aranath laid a powerful spell on the ruins, sealing the Khuzan and Sindarin buildings with stone and magic. A permanent watch was set upon the site, a task performed by Clan Diendriel to this day.

THE EARTHMASTERS

Almost nothing is known of the Earthmasters, a high civilization that once ruled the entire planet of Kethira. Legends tell of an empire flourishing on Hârn 15,000 to 20,000 years ago. Surviving murals portray a variety of creatures which could mean there were several species involved, or perhaps the Earthmasters were shapechangers. Sindarin legends claim the Earthmasters could travel vast distances instantaneously, change the weather, and control the minds of lesser creatures.

Stories of the Earthmasters are so incredible that their very existence could be easily dismissed were it not for the sites and artifacts they left. Scattered across Hârn and elsewhere are mysterious ruins, and considering their antiquity, it is remarkable that anything survives at all. Known sites tend to be remote and physical evidence of roads linking them has never been found. Although above-ground remains tend to be poorly preserved, most sites have extensive and well-crafted underground chambers and tunnels.

Known Earthmaster sites have been repeatedly sacked and several outstanding artifacts have been secured by persons of power. The most enduring and mysterious artifacts of all are the Godstones found at all Earthmaster sites.

Approximately 15,000 years ago the Earthmasters suddenly vanished from the face of Hârn. Their departure remains a subject of uneasy conjecture. Why did they leave? Where did they go? Will they return? Some have claimed that the Earthmasters never left, but merely withdrew to the Isle of Melderyn where their descendants reside to this day.

The Present Day

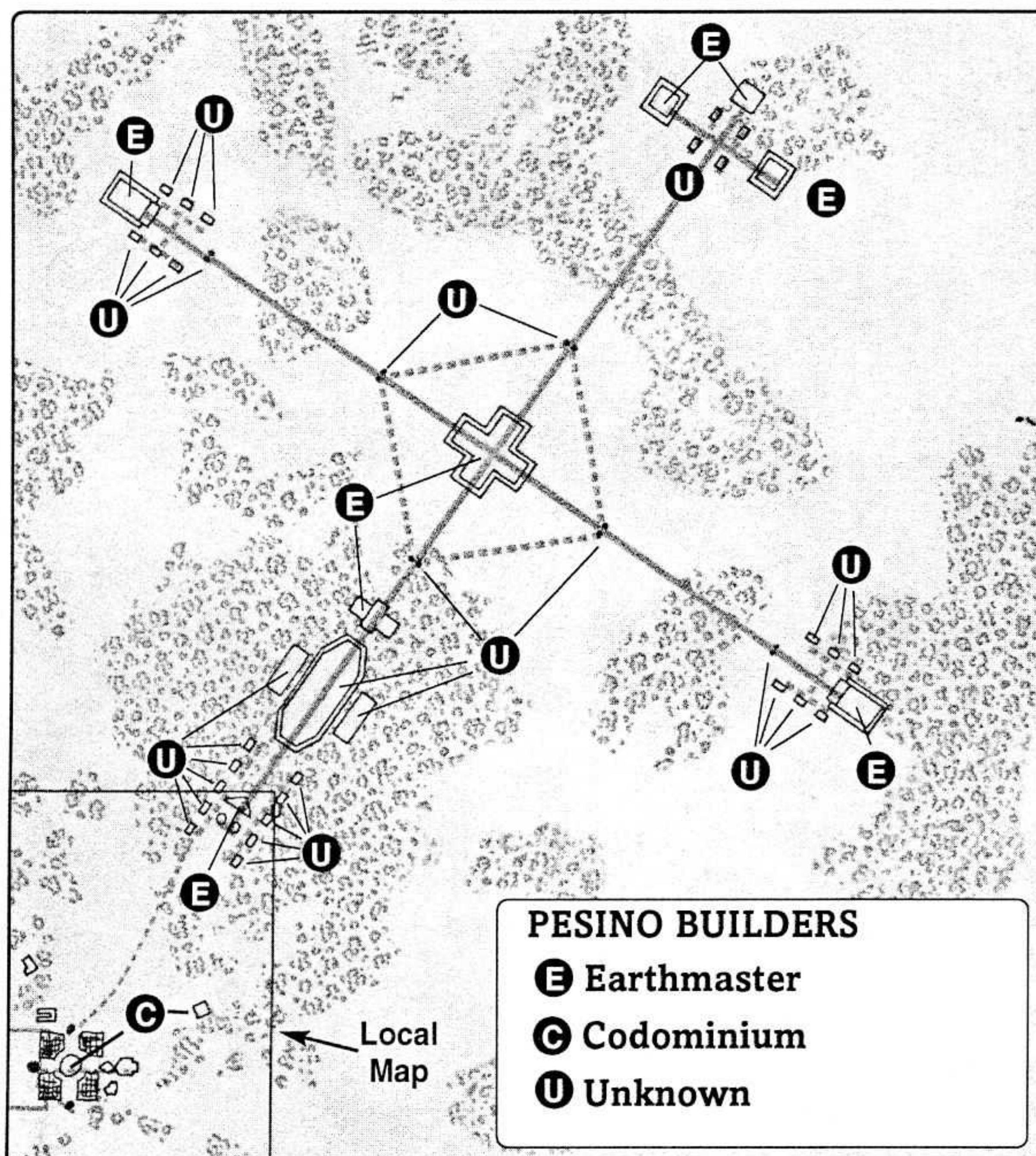
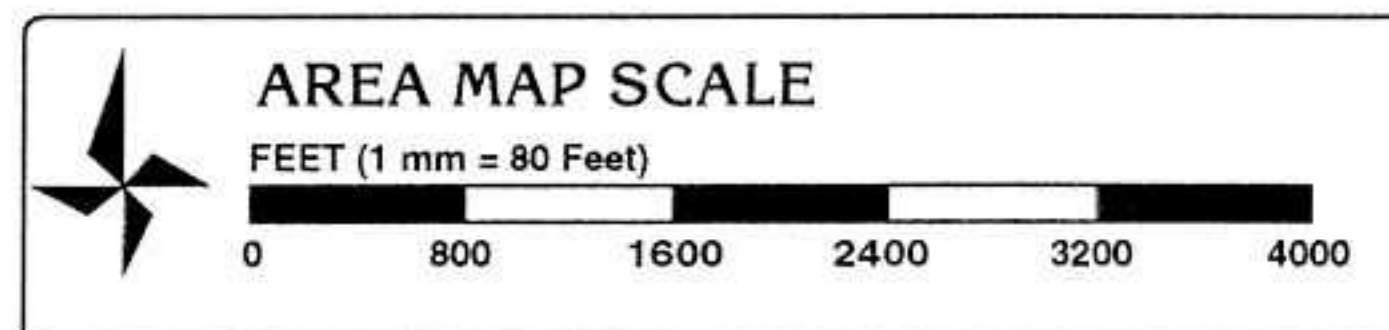
Occasionally, adventurers are lured by tales of riches and mystery at a "city of pyramids and fountains" and have sought out Pesino. Foreigners require a royal decree to visit Pesino and such are rarely granted.

Since 708 the human mage Hajina of Trelath has dwelled at Pesino. She prevailed in her efforts with King Aranath to study the unsealed Earthmaster structures. Hajina is from the city of Berema in the kingdom of Emelrene on the Lythian mainland. She has ties to the Guild of Arcane Lore in Melderyn and her two assistants hail from Cherafir. To date she has discovered little that was not already known.

Hajina appears as an attractive dark haired woman in her late thirties. Her real age is closer to sixty and she uses arcane arts to modify her appearance. Her younger assistants are also accomplished mages. The three women jealously protect the site and will report any trespassers to the elves.

Hajina is seldom absent from Pesino, although she occasionally travels to Elshavel to confer with members of the Valpalen, King Aranath's advisory council. She hopes, one day, to be allowed to explore the sealed buildings.

PESINO AREA

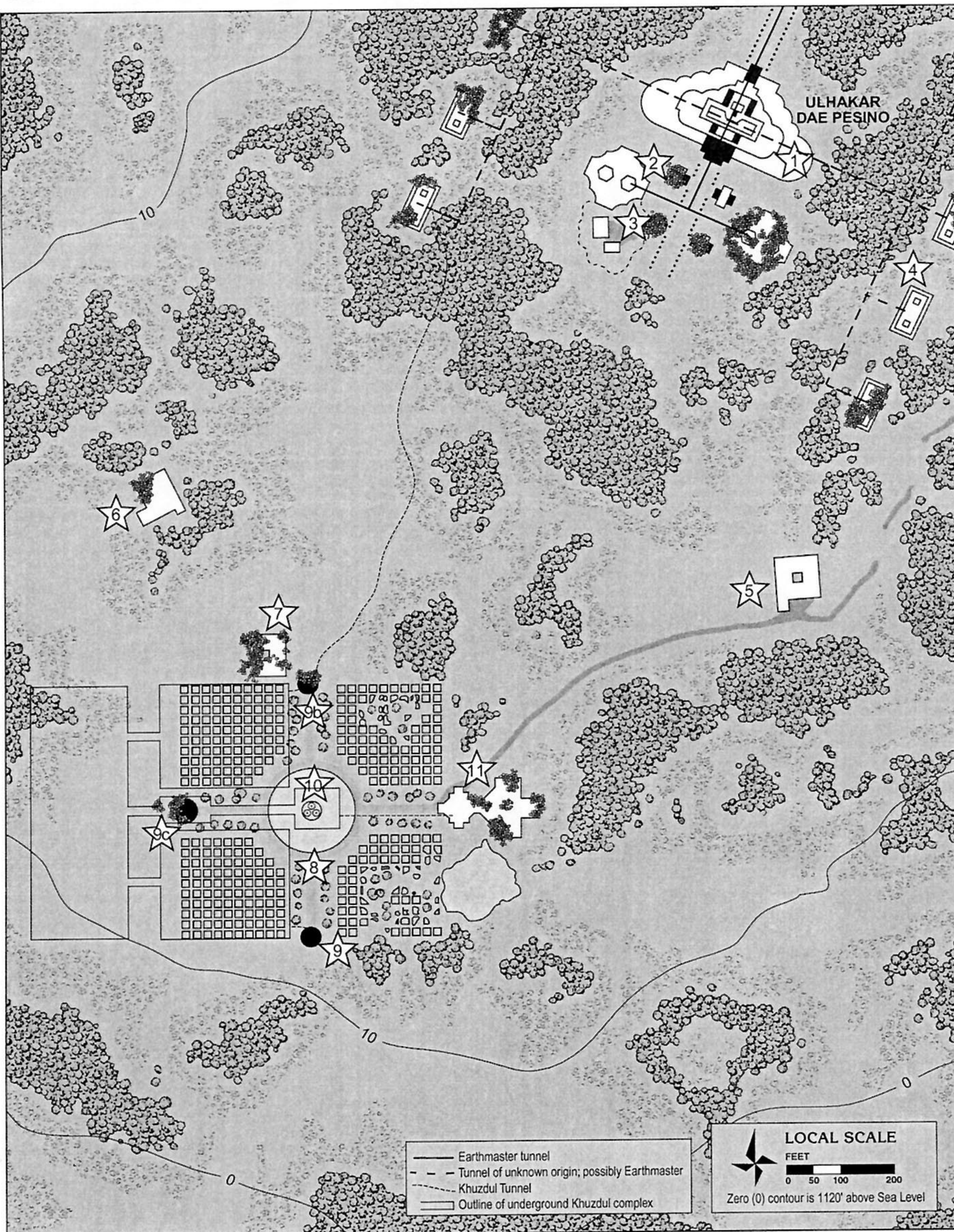


PESINO 4

GM MAP

PESINO 4

GM MAP



1 ULHAKAR DAE PESINO

The Pyramid of the Godstone. This building is mainly of Earthmaster construction although it is possible that some of its features are later additions. See Pesino 6 for details & plans.

2 HOUSE OF GOSSAMER

This building appears to float above the ground when viewed from a distance; it is actually supported by twenty-five pseudostone pillars. The ruined building to the east was identical until its collapse in 412. There is no evidence that the surviving building is in danger of a similar catastrophe. See Pesino 12 for details & plans.

3 HOUSE OF HAJINA

The human mage Hajina resides here with her two assistants, Shalene of Laden and Marsyle of Chambrin. The larger building contains Hajina's sleeping quarters and her workshop. Shalene and Marsyle are quartered in the smaller building. For the last year Hajina has been concentrating her efforts within the *Ulhakar Dae Pesino*, particularly in the *Pit Chamber*. Shalene and Marsyle have been primarily working in the *House of Gossamer* and the *Halls of the Saurians*. The fence surrounding the compound encloses a few domestic fowl. Most other food is supplied by the elves.

4 HALLS OF THE SAURIANS

There are a total of ten Halls (the remaining four extend off the local map to the northeast). Most are in ruins and this building is the only complete structure remaining intact. See Pesino 11 for details & plans.

5 HOUSE OF THE VIGIL

The house of Clan Diendriel, the Sindarin family charged with the ongoing watch of Pesino. There are always four to twelve elven guards in the vicinity. The clan head is Lemri Diendriel, a male elf with flowing blond hair and jade green eyes. Lemri is one King Aranath's most trusted servants and a highly competent archer and swordmaster.

6 HOUSE OF CLAN LITHLIN

Before elven abandonment of Pesino in 113, this was the clanhouse and workshop of Clan Lithlin, perhaps the finest glassworkers ever to exist. Teleren, the founder of the clan, produced artifacts of incredible beauty and powerful enchantment that have yet to be matched. Teleren was killed at the Battle of Sorrows in 683 BT and Clan Lithlin left for the Blessed Realm soon after.

7 HOUSE OF CLAN TOLARIEL

Another Sindarin clanhouse abandoned after the Battle of Sorrows. Alorin Tolariel was particularly skilled in the art of crafting weapons. He shared vast amounts of knowledge with Khuzdul weaponcrafters and both peoples benefited from the exchange. At the time of the Battle of Sorrows, Alorin was a close friend of Raldir Farizhald, a brilliant dwarven weaponcrafter, whose tale is told on Pesino 13.

8 THE MARKET SQUARE

This square was the main trading site in Pesino during the Codominium. Each of the huge flagstones (16 feet by 16 feet) is intricately carved with patterns of obscure significance. The square is divided into four quarters by tree-lined avenues. The trees themselves are of great age and are said to have grown from seedlings gathered in Faya, the elven realm on Yashain. At an average height of 225 feet, the trees form vaulted cathedral groves beneath their majestic branches.

9 TOWER OF GLITHORIEL

The only standing tower of the three built by the Khuzdul during the Codominium. Over five stories high, the Tower of Glithoriel was apparently a gift to the Sindarin. The sister towers of *Kydzhar* (9a) and *Drolagar* (9b) were occupied by the dwarves and destroyed by them when they left Pesino after the Battle of Sorrows. The parting words of the Khuzdul are carved on the foundation stones of the Tower of Kydzhar.

"As these stones are shattered, so are the bonds between Khuzdul and Sindar. Let them lie until the end of days as reminder of the betrayal of friend by friend."

All three towers and connecting tunnels were sealed with stone and enchantment by the elves in 113 TR.

10 AZHULDUR FOUNTAIN

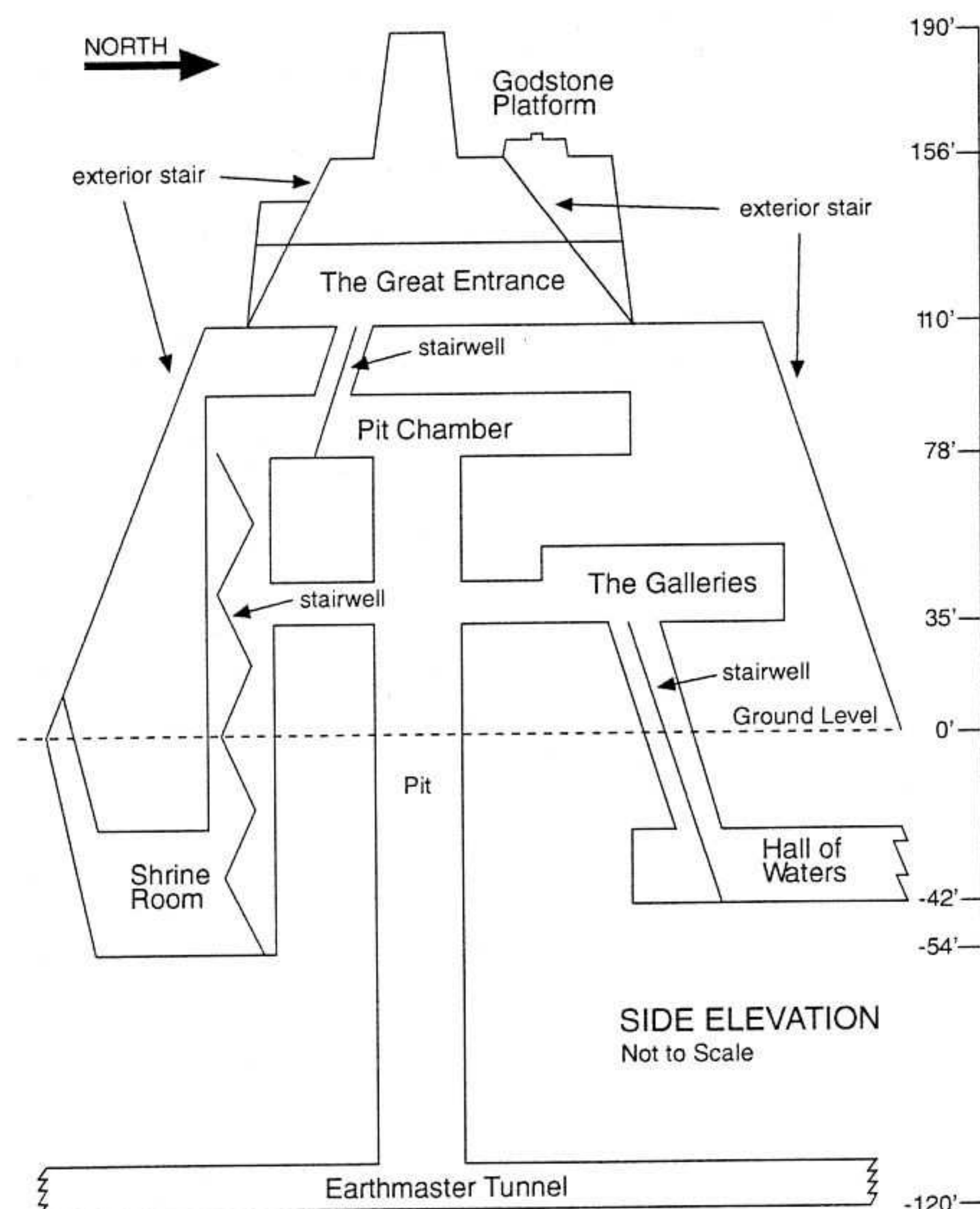
Built by the Khuzdul artisan, Azhuldur of Barazar (with consultation from Teleren Lithlin), the fountain's three streams burst through a faceted crystalline globe, that refracts light with exquisite beauty. Sindarin believe that if one gazes within the waters of the fountain pool, scenes of the past and (possible) future are revealed. Marsyle of Chambrin often spends her free time near the fountain. The results of her gazing she keeps to herself, although she has become increasingly moody of late.

