

# ENCYCLOPEDIA HARNICA

# 12



## ULFSAFEN

The elven port on  
the River Enorien

*N. Robin Crosby  
Edwin King*

## ELSHAVEL

The hidden heart  
of the elven kingdom

*N. Robin Crosby  
Edwin King*

## THE SINDARIN

The immortal elves  
of the Shava Forest

*N. Robin Crosby  
John Frazer*



**COLUMBIA GAMES INC.**

#6012



# ENCYCLOPEDIA HARNICA

## ENCYCLOPEDIA HARNICA (EH)

Welcome to Encyclopedia Harnica. This module is designed to fit in a three ring binder. We hope you already have our CITIES OF HARN expansion module. This module contains the seven cities of Harn, organized for inclusion in EH, and our local scale and interior mapping keys which we cannot repeat herein.

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## LETTERS

This space is our attempt to answer some of your questions about Harn and EH. We can also answer questions directly providing you send us a self addressed stamped envelope and phrase the question so it can be answered yes or no.

1. The articles in EH have been a great help in completing the environment of Harn. There are several things I would like to see in future issues. On page 6 of Harnview a cultural and political map of Harn for 720TR is printed. As Harn's history has proven, political boundaries are by no means stable. It would be a great help if you printed a similarly sized map without boundaries or other information. With permission to photocopy, GMs could keep track of changing data for all of Harn.

I would like to see more information regarding guilds. Finally, the articles on the Kath and Chelni in EH4 were excellent. Information on the other human nomadic nations would be helpful.

John McDonald  
Concordia, Kansas

The map is a great idea, see the inside back cover of this issue. We are working on an economic module which will include information on guilds but, as you appreciate, this is a complicated task. Don't expect it soon. As you know, Tulwyn, Pagaelin and Bujoc have been added to the list of nomadic nations, and all the others will follow. Be prepared for the "great northwest" issue of EH, dealing with the Kubora, Urdu and Equanyi. We plan to do all seventeen Harnic nomadic nations in EH.

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NEXT ISSUE (EH13)

## GELDEHEIM

The royal castle of Orbaal.

## ORBAAL

The fragmented and unruly kingdom of Ivinians and Jarin.

## ATLAS HARNICA

The Geldeheim region of Orbaal.

2. Will you be publishing future adventure sites such as Anisha and Elkall-Anuz that do not involve Godstones and Earthmasters? While I have found the sites you have chosen to date to be interesting and useful I would be interested in seeing some less "powerful" adventure sites.

Martin Jacobs  
Toronto, Ontario

Trobridge Inn was something along those lines. You will note that in addition to other possible adventures at the Inn, the tollhouse there contains a trapdoor that leads to "dank passages" that can be developed at GM discretion. All the sites we have done in EH can also be used without any reference to Godstones. We plan to do other "Non-Earthmaster" sites such as Noron's Keep, Araka-Kalai and Kustan in EH.

3. Do you plan to do the same kind of detailed development for all the kingdoms of Harn that you did for Kaldor? I would like to see some articles on the nations of western Harn, as I have a number of players involved there.

William McCarthy  
Boston, Massachusetts

The short answer to your question is no. We will be doing an article on each kingdom on Harn as well as some articles on castles, cultural facets etc. within each kingdom, but we will not be repeating the sort of extreme detail we used in Kaldor. As we have stated elsewhere, we recommend that GMs use Kaldor as the base of their campaign, as it will likely remain the most completely developed nation on Harn. We are not planning to repeat the complete atlas mapping that we did for Kaldor for other kingdoms, although we may provide atlas maps for the regions around the cities.



LOCATION: Kingdom of Evael  
 STATUS: Royal Castle  
 GOVERNMENT: Prince of Nimfalas  
 POPULATION: 100 (Sindarin) 300 (Human)

Ulfshafen, the only port in the Kingdom of Evael, is the trade centre of the kingdom. Located on the mouth of the Enorien, Ulfshafen is well positioned to control maritime traffic in the Kald estuary. Most trade with the kingdom of Evael is conducted through Ulfshafen.

## HISTORY

Although the Sindarin have lived in the Shava Forest since their arrival on Harn nearly eleven thousand years ago, Ulfshafen itself is of comparatively recent origin. It is possible that the Khuzdul initiated the settlement when Bezarzal, then King of Azadmere, built Caer Ulfshafen as a gift for King Daelda in 4817 BT. As was the case with Caer Elshavel the elves accepted the gift with good grace, and modified the design to suit their taste.

Since that time Sindarin setting sail for the Blessed Realm have left from Ulfshafen. Clans Rhynis (map key 13) and Idain (Elshavel map key 13) have traditionally built the ships by which the elves voyage to the realm of Siem.

Two hundred years after the Jarin first appeared on Harn a small community of humans was founded at Ulfshafen. Their leader was a man called Amar, sometimes called Amar the Farsighted. Legend has it that he had married a Sindarin woman and she prevailed upon King Daelda to allow the humans to settle within the Shava Forest.

With the onset of the Atani wars the fortifications of Ulfshafen were improved. Most of the port facilities date from this period. The death of Daelda followed by Aranath's renunciation of Harnic sovereignty saw the virtual end of maritime traffic for several centuries. By the second century BT, however, contact and trade with the outside world was renewed.

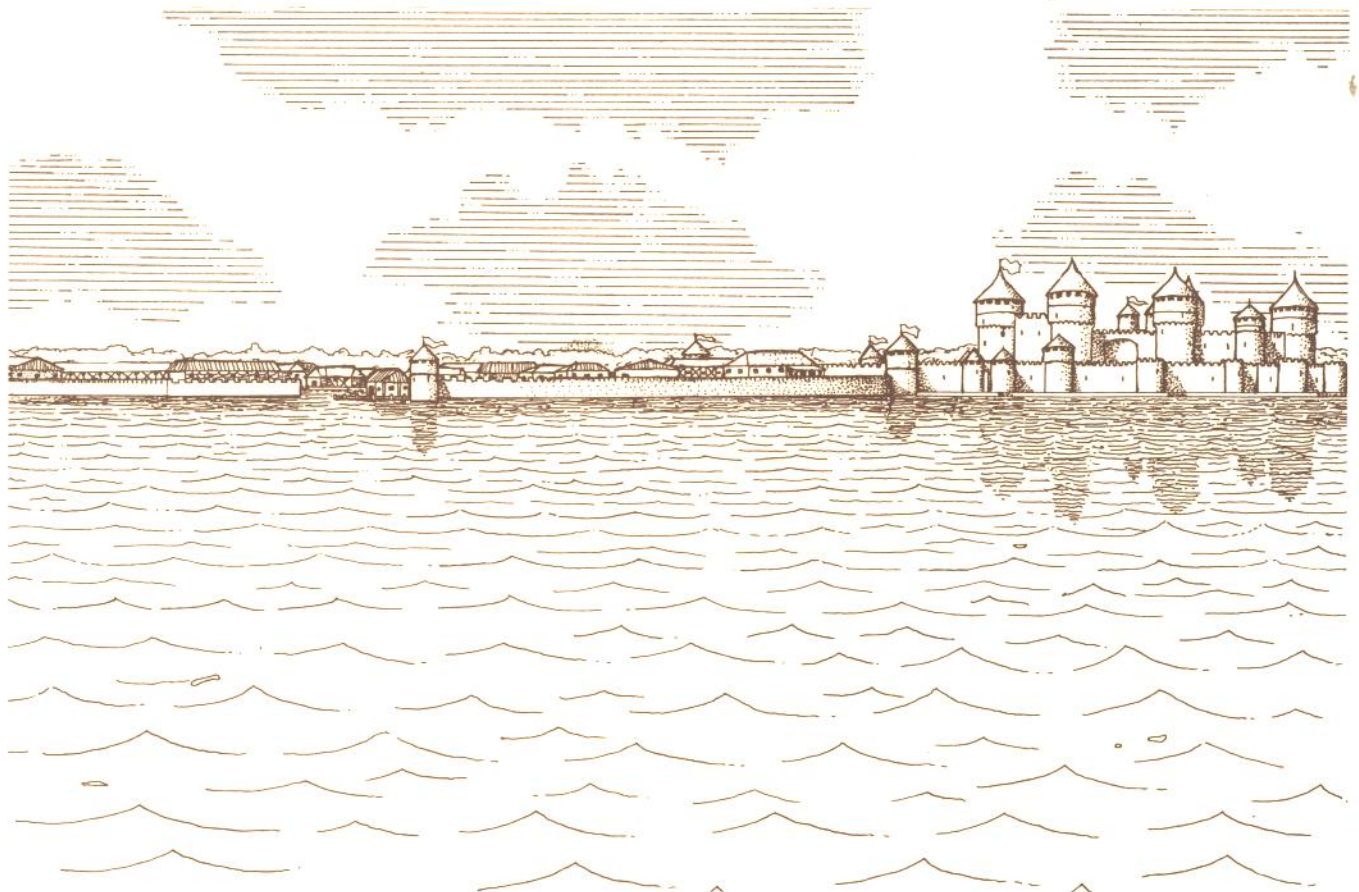
In 430 BT King Aranath allowed some of the Jarin of Ulfshafen to settle in Elshavel. The Ulfshafen community is by far the larger of the two human enclaves in Evael. The Sindarin seem content to have the Jarin as intermediaries between themselves and the traders of Harn and Lythia.

Ulfshafen is a port that many seafarers have mixed feelings about. On the one hand it is beautiful and exotic; on the other, none of the more raucous pleasures dear to the hearts of mariners exist. In addition, many humans find Evael, the Sindarin, and Ulfshafen somewhat unsettling. Of late, tales that the Enorien River is the source of the longevity, good health and youthful appearance of the Sindarin have spread throughout Harn. This has resulted in a small but steady trickle of wealthy invalids seeking the mythical benefices of the river.

## CHRONOLOGY

10000 BT: Sindarin reach Harn  
 7000 BT: Khuzdul appear on Harn  
 4817 BT: Caer Ulfshafen constructed  
 1300 BT: Jarin reach Harn  
 1100 BT: Jarin community at Ulfshafen founded  
 900 BT: Atani Wars begin  
 683 BT: Battle of Sorrows/Kingdom of Evael founded

Introduction continued on page 6.





# ULFSHAFEN

GM MAP





## CITY MAP INDEX

Names in brackets are clan names. The following symbols denote the makeup of clans.

