

HårnWorld

SHORKYNE™

Regional Expansion Module

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COLUMBIA GAMES INC.

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HârnWorld's
SHORKYNE
Regional Expansion Module



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Shorkyne Region

The Shorkyne region in Northwest Lythia lies between the Sea of Ivae to the west, Trierzon to the south, Ivinia to the North, and Quarphor to the east. Four civilized cultures exist:

Chelemby: A small island kingdom at the mouth of the Gulf of Shorkyne. Founded by Ivinian clans, Chelemby is a rich trading city-state.

Harbaal: The southernmost and wealthiest of the Ivinian states. It is a confederation of twelve petty kingdoms paying tribute to a pendragon.

Hurisea: A region of independent minor states straddling the Tirga river between the Harbaalese Alps and the Tilame mountains. Hurisea is a hotbed of intrigue, contested for by its stronger neighbors.

Shorkyne: A large feudal kingdom in the south of the region. Shorkyne always seems to be on the verge of falling apart, for it is a realm where powerful regional lords hold sway over a weak constitutional monarchy.

Weather and Climate

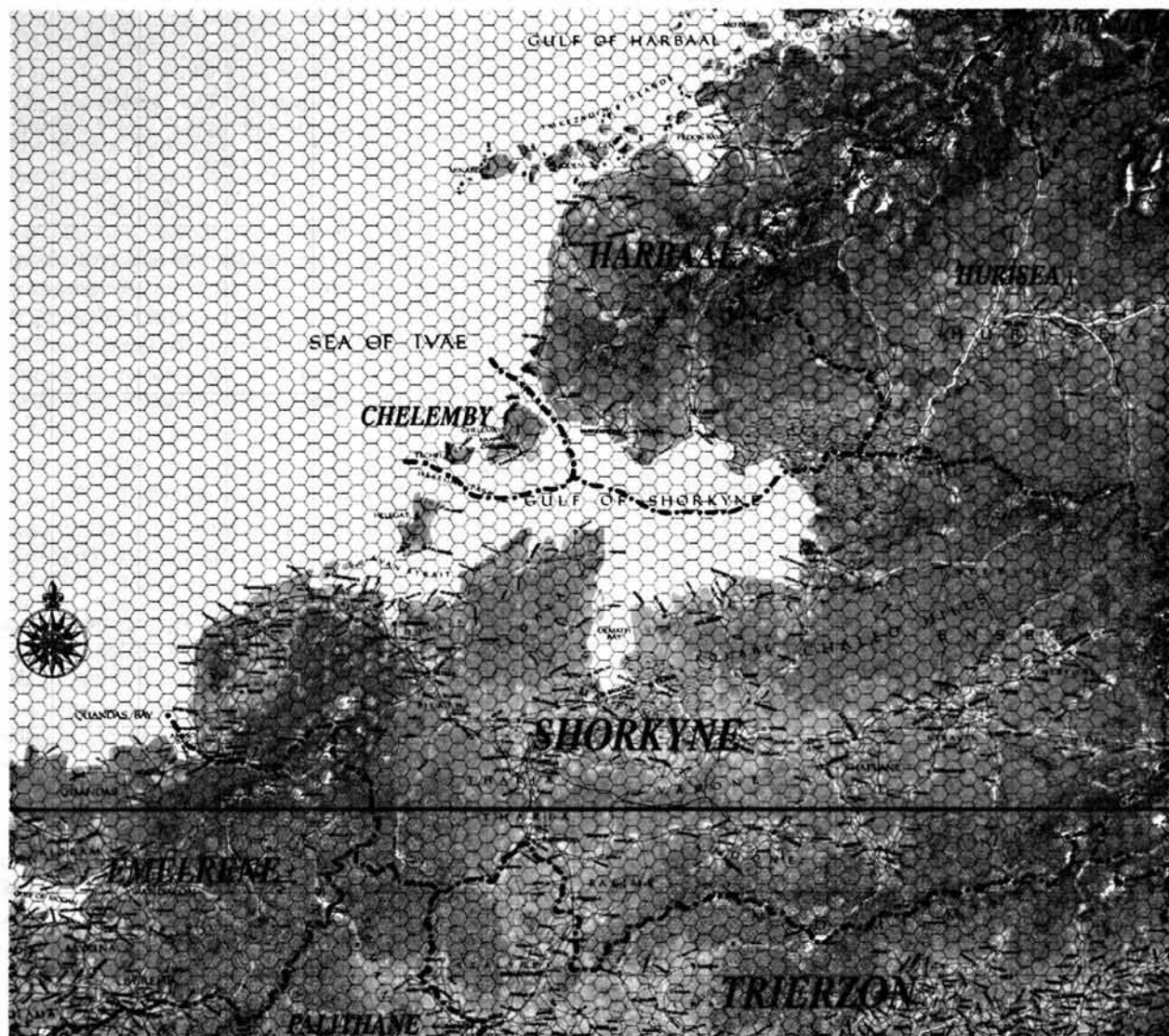
The region's climate is maritime (moist) cool-temperate. The prevailing westerlies provide ample precipitation in every month. In coastal districts, fog and drizzle are common. Northeastern Hurisea tends to be slightly drier than the rest of the region.

Vegetation

The moist climate promotes mostly mixed forest and woodland. At higher elevations there are extensive needleleaf forests and smaller areas of alpine vegetation.

Communications

Most civilized districts have fairly good paved roads, although the network is neither complete nor extensive. Major rivers, notably the Benamo and Tirga, provide excellent transportation options for moving large cargoes by ship and river barge, and the Gulf of Shorkyne is well travelled. International trade is conducted north to Ivinia, south to Trierzon, east to Quarphor, and west to the Hâmic Isles. The city of Chelemby is the dominant center for foreign trade in the region.



Calendar

Tuzyn Reckoning is the predominant calendar throughout the Shorkyne region. It is a Lunar calendar with twelve months of thirty days each. Tuzyn dates are reckoned from the founding of Melderyn. Dates prior to the year *one* are prefixed or affixed by "BT" (Before Tuzyn). Dates since the foundation of Melderyn are indicated by "TR" for Tuzyn Reckoning. A date with no prefix/affix is presumed to be TR. The year begins with the Vernal Equinox (approximately). The months are:

Spring	Summer	Autumn	Winter
1 Nuzyael	4 Nulus	7 Azura	10 Ilvin
2 Peonu	5 Larane	8 Halane	11 Navek
3 Kelen ¹	6 Agrazhar	9 Savor	12 Morgat

Religion

All ten of the major Lythian deities are worshipped in the region. In Harbaal, Sarajinians are prevalent, but less so than in Ivinia. Laranians and Peonians are most common in the rest of the region. Worship of Morgath, Agrik, or Naveh is widely proscribed.²

Money

The prevailing unit of currency throughout western Lythia is the silver penny, which is abbreviated by the affix "d" as in "12d" (twelve pence). A penny weighs one dram (a sixteenth of an ounce). Silver pennies vary in silver content, hence, in "real" value, but in practice they are fairly interchangeable. Pennies may be cut into two parts (halfpenny or ha'penny) or four parts (farthings). Hence, there are two farthings in a ha'penny and two ha'pennies in a penny. Many pennies have crosses marked on the reverse to facilitate the division.