11 PALACE OF JEWELS

A residence for elven nobility, sealed by King Aranath when Pesino was abandoned. Since that time, parts of the building have collapsed, which may have affected the magical wards.

PESINO 6

ULHAKAR DAE PESINO



THE GREAT ENTRANCE (North Side)

The exterior stairs leading from the ground up to the Great Entrance are extremely steep, a design feature common throughout the Earthmaster architecture.

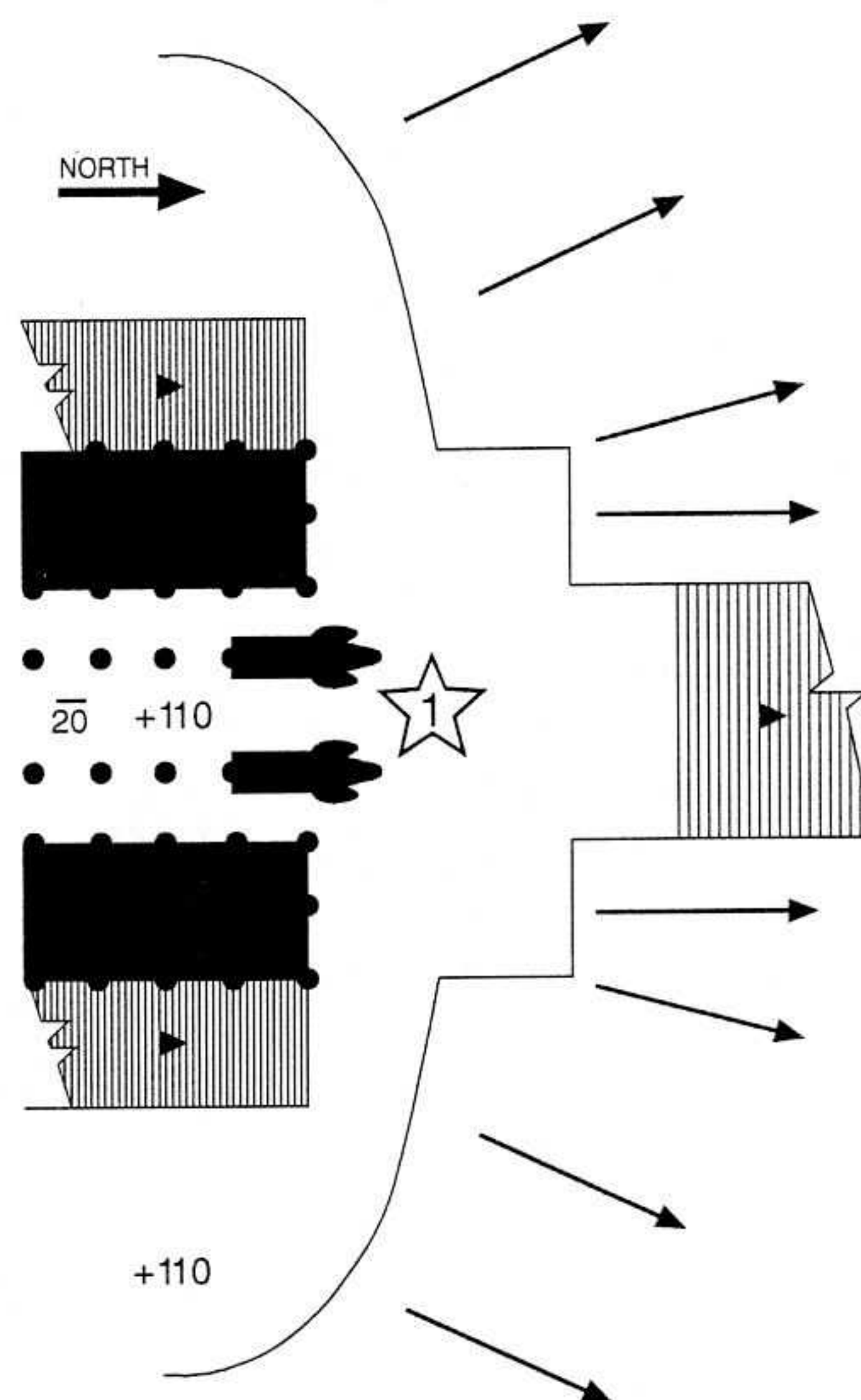
- [1] Carvings on the two major pillars depict a variety of non-Hârníc creatures such as lions and crocodiles. These are not repeated anywhere else in Pesino.

GODSTONE PLATFORM

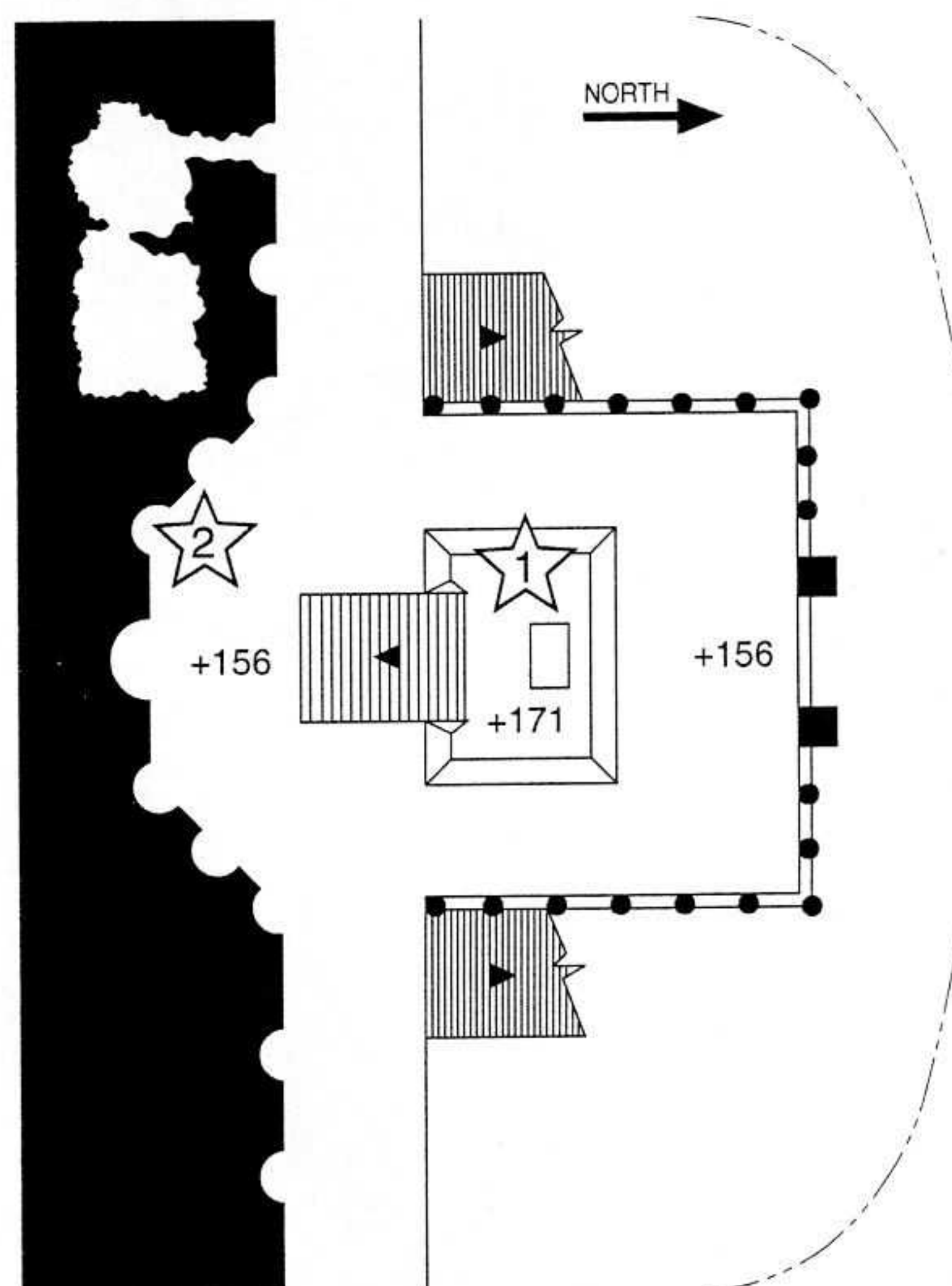
- [1] Unlike most other Godstones, the one at Pesino is outdoors. It hangs unsupported in midair, floating exactly two feet above the raised podium, which is not apparent from ground level. The Pesino Godstone emits a continuous soft pleasant tone when active. The Sindarin do not experience dizziness near this Godstone.

- [2] These alcoves appear to have been designed to hold statues, although there are none in place. The crude excavation behind the westernmost alcove predates the Sindarin. Hajina and others who have researched Pesino have been unable to determine a reason for the excavation other than "lair of a guardian".

GREAT ENTRANCE (North Side)



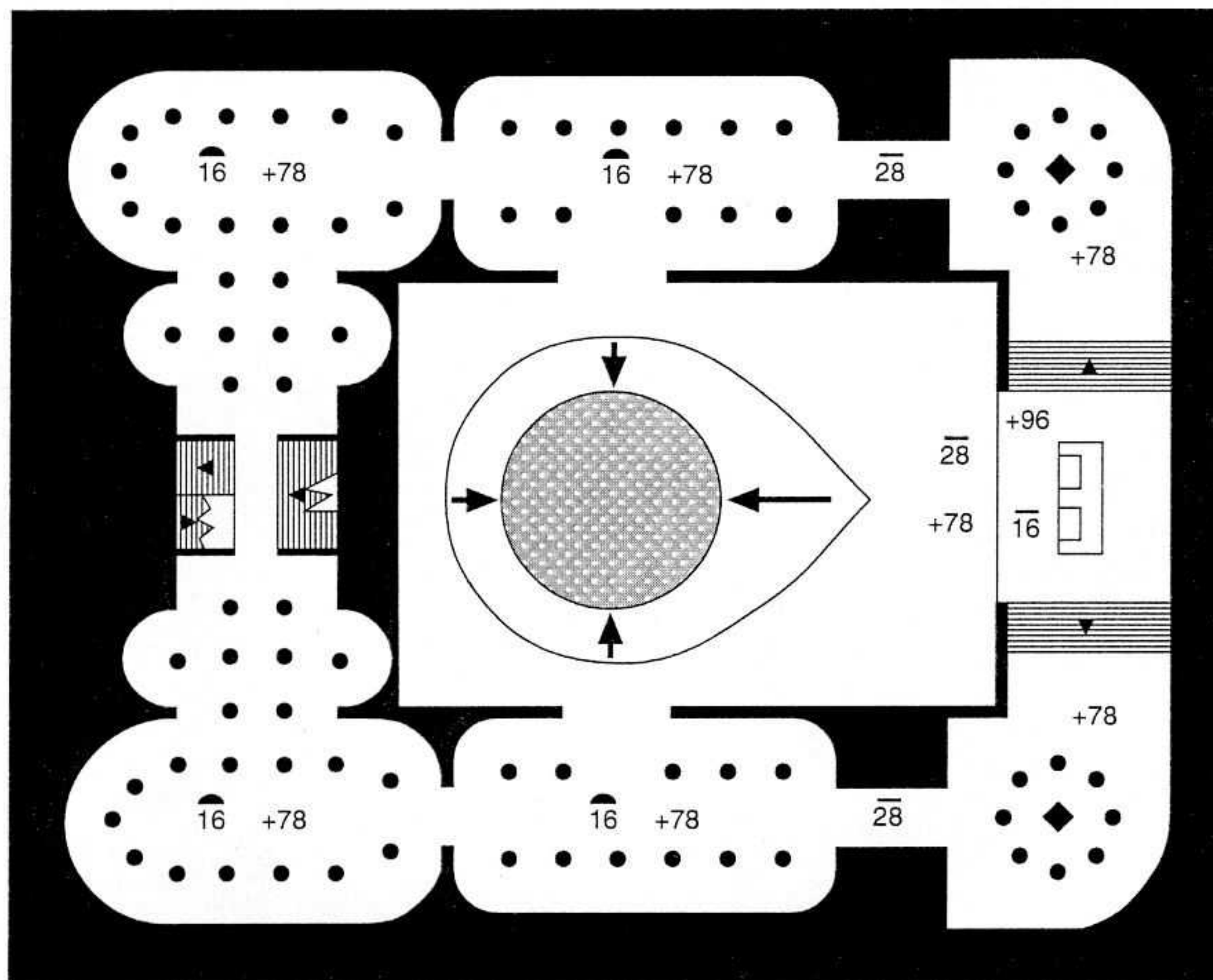
GODSTONE PLATFORM



THE PIT CHAMBER

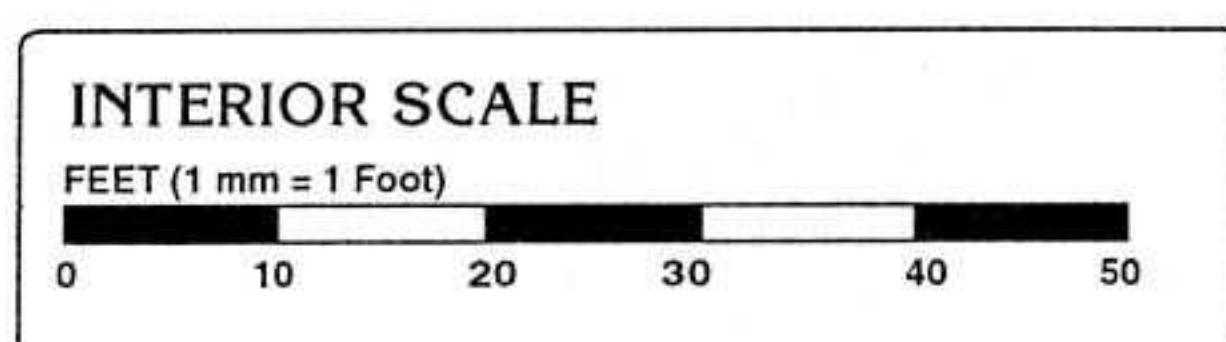
The floor of the central chamber is made of highly polished pseudostone. The floor is extremely slippery, and gently and nearly imperceptibly slopes towards the central concave and pit. Almost any object placed on the slope eventually slides into the pit, but overt movement is not apparent. The pit drops over one hundred and fifty feet into a large Earthmaster tunnel running beneath the pyramid.

The chamber is perhaps the most mysterious at Pesino. The supporting pillars in the outer chambers are carved in the shape of stylized warriors, and a throne overlooks the pit. Although the Pit Chamber appears to have been a dueling arena, few scholars believe the Earthmasters practiced such rituals.



All surfaces are stone unless otherwise indicated.