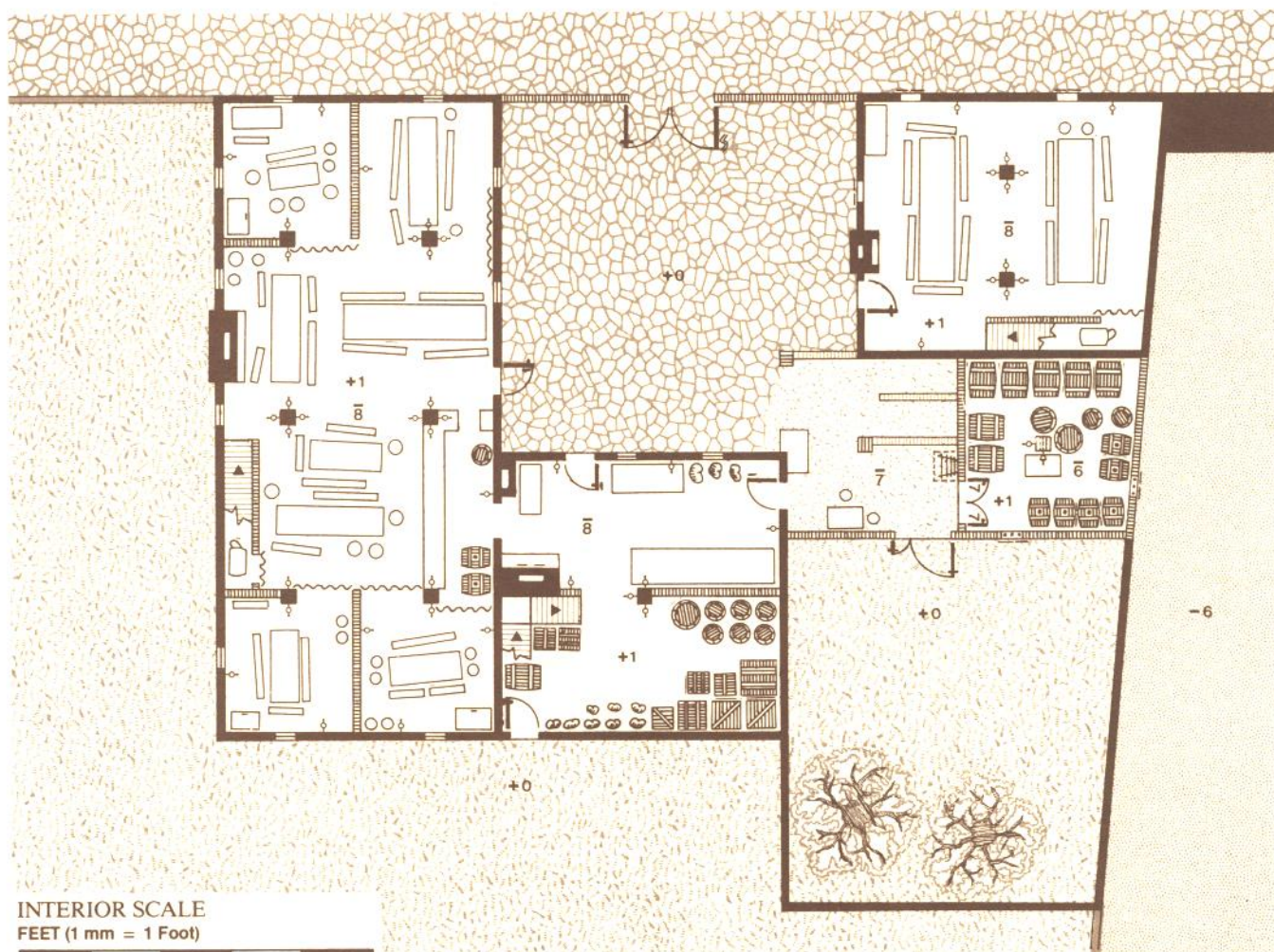
[J]=Jarin  
[S]=Sindarin

1. CAER ULFSHAFEN  
The seat of Gelarhun, Prince of Nimfalas. The castle was a gift from the Khuzan King of Azadmere in 4617 BT. Veins of minerals and gemstones set into the walls are so brilliant "that the light of Nolomar is vested there". [a] Clan Alertane [S], ostler. [b] Clan Ephesion [S], weaponcrafter. [c] Since the Atani Wars the marshalling yard has been mainly used by the Sindarin and Jarin to exchange goods.
2. IANT LOME: DUSK BRIDGE
3. TAUR-IM-AINA: HOLY GROVES
4. SINDARIN CAMPGROUND
5. ELENLINGAL: SINGING STARLIGHT  
The Sindarin amphitheatre stages performances throughout the year.
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. The arches surrounding the fountain glorify the seasons; the Spring arch to the east is inset with emeralds, the Summer arch to the south with gold, the western Autumn arch with amber, and the north, or Winter arch with silver.
7. DUINLINPEN: RIVER SONG (Bavienlas [S])  
Size: 9 Quality: \*\*\*\*\* Prices: very high +  
Caters almost exclusively to Sindarin, although a few Jarin occasionally frequent the inn.
8. RHUN-BAROCHE: EAST OSTLER (Chelraen [S])  
The clan stables and cares for the animals used to transfer goods between Ulshafen and Elshavel.
9. MIRRAN SQUARE  
The Jarin market is open from dawn to noon, holidays excepted.
10. BOATHOUSE  
Owned by clan Rhynis, (11) the boathouse can accomodate up to five vessels at one time.
11. SHIPWRIGHT (Rhynis [S])  
Size: 9 Quality: \*\*\*\*\* Prices: very high +
12. BONDING HOUSE
13. HARBOURMASTER OF ULFSHAFEN  
The residence of the harbourmaster. There is a beacon on the other side of the harbour.
14. LEXIGRAPHER/CARTOGRAPHER (Keleb [J])  
Size: 9 Quality: \*\*\*\*\* Prices: very high +  
Draws the most accurate charts of the Harnic Isles.
15. MERCANTYLER'S HALL
16. APOTHECARY/PHYSICIAN (Garis [J])  
Size: 5 Quality: \*\*\*\*\* Prices: very high +
17. WEAPONCRAFTER (Edwynas [J])  
Size: 3 Quality: \*\*\*\*\* Prices: very high +  
Specialty: intricately woven mail armour.
18. FISHERMENS' CLAN HOUSE
19. POTTER (Perrisa [J])  
Size: 7 Quality: \*\*\*\* Prices: high +
20. METALSMITH (Ewyain [J])  
Size: 4 Quality: \*\*\*\* Prices: high +
21. GLASSWORKER (Quarelin [J])  
Size: 3 Quality: \*\*\*\*\* Prices: very high +
22. CLOTHIER (Borinas [J])  
Size: 5 Quality: \*\*\*\* Prices: high +
23. LOCKSMITH (Aealth [J])  
Size: 2 Quality: \*\*\*\* Prices: high +
24. MERCANTYLER (Faalith [J])  
Size: 6 Quality: \*\*\*\* Prices: high +
25. WOODCRAFTER (Heb [J])  
Size: 4 Quality: \*\*\*\* Prices: high +
26. CHANDLER (Hebyrn [J])  
Size: 6 Quality: \*\*\* Prices: high +
27. SALTER (Nefel [J])  
Size: 3 Quality: \*\*\*\* Prices: high +
28. WOODCRAFTER/TOYMAKER (Indestrel [J])  
Size: 9 Quality: \*\*\*\* Prices: high +  
Specialty: Exquisitely carved boxes and chests.
29. MERCANTYLER (Libaneron [J])  
Size: 8 Quality: \*\*\*\* Prices: very high +
30. JEWELLER (Faeferin [J])  
Size: 4 Quality: \*\*\*\* Prices: very high +
31. EMBALMER (Gamisal [J])  
Size: 2 Quality: \*\*\*\* Prices: high +
32. PERFUMER (Paderon [J])  
Size: 3 Quality: \*\*\*\* Prices: high +
33. MERCANTYLER (Erdhilt [J])  
Size: 5 Quality: \*\*\*\* Prices: high +
34. MASON (Wyren [J])  
Size: 2 Quality: \*\*\*\* Prices: high +
35. LITIGANT/SCRIBE (Aamis [J])  
Size: 4 Quality: \*\*\*\* Prices: high +
36. MILLER/MILLWRIGHT (Dryendis [J])  
Size: 7 Quality: \*\*\*\* Prices: high +  
The mill is ox-powered.
37. MERCANTYLER (Charsin [J])  
Size: 6 Quality: \*\*\* Prices: high +
38. THE HOMEWARD SAIL (Joyle [J])  
Size: 6 Quality: \*\*\*\* Prices: high +  
The clientele is a mixture of townsfolk, merchants, and seafarers. Complete plans are given on the following pages. (a) Seamen's Hostel, also maintained by clan Joyle.



# ULFSHAFEN 4

## THE HOMEWARD SAIL



INTERIOR SCALE  
FEET (1 mm = 1 Foot)

0 10 20 30 40 50



### THE HOMEWARD SAIL

As one of the only two inns in Ulfshafen, and the only one in the Jarin community, Ranael of Joyle's establishment is seldom empty. His business is furthered by the presence of the Seamen's Hostel next door.

Ranael is forty-eight years old. He is five foot seven, heavily built and beginning to run to fat, with black hair and brown eyes. He is a witty and good humoured host, and though his establishment offers none of the coarser pleasures that lonely sailors are fond of, most foreigners who have quaffed a pint in his common room have considered themselves well entertained by his tales and jests. Ranael is understanding of the desire of many sailors to drink and make merry. He is generally tolerant of behaviour that does not result in breakage or violence, but will evict foreign clients bent on causing trouble.

Apart from visting seamen and merchants, the clientele in the Homeward Sail is composed of Jarin inhabitants of Ulfshafen. Elves sometimes visit the inn, although this is not common. They will usually pretend to be humans to outsiders, and the local Jarin respect the elven desire for anonymity. Foreigners asking too many "where's the elves?" questions will receive a cool reception.

There are often minstrels and story-tellers in the Homeward Sail for the entertainment of the customers. The game of "Eder's Cage" (see below) is extremely popular with locals and visitors alike.

Like most innkeepers, Ranael is a brewer, producing both a light, heady, beer and a dark, pleasantly bitter, ale. Although both are excellent brews, neither travels well. Ranael also produces fruit wine and brandy; both are available for export in limited quantities.

The Homeward Sail is similar to most inns. The outer walls are made of cut stone and most of the interior walls are wood frame construction. Unless shown otherwise, all interior floors are stone. The ground floor is taken up by a common room, a kitchen and pantry and three curtained rooms for private parties. Additional supplies are stored across the courtyard next to the seamen's hostel. There is also a small livery stable adjacent to the inn.

The second floor is mostly guest rooms, those overlooking the courtyard having small balconies. Ranael's chambers are in the northwest wing of the building. His two sons sleep in the antechamber. Ranael's wife died in 719; he wears a black mourning band in her memory.

### SEAMEN'S HOSTEL

The building across the courtyard from the Homeward Sail serves as the Ulfshafen seamen's hostel. The lower floor serves as a dining hall and common room. Food is prepared in the kitchen of the Homeward Sail. The dormitory on the upper floor can accomodate thirty three. Prices for food and lodging are about two thirds less than the inn.

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 forty one and is similar in appearance and humour to Ranael. He is recently married to (and is hopelessly enamoured of) Cemelyne of Tamel, a woman of twenty three. She was purchased

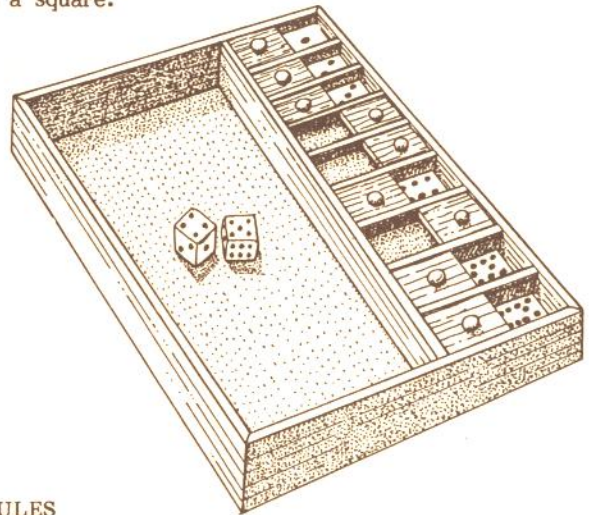
(and freed) by Mykael from the slaver Rylen of Laleld in Golotha two years ago. Cemelyne claims to have been sold into slavery by her family in Shiran. Although she is pleased to be free, and seems fond of Mykael, she sometimes chafes at her quiet life in Ulfshafen. This has made her somewhat shrewish and her periodic rages are the bane of Mykael's existence.