Gold coins are relatively rare, but are widely accepted. The most common gold coin is the one ounce gold crown. Most gold crowns in circulation in the Shorkyne region are minted by the dwarves of Hårn or Ivinia, but there are less pure versions in circulation. The value of a good Khuzan crown is 320d.

All prices in this module are given in pence (d) or farthings (f). Certain monetary conventions are also prevalent. A shilling (s) is twelve pence, and a pound (£) is 240d, although there are no shilling or pound coins.

Trade may also be conducted in bullion. An ounce of "pure" silver is worth 20d and an ounce of pure gold is worth 400d. This ratio on the respective values of silver and gold (1:20) holds throughout Lythia.

¹ The Ivinians generally call the third month, *Saraju*.

² For information on the mythology, deities, religions, and churches of Lythia, see *Gods of Hårn*. Rules expandable to include any combination of deities are given in *HårnMaster*.

Lythian Manorialism

Virtually all of the states of western Lythia practice a form of manorialism. Land is essentially divided into estates called manors or villas, and held by noble families or governors.

Civilized states are mainly agrarian. About ninety percent of the population is engaged in agricultural and pastoral activities. While agricultural techniques are medieval, nearly all districts are self-sufficient in food. So there is little trade in basic foodstuffs. Most peasants are bound to the land, unfree to depart without leave from their lords, but there is also a class of rural freemen who hold their land in exchange for rent or military service.

Towns are generally situated in the hearts of major agricultural districts, supported by the surpluses of the surrounding countryside. The rationale for towns is trade since they provide a market in which urban and rural goods are exchanged. Urban craftsmen produce manufactured goods. Town-dwellers are generally freemen. They are divided into two main classes: urban poor and guildsmen. The urban poor, perhaps 80-90% of the population, form a labor pool which is exploited by wealthy established townsmen. The guildsmen have varying degrees of wealth and status, and form what amounts to an emerging middle-class.

The Guild System

Virtually all profitable commercial and professional activities in northwestern Lythia are within the control of powerful international guilds whose monopolistic rights are protected by law. Harbaal follows the Ivinian tradition where the activities of guilds are the preserve of specific clans. For details on guilds, see *HårnWorld*.

Trade

In a feudal economy virtually all districts are self-sufficient in foodstuffs, and most of the other basic necessities of life. This means that inter-regional trade can be profitably conducted only in "luxury goods".

In most cases, tradeable products are exported from a region because the raw materials from which they are made are readily available. The foothill districts of the Northern Jerinalian mountains export blankets, yarn and cloth because there are a lot of sheep there, and the counties of south-central Shorkyne export brasswares because zinc and copper are mined in the mountains.

Trade is also conducted when a region has a reputation for producing either a good or a distinctive product. Wine, for example, is produced in many parts of Shorkyne, but the connoisseur appreciates the differences to the extent that wine from Ensel would be considered a different product from a wine from Falimæ.

The Shorkyne Map

The regional map's presentation maximizes data yield through its unique cartographic system which permits easy perception of vegetation and topography. The hexgrid helps with distance and movement and the numbered and lettered square grid helps locate features. Square grid locations may be preceded by lowercase map codes (s for Shorkyne, t for Trierzon) and are given in square brackets: eg. [sH7].

VEGETATION (Colors)

The regional map has seven vegetation classes, indicated by different colors or shades. The key on the map illustrates them.

Ice, Snow/Rockfield (White)

Regions of permanent mountain snowpack, precipitous rocky cliffs etc. Little grows, because the only land uncovered by snow is too barren for plants.

Alpine Vegetation (Tan)

Found only in mountains, above the treeline, and below the snowcap. Alpine Vegetation includes *Cold Woodland*, which is transitional into needleleaf forest, and alpine tundra. Permafrost is prevalent. Soil moisture is frozen except during summer when the top two or three feet thaw. The frozen ground inhibits drainage of melt water, causing marshy conditions in early summer. Permafrost promotes an essentially treeless region, covered with short rooted plants, sedges, grasses, mosses, and lichens. In midsummer, some plants flower for a few weeks, providing a carpet of color (alpine meadow).

Needleleaf Forest (Olive Green)

Forest of tall, straight-trunked, conical, mostly evergreen trees, with numerous short branches, small needle-like leaves and seed cones. Needleleaf forest occurs mainly above 3,000 feet, and north of the 45th parallel. Due to the year-round shade in needleleaf forests, undergrowth tends to be sparse, and may give an open, *cathedral forest* appearance. Since it occurs mostly in mountains, and one is apt to encounter fallen trees the path, travel can be difficult.

Mixed Forest (Mid Green)

Forest with summergreen deciduous, needleleaf evergreens and needleleaf deciduous trees. All may not be present, but at least two species will be. Needleleaf deciduous trees resemble their evergreen cousins, but shed leaves in winter. Broadleaf trees tend to have short to medium stubby trunks, a few long branches, and a generous canopy of deciduous leaves which provide good shade in summer but shed in winter. There are over 100 species of broadleaf.

Woodland (Light Green)

Areas where the tree canopy shades at least 50% of the ground are *forest*; areas with canopy between 15% and 50% are *woodland*. Woodland is likely to contain mainly summergreen deciduous trees growing in sometimes dense clumps, interspersed with open grassy areas. The open areas may be natural, fire induced, or the result of human or animal intervention. It should be noted that the region's climate makes extensive natural prairie grassland impossible.

Heath (Ochre)

Also called *moor*, heathland is found mainly in windward, western margins where poor soils and high winds produce a unique environment. Heathland is mainly treeless, although a few stunted birches and willows can be found. The dominant vegetation is a dense layer of sturdy, low-lying plants, rarely over 12" in height, heather being most common. Poor drainage creates bogs and peatmoss in low lying areas.

Cropland & Pasture (Yellow)

Cropland and pasture occurs where a culture-forming race is practicing agriculture and/or herding. Cropland and pasture is found around virtually all settlements. Forty to sixty percent of the class is normally arable cropland growing mainly wheat, rye, oats, and barley, and some, beans, peas, turnips etc. There will be the odd stand of trees, averaging ten percent of the area, and the balance will be waste land and pasture.

TOPOGRAPHY (Textures)

Textures overlaying the colors, indicate landform and let you distinguish between, for example, forested mountains and flat forested terrain. The absence of all texture implies that the land is fairly flat with, at most, gentle rolling hills. The textures used are:

Hills

Rough/hilly land tending to make travel difficult.