NORTH



PESINO 8

THE SHRINE ROOM

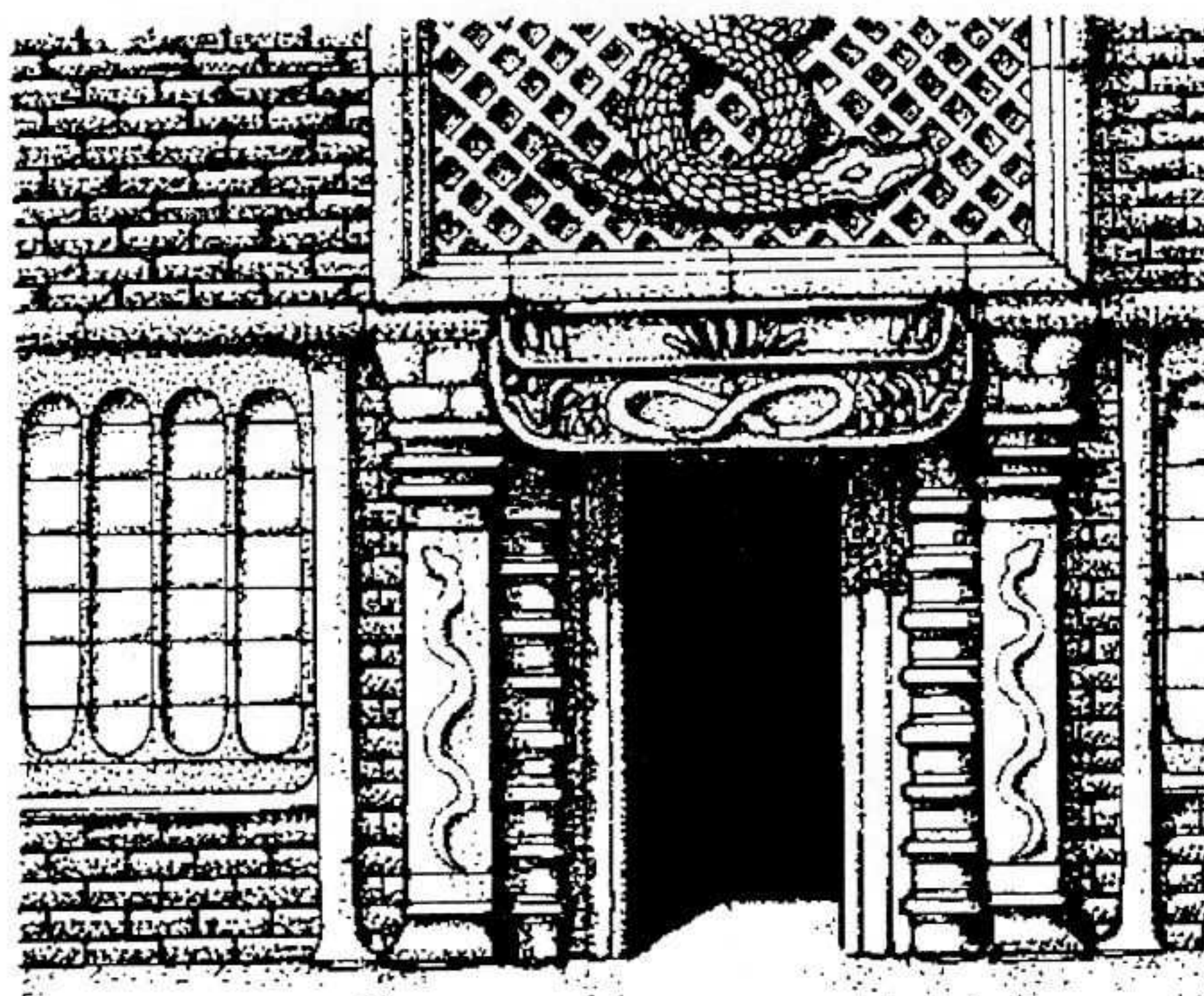
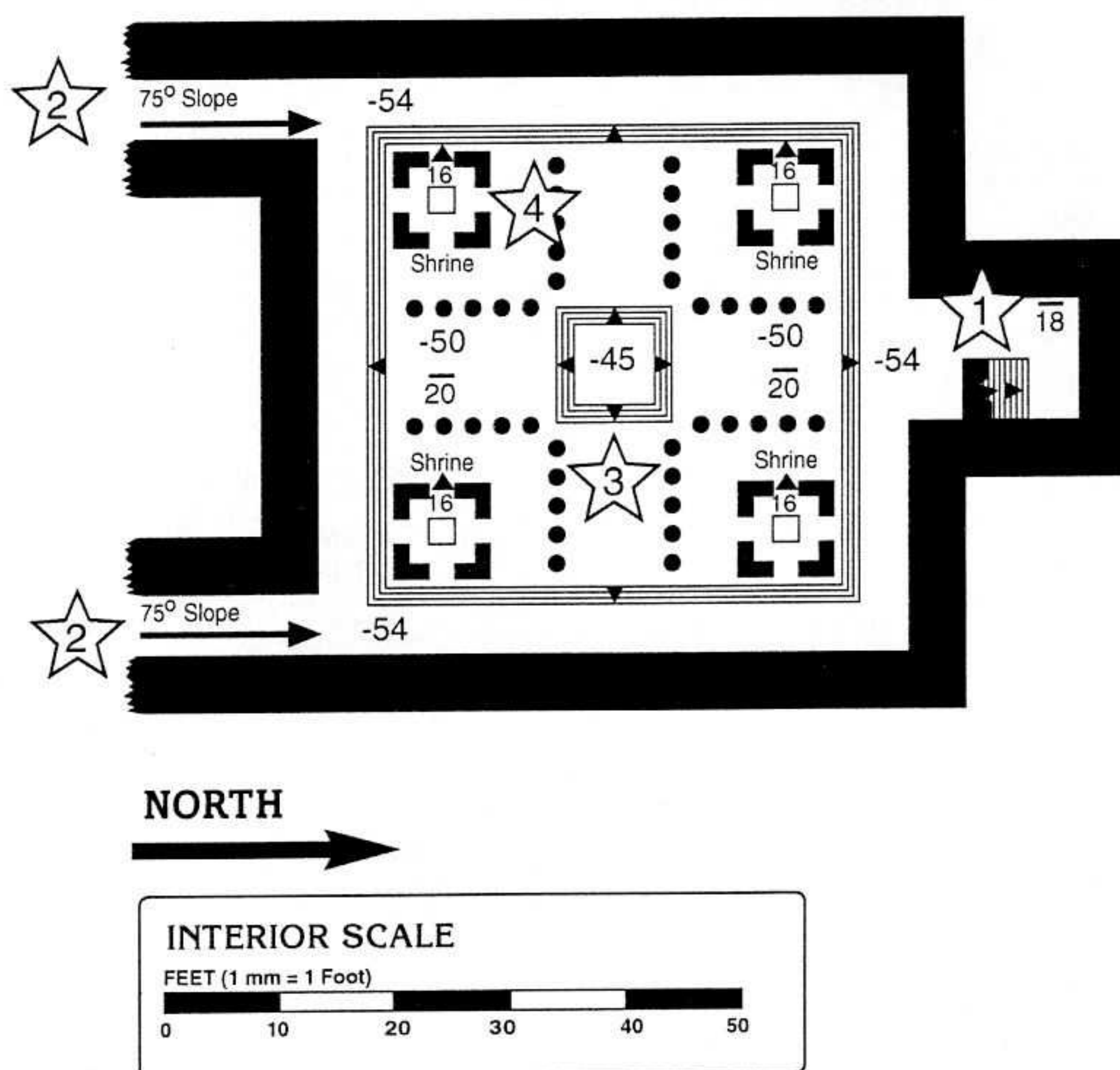
[1] The Shrine Room is 50 feet below ground level. Main access is a steep stair at the north end of the chamber that descends 132 feet from the Pit Chamber.

[2] These passages slope upwards at seventy-five degrees to two psionically hidden doors on the southern face of the pyramid. The passages are ascendable with considerable difficulty. There are widely spaced footholds and handholds designed for creatures approximately seven feet in height, or shorter creatures with very long limbs.

[3] The raised platform (-50), the pillars, and the central ziggurat (-45) are constructed of white pseudostone. There is psionic noise in this room, particularly in the vicinity of the ziggurat. Persons with high auras may find it irritating and even painful. Hajina and others have speculated that the room is some kind of energy focus, although none have yet discovered its exact means of operation or purpose. Hajina has learned that the noise increases dramatically when someone stands atop the ziggurat. On several occasions she has attempted to control the effect from this position, but has only succeeded in giving herself blinding headaches that take days to subside.

[4] The four corner shrines that give the room its name seem to be later additions. They are made of marvelously veined white marble and are intricately carved with reptilian designs. Each shrine contains a central dais, about two feet square and four feet high, clearly designed to hold an idol or object of some kind, although none remain.

All surfaces are stone unless otherwise indicated.



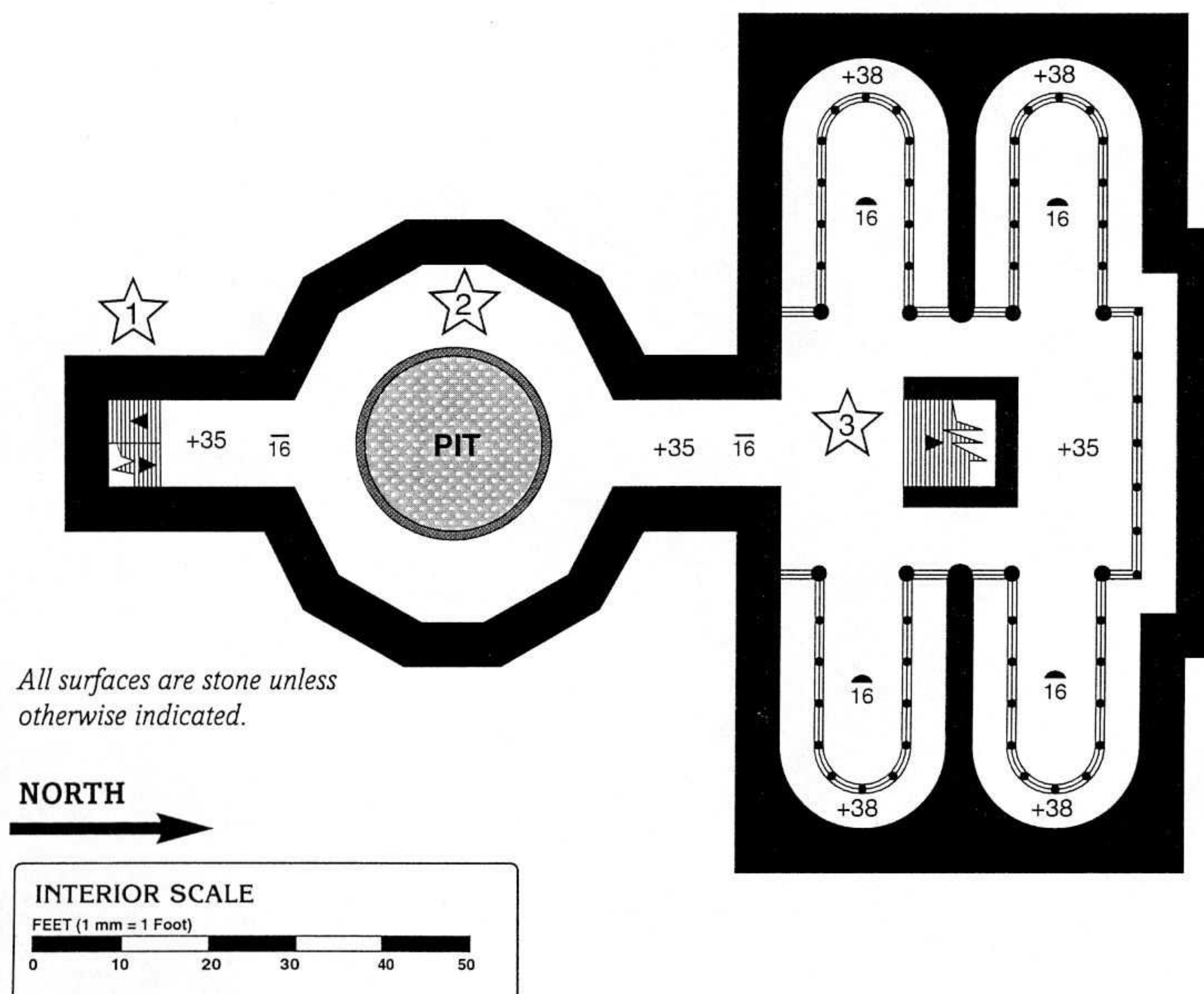
Shrine Portals

Serpentine images decorate the four portals of each Shrine. Similar images appear elsewhere in Pesino. Illustrated above is one of sixteen portals in the Shrine Room.

THE GALLERIES

- [1] Access to the Galleries via a steep stair down from the *Pit Chamber*. The same stair also leads down to the *Shrine Room*.
- [2] A twelve-sided chamber surrounds the pit shaft. A wall surrounding the pit is only two feet high. The vertical shaft leads upward 43 feet to the Pit Chamber or down 155 feet to the Earthmaster Tunnel. There is no illumination in the chamber except what filters down from above.
- [3] When the walls of the main chamber are seen with the aid of light they appear to be nothing more than polished stone. However, if they are viewed in darkness, with good nightvision, the images of several dozen humanoid and quasi-humanoid forms may be seen. A few of the humanoids are battling serpentine forms that resemble those found in the *Shrine Room* and the *Halls of the Saurians*. These figures have a faint phosphorescent glow, and some observers (the mage Barasi included) stated they sometimes move, which neither Hajina nor her assistants have been able to verify.

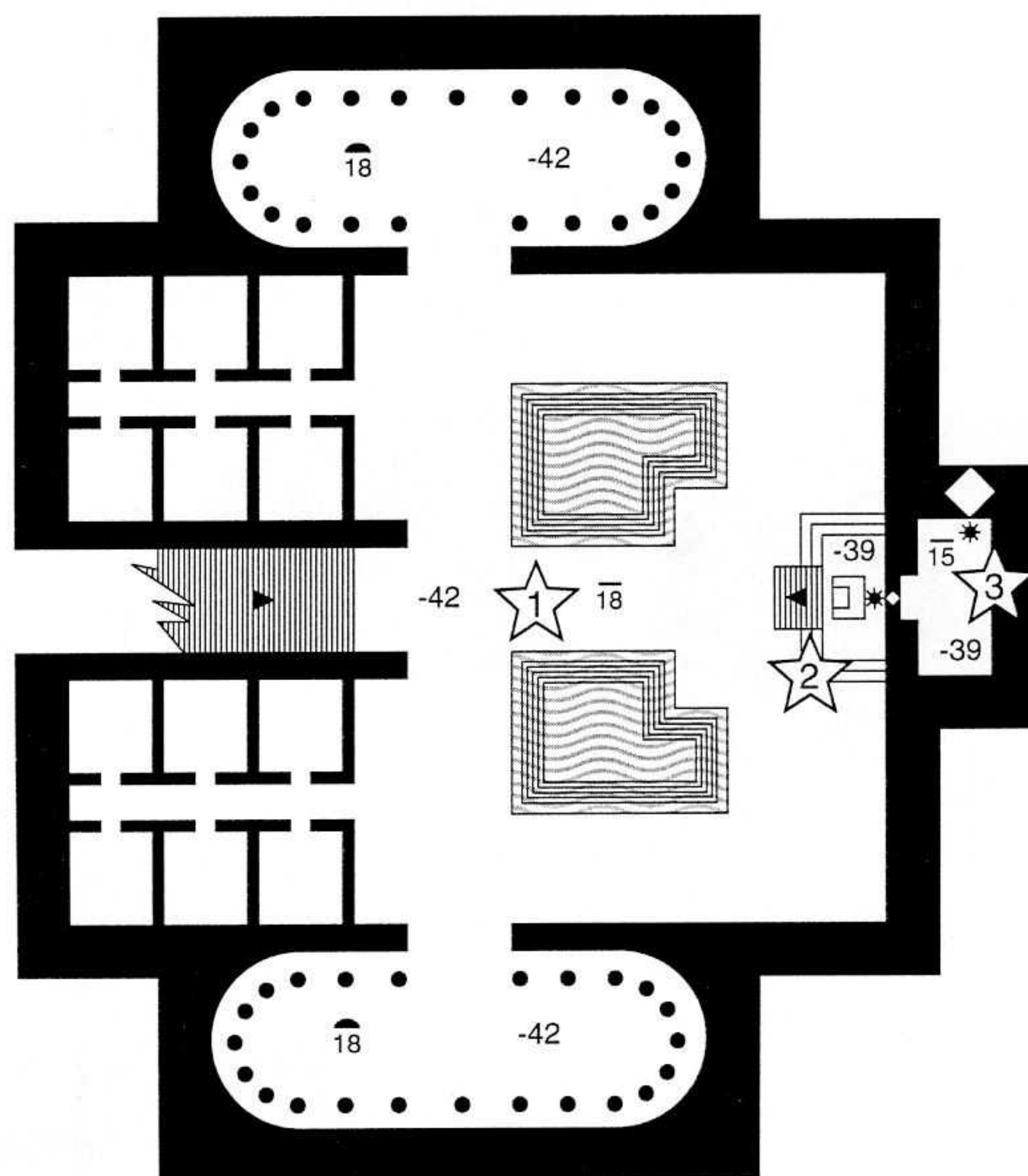
Extremely steep stairs lead down 77 feet from the Galleries to the *Hall of Waters*.