### THE GAME OF EDER'S CAGE

This game, sometimes called "Shut the Box" has been played in the Homeward Sail for at least five centuries. Visiting seamen have made versions of the game box and during the last century it has begun to appear in taverns in many Harnic ports.

In the Homeward Sail the game is played for generally low stakes, a round of drinks being the customary wager. In its exported variants Eder's Cage is often played for very high stakes and sailors have been known to chance a month's pay on a throw of the dice. Ranael expressly forbids betting of large amounts.

The Homeward Sail has five beautifully crafted game boxes, the product of Clan Indestrel's skill (map key 28). In its exported versions it is sometimes played on a flat board with numbers from one to nine arranged in a square.



### RULES

Any number can play at one time. Each player in turn throws two dice and uses his score to cover the numbers on the box. Example: a throw of three and four would allow 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 any box his turn ceases and the sum of the numbers remaining uncovered is counted against him. The board is cleared and the dice are passed to the next player.

If the sum of the numbers left on the board is six or less, one die is discarded, and play continues with the other until all boxes are shut or the player cannot cover a number and ends his turn.

If all the boxes are shut and the player has no points registered against him he passes the dice to the next player. This is referred to as "locking the cage".

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



# ULFSHAFEN 6

## GOVERNMENT

Ulfshafen is technically a royal castle, governed by King Aranath's constable, Raelir Gelarhun, Prince of Nimfalas. Its inhabitants enjoy what might, in a human kingdom, be termed an inactive government. King Aranath visits periodically, but takes little interest in the mundane affairs of the settlement. To a degree, the same might be said of the Prince of Nimfalas. While he is the embodiment of the local government, he leaves the Jarin community to govern itself, and intervenes in human affairs only on their request.

The Jarin town is run by a committee of seven elected aldermen who act as the chief civil authorities when dealing with the outside world. Generally, Ulfshafen is very peaceful. On occasion the townsfolk have to deal with a few disorderly foreign seamen, but even this is a rare event.

## ECONOMICS

Because Ulfshafen is the major trading centre for the Kingdom of Evael, there is significant maritime traffic in the port. Vessels sail from Ulfshafen to ports throughout western Lythia, trading goods of Sindar and Jarin manufacture for minerals, food and other items. Glassware, jewelry and other fine artifacts produced in Elshavel are barged to Ulfshafen for export.

As of 720 TR there are thirteen local and seven foreign vessels registered in Ulfshafen; two from Aleath, three from Cherafir, one from Thay and one from the kingdom of Trierzon on the Lythian mainland. The latter has not called at the port since 718.

## CLAN TRADES

Apothecary:	[16]
Cartographer:	[14]
Chandler:	[26]
Clothier:	[22]
Embalmer:	[31]
Glassworker:	[21]
Innkeepers:	[ 7 ] [38]
Jeweller:	[30]
Lexigraphers:	[14] [35]
Litigant:	[35]
Locksmith:	[23]
Mason:	[34]
Mercantylers:	[15] [24] [29] [33] [37]
Metalsmith:	[20]
Miller:	[36]
Ostler:	[ 8 ]
Physician:	[16]
Pilot:	[13]
Potter:	[19]
Salter:	[27]
Seamen:	[38a]
Shipwright:	[11]
Weaponcrafter:	[17]
Woodcrafter:	[28]

## TAXES

Ulfshafen has no property tax, either business or residential. Taxes and fees listed below do not apply to residents or local ships. The rates serve to control and curtail casual and curious traffic to Ulfshafen.

Hawking:	20% goods value
Bonding:	4% goods value per month
Pilotage:	100d flat fee
Wharfage:	4d per foot per day
Registry:	Free, by Royal invitation only

## RELIGION

Siem is the most commonly worshipped deity in Ulfshafen. A few Jarin are adherants of Peoni or Ilvir, but no other gods are encouraged. Jarin residents worship in the privacy of their homes, the elves attend ceremonies in the Taur-im-Aina. Visitors who worship Agrik, Morgath or Naveh will be deported under pain of death should they return to Evael. Followers of other deities who visit the port should take care in expressing their beliefs.

## THE JARIN OF EVAEL

The Jarin residents of Evael are considered full citizens of the kingdom and are free to travel as they wish. The centuries of living in close contact with the elves have given them the appearance, to outsiders, of the intangible Sindarin otherworldliness.

The small size of their community forces the humans of Evael to occasionally voyage abroad to seek mates to avoid inbreeding. They generally attempt to find such persons among the Harnic peoples who retain substantial Jarin blood; notably the Anoa tribe, the Jarin of northern Harn, and to a small extent, the tribes of the northwest. Although they are reluctant to buy slaves, this is sometimes unavoidable. Such persons are always manumitted. The nature of these irregular voyages is a carefully kept secret from outsiders.

## TREATMENT OF FOREIGNERS

Although the human and Sindarin residents of Ulfshafen are friendly and gracious hosts, they do not wish to have outsiders travelling too freely in Evael. Visiting merchants and seamen are made welcome, but they are rarely allowed to leave the Jarin section of town east of the castle. Foreign ships wishing to travel to Elshavel are informed of the expense of docking in the capital; those few that are not deterred are allowed to proceed under escort. Unknown ships arriving at Ulfshafen are watched carefully, although their passengers and crews are treated with courtesy.

## THE FESTIVAL OF AMAR

The Jarin population celebrate 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, including the collecting of taxes and fees from visiting ships and merchants.

The festival honours Amar the Farsighted and Halisiel Chelraen, the Jarin leader and his Sindarin wife whose efforts resulted in the human settlement of the port. Great open air feasts are held in Mirran Square, various sporting contests occur and many marriages are timed to take place during the festival. On the last night of the festival a small boat bearing mannikins representing 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 human residents of Ulfshafen wear elaborately decorated masks representative of Amar and Halisiel. Buildings are decorated, flowers are strewn on the waters of the harbour, and the normally somewhat sedate Jarin seem possessed of an almost frenzied joy during festival week. The activities during the festival of Amar can be likened to the Mardi Gras celebrations of some Terran cities. Foreigners in port during the celebration are welcome to take part in the festivities.



LOCATION: Kingdom of Evael  
 STATUS: Royal Castle  
 GOVERNMENT: King of Evael/Prince of Tarminas  
 POPULATION: 800 (highly variable)

Elshavel, the capital and largest settlement of the Kingdom of Evael, is possibly the most beautiful town on Harn. That its inhabitants probably enjoy the highest standard of living is without question. The entire community has been designed with the typical Sindarin eye for both beauty and function. Businesses, fortifications and residences blend together with the natural setting for an effect that seems almost unearthly to mortal men.

Caer Elshavel itself is a gift of the Khuzan King of Kiraz. The usual highly functional Khuzdul design was softened considerably by Sindarin artisans and masons, giving the castle a "faerie" appearance. For all its beauty and seeming fragility, however, Caer Elshavel is one of the most formidable citadels on Harn.

## HISTORY

Elshavel is probably the longest continuously settled site on Harn, being, according to the Sindarin, one of the first places that they built clan houses. The Shava Forest has been important to the elves since their arrival on the island and the woodland glades surrounding Elshavel have always been deemed the heartland of Sindarin culture.

According to Sindarin legend, Siem himself chose the site of Elshavel, residing there for a time. Whatever the truth, Elshavel is very ancient. It became one of the meeting sites of the Sindarin in exile, and eventually, their capital.

The Sindarin established the Silver Lute Palace of Harpers at Elshavel while Siem still dwelt among them. It is likely that initially it was more a concept than a physical reality, and the building was a much later addition.

After the arrival of the Khuzdul on Harn relations between the two peoples was almost perfectly harmonious. As a gesture of the friendship and affection that then existed, Marazad II, then King of Kiraz, provided the materials and expertise for the building of Caer Elshavel. Some Sindarin tales suggest that the elves saw little use for such construction and accepted the gift only out of courtesy.

Elshavel is almost unchanged since the Atani Wars and the foundation of the Kingdom of Evael in 683 BT. The elves allowed limited settlement by Jarin beginning in 430 BT, and began to admit a few outsiders in the first century TR. Elshavel remains a place that many Harnic humans regard as half legendary, something better known from song than from sight.

## CHRONOLOGY

10000 BT: Sindarin reach Harn  
 9600 BT: Sindarin first settle at Elshavel  
 8500 BT: Silver Lute Palace of Harpers founded  
 7000 BT: Khuzdul appear on Harn  
 6550 BT: Building of Caer Elshavel  
 1300 BT: Jarin reach Harn  
 900 BT: Atani Wars begin  
 683 BT: Battle of Sorrows/Kingdom of Evael founded  
 430 BT: Small Jarin population allowed at Elshavel  
 43 TR: First admission of outsiders to Elshavel

## GOVERNMENT

Elshavel is governed by King Aranath and the Valpalen, the council of Sindarin nobility. Jori Arien, the Prince of Tarminas, effective constable of Caer Elshavel, has a major voice on the Valpalen. In fact, there is little need of government in human terms; Elshavel, indeed, all of Evael, is extraordinarily peaceful and free of violence and disorder.

## ECONOMICS

To a degree Elshavel can be regarded as the industrial centre of Evael. While it is true that there are Sindarin clanhouses scattered throughout the Shava Forest, many of the finest artisans are in Elshavel. The local economy is almost entirely barter, very little cash changes hands or even exists. Goods produced in Elshavel are usually shipped to Ulshafen for export. Few foreign vessels come to Elshavel. As of 720 TR, the only registered foreign ship is "Celedyn's Fancy" owned by Celedyn of Amafa from Cherafir.

## CLAN TRADES

Apothecary:	[30]
Chandlers:	[25] [33]
Clothiers:	[16] [28]
Embalmer:	[27]
Glassworkers:	[17] [24] [34] [36]
Harper:	[ 7]
Herald:	[ 3]
Hideworker:	[ 8]
Innkeeper:	[ 4]
Jewellers:	[18] [20]
Lexigrapher:	[23]
Mason:	[15]
Mercantylor:	[32]
Metalsmiths:	[19] [26]
Miller:	[37]
Ostler:	[ 4]
Perfumer:	[29]
Physician:	[22]
Pilot:	[11]
Potter:	[35]
Shipwright:	[13]
Weaponcrafter:	[14]
Woodcrafter:	[12]

## TAXES

Elshavel has no property tax, either business or residential. The taxes and fees listed below do not apply to residents. The exorbitant rates are meant to discourage visitors, something they do quite effectively.