Mountains

Very rough terrain, often impassable in winter. Mounted travel is especially difficult, if not impossible, and ropes/spikes and other climbing gear may be needed. Only peaks over 6,000 feet are identified.

Marshland

Marsh can occur where there is poor drainage. It is not necessarily impenetrable, but is likely to contain deep bogs, quicksand, etc, which may not be visible.

Reefs/Shoal

Shoals and rocks definitely hazardous to seafarers.

Rivers

Rivers shown on the map are sufficiently deep to prevent fording, except at marked fords, and only then when the weather has been reasonably dry over the last few watches. In addition to the rivers shown, there are dozens of smaller streams in each hex; these occasionally dry up, or swell to the size of a river. Travellers can easily find water in most parts of the region. The rivers shown are navigable, that is at least ten to twenty feet deep; of course, navigation near cataracts or rapids is hazardous.

SETTLEMENTS

Usually, only settlements with major fortifications are shown. Each of these is surrounded by at least a small, unwall town/village, and by an average of twenty to forty villages. All settlements shown on the map hold a market at least once a month, most more often than that. The size of a settlement's fortification is no sure guide to its population; a village surrounding a keep could be larger than one around a castle, but larger fortifications do tend to have larger settlements.

Keep

A three to seven story, fortified structure of wood, or, more often, stone. Keeps usually contain offices, apartments, kitchen(s), dormitories, chapel(s) and a great hall for dining and state occasions. There is usually an internal well. The keep may have a courtyard enclosed by a low battlemented wall, and/or a ditch or earthworks around the whole to protect outbuildings such as stables, workshops, and storage structures. Due to the cost of construction, keeps are held only by reasonably wealthy lords in rich agricultural districts where unrest may occur. A keep gives its owner the ability to resist almost any enemy for a while. Therefore, the construction of keeps is limited by law: a charter must usually be obtained before one is built. In western Lythia, most keeps are rectilinear rather than round.

Castle

A fortification consisting of at least a stone keep and outer wall each with breastworks. A castle is distinguished from a keep by the presence of fortified towers at the wall's weak points, primarily the corners. A barbican and/or fortified gatehouse is common. Castles are generally surrounded by moats and/or earthworks, and often by additional concentric walls. Within the bailey there will be various outbuildings. The keep may connect with the walls or stand free within the bailey. The possession of a castle renders its owner immune to all but the most powerful assaults. The upgrading of a keep to castle normally requires a charter from one's liege. Castles are extremely expensive and time-consuming to build; only the richest lords can afford them.

Town

The towns shown on the regional map are those which possess walls around a major part (at least) of the settlement. Most walled towns have citadels (castles) usually adjoining the wall, but sometimes on a prominence well within the town itself. Towns exist where there is sufficient mercantile activity to support them, and represent the accumulation of considerable wealth. There are two basic types of town: the feudal town is simply a castle held by a feudal lord with its settlement walled in. A Freetown is a corporate entity generally governed under a charter by the middle class through an appointed (or elected) mayor and/or aldermen. Such towns hire mercenaries/a town guard, and run themselves, often owing fealty directly to the sovereign.

Thran

A fortified community prevalent in regions settled by Ivinia ns, but similar to a small town. Thrans are held by greatclans and inhabited by clanmembers and their retainers. The typical Thran contains eight to sixteen symmetrically arranged longhouses, is situated on a natural or man-made hill and surrounded by a major earthwork and palisade with a single gate. Thrans are not distinguished from keeps on the regional map.

Vathran

Although the distinction between the thran and vathran is generally quite vague, a vathran may be thought of as a larger version of the Thran. A vathran may have larger size/population, additional ramparts, towers on its outer walls and/or a keep on the rampart or within the settlement. Vathrans are not distinguished from castles on the regional map.

Roads & Trails

Paved roads are indicated by solid orange lines, unpaved roads as dashed orange lines, and trails as dotted orange lines. The trails shown are those that even a tenderfoot would have difficulty wandering off; it may be assumed that there are thousands of game and other trails criss-crossing the region.

POINTS OF INTEREST

Points of interest are indicated on the Regional Map by green triangles, include isolated settlements, ruined sites, and natural wonders. Several of the following locations are slated for special development in Columbia Games adventure modules. Minimal information is provided on all sites in the *Index* so that the GM will not have to operate completely in the dark. Sites not listed are left for the GM to add/develop as he sees fit. Several towns in the Shorkyne Region will also be developed in future modules.

Character Generation

A character's birth attributes are determined by the environment into which he is born. There is, however, no point in duplicating information contained in *HårnWorld* and *HårnMaster*. If a character is born in the Shorkyne region the following generation tables can be used to randomly generate his birthplace.

The tables given deal with settlements in Shorkyne, Hurisea, Harbaal, and Chelemby; settlements in the Kingdom of Emelrene and the Principality of Lankor are not listed, but Shorkyni settlements south of the fortieth parallel (i.e. located on the Trierzon Regional map) are included.

When generating character birthplace, only the nearest major settlement is generated; there is a 70-90% chance that the character is actually born in one of the nearby villages rather than in the settlement itself. In the case of Shorkyne, however, the Esuaren with jurisdiction over the character's birthplace is always accurately generated.

These tables may also be used whenever the GM needs to randomly generate a kingdom/region/settlement, for example, when generating Random Events.

Generation Procedure

First roll 1d100 to generate a subregion within the Shorkyne Region. The small number of Jarenmarker settlements on the Shorkyne regional map are included in Hurisea. Once the State/Subregion is generated, proceed to the appropriate table to generate the actual settlement. Tables for Chelemby, Harbaal and Hurisea (including Jarenmark) appear at the foot of this page. The Shorkyne settlement table is on the next page.

In the settlement tables the first column (1d100) gives the percentile roll to generate the settlement. The second column names the settlement, and the third column gives the settlement class and grid location.

Settlement Class

K	Keep	H	Thran	A	Abbey/etc.
C	Castle	V	Vathran	*	Other
T	Town				

The settlement's grid location is a three letter code. The first, lower case, letter indicates the map on which the settlement is located: s for Shorkyne or t for Trierzon. The last two digits an upper case letter and a number, refer to the map grid square (read 0 as 10 - for example, H0 means H10).