PESINO 10

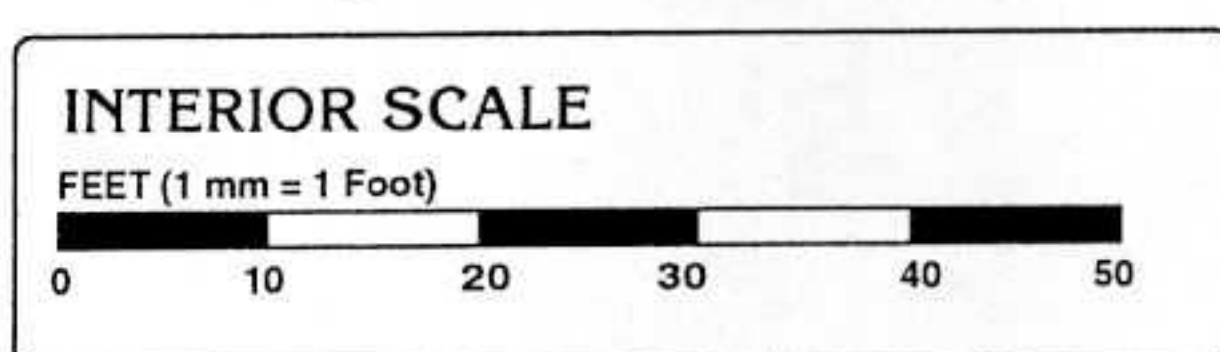
THE HALL OF WATERS

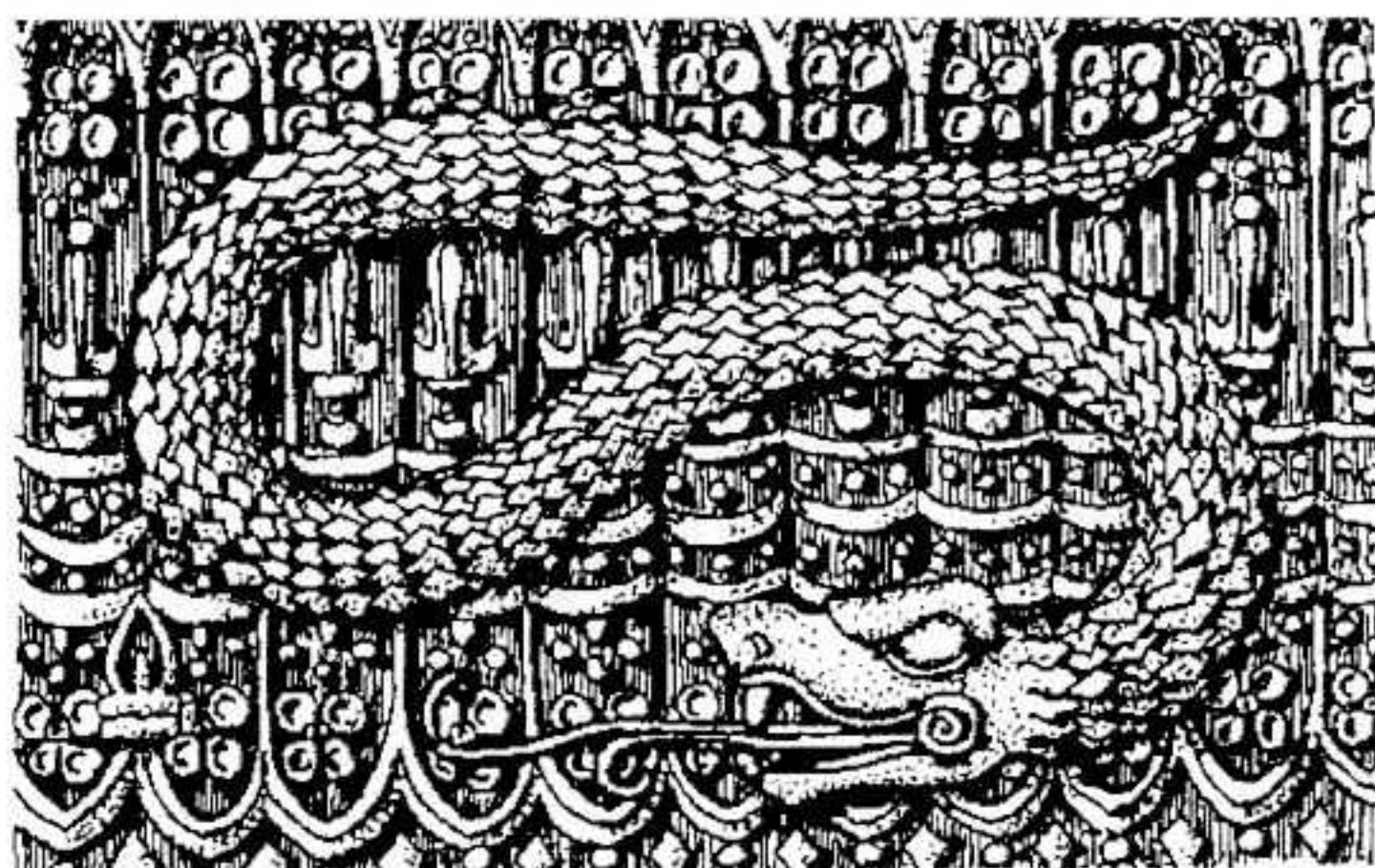
- [1] The most unusual features of this chamber are the two continuously filling pools. The water fills the pools, floods down the steps to the gutters at the bottom, and is then recycled, although the means of operation is unknown. The pools are almost certainly of Earthmaster origin since they are constructed of pseudostone. They also have some of the properties of Godstones and the effect of similar pools at Elkall-Anuz and Telumar; everything that is cast into them sinks, even if the objects would normally float.
- [2] A marble throne carved in the shape of a delicate hand.
- [3] The Sindarin found several Earthmaster artifacts in this chamber, all of which were removed. Attempts to open the psionically-hidden door in the west wall have not succeeded.



All surfaces are stone unless otherwise indicated.

NORTH





HALLS OF THE SAURIANS

There are a total of ten Halls (the remaining four extend off the local map to the northeast). Most are in ruins. All of the halls seem to have once been identical.

The buildings are named for their interior and exterior walls which are elaborately carved with stylized reptilian figures. A massive, diamond scaled, serpent is the dominant figure in the pattern. These serpentine forms bear a striking resemblance to those in the Shrine Room and Galleries within the pyramid.

The natural stone used for the Halls of the Saurians suggest they postdate Earthmaster construction. Scholars speculate the halls were the homes of a race of beings that destroyed or replaced the Earthmasters.

The Sindarin avoid the Halls of the Saurians and the tunnels that lie beneath them. Old elven tales mention hidden chambers and perils "beneath the serpent's lair". One old tale makes reference to the "worm eternal" departing from the "chambers of the Ancients".

GROUND FLOOR

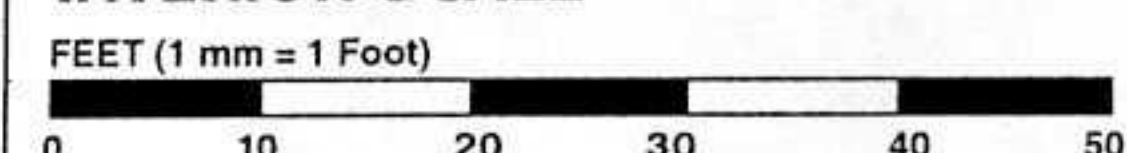
The four large alcoves in the outer wall appear to serve no practical purpose. They are decorated by carvings of a serpent coiled tightly around a tree shown in different seasons (top to bottom) winter, autumn, summer, and spring. The interior of the building is dimly lit by skylights in the ceiling.

CELLAR

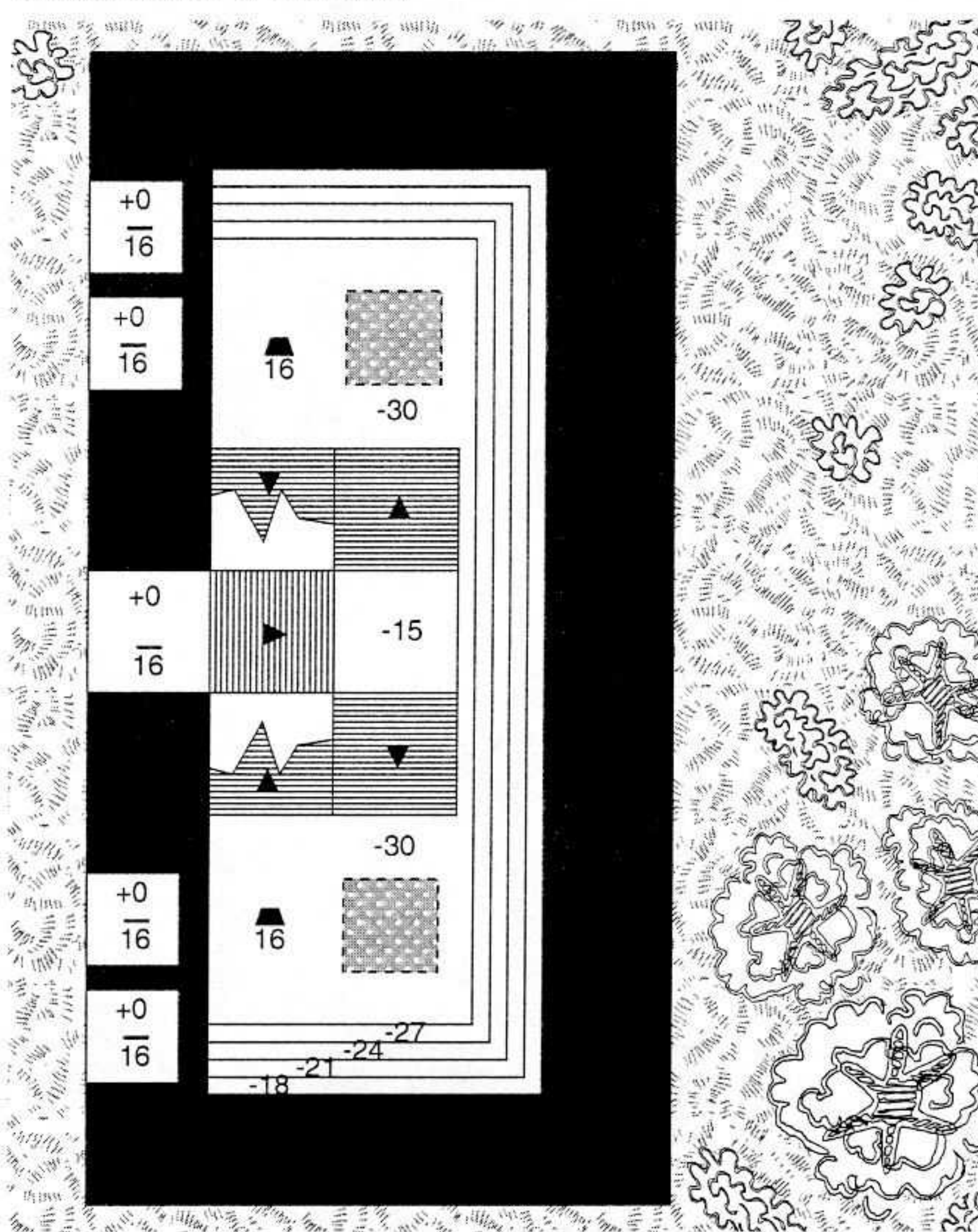
This level is illuminated by light that filters meagerly through holes in the ceiling. The curved stairs descend to a small sub-cellar with a tunnel entrance. Hajina's assistants recently discovered what they believe is a mechanically hidden door at the foot of these stairs, but have yet to discover how to open it.

All surfaces are stone unless otherwise indicated.

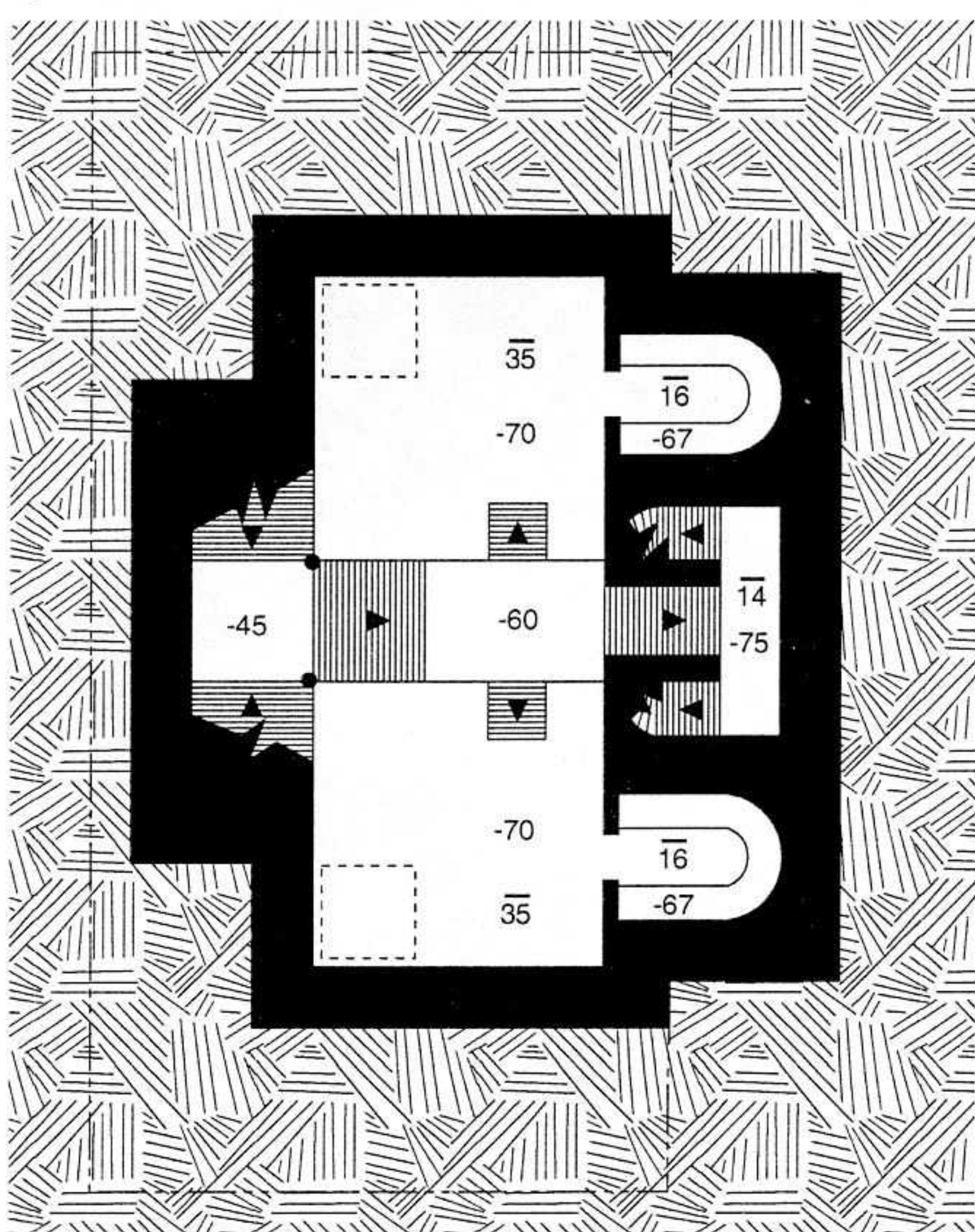
INTERIOR SCALE



GROUND FLOOR



CELLAR



PESINO 12

THE HOUSE OF GOSSAMER

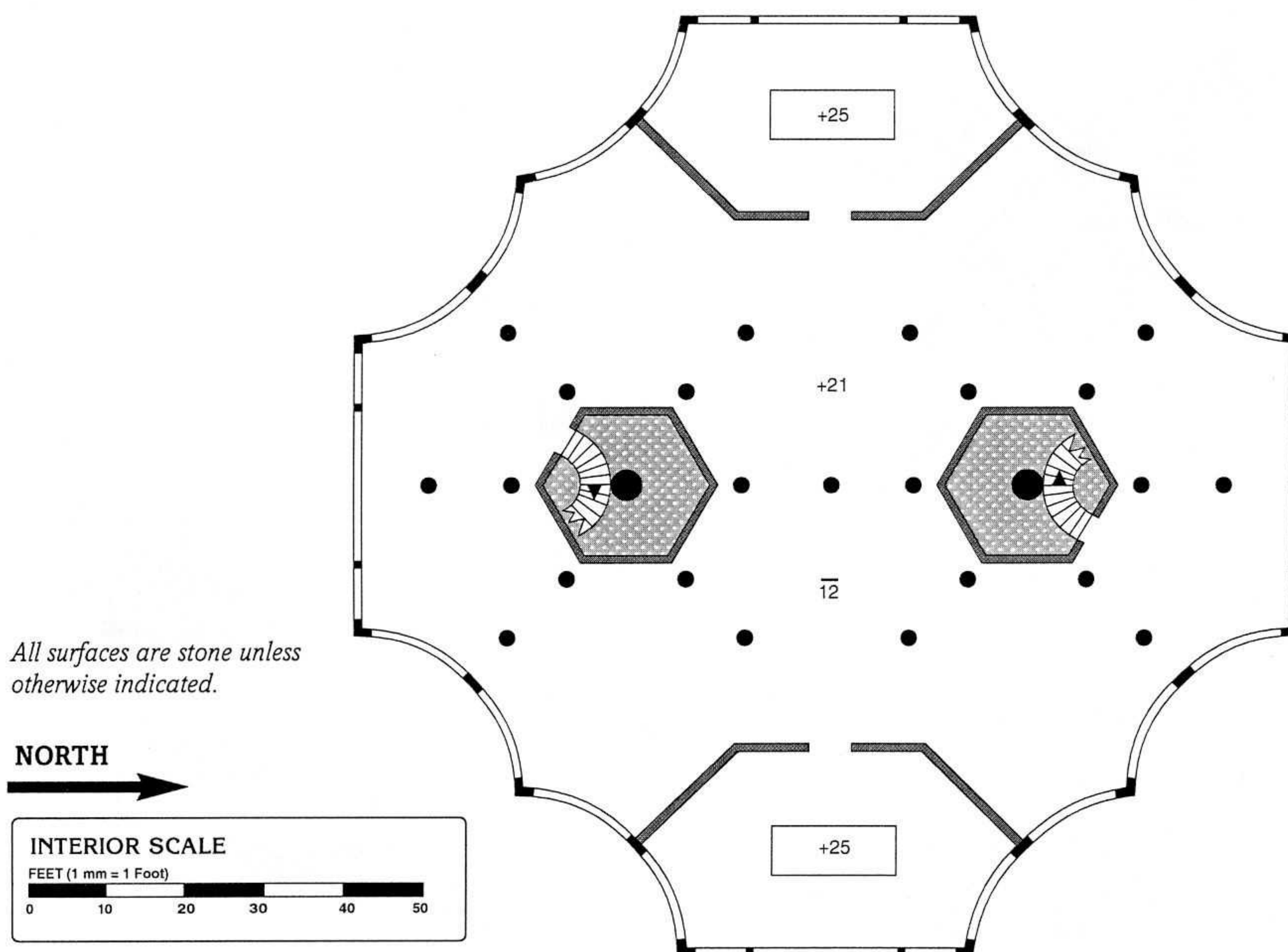
One of the most unique constructions on Hârn, this building is supported twenty feet above ground level by twenty-five delicate pillars. The pillars, the floor, and the sections of the walls are all made of pseudostone. As noted earlier, the building sometimes gives the appearance of floating on air, an effect that is heightened by the numerous windows that run its circumference.

Three centuries ago the twin to this building collapsed for no apparent reason. There had been no earthquake or abnormal weather that might have weakened the foundations, and pseudostone is normally impervious to erosion and all but impossible to destroy. The Sindarin investigated, although without particular enthusiasm, and could find no ready explanation for the event.

Stairs curve up from ground level, entering the main chamber through two hexagonal openings. The stairs have no railings and are steeper than is comfortable for most humans making it a somewhat treacherous climb.

Much like the Shrine Room in the Godstone pyramid, there is a certain amount of psionic noise in and around the building. This seems to intensify suddenly when the main chamber is entered, but dampens back to normal after a few moments. It is impossible to determine the exact source of this noise, although it seems slightly more intense near the raised platforms in the north and south enclosures.