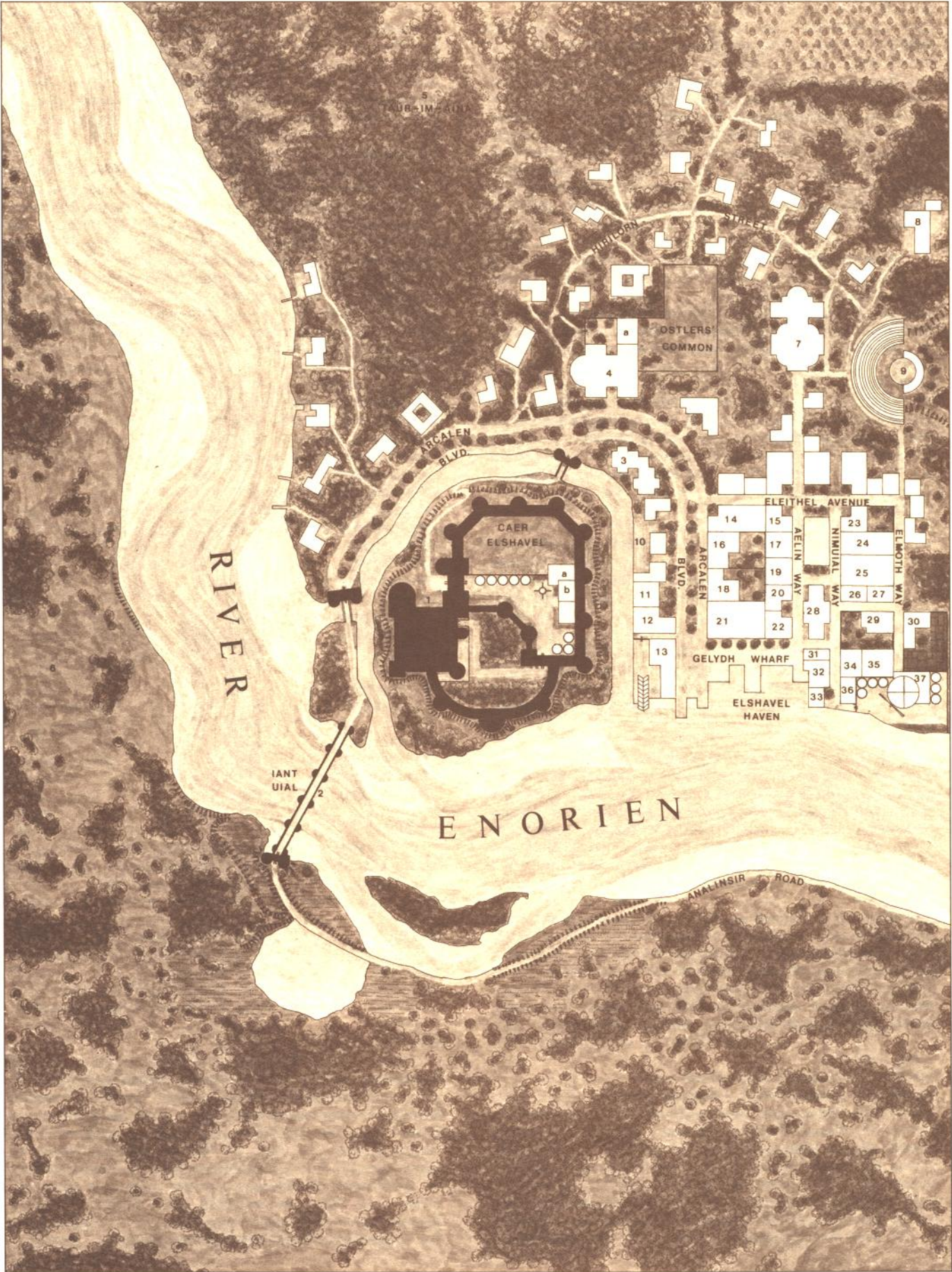
Hawking:	25% goods value
Bonding:	7% goods value per month
Piloting:	400d flat fee
Wharfage:	9d per foot per day
Registry:	Free, by Royal invitation only

## RELIGION

The "official" religion of Elshavel is Siem, although the Sindarin seem to take little interest in the spiritual affairs of the Jarin citizens. Most Jarin also worship Siem, although there are a few who follow Peoni or Ilvir. The Taur-im-Aina, the holy groves north of Elshavel, are the sites of "faerie circles" where the elves worship Siem. Visitors worshipping Agrik, Morgath or Naveh risk death, and visiting adherents of deities other than Siem are generally well advised not to be demonstrative. Although the elves are a tolerant race, the wise visitor respects their sensitivities.



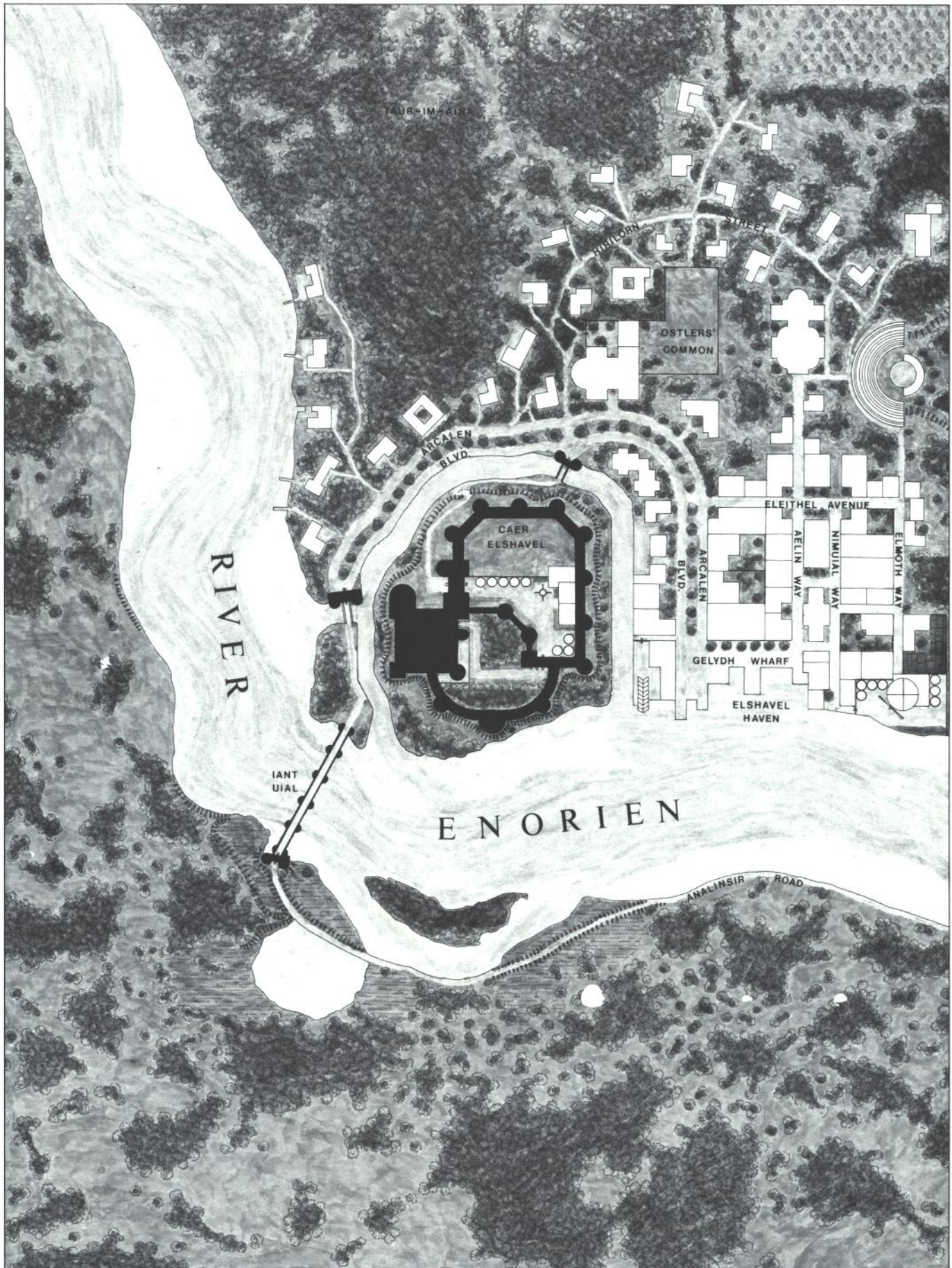
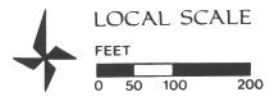
ELSHAVEL  
GM MAP