State/Subregion

1d100	State/Subregion
01-02	Kingdom of Chelemby
03-25	Pendragondom of Harbaal
26-33	Hurisea including part of Jarenmark
34-00	Kingdom of Shorkyne

Chelemby/Hurisea

1d100	Chelemby	C/G
01-41	Chelemby	TsG6
42-88	Evanekin	CsG6
89-00	Koladis	CsG6
1d100	Hurisea	C/G
01-11	Antol	CsN5
12-45	Beldira	TsL5
46-51	Chegen	KsM6
52-59	Dechen	KsM5
60-65	Ekebon	KsM5
66-68	Figend	FsM3
69-81	Helgen	KsL4
82-83	Ogend	FsL5
84-91	Ponel	KsM5
92	Unten	FsM3
93-96	Hlen (J)	HsM2
97-98	Pelden (J)	FsN2
99-00	Sonege (J)	FsM2

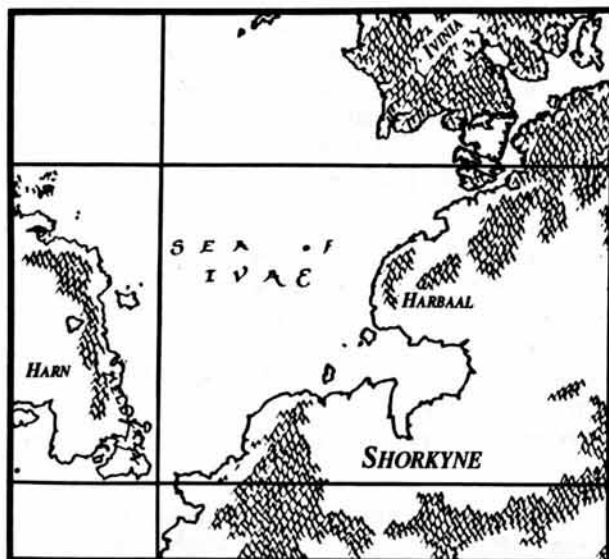
Harbaal

1d100	Harbaal	C/G	Roll	Harbaal	C/G
01-04	Alinger	CsH3	56-62	Leden	TsL6
06-09	Anstal	VsJ2	63-64	Lyth	VsH3
10-11	Borin	HsL1	65-67	Megrana	CsI3
12-14	Byrgen	KsG4	68	Nevel	FsK2
15-16	Elkirmon	HsI2	69-73	Noortel	VsI2
17-20	Enpedon	CsI3	74-75	Oneon	HsH4
21	Feredis	HsI2	76-78	Osen	VsK1
22-24	Gelt	CsG6	79-80	Reshaal	CsH3
25-29	Genja	TsJ1	81-82	Sowidh	HsH6
30	Glidby	HsK1	83-84	Tazela	CsH5
31-32	Gosheim	CsJ1	85-87	Tegorby	VsJ3
33-36	Gulinheim	CsG4	88	Usteth	HsI3
37-39	Hargulda	VsH4	89-91	Varkenheim	TsH6
40-43	Heredon	CsI6	92-93	Vogedin	HsH3
44-45	Hutsinby	HsJ3	94-96	Xeradyn	CsH6
46-51	Ifane	TsH3	97	Yelaben	CsG5
52-55	Kereon	TsJ3	98-00	Zyna	FsM2