Hajina and her assistants live in the shadow of the building and have been investigating it for several years. She notes that some ancient writings state that both buildings gave off such emanations, a fact confirmed by the Sindarin (however, the ruins of the collapsed building no longer radiate psionic noise). Hajina speculates that the position of this building, its collapsed twin, and the Godstone pyramid are important to the entire purpose of Pesino. She theorizes (admittedly without solid evidence) that the Earthmasters were able to create a Godstone portal effect by triangulating psionic energy between the pyramid and the Gossamer buildings. Hajina suggests that the Earthmasters may have left Kethira by means of such an immense portal, possibly leaving it open behind them.



LAMENT FOR THE PASSAGE

During the Codominium, Sindarin and Khuzdul artisans freely exchanged knowledge and their skills complemented each other. Several friendships between the races developed during this time, the most famous of which was between the elf Alorin Tolariel and the dwarf Raldir Farizhald. Although Raldir was born circa 850 BT, well after relations between the Elder Peoples had worsened, his friendship with Alorin never wavered. Both were fabulously skilled weaponcrafters and they made numerous blades of amazing strength and quality. They also attempted to duplicate the *Kyn-Assard*, the fabled sword of Earthmaster origin possessed by the dwarven King of Azadmere. Although they failed in this endeavor (like countless weaponcrafters before and since) they produced weapons that surpassed all others.

After Aranath's renunciation of Hârníc sovereignty, the dwarves were consumed with wrath and the need for revenge. Raldir Farizhald alone remained at Pesino in the house of Alorin while the rest of his kin destroyed the settlement before departing for their own lands. Although the friendship was firm, it was marred by sadness at the rift that was created between the races. Many Sindarin departed for the Blessed Realm during that painful time, including Alorin's kin.

Raldir grieved, and said to Alorin, "Is this the final parting of dwarves and elves? I have cherished the hope that our people would again dwell together with respect and love. I fear that if we part, then all hope is gone".

Alorin answered, "Hope is indeed dead, friend Raldir, and no deed of ours can give it life again. I deem that the roads of Khuzdul and the Sindar have forever parted. The world belongs to men now, and our time is past. We will become tales men tell their children at night. Perchance we might withstand the tide for a short time, but I do not wish to see it come. You are blessed with mortality to protect you from hardness of coming days. Alas, that I am not so blessed."

And seeing Raldir weep, Alorin continued. "Let us make a last tribute to our art, to show that even in its dying embers, the friendship of Sindar and Khuzdul was beyond measure."

And so they worked long days, and forged a weapon of fantastic might and a keen blade that shone with unmatched power. This sword they called *Firm Heart*, and they hid it in the deepest reaches of Pesino, there to lie untouched as a symbol of the friendship that had once existed between the Elder Peoples.

When this was done, Raldir accompanied Alorin to Ulfshafen, and there the elf sailed for the Blessed Realm. Raldir's heart was heavy, and he spoke of a wish to follow Alorin to the realm of Siem, but the elf said, "That is not your path, Raldir Farizhald. Your way lies among your people. Return to the mountain halls of Azadmere and let none forget that elf and dwarf were once friends."

Raldir made his way to Azadmere and lived with his people for many long years. There he prospered and was high in favor with the dwarven king. Never did he forget Alorin, although his was not a popular sentiment among most other Khuzdul. Raldir's descendants still dwell in the halls of Azadmere, respected as the King's Royal weaponcrafters. Members of Clan Farizhald, to this very day, still speak the name Alorin Tolariel with honor.

THE LORDS OF TIRNANOG

The origins of many buildings at Pesino are uncertain. Only those constructed of pseudostone are indisputably of Earthmaster origin. In the Earthmaster built Pyramid of the Godstone, one figure depicts reptilian forms in battle with humanoids. This is often cited as proof the Earthmasters were reptilian folk, but another equally plausible theory claims the Earthmasters were humanoid, and it was reptile folk who replaced them. The repeated serpent and reptile motifs found on later buildings of natural stone is given as evidence for this theory, most famously by the great mage Barasi. Skeptics counter that if Barasi is right, what then became of the Lords of Tirnanog?

Lemri Diendriel, whose clan has guarded Pesino for over six hundred years, knows one answer. Like most elves, Lemri firmly believes that something evil lurks beneath Pesino's ruins. He also believes that deep beneath the explored sections there is a natural open gate allowing passage back and forth between Yashain and Hârn. The Jarin tale of *Maradyn's Hawk* also suggests the presence of demons in Pesino. The Lords of Tirnanog might still be there.

GM NOTES

It is important for GMs to consider what role Pesino will play in their campaign and how it will be presented to the players. Unlike many other adventure sites, Pesino does not lend itself to being a "random location" stumbled upon while wandering the wilderness. Some thought must be given on why the PCs are within the Shava Forest.

Pesino is watched over by the Sindarin and all Codominium buildings are sealed with wards and measures to prevent trespass. However, the ruins stretch over approximately two square miles and the Sindarin, while wise and intelligent, are not omnipotent. They concentrate their effort at the south end of the site, particularly around the Codominium structures. Adventurers might enter a building in northern Pesino (off the local map) and reach the southern end by means of the tunnel network. The tunnels and the sections that stretch off map allow GM development and customization of the site.

If the group does encounter the Sindarin they will be treated as trespassers and interviewed. Normally, the elves escort such people to the borders of the realm with a warning never to return, and occasionally they alter the memories of those they find dangerous or questionable, but it is possible for the PCs to talk their way out of either consequence.

If the GM intends to have the party encounter elves near Pesino, they should plan the result of such a meeting with great care. Erasing the memories of characters is a tricky concept to roleplay.

MARADYN'S HAWK

Although legends of Pesino generally focus on the Elder races, one of the oldest and most tragic is the Jarin story of *Maradyn's Hawk*.

Maradyn was a chieftain from the Plain of Towers, a Jarin culture that flourished north of Lake Heras between 1100 and 700 BT. Maradyn had sought and obtained the friendship of King Daelda, and grew distressed by the growing enmity between the elves and his people. He rode among his folk countering the ravings of those who would invade the Shava Forest.

On Maradyn's wedding day, a young man called Dergar-Annis appeared before the chieftain, and gifted him a magnificent brooch of gold and emeralds. They had met once before, when the stranger had predicted the marriage. Dergar-Annis spoke well of Maradyn's wisdom and asked the Jarin chief to visit him in Pesino on his own wedding day. Maradyn readily agreed and the visitor left.

An elven harper attending Maradyn's wedding warned the chieftain that Dergar-Annis was not of Sindar or mortal kind and he feared some evil was afoot. Despite the harper's warnings, Maradyn could not be stayed from returning the honor done him and he set out for Pesino accompanied by his four sons.

At Pesino, Maradyn and his sons found an open door before them. They descended beneath the pyramid until they came to a great hall, there welcomed by Dergar-Annis, his bride, and other guests. Maradyn and his sons feasted for three days and nights, and were invited to stay longer, a temptation overcome only when one son reminded the chieftain of his new wife.

Maradyn and his sons departed bearing a new gift from Dergar-Annis, a hawk given with the following words:

"When thou leavest, allow this small conceit. Do not dismount until this hawk flies from thy wrist".

The Jarin rode north to their homeland and there they found nothing but burial mounds and ruins. One son crumbled to dust when he dismounted. Maradyn gazed upon the unmoving Hawk on his wrist and understood. Centuries had passed during the three days of feasting at Pesino.

Maradyn and his three sons ride the land still, waiting for the hawk to fly.

Note: A full version of Maradyn's tale, and many others, can be found in our publication "HârnPlayer".



ejist is located on Setha Heath, two leagues inland from the Belna Strait. It is a mysterious, foreboding place whose location is known only to a few. The site contains buildings from three different periods in various states of repair. These include an Earthmaster structure, extensive ruins of a Sindarin fortress dating from the Atani Wars, and a recent temple built and occupied by a renegade sect of Naveh

known as the *Cult of Aedlad the Imprisoned*. The surrounding terrain is unappealing at best, mostly windswept heath with numerous and treacherous bogs. The Navehan clerics suffer no interlopers; trespassers they catch are unlikely to have a pleasant memory of their visit.

HISTORY

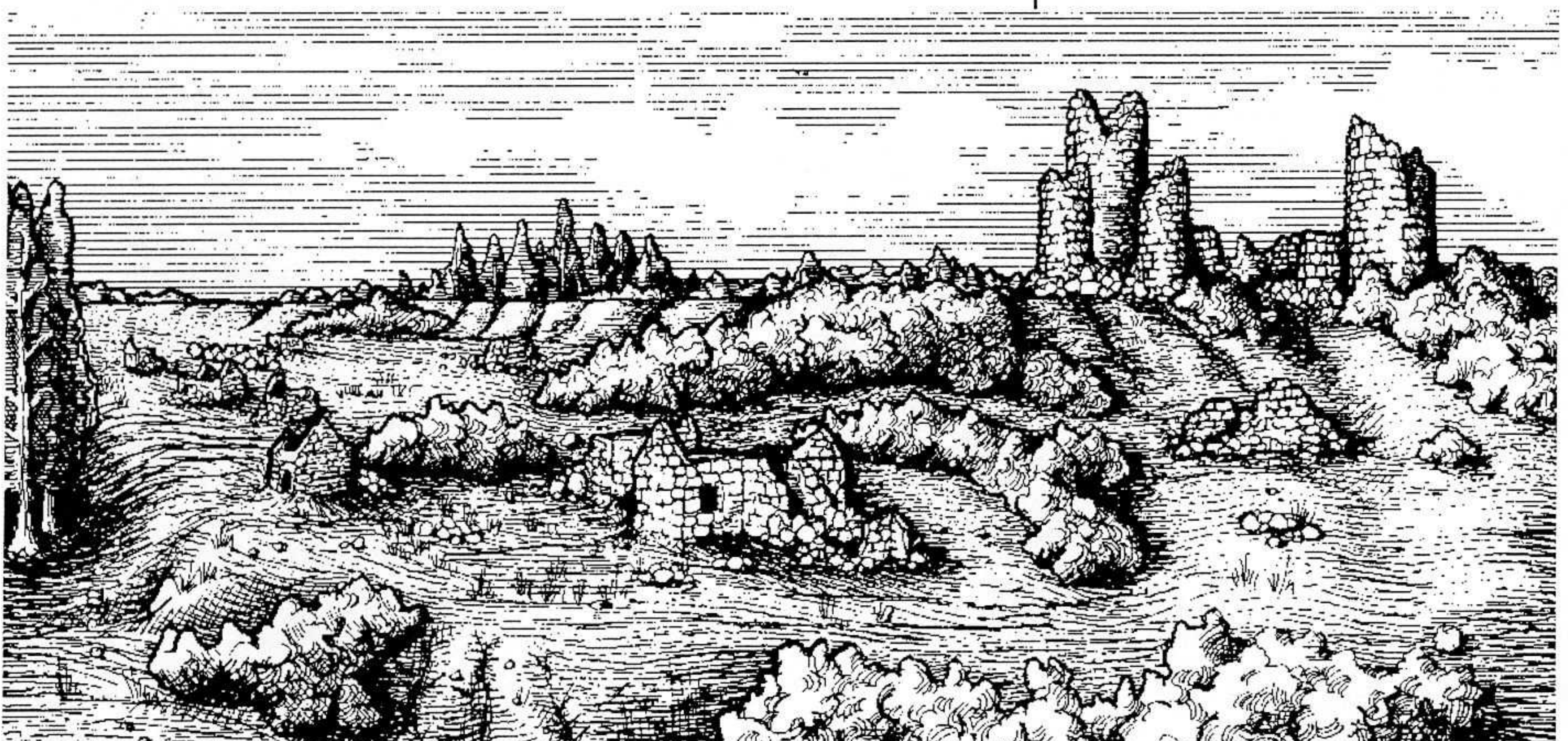
The only visible Earthmaster structure is the domed building to the southwest. Any other buildings have long since vanished. The structure seems to have been built just to house a Godstone. The Bejist site, as with all other Earthmaster sites, was mysteriously abandoned fifteen millennia ago.

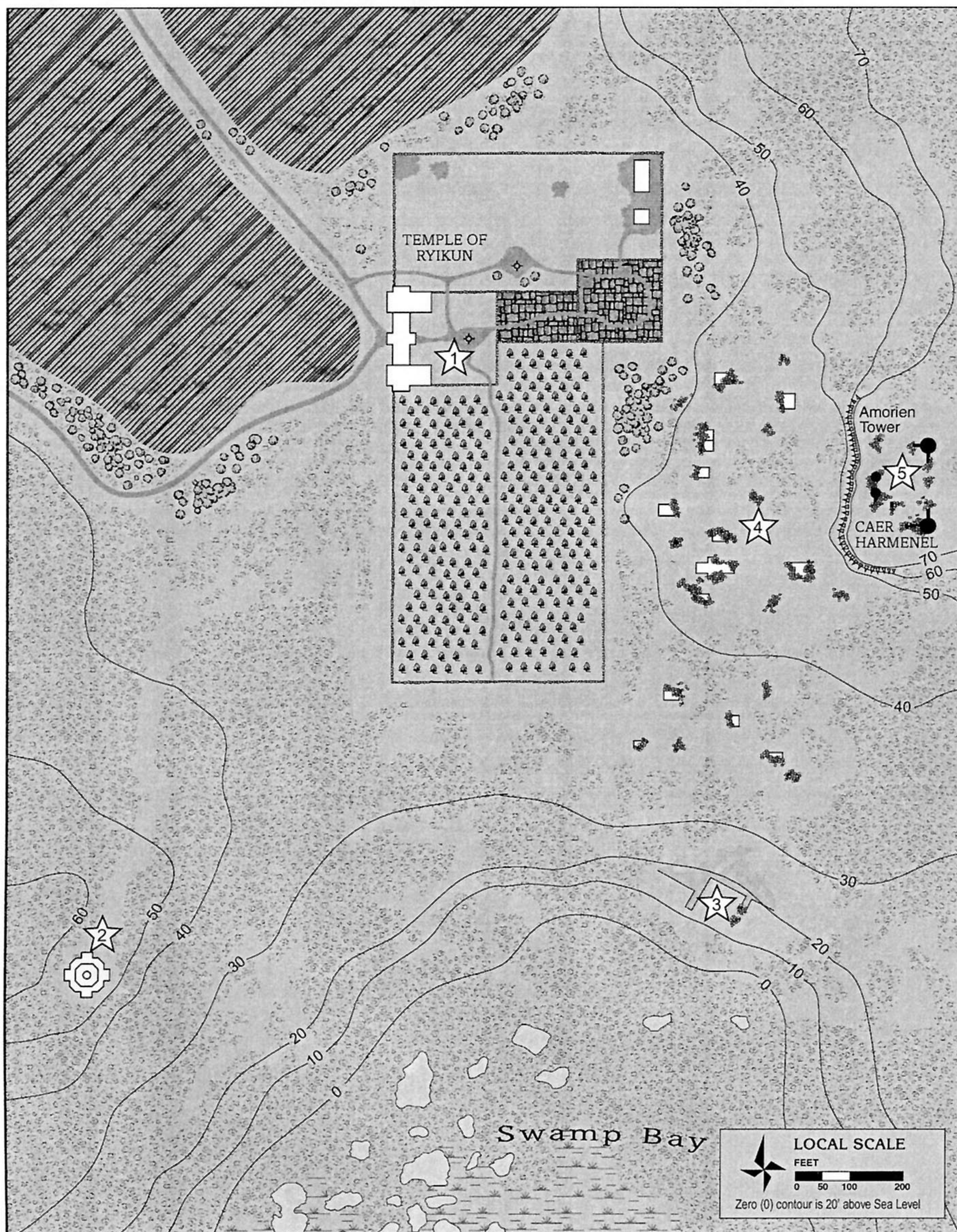
The elves ignored the inhospitable Setha Heath until they built fortifications at Bejist during the Atani Wars. At this time Bejist was located on the coast, and Khuzan masons first built a good harbor and then used it to import stone for construction of a keep and small town. By the time King Daelda ordered abandonment of the eastern shores of Hârn, Bejist had a population of about 700 and possessed one of the most formidable fortresses on Hârn. The population was primarily Jarin with a sizable minority of Khuzdul.

The Sindarin retreated from Bejist soon after the Battle of Sorrows, leaving the Khuzdul and Jarin to defend against ever increasing raids by seaborne Lythian invaders. Gradually the town lost population until by 500 BT it was home only to ravens and the encroaching heath. Bejist was seldom visited over the next ten centuries, partly because of its remote location, and partly because it developed an unpleasant reputation among the fierce local Pagaelin tribesmen as an accursed home of angry gods howling in the wind.

CHRONOLOGY

- 15,000 BT: Earthmasters abandon Bejist.
- 10,000 BT: Sindarin reach Hârn.
- 7,000 BT: Khuzdul reach Hârn.
- 1,300 BT: Jarin reach Hârn.
- 900 BT: Atani Wars begin.
- 850 BT: Sindarin fortify Bejist.
- 683 BT: Battle of Sorrows.
- 681 BT: Bejist abandoned by the Sindarin.
- 545 BT: Bejist abandoned by the Jarin & Khuzdul.
- 1 TR: Tuzyn Reckoning calendar adopted.
- 664 TR: Cult of Aedlad the Imprisoned founded by renegade Navehans from Tashal. Construction of Temple of Ryikun begins.
- 720 TR: Present Day.





[1] TEMPLE OF RYIKUN

The temple complex was begun in 664 and completed over a period of six years. There are two large open fields to the northwest, cultivated by junior acolytes. A livestock paddock and two barns, where sheep and goats are kept, lie to the northeast. To the east is a large vegetable and herb garden. These are unusual pursuits for Navehans, who mostly live in covert urban temples and survive on the proceeds of assassination, theft, and tribute.