# ELSHAVEL

PLAYER MAP





# ELSHAVEL

COMMON MAP





# ULFSHAFEN

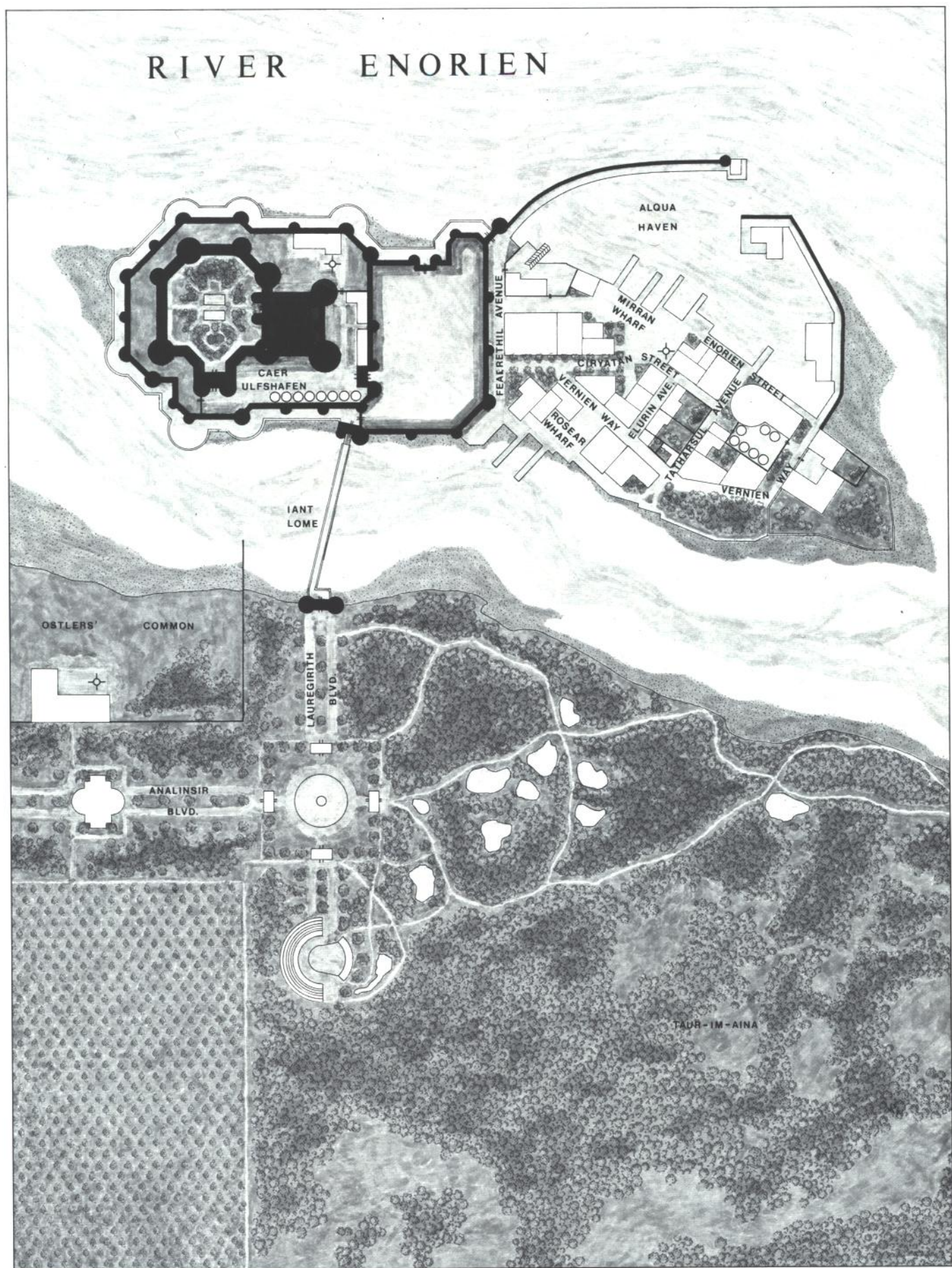
COMMON MAP





# ULFSHAFEN

PLAYER MAP





## CITY MAP INDEX

Names in brackets are clan names. 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. King Aranath leaves the administration of the castle to Arien, Prince of Tarminas; The prince fills the roles of constable and steward of the castle. [a] Clan Taersi [S], ostler. [b] Clan Soranor [S], weaponcrafter.
2. IANT UIAL: TWILIGHT BRIDGE  
The bridge and the Analinsir road were originally constructed as a defensive link between Ulfshafen and Elshavel. They are now used to transport goods between the two centres.
3. SILVER HARP PALACE OF ARMS  
The residence of the Silver Harp King of Arms (Clan Eron [S]). The south wing houses the apprentice heralds, leaving the west wing for the register and the master heralds.
4. THE GOLDEN VESSEL (Cyth [J] and Ereth [S])  
Size: 10 Quality: \*\*\*\*\* Prices: very high +  
The only inn in Elshavel, the Golden Vessel numbers both Sindarin and Jarin among its clientele. [a] Clan Talros [S], ostler.
5. TAUR-IM-AINA: HOLY GROVES
6. SINDARIN CAMPGROUND
7. SILVER LUTE PALACE OF HARPERS  
Certainly the foremost school of music on Harn, and probably in all of Lythia.
8. HIDEWORKER (Vyrael [J])  
Size: 6 Quality: \*\*\*\*\* Prices: very high +
9. CHORALE HEART ENCLAVE (THESPIANS)  
Entertainment appealing to both Human and Sindarin sensitivities is staged throughout the year.
10. FISHERFOLK SQUARE  
Fresh fish can be purchased here daily.
11. STARFOLLOWER HELMSMAN  
The closest equivalent of a Pilots' Guild in Evael.
12. NOBLEWOOD HOUSE (Nelros, woodcrafter [S])  
Size: 11 Quality: \*\*\*\*\* Prices: very high +
13. FOAMSPRAY WANDERER (Idain, shipwright [S])  
Size: 9 Quality: \*\*\*\*\* Prices: very high +  
Undisputedly the finest shipbuilder on Harn.
14. ADAMANT WEAVER (Hisal, weaponcrafter [S])  
Size: 12 Quality: \*\*\*\*\* Prices: very high +
15. MOUNTAINHEART COEVAL (Thegal, mason [S])  
Size: 3 Quality: \*\*\*\*\* Prices: very high +
16. DULCET RAIMENTER (Enime, clothier [S])  
Size: 10 Quality: \*\*\*\*\* Prices: very high +
17. CRYSTAL LUMINAR (Tinele, glassworker [S])  
Size: 5 Quality: \*\*\*\*\* Prices: very high +
18. SILVERSPIRIT HOUSE (Kilfin, jeweller [S])  
Size: 6 Quality: \*\*\*\*\* Prices: very high +
19. HAND OF TURHACH (Turval, metalsmith [S])  
Size: 8 Quality: \*\*\*\*\* Prices: very high +
20. FLOWER OF EMERALDS (Himris, jeweller [S])  
Size: 4 Quality: \*\*\*\*\* Prices: very high +
21. BONDING HOUSE
22. ENAVANT SPIRIT (Thael, physician [J])  
Size: 2 Quality: \*\*\*\*\* Prices: very high +  
Sarvin Thael, the head of his small clan, is married to Mirwing Laelin, a Sindarin woman. They have a nine year old son. Sarvin is one of the few living humans known to have married an elf.
23. SHADOW'S LIMNER (Swithil, lexigrapher [S])  
Size: 5 Quality: \*\*\*\*\* Prices: very high +
24. LAMBENT MOLDER (Heledh, glassworker [S])  
Size: 8 Quality: \*\*\*\*\* Prices: very high +
25. CHANDLER (Mythe [J] and Rilthor [S])  
Size: 11 Quality: \*\*\*\*\* Prices: very high +
26. SILVERSTEEL HOUSE (Maegal, metalsmith [S])  
Size: 5 Quality: \*\*\*\*\* Prices: very high +
27. EMBALMER (Damaed [J])  
Size: 2 Quality: \*\*\*\*\* Prices: very high +  
For obvious reasons, only the Jarin have need of clan Damaed's considerable skill.
28. CLOTHIER (Hynthe [J])  
Size: 6 Quality: \*\*\*\*\* Prices: very high +  
Caters primarily to the Jarin population of Elshavel.
29. FRAGRANT BALM (Lithas, perfumer [S])  
Size: 6 Quality: \*\*\*\*\* Prices: very high +
30. APOTHECARY (Swaern [J] and Laelin [S])  
Size: 4 Quality: \*\*\*\*\* Prices: very high +
31. HARBOURMASTER
32. MERCANTYLER (Mabras [J])  
Size: 3 Quality: \*\*\*\*\* Prices: very high +
33. CHANDLER (Sevesel [S])  
Size: 2 Quality: \*\*\*\*\* Prices: very high +
34. GLINHELEDH HOUSE (Orodhe, glassworker [S])  
Size: 7 Quality: \*\*\*\*\* Prices: very high +
35. HEARTSBOWL HOUSE (Echuil, potter [S])  
Size: 6 Quality: \*\*\*\*\* Prices: very high +
36. DAMASCENE PRISM (Melfea, glassworker [S])  
Size: 2 Quality: \*\*\*\*\* Prices: very high +  
Even by the extraordinary standards of Sindarin art Curnaur Melfea is considered the finest glassworker in all of Kethira. He produces very little for commercial sale, preferring to perfect his art.
37. MILLER/MILLWRIGHT (Pryn [J])  
Size: 7 Quality: \*\*\*\*\* Prices: very high +



# ELSHAVEL 4

## CLAN RISFUIN

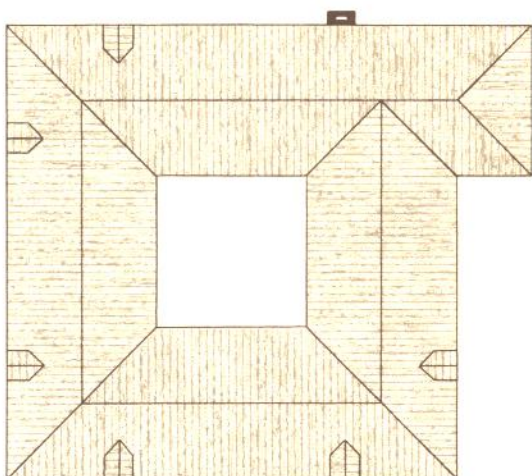
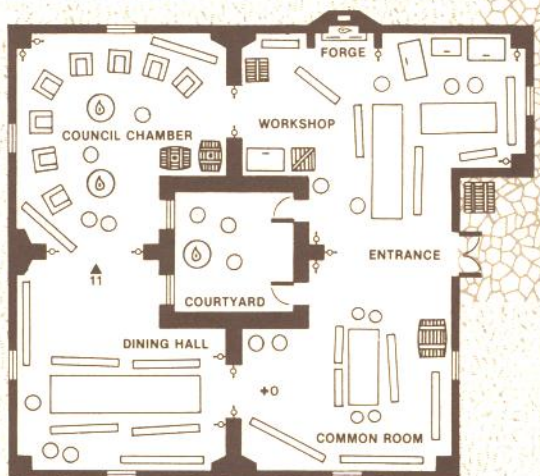
Risfuin is one of the larger Sindarin clans, numbering about one hundred and fifty members. Most clan members wander throughout Eviel in small groups; usually only about twenty can be found in Elshavel.

Many members of clan Risfuin have been jewellers, although most have practiced other arts as well. They are, of course, superb jewellers, the equals of clans Kilfin and Himris whose establishments are shown on the Elshavel map key. They have tended to specialize in silver filigree and usually employ semi-precious stones in their work. Opal, amber, and malachite are particular favourites. Their jewelry is simple, almost stark in its beauty.

The clanhead is Niltiniel Risfuin, a female elf of great age. She is one of the few Sindarin remaining on Harn who accompanied Siem to Kethira. Her wisdom is accounted great, and she is a member of the Valpalen and a close confidant of King Aranath.

Niltiniel is five foot four, tall for an elven woman, with black hair streaked with silver, grey-green eyes and a very fair complexion. She often wears a simple gown of black and silver decorated by a silver and opal brooch in the shape of a birch leaf.

## CLAN HOUSE



To the world outside of Eviel the most well known member of clan Risfuin is Galeroth, the brother of Niltiniel. Like her, he was among the Sindarin who came to Harn from Midgaad. Brilliant even by elven standards, Galeroth was a close advisor of Daelda and Aranath. A warrior of considerable skill, he is better known for his masterful (some say magical) arts as a harper.

Galeroth had a deep love for mankind, forever travelling among human settlements, learning and teaching. This eventually led to his downfall. See: "The Legend of Galeroth" in the Sindarin article.

## CLANHOUSE

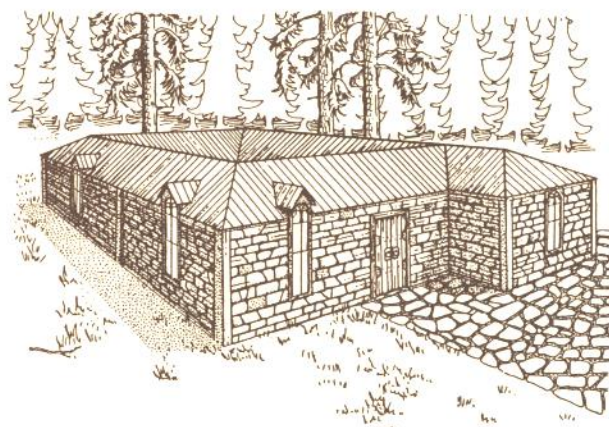
The house of clan Risfuin is located on Hirilorn Street, just north of The Golden Vessel (map key 4). Surrounded by ancient and well tended trees it is one of the largest and most beautiful houses in Elshavel.

The house is typical of elven architecture, open area design and the lack of sleeping quarters being the most noticeable features. Other significant differences from the Harnic human norm are glazed windows, the absence of interior doors and no locks. There are few locks anywhere in Elshavel; most elves would consider a locked door an insult. The glass windows were produced by Virisil Tinele (map key 17). They run from floor to ceiling, the top decorated with etched depictions of Harnic trees.

The workshop contains the forge, tools and raw materials for jewelry making. There are seldom more than two or three pieces being worked on at one time.

The council chamber is where most clan business is conducted. The room is also used for entertaining guests. The eight chairs in the council chamber are the creations of Tirlui Nelros, an elf who left Kethira for the Blessed Realm shortly after the Battle of Sorrows. Each chair is subtly different and the carvings on each represent events and locations in Midgaad.

The common room and dining hall are used for entertainment, dining and various other functions. Cooking is usually done on one of the movable braziers (shown located in the council chamber). The courtyard in the centre of the house serves as a place of meditation and, at times, an outdoor kitchen.



INTERIOR SCALE  
FEET (1 mm = 1 Foot)





## THE NATURE OF THE SINDARIN

The Sindarin, living within the confines of the Shava Forest, are a race shrouded in legend and mystery. Of all the sentient races on the island, the inhabitants of Erael are regarded with the most awe by outsiders; they are certainly the least understood. Their culture is both esthetic and efficient. Peaceful and gentle, they are artisans of magnificent accomplishment, as well as formidable warriors. No other race on Harn can claim achievements of similar magnitude.