SHORKYNE REGION 6

Birthplace Generation

Id1000	Settlement	C/G	Id1000	Settlement	C/G	Id1000	Settlement	C/G	Id1000	Settlement/etc.	C/G
001-008	Abeshres/Elavona	CdI1	265-270	Filsan/Hidel	KsM0	502-506	Kyvis/Bodoe	KsD8	749-757	Rigenos/Nistone	CsM9
009-010	Afeda/Ancola	KsJ8	271-272	Finora/Kitalin	KsK9	507-515	Lacheryn/Hidel	CsM0	758-759	Rushe/Vadone	KsI0
011-018	Altyn/Kitalin	KsL9	273-274	Fonten/Loala	KsF8	516-519	Lesaren/Nistone	KsM8	760-765	Sabin/Sabinia	TKI
019-023	Anbrath/Quareld	CsG0	275-277	Gabeshe/Vadone	KtI1	520-524	Lesyn/Pilatha	KsF9	766-771	Sagora/Malpynia	TsH9
024-026	Andrin/Loala	CsG8	278-279	Gadiles/Istebinia	KsK9	525-526	Limelna/Kolare	KsI8	772-780	Seberon/Meloda	CsC9
027-035	Antome/Shaplane	TsK0	280-284	Gaveshones/Kitalin	CsL0	527-534	Liungu/Elavona	KtJ1	781-783	Sedyn/Netela	KsF9
036-044	Anurn/Kitalin	CsL0	285-287	Gedeli/Ancola	KsJ8	535-537	Lisune/Avan	KsE8	784-786	Segby/Pelodia	KsD8
045-047	Ardino/Hidel	KsL0	288-289	Geleo/Loala	KsG9	538-539	Lobires/Malpynia	KsF9	787-788	Seltines/Pilatha	KsF9
048-050	Areshones/Pelodia	CsE8	290-293	Gilend/Istebinia	KsL7	540-549	Logines/Vadone	TtJ1	789-791	Sheregai/Sabinia	KtK1
051-054	Asharyn/Shaplane	KsK0	294-296	Girabe/Pelodia	KsD8	550-551	Loroa/Bodoe	KsD9	792-793	Sheval/Montivel	KtG1
055-058	Astii/Kitalin	KsL9	297-300	Girelet/Vadone	KsI0	552-553	Lugen/Pilatha	KsF9	794-796	Shirat/Hidel	KsM0
059-061	Atoxis/Vadone	KtJ1	301-302	Greneth/Kolare	CsI8	554-556	Lutana/Pelodia	CsE8	797-801	Shomes/Avan	KsE8
062-068	Balaire/Elavona	KtI1	303-306	Haidigen/Shaplane	CsJ0	557-560	Magratea/Quareld	CsG0	802-806	Shumol/Quareld	KsG0
069-070	Balok/Malpynia	CsH9	307-310	Halcon/Ancola	CsK8	561-565	Manore/Falimae	KtH1	807-810	Siden/Kemol	KsG0
071-074	Bedel/Avan	KsE8	311-313	Hamedar/Meloda	KsD0	566-567	Mastyres/Nistone	AsM9	811	Sigeto/Malpynia	KsH9
075-078	Bekela/Ancola	KsJ7	314-316	Harbraen/Nistone	TsM9	568-571	Matew/Nistone	KsM9	812-819	Sisom/Vadone	KsI0
079-080	Beldene/Pilatha	KsF9	317-325	Hegelia/Shaplane	KsK0	572-574	Medana/Quareld	KsG0	820-822	Sonise/Loala	KsH7
081-082	Benda/Pelodia	KsD8	326-328	Hegynes/Kolare	KsI8	575-576	Megure/Loala	KsG9	823-824	Stemeles/Avan	KsE8
083-088	Berech/Chomu	KsJ9	329-330	Henby/Bodoe	KsD9	577-578	Meketa/Kitalin	KsL0	825-826	Sturetema/Chomu	KsJ9
089-090	Beson/Shaplane	KsK9	331-332	Heparon/Nistone	KsL9	579-580	Mekonem/Meloda	KsD0	827-833	Suvas/Bodoe	CsD9
091	Besono/Sabinia	KtK2	333-334	Herien/Meloda	KsC0	581-583	Mekretyn/Meloda	KsC0	834-835	Symon/Nistone	KsL9
092-098	Bodara/Bodoe	CsC9	335-339	Hesen/Bodoe	KsD8	584-585	Melgrin/Malpynia	KsH9	836-838	Tarepin/Bodoe	KsC9
099	Bodeum/Dumala	KsF8	340-342	Heteshones/Ancola	KsJ8	586-587	Menzel/Dumala	KsF8	839-841	Tasis/Shaplane	KsJ0
100-103	Bolede/Quareld	KsG0	343-350	Hidesi/Chomu	CsI0	588-591	Mernal/Sabinia	KtK1	842	Tedero/Malpynia	KsH9
104-108	Cerole/Falimae	KtH1	351-354	Hiliro/Nistone	KsM8	592-596	Meshare/Meloda	CsD0	843-850	Teleged/Kolare	CsI8
109-114	Chalure/Elavona	KtI1	355-356	Hirebur/Meloda	KsC9	597-602	Midoris/Bodoe	KsD9	851-858	Tekkur/Avan	CsE8
115-116	Chande/Hidel	KsM9	357-364	Hireshe/Sabinia	KtK1	603-606	Mirate/Ancola	KsJ8	859	Tenede/Istebinia	FsL8
117-118	Chansa/Bodoe	KsC8	365-367	Hodet/Pilatha	KsF9	607-608	Misatn/Shaplane	KsK0	860-861	Tenye/Vadone	KtJ1
119-120	Charde/Meloda	KsC0	368-370	Holegore/Loala	CsG0	609-612	Misena/Quareld	CsG0	862-869	Tescelus/Dumala	KsE8
121-124	Chegote/Montivel	KtG1	371-373	Homudes/Dumala	KsF9	613-614	Mologin/Pilatha	KsE9	870-873	Tevorel/Pelodia	KsD8
125-129	Chemes/Vadone	KtJ1	374-377	Horke/Quareld	KsG0	615-616	Monedo/Dumala	KsF9	874-876	Tharun/Pilatha	CsF9
130-137	Chiden/Avan	KsE8	378-382	Horote/Sabinia	KtK1	617-620	Montelca/Ancola	CsK8	877-880	Tirgotis/Ancola	CsK6
138-140	Chires/Kemol	CsG9	383-386	Igane/Kitalin	KsL0	621-624	Monteve/Montivel	TtG1	881-888	Tivara/Kitalin	KsL9
141-149	Chures/Falimae	CtH1	387-389	Ileden/Shaplane	KsJ0	625-626	Neln/Chomu	KsI0	889-892	Toldine/Shaplane	KsK0
150-153	Ciduri/Sabinia	KtK1	390-391	Ilyri/Quareld	KsG0	627-631	Netela/Netela	TsF9	893-895	Tolen/Shaplane	KsK0
154-158	Dalben/Shaplane	CsK0	392-398	Ilvurin/Nistone	CsN9	632-633	Nevare/Vadone	KsJ0	896	Trepura/Loala	*sH
159-160	Darme/Meloda	KsC9	399-400	Imedeles/Pelodia	KsE8	634-637	Noraby/Pelodia	CsD8	897-899	Tulima/Pelodia	KsD8
161-164	Debelin/Avan	KsE8	401-404	Isheres/Dumala	CsF8	638-642	Norlay/Malpynia	CsH9	890-899	Tulon/Vadone	CtJ1
165-171	Delenes/Nistone	CsM9	405-406	Ishetain/Meloda	KsD9	643-650	Noshisa/Nistone	KsL9	890-892	Tumen/Meloda	KsC0
172-176	Delge/Sabinia	KtK1	407-409	Isin/Sabinia	KtK1	651-652	Nure/Kitalin	KsL9	893-900	Turesgal/Dumala	TsE8
177-178	Demuli/Malpynia	KsH9	410	Izajiso/Istebinia	FsM8	653-657	Odelyn/Chomu	KsI9	901-902	Tusimes/Chonu	KsJ0
179-188	Dilvain/Falimae	KtH2	411-414	Jandor/Hidel	TsN0	658-663	Odurun/Hidel	CsN0	903-907	Ulmis/Istebinia	KsL9
189-190	Drendar/Meloda	KsC0	415-419	Jandrath/Ancola	CsJ8	664	Olagen/Ancola	FsK7	908-910	Ureme/Kitalin	KsL0
191-192	Duny/Vadone	KsH0	420-423	Jeloen/Pelodia	CsE8	665-668	Opinios/Nistone	KsM9	911-912	Urupla/Hidel	AsM9
193-195	Edengel/Bodoe	KsC8	424-427	Jesa/Meloda	KsC0	669-671	Oreleon/Vadone	KsJ0	913-922	Vadone/Vadone	CsI0
196-199	Eilyria/Malpynia	TsH9	428-434	Jirone/Shaplane	KsK0	672	Ortha/Vadone	KsH0	923-925	Valot/Kitalin	KsL9
200	Elyde/Sabinia	FtL1	435-438	Kae/Quareld	KsG0	673-675	Ostelones/Loala	KsG9	926-931	Vandekon/Pelodia	CsD8
201-202	Emilume/Kolare	KsI8	439-447	Kamolin/Falimae	KtH1	676-680	Pariden/Bodoe	KsD8	932-934	Vandis/Nistone	KsM9
203-204	Enaide/Avan	KsE8	448-454	Karemus/Pelodia	TsD8	681-688	Parnith/Istebinia	KsL9	935-939	Verane/Montivel	KtG1
205-208	Enselet/Kitalin	TsL9	455-456	Karne/Vadone	KsH0	689-690	Pelames/Vadone	KsI0	940-943	Vesiron/Bodoe	KsD9
209-211	Erschemes/Bodoe	KsD9	457-465	Karthan/Bodoe	CsD9	691-692	Pelemes/Pilatha	KsF9	944-945	Vesteth/Loala	KsG8
212-217	Eshapel/Meloda	TsC0	466-473	Kecharin/Istebinia	CsL9	693-694	Pelgen/Pelodia	KsD8	946-947	Wedde/Shaplane	KsK0
218-221	Eslon/Ancola	TsJ7	474-476	Kelby/Pelodia	KsD8	695-698	Peloses/Kolare	KsI8	948	Wilson/Istebinia	FsN7
222-224	Evigete/Vadone	KsJ0	477-480	Kerola/Kemol	CsF9	699-707	Penina/Kolare	CsJ8	949-954	Wyra/Kitalin	KsL0
225-230	Farita/Kitalin	KsL9	481-485	Kesino/Kolare	KsI9	708-716	Poledin/Dumala	KsF9	955-961	Xcota/Montivel	KtG1
231-235	Feandis/Quareld	KsG0	486-489	Kolare/Kolare	TsI8	717-718	Prenel/Sabinia	KtK1	962	Xeril/Hidel	KsN0
236-242	Fedonele/Falimae	CtG2	490-493	Komon/Nistone	KsM9	719-722	Proth/Pelodia	KsF7	963-965	Zeben/Ancola	KsJ8
243-249	Felkenby/Pelodia	CsF7	494-496	Kopela/Kemol	KsG9	723-728	Pusinis/Sabinia	KtK1	966-969	Zhelet/Quareld	KsG0
250-260	Feshimes/Vadone	TsI0	497-498	Kothume/Avan	KsE8	729-736	Quarelin/Quareld	TsG0	970-979	Zhentimes/Elavona	KtI1
261-262	Feshones/Pilatha	AsI0	499	Kovis/Pilatha	KsE9	737-744	Quarena/Kitalin	CsL9	980-990	South.Mts. (tribal)	n/a
263-264	Filedes/Bodoe	KsD9	500-501	Kulest/Vadone	KsJ0	745-748	Regona/Montivel	CtG1	991-000	Chaleo Hills (tribal)	n/a