GROUND FLOOR

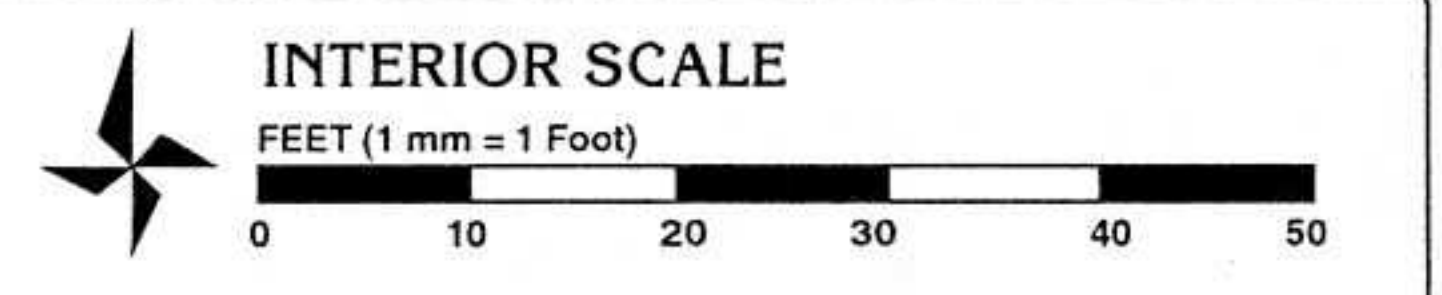
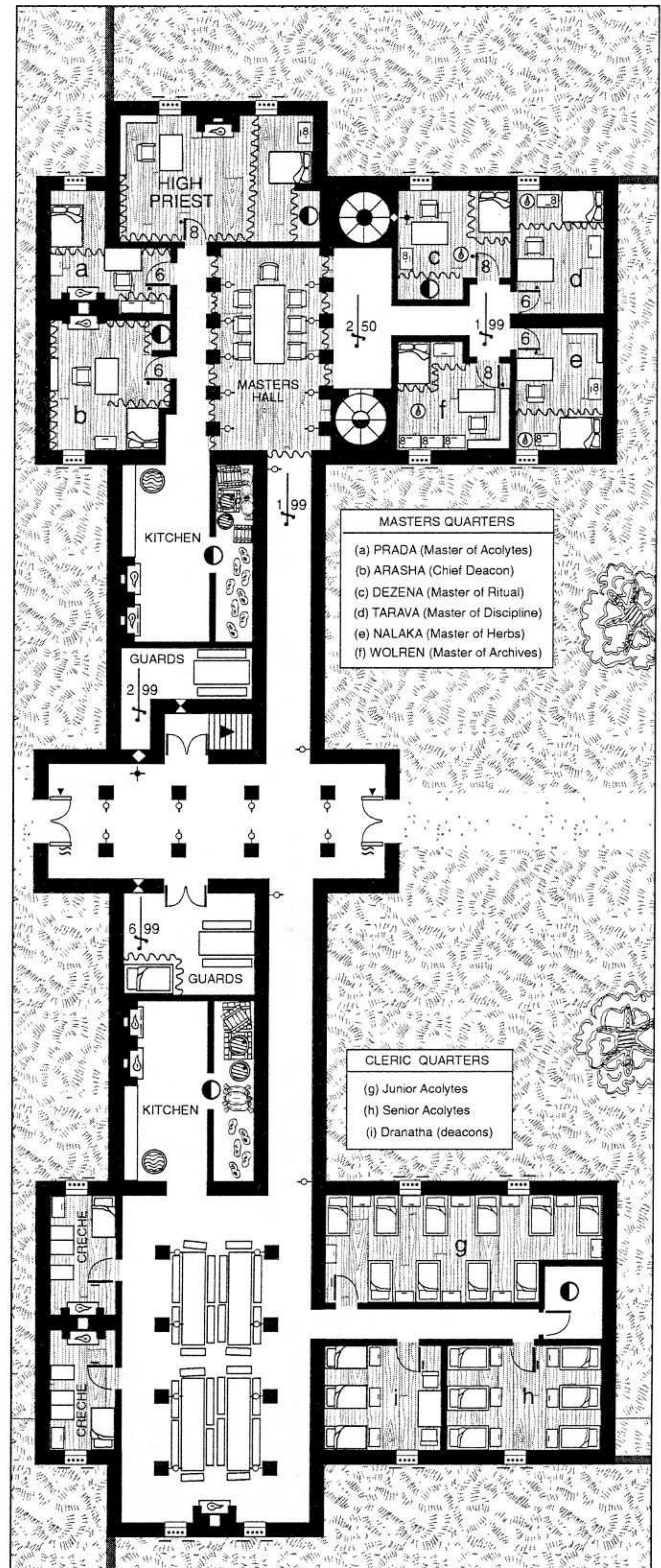
The ground floor is divided into two wings: the north wing for masters, and the south wing for deacons and acolytes. There are also two creches for kidnapped infants who are raised to become acolytes at age 11.

Senior acolytes are mostly guards and augurs among the Pagaelin (Bejist 10). They become *Dranatha* (priests or deacons) only after surviving a grim ritual in which two candidates stalk one another in the Akana (temple maze). At Bejist, the victor is promoted and the loser must commit ritual suicide (if still alive).

The *Garana* (High Priest) is the absolute master of the temple. He sets temple policy and presides at the most auspicious rituals. There is no appeal of his decisions. Lerepin (the temple shuns all clan names) has held the office since 716. Each of his masters has a particular responsibility.

- (a) The *Prada* (Master of Acolytes) trains the acolytes and is responsible for the temple's daily operation.
- (b) The *Arasha* (Chief Deacon) governs in the *Garana*'s absence. At Bejist, he is also responsible for the Pagaelin augurs.
- (c) The *Dezena* (Master of Ritual) teaches the esoteric mysteries to the acolytes and has various important ceremonial functions. His personal deacon operates the special effects during cult rituals. The *Dezena*'s chamber has an exclusive access to the special effects room in the cellar by a mechanically hidden secret door.
- (d) The *Tarava* (Master of Discipline) administers the order's rigid code of obedience. He has an effective network of anonymous acolytes who act as informers on breaches of temple law.
- (e) The *Nalaka* (Master of Herbs) is of particular importance to this temple. The herb garden contains *Alanal* and other interesting herbs. The master and his acolytes cultivate the herbs and prepare the drugs and potions consumed by the clerics and the Pagaelin.
- (f) The *Woren* (Master of Archives) is custodian of the cult's books, scrolls, relics, monies, and artifacts. The most valuable relic is the scroll of Taurin Halfhand that inspired the cult's formation. See Bejist 8.

All surfaces are stone unless otherwise indicated.



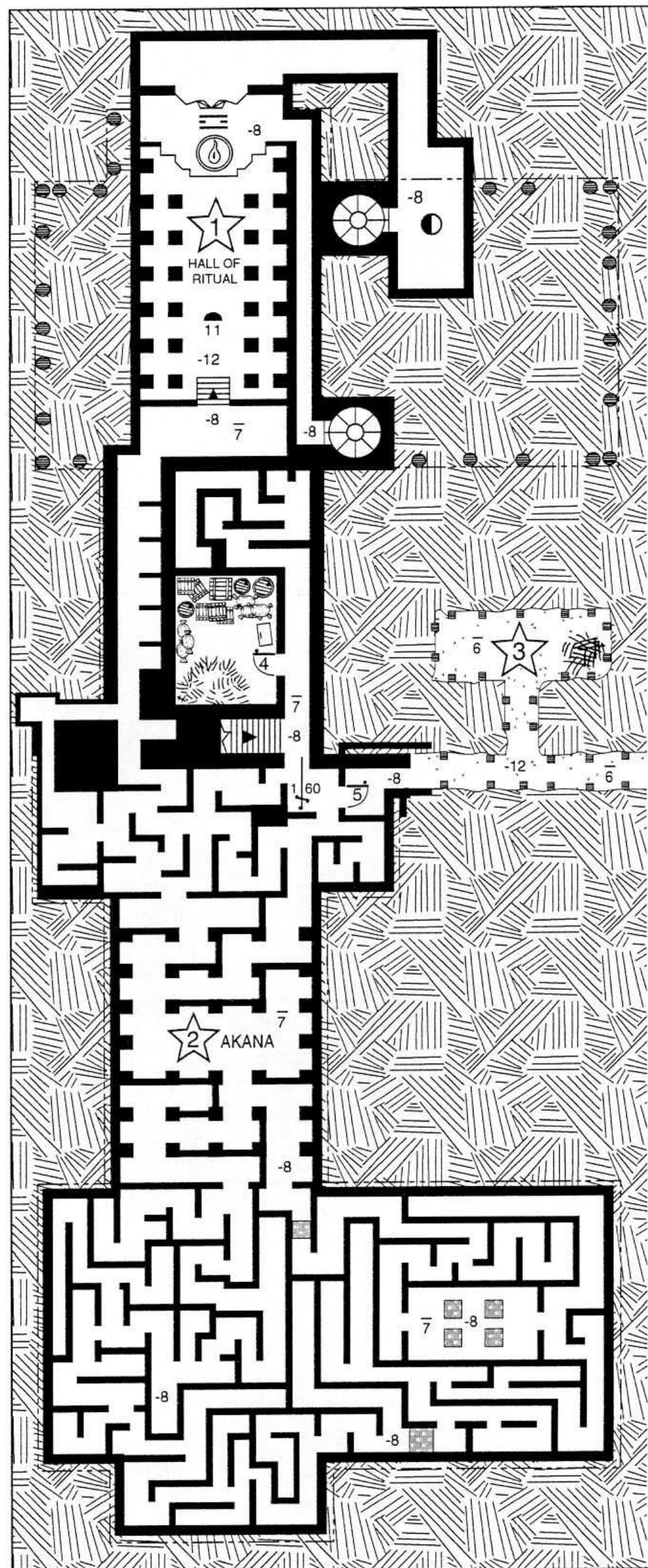
BEJIST 4

TEMPLE CELLAR

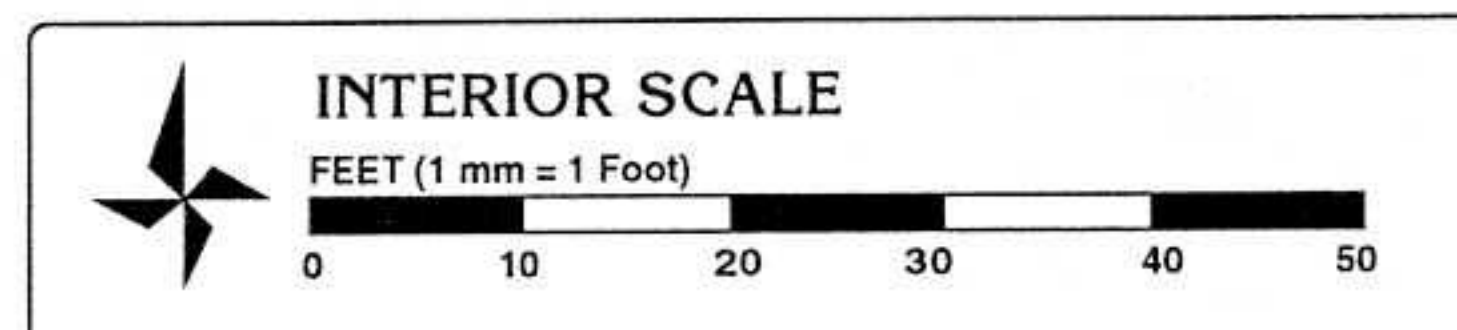
[1] **Hall of Ritual:** a vaulted and cloistered hall four feet lower than the rest of the cellar. The raised platform has a brazier that gives the only illumination. A bas-relief of *Dekejis* (a demonic, black cat) dominates the north wall. Behind the bas relief is a chamber where pyrotechnic displays, optical tricks, and mechanical effects are controlled. The Deacon of Rituals generally operates the effects. Even though most acolytes are aware of the special effects chamber, they believe their deity is the source of the power. The two spiral staircases are for masters and deacons only. Acolyte's enter the cellar via the central stairs located in the combat maze.

[2] **Akana:** a confusing jumble of dark passages and cul-de-sacs, mostly less than three feet wide, with six pits, each four feet deep. Illumination is *prohibited* in the maze except in the storeroom to the north of the acolyte's staircase. The maze's primary purpose is to sharpen the senses of the clerics. Most of the time, there are at least two clerics stalking each other for practice within the twists and turns of the maze. The masters and deacons sometimes participate in maze events as well, much to the chagrin of the acolytes. The room marked AKANA is the starting point for a special *Herth-Akan* (see Bejist 9). The victim of this Herth-Akan enters the maze to the south, pursued one hour later by seven hunters, and must then survive within the maze for three days. Other members of the temple are forbidden from interfering with the Herth-Akan by pain of death. The Master of Disciplines may call a Herth-Akan upon any cleric or enemy of the temple for a breach of discipline or heresy, which is rather loosely defined.

[3] **Tunnel Network:** under the direction of the Master of Archives, clerics have dug numerous tunnels in search of the prison that holds the demon *Aedlad*. The numbered chamber is used to store excavation tools and other mining equipment. The tunnel leads east to a point just north of the well where a small shaft opens up and provides ventilation. The tunnel then continues northeasterly and has a surface exit in the trees east of the smaller barn. A branch tunnel heads southeasterly under Caer Harmenel. Other tunnels (left to GM development) probably exist. Some might connect to surviving sections of the old dwarven underground.



All surfaces are stone unless otherwise indicated.



[2] EARTHMASTER BUILDING

The Earthmaster structure is located on high ground to the southwest of the temple. It is constructed almost entirely of pseudostone. Only temple masters are allowed to enter the building.

GROUND LEVEL

A gray pseudostone chamber, topped by a *transparent* pseudostone dome, twenty feet in diameter. Four small porticos surround the main chamber.

- [1] **Shaft:** A nine-foot diameter shaft, 105 feet deep to the ceiling of the cellar. It is an additional fifteen feet to the cellar floor, for a total drop of 120 feet. A narrow wall, one foot high surrounds the shaft opening.

CELLAR

The cellar consists of a main and two smaller chambers. All are constructed of gray pseudostone.

- [1] **Levitation Device:** The shaft from ground level opens into the ceiling of this room. Directly below the opening is a circle of white pseudostone, nine feet in diameter and six inches thick. At one time, the circle would raise or lower a rider by psionic command between the two levels. The device no longer operates properly. The GM can use the following table, rolling 1d100 against the user's AURA x3, to randomize effects.

Result Effect

- CF** Device immobile.
MF Erratic: operates part way and then stops.
MS Operates at rapid speed (user may suffer injury).
CS Works properly (travel at comfortable pace).