The elves of Harn are immortal. Immune to human diseases, they will live forever, barring accidents or violence. This fact alone accounts for much of the "other world" quality of Sindarin life. Elven character cannot be fully understood by short lived humans or the stolid Khuzdul. Sindarin immortality profoundly influences their nature.

In human terms the elves are possessed of an utterly alien sense of time. For obvious reasons they have immense patience, and frequently contemplate a single concept or object for weeks, entering a seeming trance in so doing. In this state they have been known to remain motionless for days on end. Such "trances" can last a few minutes or several weeks. Sindarin do not sleep and also use the half-conscious dream state to rest.

Sindarin wisdom, a result of their immortality, is subtle, and sometimes brilliant in application. The counsel of an elf, when given to a human (a rare event) often seems obscure to the one receiving it. They are perhaps the race most appreciative of beauty, able to perceive an idea or object in a virtually unlimited number of ways.

Sindarin are a very moody folk, often depressed by what they regard as the shallow world view of beings with fleeting lifespans. They tend to avoid becoming close friends among non-Sindarin, aware of the pain that would follow a friend's inevitable death. Although elves seem immune to many of the follies of humankind

and Khuzdul (greed, lust, overweening pride, envy, etc.) they are distressed by the appearance of these flaws in others. Their awareness that the age of the Sindarin is past recall and that Harn is forever in the grip of quarrelsome, foolish humans is another cause of their sadness.

Although individual elves are capable of anger, hatred, and other "human" traits, they rarely display their emotions. To outsiders, they convey, for the most part, either sublime joy or detachment. Since elves always have the option of simply outliving non-Sindarin enemies, they do not usually display the thirst for vengeance that is such a dominant force in human and Khuzdul cultures. As evidence of this, almost all of the longstanding dislike between Sindarin and Khuzdul is on the side of the dwarves; the elves regard their former friends and allies as stubborn and misguided rather than with hate. Nonetheless they have made little effort to heal the rift between the races, perhaps realizing that any attempt would likely prove futile, perhaps being simply unconcerned.

The elves are a highly sensitive people and seem to possess an intangible, faerie-like aura that seems to grace everything they create. Sindarin sensitivity allows them to detect the moods and emotions of other creatures with ease. Elves have considerable psionic energy, and many seem adept at enchantment.

## SINDARIN BIOLOGY

The Sindarin have a unique physiology which is an essential element of their immortality. Their body cells regenerate constantly and totally, effectively keeping the Sindarin youthful. Sindarin brain cells also regenerate; this process (in addition to information overload) causes the elves to forget details of events that occurred long ago in their lives. Such memories may be recalled in vague and unclear terms, but total recall of an event occurring twenty centuries ago is improbable. This, in addition to the Sindarin concept of time, often has the effect of making events that happened five hundred years apart seem as though they happened within weeks, days, or even hours of each other. The slow erosion of memory has made oral traditions very important; tales and poems can provide an elf with sudden images of long lost memories, as well as filling the more traditional function of preserving Sindarin history.

When an elf suffers physical harm, the injury usually heals very quickly due to their high cell replacement rate. The Sindarin cannot regenerate lost limbs or organs, nor can they survive the effects of very grievous injuries; an elf who is mortally wounded, or suffers major organ destruction, will perish as any mortal being would. It should be noted, however, that the rapid healing process of the Sindarin, coupled with the fact that there are healers and herbalists of great skill among them, enable elves to recover from many wounds that would be fatal to humans.

The elves of Harn, like the Khuzdul, have a very low natality rate. Sindarin marriages are often childless, and few parents have more than two or three children. Sindarin women seem to remain fertile throughout their lives.

A possible, if somewhat unlikely, reason for the slow decline of the Sindarin in the past millenia is the gradually increasing amount of inter-breeding with



# SINDARIN 2

humans; this results in the birth of an Aenarin (Sindar for "half-elf" or "half-kin"). Aenarin combine the traits of both races, usually possessing the physical strength and build of humans, and the grace, wisdom, and sensitivity of their Sindarin parent. Although half-elf children never inherit their Sindarin parent's immortality, they do have an extended lifespan compared to the human norm. The Aenarin are subject to human diseases. They also tend to be more emotional than their elven kith; anger, passion, and joy manifest far more readily in the Aenarin. It should be noted that the Sindarin are even less fertile than normal when inter-breeding with humans; consequently, Aenarin children are rare. One of the few examples in 720 is Sarvin of Thael, a Jarin physician residing in Elshavel, who wedded to a Sindarin woman; the union has resulted in an Aenarin son.

## HISTORY

It should be noted that the Sindarin rarely speak of their past to outsiders, and are not known for keeping written records, relying primarily on oral histories. As a result, some of the following is speculative.

The Sindarin arrived on Harn about 10,000 BT, approximately 5000 years after the departure of the Earthmasters. According to legend, they came from "...the lands of the East, following the Lord of the Starlit Realm...". Such lands are possibly the expanses of Lythia although it is equally likely that "East" is a euphemism for Midgaad, the original home of the elves. (see "Kelestia" [EH4].) It seems that the Sindarin were travelling from the strife of Midgaad to various other worlds, particularly the Blessed Realm.

Many Sindarin could not resist the natural beauty of Harn and decided to stay for a time. They settled in various places on the island, but tended to concentrate in the Shava Forest area. For three thousand years the elves dwelt in solitude with their god, Siem. When the deity made preparations to continue his journey to the Blessed Realm, some elves chose to remain on Harn. Siem apparently presented the Sindarin with a choice.

"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."

Daelda, the wisest of the remaining Sindarin, became King and ruler of Harn. Shortly after Siem's departure the Khuzdul arrived on Harn. (See "Khuzdul" [EH1].) The origins of the dwarves are unclear although they probably came from Midgaad. The two races have very different world views and always preferred to live in separate communities. Each race, however, is possessed of skills complimentary to the other, and the two peoples lived in almost perfect harmony for several millenia, an era known as the Codominium.

At some point the elves built the city of Alariene, the so called "lost city of King Daelda". Sindarin and Khuzdul legends both mention such a place, but its appearance, location, and reason for abandonment or destruction are unknown. The Khuzdul profess not to know, and the elves do not speak of its end. The few clues that exist suggest that it may have been destroyed by an earthquake or other natural disaster. It seems likely that Alariene, if it ever existed, was somewhere in southern Harn.

About 1300 BT the first humans arrived on Harn from western Lythia. These early tribes, the Jarin, recognized the superior culture of the elder races, who were willing to tolerate them. The Jarin swore fealty to King Daelda and were granted the coastal regions. Under the tutelage of the elder peoples the Jarin prospered. Inevitably, however, humans soon came to outnumber the elves and dwarves and began to drift inland. Within a few centuries Jarin settlements dotted the Harnic Isles, many humans sacrificing the benefits of contact with the Sindarin. The elves grew distressed at the humans' clearing of forest for farmland. Had it not been for the common threat of the Atani Wars, bloodshed would have erupted.

At first more a nuisance than a threat, the Lythian raids rapidly increased in severity and frequency, and King Daelda ordered many coastal settlements to be fortified and garrisoned. He even commanded his own people to defend the most critical areas and elsewhere supported Jarin troops with dwarven warriors and elven leaders. Eventually the Lythians landed forces intent on conquest and permanent settlement. Sindarin and Khuzdul warriors, backed by their Jarin allies, were initially able to expel them, but the Lythians gradually gained footholds in Solora and Horadir and pushed further inland. In 683 BT the Battle of Sorrows was fought north of the Ulmerien river. In the greatest battle on Harn to that time, the invaders were routed but Daelda suffered a mortal wound (see "Bejist" [EH9]). Although the defenders of Harn were victorious, the elves were never to clash arms with the Lythian invaders again.

Aranath, Daelda's nephew, succeeded his uncle after the Battle of Sorrows. Many of Daelda's kin had fallen, fighting the Lythians, and most others chose to leave Harn for the Blessed Realm. Aranath renounced his sovereignty of Harn and withdrew the Sindarin and a few loyal Jarin into the confines of the Shava Forest, founding the Kingdom of Evael. Aranath took this action to preserve his people from the seemingly endless swarms of invaders. The Khuzdul viewed this as an act of treachery and abandonment for which they have not yet forgiven the Sindarin. This dislike deepened after the coming of Lothrim and the Carnage of Kiraz, events that the dwarves claim the Sindarin could have prevented.

The founding of Evael marked the ending of the Age of the Sindarin. Although there has been trade between the elves and the kingdoms of men for several centuries, and a small Jarin community exists in Evael, since withdrawing into the Shava Forest the Sindarin have effectively dropped out of Harnic human history. To most humans on Harn they are a half mythical enigma; to humans in Lythia they have become entirely the stuff of legend. Because their own culture is so static, very little has changed in Evael since 683 BT.

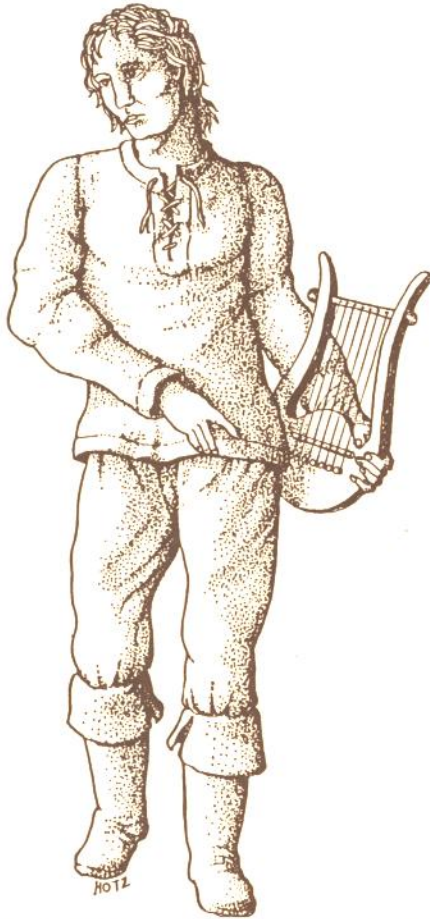
## WAY OF LIFE

Sindarin bear considerable resemblance to humans. Unlike the Khuzdul, who are seldom mistaken for men, elves can easily pass for human if they choose. The Sindarin tend to be shorter and slimmer than humans, averaging about five feet tall. Graceful and fair of face, even the plainest of elves would be thought handsome by humans. Striking examples of beauty can be found among the Sindarin and their comeliness is sometimes a subject of songs and poetry. They have fine, delicate features and some have slightly exotic



facial combinations, such as amber eyes and silver hair. To humans, Sindarin often seem possessed of a mysterious aura comprised of both an inner and outer beauty.

Most Sindarin prefer to wear simple garments, such as a tunic and boots. Bulky dress is almost never worn by the elves, largely because of restrictive nature of such clothing. The predominant colours worn by the Sindarin are green, brown, and grey, in natural and earthy tones. Some of the nobility dress in more elaborate clothes than those worn by the "common" Sindarin, but, unlike humans, elves tend not to determine social or economic class by mode of dress. Adornments and jewellery are rarely worn, even by the nobility, unless some special event is at hand.



The Sindarin have an approximately even ratio of females to males within the confines of their Kingdom. The females are considered as equals in elven society, and many are highly respected artisans and warriors. Marriage is met with a great deal of celebration in Sindarin society and children are never born out of wedlock.