Introduction

The Kingdom of Shorkyne is situated in northwestern Lythia, northeast of Emelrene, north of Trierzon, and west of Lankor. On her northeast frontier are the semi-civilized principalities of Hurisea, and north across the Gulf of Shorkyne lies the powerful Ivinian kingdom of Harbaal.

Most of Shorkyne's borders are in readily defensible terrain. The major exception is the Plain of Karetan in the south astride the border with Trierzon. The plain is disputed territory and the issue of ownership is periodically contested on the battlefield. The constant threat from Trierzon has obliged the Shorkyni to rely on themselves and to develop effective military and naval capabilities.

The forested northeastern march of Istebinia and the Chaleo Hills are primarily inhabited by Quarph tribesmen who are yet to be fully pacified. There are also significant Emelan minorities in the mountainous districts who tend to ignore all "civilized" authority.

Shorkyne has a constitutional monarchy which shares power with a Parliament. The kingdom and Parliament are dominated by strong regional lords, although the power of the crown is growing as the sphere of political activity shifts to the capital at Quarelin. The Shorkyni people are an independent breed. Their Pharic ancestry shows in the fact that they tend to be tall and fair, with blue, grey, or brown eyes, and blond to light brown hair. The predominant language, Shorka, is derived from Phari through Quar, with (minor) Jarind influences. Emela is spoken in the southern mountains and Quarph in the northeastern wilderness. There are significant Ivinian minorities in several coastal regions.

History

The Earthmaster presence in Shorkyne seems to have been minimal in view of the region's proximity to Harn and Emelrene. Nor did the Sindarin or Khuzdul leave many traces; neither of the elder peoples mention Shorkyne in their lore. Consequently, most scholars count the Jarind ancestors of the Emela, who arrived sometime around 3000 BT as the region's first inhabitants. The early Jarind were mostly nomadic, but by 2900 BT a henge-building culture similar to the contemporary society on Melderyn flourished in western and central Shorkyne.



Around 1650 BT, the first waves of Pharic peoples began to penetrate into the region from the east, having themselves been displaced by the Ketari of Central Lythia. Generations of chaos ensued. Some tribes settled peacefully, some practiced genocide. Gradually a new mix of peoples emerged.

The Azeryani Influence

The Azeryan Empire never extended as far north as present day Shorkyne. The Empire completed its conquest of Zonara (Southern Trierzon) in 303 TR, but never made a serious attempt to annex Northern Trierzon or Shorkyne.



Zonara Tribal Ranges in 303

The campaigning season of 541 saw Edan and Bjan unite their armies to march east. A fast victory eluded them, but by the summer of 542 they were camped just west of Enselet. The treaty of Anurn was concluded on midsummer's day of 542. Ensel, consisting of the counties of Istebinia, Nistone, Hidel, and Kitalin, surrendered it's independence to become a duchy of Shorkyne.

Edan II (548-559)

There was still considerable disquiet in the kingdom. Shorkyni lords, especially the two dukes, jealously guarded their status. The rivalry between Ensel and Alagon might have erupted into open warfare except they were at opposite ends of the kingdom. Edan II, who succeeded his father in 548, was obliged to pass a law against dueling in his council. Nor did the mistrust and hatred end with the dukes. Both Bjan Pelanby of Alagon, and then Temis Tabin of Ensel died in 551, the latter, it is said, because he was anxious to continue the feud in the afterlife. Their successors maintained the habit of taking opposite sides on almost any issue.

The Red Death (557-559)

In the middle of the sixth century a terrible plague spread throughout Northwestern Lythia which is thought to have killed at least one third of the population. Despite the terrible toll it wrought, the Red Death was kinder to Shorkyne than to more densely settled regions. Nevertheless, the population was reduced by ten to twenty percent. The great houses also suffered tragic losses.

Raleth (559-581)

Edan II was among the victims of the Red Death, and his nephew and designated heir, Raleth, was unable to maintain the loyalty of the unruly barons. Armed conflict, admittedly on a fairly small scale, became commonplace. To further confuse the picture, bands of brigands, many of them from Trierzon and the north, roamed the countryside. The towns became sanctuaries, but with fewer people to work the land, urban conditions became even more unbearable. Townsfolk were eating dogs and rats by the end of 558.



Land lost to Trierzon in the First Karetan War.



Shorkyne in 560

First Karetan War (560-567)

Trierzon recovered from the ravages of the Red Death before Shorkyne, and perceived Shorkyne's weakness as an opportunity. Between 560 and 566, Trierzon seized several settlements each year, and by 567, controlled most of the Plain of Karetan.

Varinel Andrana (566-581)

At this point, the Shorkyni barons met, over Raleth's objections, to review his conduct of the war, which had been haphazard at best. Raleth attended the council where he pointed out that the support he had been receiving from his "loyal vassals" was far from adequate. Nevertheless, the barons elected Varinel Andrana of Quarelin, a proven war leader, as their new king. Varinel was Ensel's candidate; needless to say the Pelanby's were less than elated with the choice.

The election, which, of course, had no basis in law, established a constitutional precedent. From that date, the barons have continued to meet in council to decide the succession of the Shorkyni kings. Raleth retired in disgust to Emelrene after sending his condolences to Varinel.

The barons, with the notable exception of the Duke of Alagon, provided enough military support for Varinel to halt the slow Trierzi advance. At this point aid was quietly withdrawn and the new king was unable to regain most of the lost territory. Without any alternatives, Varinel concluded a treaty with Trierzon, the Peace of Mospen, signed in 567.

Varinel proved an able administrator. One of his first actions moved Shorkyne's principal seat of government from Eilyria to his clan holding at Quarelin, where it has remained ever since. His experience in the war taught him the advantages of a good transportation system, so he undertook an ambitious highway construction/paving program. The new road system enabled him to deal more easily with the sporadic baronial revolts which continued, to hinder the Shorkyni throne.

Varinel also managed to win approval for reorganization of the Shorkyni counties and the privileges and responsibilities of their holders; this act more or less established the present boundaries and balance of power within the kingdom.