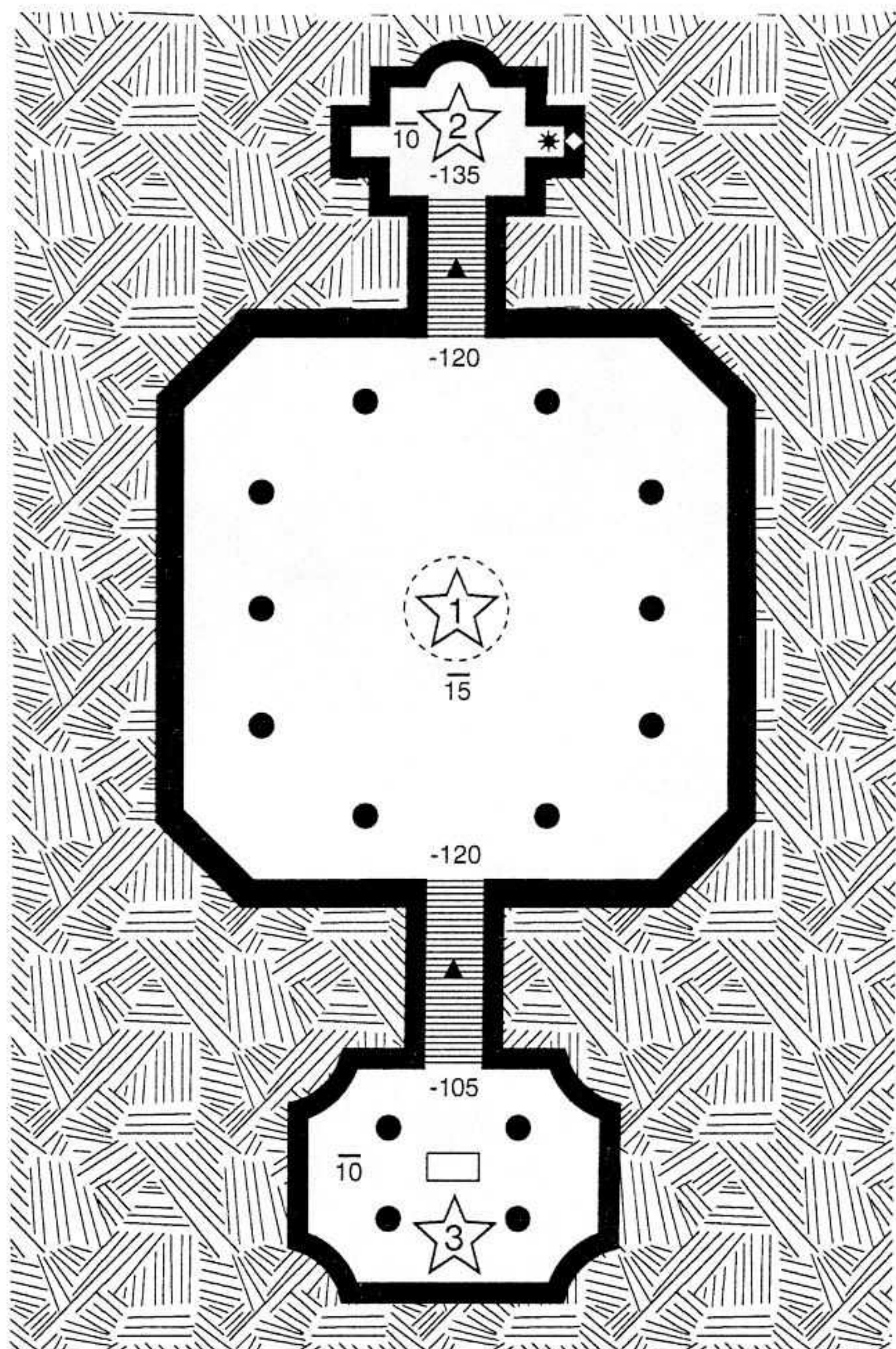
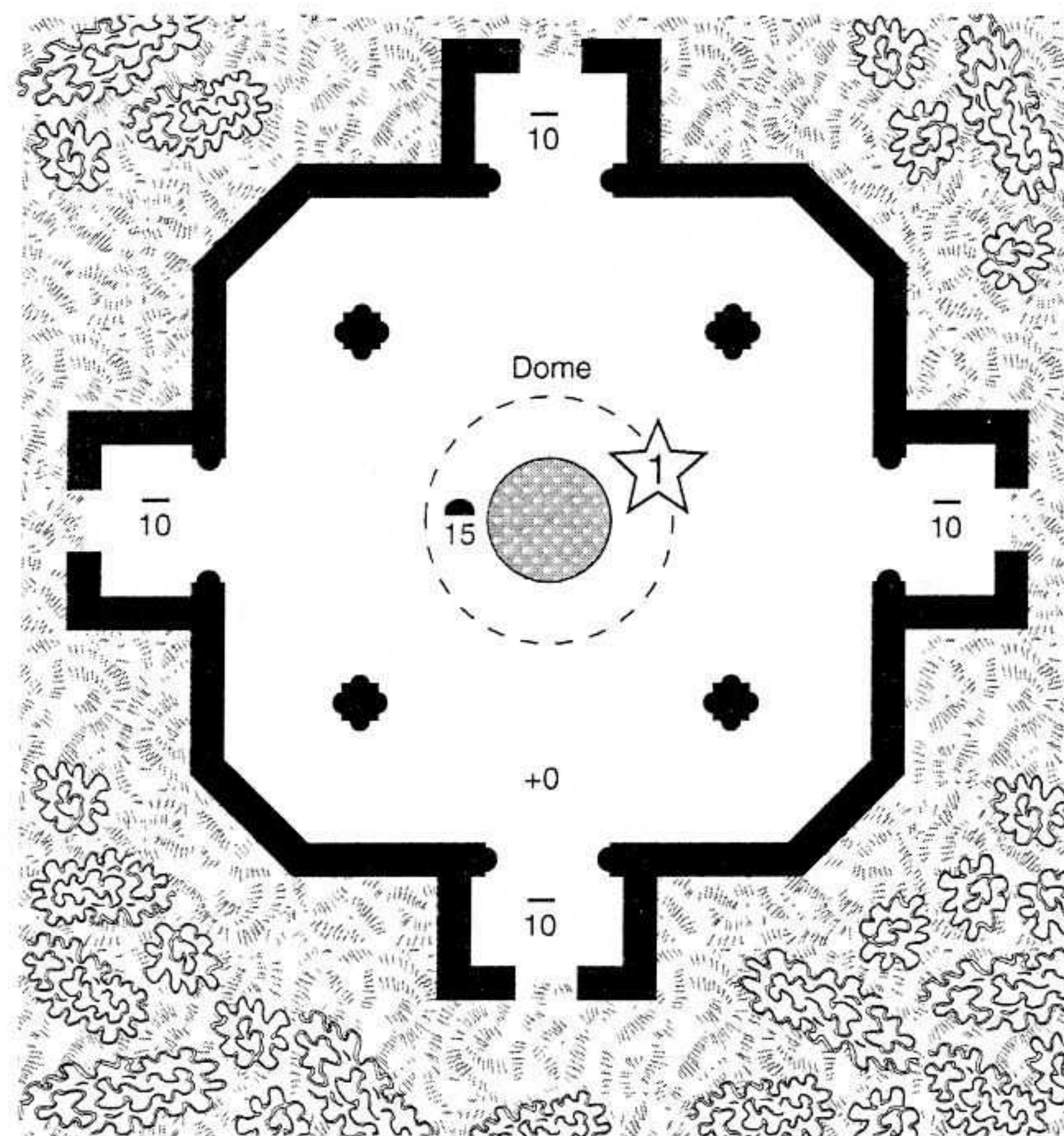
- [2] **Secret Door:** In the east wall of this chamber is a magically hidden, secret door. The GM is encouraged to add site development here.
- [3] **Hall of the Godstone:** The Navehans rarely use this gate, but are aware of its existence.

[3] OLD HARBOR

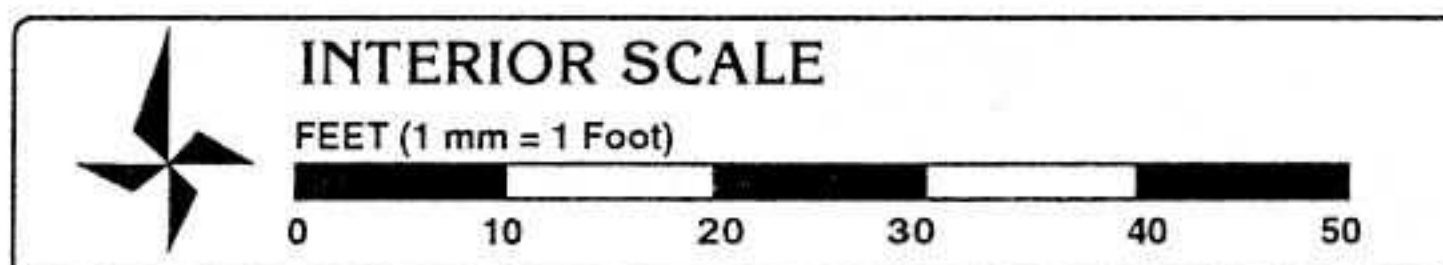
Bejist once had a shallow but beautiful Khuzan built harbor. Over the past millennia, the sea has retreated southward by two leagues, leaving behind a salty marsh. The remains of one wharf are visible, the rest lost to erosion of time and tide. The former coast is the 20 foot contour.

[4] TOWN RUINS

The town had a high proportion of stone buildings due to the presence of Khuzan masons, and because the heath had few trees to provide wood. Sixty years ago many of the buildings were still relatively intact, but the Navehans reused the stone to build their temple.



All surfaces are stone unless otherwise indicated.



BEJIST 6

[5] CAER HARMENEL

The old Khuzan citadel once had extensive underground chambers and passages which have mostly collapsed with the shifting of the land and sea. On the surface stood a rectangular bailey, walls 15 feet high, with a round tower 30 feet high in each corner. Only the two eastern towers stand, and only then to one floor – they originally had two floors and a roof. The western gate towers partially survive. No buildings remain within the bailey.

Clerics of the temple have made a number of attempts to excavate the legendary prison of Aedlad. Several tunnels penetrate deep into the scarp that runs to the east and south of Caer Harmenel. This has yielded no results save the death of the previous Master of Archives and Treasures and eight acolytes in 718 when part of the southeast tower collapsed during deep excavations. No major tunneling attempts have been made since.

AMORIEN TOWER

The tower is the ethereal manifestation of a mighty spell wrought by the kin of King Daelda. It was originally the northwest tower of Caer Harmenel, of which nothing remains in the physical realm except a pile of rocks. The ethereal tower defies the natural order of physical laws.

GM Note: *Amorien Tower is a creation of powerful elven magic. Use the details of the tower with great care – the implications are far reaching.*

CELLAR

[1] Daelda's Stone: This chamber is the only access to Amorien Tower in the physical realm of Kethira. It is accessible by digging down five feet near the tower, or by some tunnel developed at GM discretion. Three feet south of the north wall is a stone block two feet wide, one foot thick, and three feet high. On the south side of the stone the following inscription is carved in Selenian script:

DAELDA

Hârn's Lord Supreme, Fair of Face

And Soul, in Triumph Slain

When Mirror'd Evil Came Apace.

Let Here His Heart Remain.

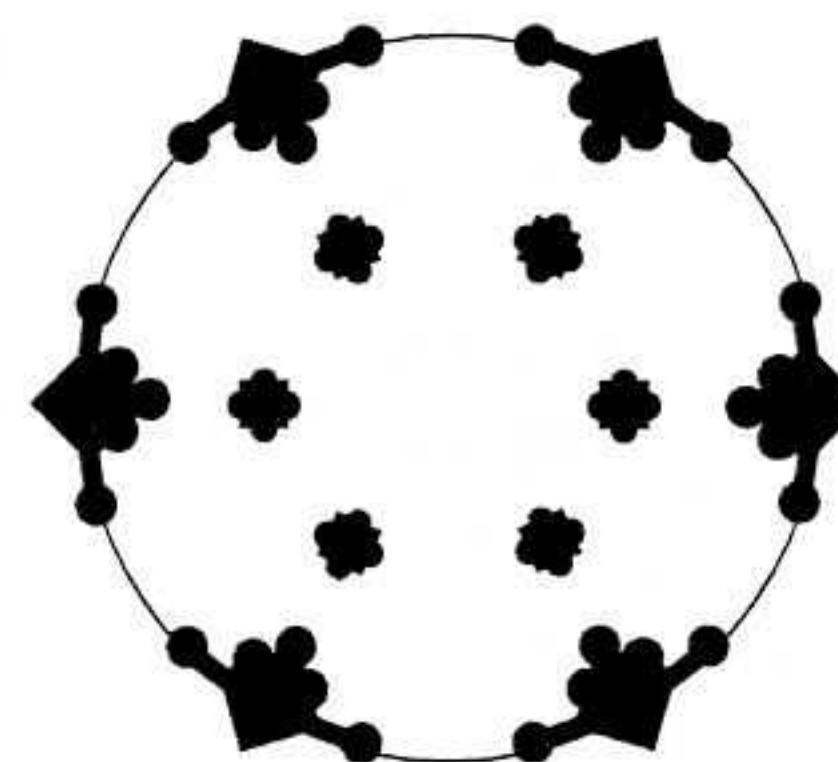
The chamber looks like a tomb, but it contains no sarcophagus. The unadorned white marble walls *seem* continuous, but the center of the north wall has a hidden six-foot opening. It appears to be a regular section of wall, but one who touches it will perceive its true nature, an archway leading to a sloping corridor which is filled with a white, opaque, and iridescent haze. Those who step into the haze lose all sense of direction. Whichever direction they travel, it leads downward. After about ten minutes, travelers arrive at a vaulted chamber.

[2] Vaulted Chamber: this chamber does not exist in the physical realm of Kethira. The walls, ceilings, pillars and floor are made of a polished red stone. The room is lit, although no source of illumination is present. Those who wish to return up the sloping corridor find they always return to this chamber. The only "exit" is the spiral staircase upward.

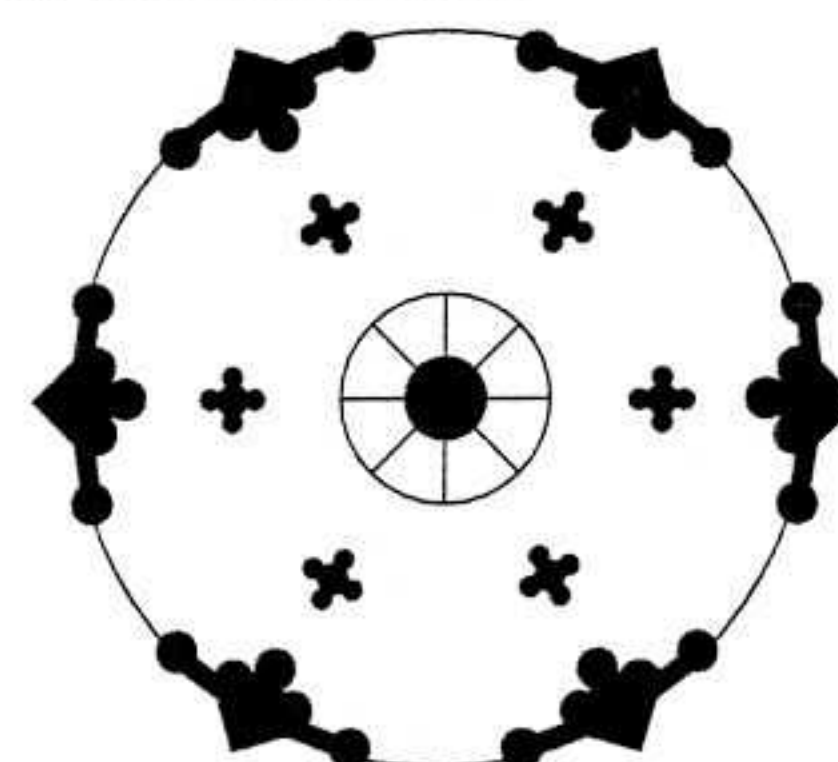
All surfaces are stone unless otherwise indicated.

AMORIEN TOWER

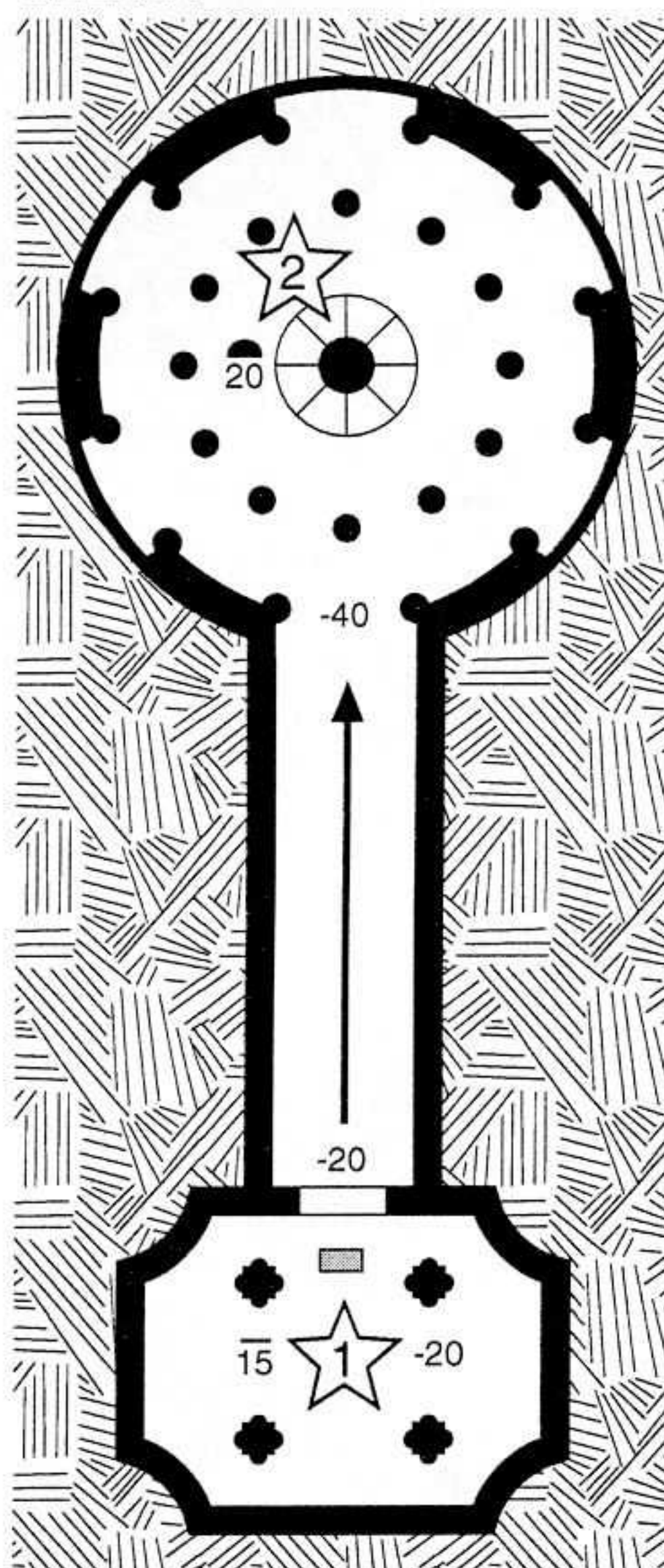
UPPER LEVEL



GROUND LEVEL



CELLAR



GROUND LEVEL

The top of the spiral staircase is flush with the floor. The chamber appears to be on the ground level open to the outside. The view from the portal is of the sea, a breeze can be felt, and the sounds of waves can be heard. In fact, each of the portals (except South) leads to a different world of the Kethirian family. Those who step into the portals flicker through a white haze and emerge in one of the following places:

North: *Terra*, at a time period of GM choice.

Northeast: *Midgaad*, the original home of the Khuzdul, Sindarin, and all manner of fell beasts. Tolkien, a 20th century Terran scholar, described Midgaad in some literary scrolls said to be "fictional". The accuracy of those descriptions are uncanny, and suggest Tolkien may have actually visited Midgaad, or knew someone who did.

Southeast: *Blessed Realm*, the home of the deity Siem and a heaven for the elves. The Sindarin were, at the time of their arrival on Hârn, headed for this realm, lying "far to the west".

South: *Amorien Tower*, Upper Level.

Southwest: *Yashain*, the "half-world" of Kethira and home of most gods. Hârn folk view Yashain as the realm of the dead, a place where they will spend their eternal lives in the service of some deity. Goodness (or lack of it) in their mortal life determines which God will claim their eternal soul on Yashain.

Northwest: *Sherem*, a world of high magic of which little is known. Most visitors to Sherem return half-mad, unable to account for what they have seen.

The exact location of each world is left to GM discretion, and the worlds themselves can be modified to suit. With the exception of the south gate, the portals are controlled more by the natural magic of Kelestia than by Sindarin enchantment.

UPPER LEVEL

This level is the prison of Daelda, former King of Hârn, and can only be accessed via the South portal on the Ground Level – there is no physical connection. Characters entering the chamber will have the impression of walking through one of the six portals. The view through each portal is different, but it is unlikely characters will be familiar with what they see. Those who step through a portal on this level find themselves at one of the following locations:

North: Alarienel – the fabled lost city of the elves. The precise location can be anywhere from the middle of the Shava Forest, to Faya in Yashain, to the depths of the sea.