The low birth rate of the Sindarin is ecologically sensible, considering their lifespan and the fact that the Sindarin are neither warlike, nor violent. There are about 5000 Sindarin residents of the Shava Forest. Most of these are dispersed throughout Evael in bands of 20 to 60; the rest, perhaps a thousand, are settled near the castles of Ulfshafen and Elshavel.

Sindarin families maintain clanhouses, many located near Elshavel, although at least one third are located in remote areas throughout the Shava Forest. They are

esthetically designed houses of wood and stone construction. Elaborate designs and patterns commonly adorn the interior and exterior of the clanhouse, each piece a work of art in its own right. A clanhouse is usually occupied and administered by an elder Sindarin, the leader of the clan. All Sindarin are welcome to stay at any of the clanhouses, either direct kin or guests. Since the Sindarin are gregarious when among their own kind, visits from distant relatives are not uncommon.

The elves neither farm nor keep livestock, although they maintain a small number of well tended orchards and breed horses. Sindarin are hunter-gatherers of unsurpassed skill. So efficient are they at supplying themselves, that they have considerable leisure time for other pursuits. Forest ecology is paramount to the Sindarin; they use the available resources with care and never waste anything. Their woodcraft can properly be described as awesome; elves can move with almost total silence and are able to blend into their surroundings so as to become virtually invisible. This woodcraft makes the Shava Forest a dangerous place for intruders. Few trespassers manage to elude apprehension for long.

Almost all elves have some skill at arms and there are some unrivalled warriors among them. They seem to regard the attaining of martial skill as the perfection of an art form, although this does not prevent their using it in more pragmatic and sanguine means if necessary.

A few elves venture from the protected haven of the Shava Forest to journey among humankind, usually sometime during the first few centuries of their youth. As noted above their resemblance to humans makes it easy for them to pass as such. Most elves travelling in the lands of men will pretend to be human, although this is by no means an inviolable rule. Most Sindarin tread warily among men, aware of the jealousy some mortals feel towards them. Very few humans could recognize an elf on sight; Sindarin, however, can easily identify their kinfolk. Small bands of elves sometimes explore the wild lands of Harn. The islands of Keboth and Yaelin are frequently visited by the Sindarin, although none live there.

The humans who live in Evael are descendants of Jarin who dwelt in Ulfshafen prior to the Atani wars as well as those few who accompanied the Sindarin when they withdrew into the Shava Forest. These humans are considered full citizens of the Kingdom of Evael. To prevent inbreeding the Jarin of Evael make periodic voyages abroad to procure mates. Such voyages occur about once in five years and great effort is expended to hide their true purpose from outsiders. Although they are reluctant to buy slaves, it is often unavoidable. The last voyage, in 718, resulted in the purchase of slaves in Golotha. Such persons are always freed.

Knowledge of the small Jarin community at Ulfshafen is restricted to a few merchants and mariners; the existence of a similar community at Elshavel is virtually unknown. The rare humans who are invited to Evael to apprentice under a Sindarin artisan usually reside and are trained in their master's clanhouse.

#### GOVERNMENT

When compared to other kingdoms Evael seems to lack structure. There are no slaves or serfs, and the enlightened nobility is served out of love, respect, and



tradition, instead of fear, legal coercion, and obligation as in most human states. Individual Sindarin are free to do as they wish, providing, of course, that they do not take inimical action against other elves. The Sindarin world view and the nature of their culture generally preclude such action with the result that Erael is by far the most peaceful nation on Harn. For obvious reasons there is little in the way of a judicial system. Elves tend to use a form of vendetta law (see "Law" [EH2]) but almost never exercise the bloodier aspects of the code. The few disputes are usually settled amicably between the persons involved.

The Sindarin nobility, made up of the eldest and wisest elves in the land, comprise the Valpalen; an advisory council to the King. Among the elves the term nobility generally denotes wisdom rather than accident of birth; they do not think of nobility in hereditary terms. Two noted members of the noble class are Jori Arien, Prince of Tarminas and Raelir Gelarhun, the Prince of Nimfalas, who are, respectively, the constables of Elshavel and Ulfshafen.

To a large degree the human population of Erael is left to govern itself. The Jarin of Ulfshafen have what amounts to a town council, that settles disputes and generally acts as a buffer between the kingdom and foreign traders. The humans residing in Elshavel have a small advisory committee that serves to present their concerns to the Valpalen.

Erael does not encourage contact with the outside world. While a few traders call at Ulfshafen with some regularity, their movements while in Erael are closely restricted. Taxes and fees in both Ulfshafen and Elshavel are exorbitant to discourage casual and curious traffic. The Sindarin patrol the borders of their realm to prevent human, or even less desirable, intrusions. Gargun are usually killed on sight. Humans entering the Shava Forest are questioned. If the trespasser had stumbled past the borders by mistake, or was simply curious, he will be warned not to return and shown to the borders. Those who seek elven "treasures" or are intent on harm will have the memories of their experiences within Erael erased. The exact means by which this is accomplished is unknown.

The Kingdom of Erael takes little interest in, or notice of, the politics and cultures of the other inhabitants of Harn. They expect the same consideration in return, and except for a very small number of rash individuals, receive it. As a result there has been no serious threat to Erael since its founding.

## ECONOMICS AND TRADE

Erael has no guilds, or other formal organization or control of labour; individuals are free to practice what crafts they wish without restraint. Sindarin clans often choose to specialize in one or more occupations. The Jarin of Erael, unlike their Sindarin compatriots, tend to practice one craft per clan, the necessary skills being passed down within the family.

The economy of Erael is almost entirely barter. The kingdom does not mint coins and there is very little foreign coinage available. The major exception to this is the Homeward Sail Inn at Ulfshafen which accepts foreign silver in payment for food and lodging. Transactions between citizens of Erael are trades or outright gifts. To foreigners, the internal economy of Erael often seems to be a confused and inefficient

tangle on the verge of chaos. Most outsiders are unable or unwilling to believe that the system of mutual trust, honour, and generosity can possibly work. In fact, the nature of the Sindarin and the Jarin of Erael would make "normal" economics difficult to administer. The kingdom is unique on Harn in that it does not require taxes or fees from its citizens. Hawking, bonding, and other fees are charged only to foreign traders.

The elves do not mine, and must import their metals and minerals. Lead is imported from Chybisa to be implemented in their glasswork, producing crystal. Amber is brought in from Orbaal, and is worked to produce exquisite forms of sculpted jewelry. Gems and jewelry of Azadmere are imported for use in elven artwork, as are silver, gold and platinum. Iron is obtained from both Azadmere and the Thardic Republic for weaponcrafting and metalworking.

Almost all such trade is conducted through the Jarin of Erael, who act as intermediaries and brokers for the elves. The bulk of trade flows through the port-castle of Ulfshafen; goods from Azadmere, however, are generally obtained through Kaldoric merchants who brave the overland routes to reach Trobridge Inn (see "Trobridge Inn", [EH4]), trading with the Eraelian Jarin and elves. It is common for entire shiploads or cartloads of goods to be traded for a few chests of Sindarin works. Considering the market value of elven artifacts, this is hardly surprising.

Sindarin ships seek trade in the ports of western Lythia and beyond. Such vessels are crewed by the Jarin who live within the confines of Erael, and are generally captained by Sindarin, although Jarin captains are not unheard of. The quality of Sindarin shipbuilding and the skills of their pilots are major contributing factors to the high level of Eraelian seacraft. Sindarin ships are clinker-built, making them very seaworthy.

## THE ART OF THE SINDARIN

The Sindarin are a many-talented people, each elf oftentimes being skilled in a dozen or more crafts. In glassworking, music craft, woodcrafting, and the other fine arts they are unrivalled; as weaponcrafters, metalsmiths and gemsmiths they are second only to the finest artisans among the Khuzdul.





The Sindarin have proved their mastery of the arts countless times; their craftwork is the evidence. Elven creations are often said to be enchanted by the artisan's soul. It sometimes seems that by simply handling an elven artifact, a sense of peace and calm can be felt; this may be the result of emanations of the creator's soul, or the subtle, haunting beauty of Sindarin art. Many human artists have been intrigued by the compelling beauty of elven workmanship, but no one has ever been able to successfully replicate a piece of Sindarin art. Examples of Sindar craft in human society are quite rare, and can fetch an extremely high price from collectors and nobility.

Sindarin art forms range widely, including wood carvings, glasswork, and elaborate stone sculptures. Their greatest artistic abilities, however, involve music, song and poetry. The Sindarin have been practicing the musical arts for millenia, and, as a result, no finer institution of music can be found on Kethira than in Evael. Human harpers that have been honoured by an invitation from the elven hall have largely remained within the confines of Evael; few have declined the opportunity to learn from the acknowledged masters of music. Some, however, have left the Evael hall to serve the human world. The two most renowned living human harpers of Sindarin training are Merena of Sinarael in Cherafir, and Rolimar of Cesswynn in Aleath. Both are acknowledged masters of the art, and are much sought after as instructors. Varialde of Sebryne (see: Telumar [EH11]) is one of the better known Sindarin trained human harpers of the past.

Sindarin poetry is often written in the form of a ballad; though most of their imagery is highly symbolic and rather hard for humans to understand, the beautiful descriptions and lilting rhythms capture the attention of most listeners. A few dozen poems have passed into human society, such as the mysterious "Crystalwood", the tragic "Song of Eltherion", and the unsettling "Galeroth's Lament".

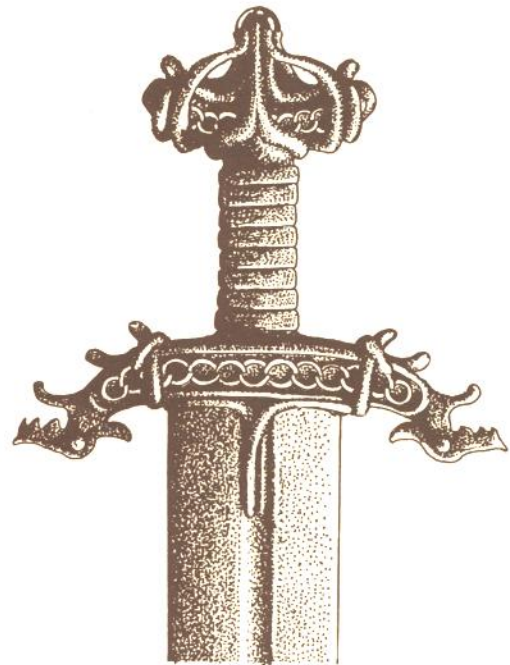
"The Song of Eltherion" (see "Anisha", [EH2]) is a tragic story involving an elven hero who ends his tormented life by casting himself into "...his other-wordly hell". "Crystalwood" tells of a place in elven dreams, a world of mystery and beauty where time stands still. "Galeroth's Lament" is a chilling ballad recounting the plight of a Sindarin harper denied the haven of the Blessed Realm and cursed to forever wander Harn. See "Legend of Galeroth".

The music of the Sindarin is noted for it's mystical quality. An elven harper can enthrall audiences for hours on end, although many human listeners entirely forget the passage of time during such a performance. Though all harpers have the ability to manipulate the emotions of an audience, the Sindarin have refined this technique to perfection.

Not surprisingly, the elves are the finest crafters of musical instruments on Harn, if not Kethira. Lutes, harps and flutes are their preferred instruments. Human harpers in possession of a Sindarin instrument treasure it beyond price.