Varinel's genius was to complete a relatively large number of programs without alienating a majority of his barons. For the most part, his reign was peaceful, and he achieved this remarkable state by undertaking no action that was not supported by a majority of the barons. The fact that several of his most powerful vassals were having border troubles of their own also helped the royal cause. Varinel died in his bed in the spring of 581.

Bursin Andrana (581-596)

Bursin was Varinel's cousin. He began his reign over a kingdom that was reasonably prosperous and peaceful, although the royal treasury was far from full.

Shorkyne required a firm and tactful ruler; Bursin did not qualify. His first problem occurred when he attempted to increase the light tax burden on his barons. They objected strenuously, and met in special congress, forcing Bursin to withdraw the measure. Lacking Varinel's diplomatic skills, Bursin seemed unable to conduct negotiations without alienating more people than he won over. He failed to win sufficient support for any major proposals. Halted at every turn, Bursin became bitter and short-tempered.

The barons met in 596 to review the king's leadership. Bursin tried to raise an army to arrest them, but failed and (wisely) declined to attend. The Duke of Alagon suggested that the king suffered from the madness associated with syphilis. This was untrue, but Bursin was deposed and Harages Dalame, Count of Montivel, was elected King of Shorkyne.

Harages Dalame (596-610)

Bursin did not accept his fate quietly. The obvious injustice helped him raise a small army. He fought a brief campaign and withdrew to Quarelin in 597. There he was besieged by Harages for two years. The city capitulated in 599. Bursin managed to escape and made an extremely perilous journey to Harbraen where he was given sanctuary by the Peonian Primate. Harages posted a guard outside the temple for three years. Bursin died in 602. There is a legend, however, that the Peonian primate, sympathetic to Bursin's plight, smuggled him out of Shorkyne and then spread the rumor of his death.

It no longer mattered. Harages and his supporters had spread rumors which completely destroyed Bursin's reputation. Even after the old king died, it was common for all manner of ills to be blamed on him.

Harages, once he no longer had the old king to worry about, began his attempt to make the throne stronger. He was slightly better able to win support, but by 609, he had alienated enough of the barons that another grand council was convened to review his performance. By careful diplomacy, and enormous bribes and promises, he was able to maintain confidence, barely. When he failed to deliver one of those bribes, however, one of his erstwhile supporters had him poisoned in 610.

Taris Dalame (610-689)

The baronial council met in 610 and elected the weakest king they could find, Harages' youngest son Taris. As the new king was only ten years old, the barons also elected a regency council consisting of the dukes of Alagon and Ensel and three other tenants-in-chief. From the beginning, the council was almost paralyzed by the rivalry between Pelanby and Tabin. Eventually, the other three members voted to give each regent responsibility for a different area of the royal government. The regency lasted eleven years and its only significant achievement was the *de facto* creation of ministerial appointments.

When he came of age in 621, Taris received sufficient support to remain on the throne, no more, and reigned over a gradual erosion of royal power to the point where contemporaries wondered why Shorkyne bothered to call itself a kingdom.

Second Karetan War (619-628)

Shorkyne's apparent weakness prompted Trierzon to invade again in 619. There were a few brief successes, but the Shorkyni nobility rallied around the throne and sent sufficient troops to prevent disaster. They were not generous, however, and the war dragged on for nine years before the conflict petered out. Virtually no land changed hands.



Harages Dalame

Third Karetan War (657-658)

The Kingdom of Trierzon has always kept most of her troops on the Azeryan border. In 656, Azeryan became embroiled in a huge civil war when half of her provinces rebelled at once, forcing her to withdraw several legions from the Trierzi border. Given the opportunity to reduce her own forces along the Azeryan frontier, Trierzon invaded Shorkyne with an army of 11,000 in the spring of 657.

Taris, however, had since established an efficient spy network in Trierzon, and had warned his southern vassals to prepare for the invasion. When the Trierzi attacked, they found Taris and an army of 6,000 waiting for them. Three times the foes engaged and each time the Trierzi won the battle, but were unable to take any of the reinforced fortifications. Throughout the campaign, small bands of Shorkyni bowmen played havoc with Trierzi baggage trains. With the Azeryani again beginning to look threatening, Trierzon's "window of opportunity" closed, and she withdrew her invading army from Shorkyne in the late summer of 658.

The Shorkyni Parliament (672)

Taris was no fool. He realized why he had been elected and was willing to delegate some of his authority to ministers chosen from among his barons. It was his decision to share power through the Regency Council, which was never dissolved. It simply evolved into a Privy Council.

Taris managed to maintain a balance and prevent major internal conflict. His policy was to let the barons argue with each other, rather than with him. He even had a Parliament building constructed at Quarelin so that the barons could argue in comfort; it was completed in 672. Gradually, he won the respect of his vassals, and convinced them to come to him for mediation. Most of the constitutional precedents which now govern Shorkyne were established in the reign of Taris I, which was so long that many believed he had used the esoteric arts to extend his life.

Taris II Dalame (689-690)

Because of the length of his father's reign, Taris II was a sickly man in his 60s when he was elected in 689. He lacked his father's wit and charm and failed to achieve very much in his two short years. He died quietly in 690.

Gerlens Dalame (690-)

The threat of another Trierzi incursion, and increased conflict in the Chaleo Hills and on the northeast frontier, prompted the Shorkyni Parliament to elect a stronger king on Taris II's death.



King Gerlens

Gerlens was related to the House of Dalame only by marriage, but changed his name in order to secure the nomination. By now, it was generally conceded that the monarch should belong to the royal house of Dalame.

Gerlens has been able to enact two important programs. The first was a clarification and strengthening of the feudal service owed the crown. The second was a royal naval plan which, for the first time has given Shorkyne a reasonable navy, although not a standing one.

Kings of Shorkyne

House of Byrelsen

Edan I (536-548)
Edan II (548-559)
Raleth (559-566)

House of Andrana

Varinel (566-581)
Bursin (581-596)

House of Dalame

Harages (596-610)
Taris I (610-689)
Taris II (689-690)
Gerlens (690-)

CHRONOLOGY

20,000 BT to 720 TR

BT

- 20,000 Earthmasters arrive on Kethira.
- 15,000 Earthmasters depart - The Lost Years.
- 900 Lythians begin raiding Hârn
Atani Wars 900-683.
- 780 Civilization apparent on Melderyn.

TR

- 1 Kingdom of Melderyn founded under Erebir I.
- 221 Azeryan Empire founded - Urvaen Dynasty
- 297 Azeryan Empire begins conquest of Zonara (now Trierzon).
- 303 Azeryan Empire annexes Zonara.
- 457 First Trierzi incursions into Zonara.
- 461 Chelemby established as Ivinian wintering camp.
- 484 Revolt begins in Zonara against Azeryani rule.
- 487 Creation of Western Protectorate of Azeryan Empire (under Sagilus).
- 488 Empire puts down Zonara/Trierzi revolt.
- 489 Governor Sagilus of Western Protectorate recalled
- 491 Governor Nysal of Western Protectorate assassinated.
- 492 Western Protectorate secedes.
- 502 Kingdom of Trierzon founded.
- 508 Trierzon begins conquest of Shorkyne.
- 513 Ivinians begin conquest of Palithane.
- 518 Trierzon abandons Shorkyne.
- 519 Ivinians complete conquest (513-519) of Palithane.
- 530 Byrelsens control most of north-central Shorkyne.
- 535 Edan of Malpynia completes conquest of Alagon.