Northeast: Azadmere – Hesthin Square, city center.

Southeast: Ulfshafen - the amphitheater.

South: Elshavel – the walls of Caer Elshavel.

Southwest: Pesino – Market Square.

Northwest: Kiraz – main entrance, facing out towards the forest.

Characters with an Aura of 16 or less are free to exit via the portals. PCs with an Aura of 17 or higher are imprisoned since the enchantment was created to trap high aural entities. Only captives willing to risk lowering their Aura by divine, magical, or physical means can hope to free themselves from the tower.

DAELDA/AEDLAD

Daelda, former King of Hârn, is an attractive Sindarin of immense Aura. He appears in a tunic of green silk, bearing a scabbard that contains a broadsword of ornate design. He wears a silver chain atop his head, from which hangs a silver amulet with a brilliant green gem. The gem is a focus for his considerable magical power.

Daelda suffers from a wound that punctures his left chest cavity and ceaselessly drips blood. The floor and furnishings of the room where Daelda rests are stained with blood. Daelda's grievously wounded body is shared by the soul/Aura of the demon Aedlad. This possession has yet to achieve stability, and the two beings contend for control over each other. The two entities cannot exist in the same physical world, hence this prison is located on an ethereal plane.

A constant battle rages between the two entities, and it is this exertion that keeps Daelda's body "alive". Each entity controls the body for a short amount of time, normally around half an hour, before succumbing to mental exhaustion and allowing the other to gain control. This great struggle has been going on for fourteen centuries.

The metamorphosis of Daelda to Aedlad is an interesting, but dangerous thing to witness. Aedlad will take every opportunity to torture and victimize those trapped in the chamber with him. When Daelda is in control he does his best to warn visitors of their danger, but only after he questions them to discover news of his kinfolk.

The kinfolk who imprisoned Daelda felt that his goodness would ultimately prove victorious. This has not happened yet. Perhaps Aedlad will be the victor, or a new entity that melds both beings will emerge.

Legacy of Taurin Halfhand

Daelda's kinfolk suppressed all knowledge of his fate. Only the survival of Taurin Halfhand, one of the Navehan clerics who summoned Aedlad during the Battle of Sorrows, allowed the legend to survive. Taurin watched the Sindarin carry the body of Daelda, which he knew to be possessed by the demon Aedlad, back to Bejist. The Navehan did not know that Daelda was still alive and assumed the Sindarin laid him in a tomb within the citadel. When the elves departed, Taurin sought to rescue Aedlad, but he could do nothing alone. He wandered the heath in search of divine guidance, often encountering bands of Pagaelin tribesmen who perceived him as a wrathful demon they called "Walker on the Heath". Eventually, Taurin returned to his order in Karejia where his tale was soon forgotten, except by a visiting Hârníc brother who took interest, committed it to parchment and brought it to the island.

Cult of Aedlad the Imprisoned

An acolyte called Ryiku found Taurin's Scroll within a buried cache in the Tashal underground in 661. None of the Tashal temple masters gave Ryiku's discovery much credence, and brushed aside his suggestion for a quest to release Aedlad. Ryiku was a competent priest and, in 663, he murdered and succeeded the Master of Archives, who he later discovered to be his own father. Ryiku took this kin slaying, and the current Five Year War in the west, as the signs promised by the legend.

Ryiku again sought a quest to free Aedlad, violating a previous oath to be silent on this matter. He was placed under a Herth-Akan. Those who survive this ordeal are few and always respected. Ryiku now built a following for his *Cult of Aedlad the Imprisoned*. In the autumn of 664, he and a score of followers stole what they needed, killing three masters, and fled Tashal.

Moving south to the Setha Heath, the Navehans allowed themselves to be found by the Pagaelin. Ryiku quickly began a religious ceremony and warned the tribesmen they must not interrupt the rites honoring the *Walker on the Heath* on pain of death. The tribal leader ignored the warning and burst through the circle. The high priest pointed at him, saying:

"Come, you hunter of rats, doubter of the Last Illusion. Look upon death this day and despair, for I am the vessel of the Walker on the Heath and mighty is his wisdom and fulsome his wrath. Perish, profane one."

The Navehan lightly touched the chieftain who instantly fell dead. The Pagaelin, quick to recognize superior power, prostrated themselves, begging for mercy. Ryiku answered them:

"For this time your unshriven corpses are spared, but harken, and hear of the Walker on the Heath, and worship him and his servants. Soon will come among you wielders of fell power, even as the power you have seen this day. Heed them, for they will make you strong, deny them and suffer a death beyond imagining."

Having won the respect of the Pagaelin, the Navehans made their way to Bejist, began construction of their temple, and undertook excavations to find the prison of Aedlad.

Ryiku died in 676. One by one the original founders of the cult died, committed ritual suicide, or were murdered. The practical necessities of survival in Bejist soon lessened the urgency of their mission. Excavation projects seeking Aedlad are still undertaken from time to time, but they are now more a symbolic ritual than an actual quest.

Taurin's Tale

We were eight, sent from the place most holy to this island. Eight skilled in the holy arts and suited to the appointed task. We sailed with a savage people bent on conquest and landed among pagans in a region called Anadel. For five years we labored, O my brothers, doing holy work among the unbelievers, and oft did it seem our efforts be futile.

It passed that the folk we dwelled among grew weary of peace and crossed the Ulmerien to do battle with the Sindar devils and their Jarin slaves. A great and terrible battle raged back and forth. We eight watched in dismay, O my brothers, as the everliving broke our folk and went amongst them slaying and rending.

We eight gathered our strength and exerted our sacred arts and summoned forth the one called Aedlad, the beast soul of the Sindar King. And came he among us, O my brothers, with aspect fell and might beyond measure. And looked he down upon the field of battle and beheld the Sindar King and made way towards him, slaying all that stood between. His very glance was death and his touch dissolution.

Aedlad and the Sindar lord met upon that bloody plain, and they did smite each other with fell blows that echoed from the hills. And Aedlad slew the Sindar, and possessed his very body.

But even as we triumphed O my brothers, the kin of the Elven Lord captured Aedlad. And having taken him they knew us and came upon us in their wrath and slew all save I.

They bound Aedlad and carried him from the field. I followed the Sindar to their fortress on the heath. Long did I seek to release Aedlad until the Master visited upon me these words:

"The time is yet unripe, and generations of unborn shall pass before Aedlad walks among the unbelievers. Your brethren to come shall know the time, for tumult shall shake the kingdoms of men and kin shall slay kin. Go, and bear the word."

GM NOTE

Several copies of the original Taurin Scroll were made. To hook players into a Bejist adventure, one of these copies can be found by the players, or by someone who hires the players to investigate.



NAVEH

*Lord of the Pitch Shadows,
Master of Deceit and Evil Dreams,
Lord of the Last Illusion,
Merchant of Death,
Unseen Lifter of Lives,
Trancer the Cat,
Wealth's Worry."*

Best known as the bringer of nightmares, Naveh is the deity favored by assassins and thieves. His main symbols are *Nava-shak-ara* (an ebony knife) and *Shinkra-akra* (a translucent, human skull). Replicas of both are involved in temple rituals.

Naveh's main demonic servants are *Dekejis* who appears in the form of a black, red-eyed cat that considers the eyes and genitals of humans a great delicacy (those who lack either are said to bear the Curse of Naveh); *Gekrish*, the "Hands of Despair" who can reach inside the body with taloned hands and still the heart; *Krasula*, the "Hunter of Sleep", said to bring horrific nightmares, who commonly appears as a male child with one eye of the palest blue and the other of the deepest black; and *Vesha*, the "Mouth of Falsehood", a servant who spreads deceit and confusion among mortals, said to be strengthened by every lie told by men, and wounded by every truth.

Acolytes wear simple black robes. Ranking clergy wear an over-robe of red and may don the dreaded skull-mask denoting imminent death. All clergy carry razor sharp daggers. The temples take commissions for assassinations. Success is judged by more than the simple death of the victim; there is a degree of "artistry" involved.

Temples of Naveh have a degree of discipline second to none – masters have been known to order underlings to commit ritual suicide as a demonstration of loyalty to a guest.

The Herth-Akan

The most interesting Navehan ritual punishment is the Herth-Akan. A miscreant cleric, or enemy of the temple, is given a one hour start and for three successive days and nights must evade the murderous pursuit of seven clerics. Victims who evade death for this period are permitted to live and acquire great respect and honor. Failed pursuers must undertake ceremonial suicide.

Most temples of Naveh have a maze in their cellar, designed primarily to train acolytes. Many temples start a Herth-Akan within the maze. At Bejist the deadly ritual is usually performed entirely within the maze. Few survive the first three hours, let alone three days.



Navehan Dezana

HârnMaster

NAVEHAN DRANATHA

11 STR	12 EYE	12 INT
14 STA	13 HRG	12 AUR
14 DEX	12 SML	13 WIL
14 AGL	13 VOI	06 MOR

Combat Attributes:

Endurance 13, Move 11.

Combat Skills:

Initiative 90, Dodge 70, Unarmed 85, Dagger 75.

Cleric Skills:

Ritual (Naveh) 75, Piety 160, Acrobatics 60, Herblore 40, Ledgerdemain 60, Lockcraft 50, Stealth 80.

Languages: *Hârníc* 75, *Pagaelin* 65.

Scripts: *Lakise* 74.

Rituals: (3rd Circle).

Armour:

Cloth Robe (hooded), sandals.

d20

NAVEHAN CLERIC

Human: Cleric 1/Rogue 4/Assassin/1
CR 6, Alignment NE, Size M, HP 34, Speed 30ft, Initiative +6.

Abilities: Str 11 (+0), Dex 14 (+2), Con 14 (+2), Int 12 (+1), Wis 13 (+1), Cha 12 (+1).

Armor: AC 12/13* (Dex +2).
*13 with Dodge.

Attack: Dagger +4, Thrown Dagger +6.

Damage: Dagger 1d4 (+ poison).

Save: Fort +5, Ref +8, Will +4.

Skills: Climb +7 (Str), Disguise +7 (Cha), Gather Information +8 (Cha), Hide +10 (Dex), Intimidate +8 (Cha), Jump +7 (Str), Knowledge (Naveh) +5 (Int), Move Silently +8 (Dex), Open Lock +9 (Dex), Tumble +8 (Dex).

Feats: Sneak Attack +3d6, Death Attack, Poison Use, Evasion, Uncanny Dodge, Ambidexterity, Two-Weapon Fighting, Improved Initiative, Dodge.

Equipment: Cleric Robe, 2 Masterwork Daggers.

Arcane Spells: 1=Spider Climb.

Cleric Spells: 0=Detect Poison, Inflict Minor Wounds, Resistance, 1=Change Self, Deathwatch, Cause Fear.

Poison: Daggers are both coated with poison. Failed Fort Save (DC15) does 10 points Con Damage. Successful Save = half damage.

THE PAGAELIN



The nomadic tribal nation dwelling roughly between the Osel River and SETHA HEATH. There are approximately 120 tribes of 60-240 members. Women are respected, but are deemed inferior. Many tribes are mounted on ponies and horses.

The tribes occasionally raid their more civilized neighbors and fight incessantly among themselves. When the tribes are united under one strong leader, they have been known to attack the outlying settlements of Kaldor and Chybisa. Some tribes are inclined to raid traffic on the Genin Trail and especially to ambush caravans, or collect tolls at Oselbridge. They are armed with a combination of home-made bows, spears, axes, and captured swords, shields, and armour.

For details, see *HårnMaster Barbarians*.

Navehan Augurs

About three quarters of the Pagaelin are under varying degrees of influence by Navehan augurs from Bejist. These clerics, always trusted *Dranatha* (priests), maintain Augur Lodges at Pagaelin camps, posing as merchants. They gain the confidence of the tribesmen with a combination of drugs, eloquence, prophecy, "miracles", and the occasional sudden and inexplicable death. The augurs screen Navehan activities at Bejist, and provide the temple with children to be raised as acolytes.



HårnMaster

PAGAELIN HUNTER

12 STR	12 EYE	11 INT
13 STA	13 HRG	11 AUR
14 DEX	13 SML	13 WIL
13 AGL	10 VOI	09 MOR

Combat Attributes:

Endurance 13, Move 13.

Combat Skills:

Initiative 75, Dodge 65, Unarmed 75, Spear 70, Axe 65, Shield 60, Dagger 85, Bow 60.

Other Skills:

Stealth 80, Tracking 75, Foraging 70, Survival 65, Fishing 60, Swimming 60, Hidework 55, Weaponcraft 45.

Armour:

Fur/Leather Cap, Jacket, & Leggings, Wood Roundshield.

d20

PAGAELIN HUNTER

Human: Warrior/3

CR 3, Alignment CG, Size M, HP 17, Speed 30ft, Initiative +6.

Abilities: Str 12 (+1), Dex 14 (+2), Con 13 (+1), Int 11 (+0), Wis 13 (+1), Cha 11 (+0).

Armor: AC 14 (Dex +2, Leather +2).

Attack: Melee (Halfspear) +4, Ranged +5.

Damage: Halfspear 1d6+1.

Save: Fort +4, Ref +3, Will +2.

Skills: Intuit Direction +4 (Wis), Ride +4 (Dex), Listen +3 (Wis), Spot +5 (Wis), Wilderness Lore +4 (Wis).

Feats: Alertness, Improved Initiative, Track.

Equipment: Spear, Leather Armor/Clothing.

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Version 1.0

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A fortified inn at a strategic ford on the dangerous Salt Route linking eastern and western Hårn. A power struggle unfolds between rival delegations from Tharda and Kaldor seeking control. The tale involves a seductive priestess from Tharda, a herald from Kaldor, a blind Ilviran priest with powers to summon very nasty beasties, a power-mad local knight, and a few hundred Chelni and Tulwyn barbarians who are unhappy with developments.

5901: Web of the Widow

A unique CD-Rom adventure featuring the city of Aleath, the Lia Kavair (thieves' guild), and a mad Hålean priestess who worships the Unnamed Goddess. Players will find themselves immersed in a murder mystery involving a ghost seeking revenge. Included are 3-D Scenes of nine adventure locations that can be viewed under different weather and light conditions.

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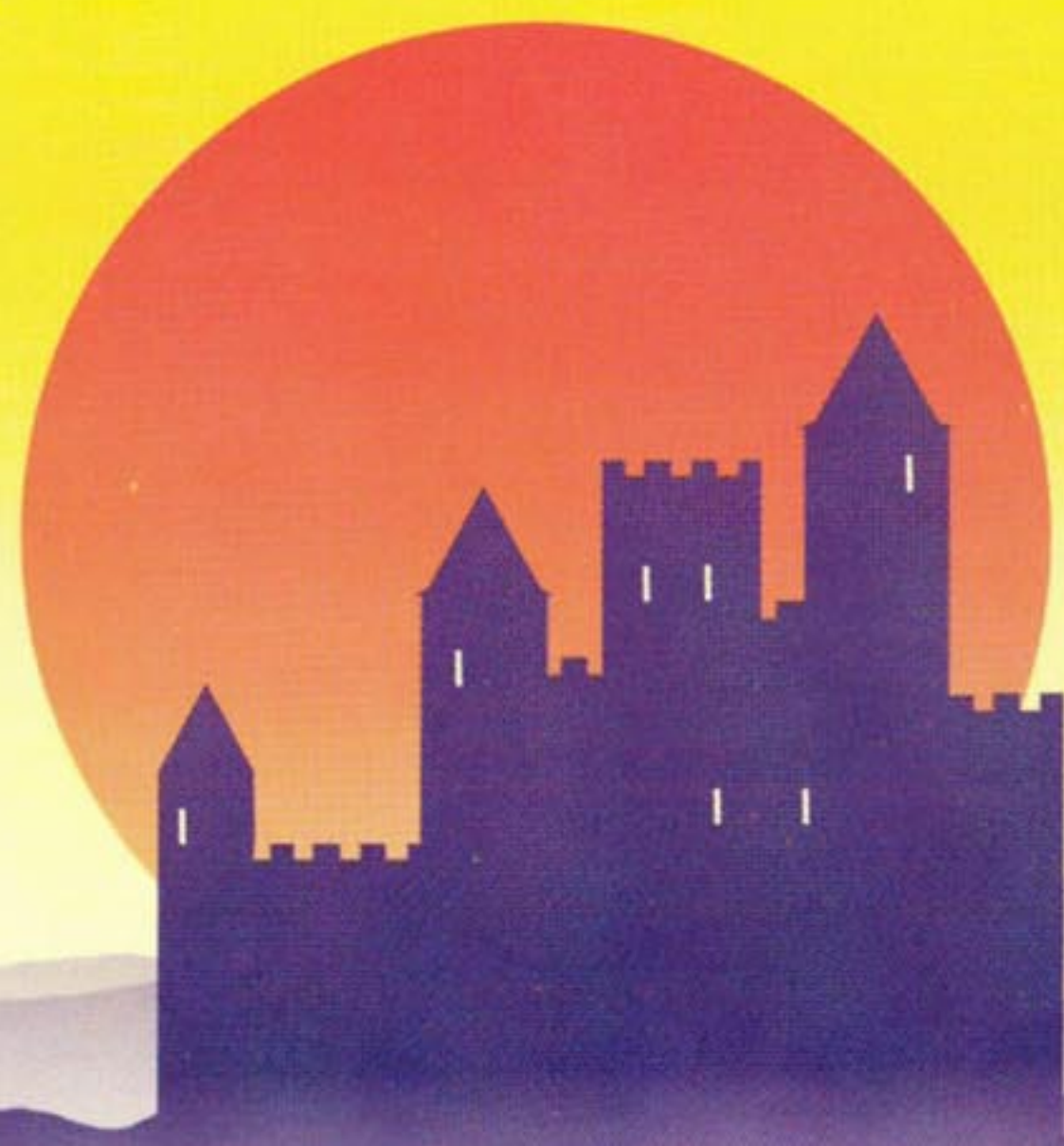
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