Weapons of Sindarin make are rare outside of Evael. The elves craft a unique weapon known as the hartbow, constructed from wood, bone and sinew. The hartbow has the penetrating power of the longbow, as well as a longer range. Like many elven artforms, the bows

seem enchanted by the souls of their creators. Perhaps this lends some strange magic to the weapon; in any case the hartbow is lightweight and easy to draw, regardless of the pull poundage. A hartbow is typically inlaid with gems and carved designs, but is crafted so carefully that its balance is maintained even after the adornments have been added.



The Sindarin sometimes buy swords of Khuzan manufacture, but more often craft their own. A common design used by the elves in swordmaking involves an intricate hilt and guard, often a carved animal's head for the former and claws for the latter. Sindarin armour, like most elven works, is beautiful and very expensive. The elves fashion mail that is both strong and light, made up of much smaller links than normal mail. Using links of different alloys and lustre, the Sindarin create patterns in the weave, resulting in elaborate designs on the completed armour. This mail is both functional and esthetic, able to withstand heavy blows while enhancing the wearer's appearance.

#### SINDARIN RELIGION

Almost all Sindarin worship Siem; the elves worship in small groups, and do not have priests or temples. Their ceremonies take place in the "Taur-im-Aina" or "Holy Groves". These sacred woods are scattered throughout the Shava Forest, but appear so similar to the "normal" forest that only extraordinary luck or a knowledgeable guide would enable a non-Sindarin to find them.

Within the Taur-im-Aina are "faerie circles" which can be found in small clearings roughly thirty feet in diameter. The faerie circle is a pattern of fifteen to twenty stones about a foot high. Unless it is Yaelah, the night of the full moon, the rocks and the clearing appear to be mundane. When viewed under the full light of Yael the stones emit a lambent golden glow, and the entire clearing seems to be filled with a pale and unsettlingly beautiful light. It is at these times that the Sindarin perform their rituals.



Known to the Sindarin as Ithilor (loosely translated as "Golden Light of the Moon"), the glow seems to be a hypnotic display of celestial enchantment. Sindarin rituals include meditation, dance, music, and prayer; each contributing to the elven communion with Siem. The rituals are a joyous celebration of Siem's divinity and are not based on stern or highly structured dogma. When they complete their rituals, which continue until the moon sets, the glow fades.

The rare humans who have been invited to join the Sindarin in dance and prayer within a faerie circle lose all sense of time; a second will seem to last an eternity, and an eternity may appear to pass in an instant. Those humans who have participated can not describe the experience; words do not seem to suffice.

Although the Harnic Sindarin perform all rituals and prayers in the name of Siem, they tend to be in more direct contact with Sweldre, one of Siem's demi-gods. Sweldre, an entity of subtle power, has been credited with the creation of Selenian, the script which the elves have been using for millenia. Though Siem does occasionally answer the call of his followers, it is Sweldre who hears most Sindarin prayers.

A particular phenomenon worthy of note is Nimeliant, (Sindar for "white star bridge") a silent maelstrom an eighth of a league in diameter. The vortex is covered by a blanket of dim white haze, and manifests itself at particular times; this may be the gate which the Sindarin use to exit Kethira on their way to the Blessed Realm. Nimeliant can be found in the Sea of Ivae, bearing northeast off of the Harnic Isles. For further information and the exact location, refer to the IVINIA regional module.

## THE OTHER WORLDS OF THE SINDARIN

Among the many planes of existence in which a Sindarin may traverse, the worlds of Yashain and the Blessed Realm are the most prominent (see "Kelestia", [EH4]). The latter, also known as Aman and by several other names, is the Sindarin equivalent of heaven. Elven ships periodically set sail from Ulfshafen bound for "...the Thrice-blessed Realm". Such ships never return; the passengers and crews are said to have "entered the Uttermost West" and are believed to dwell with Siem. These voyages are infrequent; the most recent ship to leave for the Blessed Realm sailed in 706. Some cynical human scholars speculate that these voyages represent an elaborate form of suicide. The fact that some elven tales suggest that Siem gives Sindarin who perish in Kethira one way passage to the Blessed Realm, and references to it as "heaven" are pointed to as evidence for this belief. It is unclear whether Sindarin who sail to the Blessed Realm are "dead"; the elves are not inclined to cast light on the matter.

The Blessed Realm has been described by the Sindarin in their poetry, but most references are obscure and difficult to understand. It is generally accepted that the heaven of the elves has a unique greater beauty. A world of "...golden terraces, ruby moons and shrines of ivory...", the Blessed Realm defies the imagination of all but the Sindarin, who keep their heaven a guarded secret.

Those elves who are of the old blood are capable of moving freely between Evael and the Kingdom of Faya in Yashain. Faya is shrouded in almost as much mystery as the Blessed Realm. Sometimes known as the Eldritch Kingdom, it is steeped in magic of much greater intensity than Evael. Unlike Evael, however, Faya is not entirely tamed by the Sindarin. Creatures of strange form and power are found in abundance outside the controlled rim of Sindarin influence; few elves would brave the lands beyond their borders, and fewer yet would leave the region of Faya. Little else is known about the Eldritch Kingdom; the Sindarin are as secretive about Faya as they are about the Blessed Realm.

## THE LEGEND OF GALEROTH

A prominent figure in Sindarin history, Galeroth is known by both elf and human alike. The late master harper was dearly loved for his music and poetry, for he performed for all who would listen, travelling across Harn singing his tales. At his last performance, in 309 TR in Cherafir, he spoke of his departure, never to return to Harn except in memory. Galeroth was not seen again after he left the city. In 341 Galeroth's voice was heard by a Jarin harper in Ulfshafen castle. Reports of his singing and poetry, which have a unique and easily recognizable style, have since been noted on an intermittent basis; his voice has been heard in various places throughout Harn by human, Khuzdul and Sindarin alike. A few persons who have heard his voice have been deeply moved and inspired to become harpers. Others have become despondent and weary, some have withdrawn entirely from the society their fellows, and a few have taken their own lives.

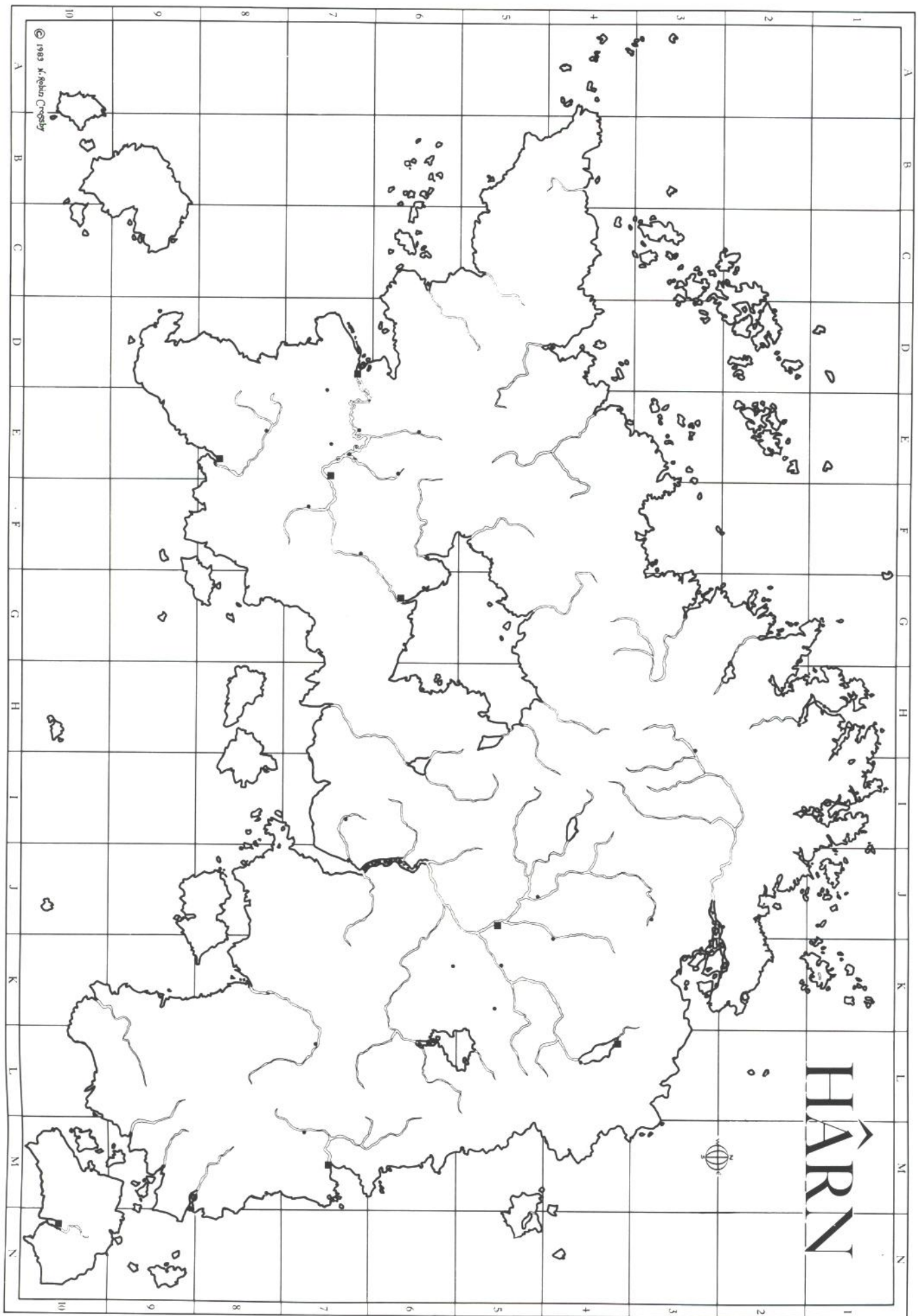
In addition to his mastery of music, Galeroth was known to be a valiant and skillful warrior; he is also said to have been particularly fond of humans. The story of his fate has many variations, but all have a common element; an evil Necromancer named Nideri. Allegedly, the sorcerer had destroyed a human village somewhere in the northlands of Harn, and had captured four young virgins, presumably for sacrifice. Hearing of this, Galeroth travelled swiftly, hunting down Nideri;

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

Sindarin believe that the curse slew Galeroth and destroyed the harper's link with the Blessed Realm. It is thought that Galeroth's voice will be heard until his link to the Blessed Realm is reformed; there is no clue as to how this might be accomplished.

The search for his burial site, if it exists, has not ceased; some stories suggest that his tomb contains secrets of musical and other arts that Galeroth brought with him from Midgaad. His enchanted harp and weapons are presumed to be hidden with the rest of his treasures; the instrument alone is priceless.









SEA of TIKIR

AFAREZIRS

SEA of TIRPAL

KÖGEN PENINSULA

THE BALAKAS

SEA of IVAE

GULF of ANDURIEN

GULF of EDERWYN

**HARN**

EMABA STRAIT

KADAS STRAIT

LAKE BENATH

ECUETH

HA MOUNTAINS

ELSEH MOUNTAINS

ORBAAT

NOTHELA

ANOH DELTA

KUZA POINT

GARVIN BAY

CAPE OBOO

CAPE RENDA

MOTIL POINT

IKOM

TERNU HEATH

SETHA HEATH

HORADIR

ANADEL

SOORA

ELAK

KAHVEN

MAURISEL

TOVEN

HERAHO

KAMACE

TIERKA

ENLAYA

CAPE GEMAL

SARKUM

ERIN

DIYISA

NUSEME

BOLEATH

BULA PASS

GELO

ACEBO

BELENA

ULMEREN

BUIRZIN

ANARZEN

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