- 536 Kingdom of Shorkyne founded by Edan I.
- 537 Second Shorkyni Civil War (537-42).
- 539 Clan Pelanby of Harbaal invades Alagon: fall of Eshapel
- 540 Peace of Turesgal - Bjan Pelanby becomes the first Duke of Alagon.
- 542 Peace of Anurn - Ensel surrenders to Shorkyne.
- 548 Death of King Edan I. Succession of Edan II.
- 551 Death of Bjan Pelanby and Temis Tabin.
- 558 Red Death (558-559) devastates Shorkyne. King Edan II succeeded by Raleth.
- 560 First Karetan War (Shorkyne/Trierzon) -567.
- 566 Barons depose Raleth, elect Varinel Andrana as king of Shorkyne.
- 567 Peace of Mospen ends First Karetan War.
- 581 Varinel dies and is succeeded by his son Bursin.
- 596 Bursin deposed - Harages Dalame elected.
- 597 Bursin besieged in Quarelin by Harages.
- 599 Quarelin falls - Bursin escapes to Harbraen.
- 602 The deposed king Bursin dies in Harbraen.
- 610 Harages assassinated - His son Taris elected.
- 619 Second Karetan War (619-628).
- 657 Third Karetan War (657-658).
- 672 Taris I completes Parliament building in Quarelin.
- 673 Kingdom of Harbaal founded.
- 674 Harbaal invades Chelemby and is defeated.
- 676 Lankor (NW province of Azeryan) rebels and becomes independent principality.
- 683 Harbaal again defeated by Chelemby.
- 689 Taris I dies, succeeded by his son Taris II.
- 690 Taris II of Shorkyne dies - King Gerlens is elected by Shorkyni Parliament.

Shorkyni Feudalism

Shorkyni feudalism has evolved from the quasi-feudalism of the Trierzi, who occupied the country for one decade in the sixth century. The Trierzi system itself is taken from that of the Azeryan Empire. From these roots, Shorkyne has developed a remarkably uniform system of subinfeudation.

Shorkyni titles, and their nearest English translations (in parentheses) are given. The feminine form of all titles has the suffix "a". Hence, when the holder is a woman, Telkor becomes *Telkora*, and Malnir becomes *Malnira*. The plural form in each case has the suffix "i" regardless of gender: more than one Esuar are called *Esuari*. For more information, see under *Titles* in the Index.

TARPEL (King)

In theory, all land in the kingdom is owned by the king, who grants it to tenants-in-chief (Malniri) who in turn grant it to their tenants (Esuari) who grant it to theirs' (Nalori) and so on. With each land grant come specific privileges and responsibilities, a profound mutual loyalty between the grantor (liege) and grantee (vassal). In Shorkyne, however, the feudal link between the King and his tenants-in-chief is regulated by Parliament, which holds the right to elect and depose monarchs. All acts of the government are made "in the King's name", but Shorkyne is a constitutional monarchy.

NALOR (Manor Holder)

The smallest fief in the Shorkyni feudal system is the *Naloren* (manor), which has evolved from the Azeryani villa or *Nalari*. A *Naloren* is granted to a *Nalor* who is usually a knight, but they can be attached to religious orders, or even held by commoners. Many are held by *Elgari* (governors) on behalf of the liege. The heart of a *Naloren* is the manorhouse, with associated cropland, pasture, and woods totalling 3,000 acres. This makes the average Shorkyni *Naloren* larger (and wealthier) than manors in some feudal realms, but this is offset by higher military service requirements and assessment of royal aids. The *Naloren* is usually territorially contiguous.

ESUAR (Baron)

An Esuar is the feudal holder of an *Esuaren*, a fief of ten to thirty contiguous *Naloren* grouped around a keep, castle, town, or abbey (the *Esuari* seat). Hence, a Esuar holding the equivalent of 20 *Naloren* of average size controls about 80,000 acres of land. *Esuari* are always knights and hold their fiefs from a Malnir. Shorkyne has 235 *Esuari*, each a member of the Parliament with one vote. New *Esuari* can be created only with the consent of both crown and Parliament and has not changed for the past fifty years.

MALNIR (Count)

Shorkyne is divided into twenty-four *Malniren* (counties) each held by a Malnir. There are, however, only fifteen Malniri in Shorkyne, since all Telkori (dukes) are Malniri of two or more counties. All Malniri are tenants-in-chief.

TELKOR (Duke)

The title given to a Shorkyni noble who holds two or more *Malniren*. The kingdom has five Telkori and their fiefs are called *Telkoren*. Most of Shorkyne's dukes are as powerful as kings elsewhere. The Telkor of Tharia is also the current King of Shorkyne.

ELGAR (Governor)

A deputy who governs a fief for the feudal holder, most often a son or other close relative. The Shorkyni term Elgar is applied to all constables, wardens, or bailiffs placed in charge of estates on a temporary basis. *Elgari* do not inherit their positions which may be revoked at any time.

FIEFS

All feudal grants of land in Shorkyne are held in *Fee-Taile*, meaning that there is a restriction placed on the transfer of the land to another holder. Although the restrictions can vary in specific details, fee-taile grants all share one common condition - the land may only be inherited by a blood relative. Provided this condition is met, the grant of land is irrevocable unless the recipient is declared renegade by Parliament, in which case it is not only his lands and titles, but also his life that are forfeit.

Fee-taile maintains the landholding privilege of the Shorkyni nobility. Only in very rare cases, and typically only in towns, can a commoner hold land. Any deserving commoner given a feudal grant of land (usually for exemplary battlefield or other service) is nearly always knighted to preserve the status quo.

Heritability

Feudal lands are heritable property provided they remain within the clan to whom they are granted. Succession within a clan is not (generally) subject to external interference. On the death of the clanhead, all adult clanmembers meet to appoint a successor who may be any clan member. The only significant exception is the royal family. The *Dalames* can select whomever they please to be Telkor of Tharia, but the King of Shorkyne is elected by Parliament, and does not have to be the head of clan Dalame. In practice, however, royal succession is settled first and clan Dalame has thus far always chosen the elected king as their clanhead.

The Constitution

Shorkyne's constitution has evolved over the nearly two centuries since the kingdom's founding. For the most part, it is based on custom and precedent rather than statute, although there are important "Acts of Parliament" included in the body of Shorkyni law. History shows the peril of ignoring the constitution.

Although the throne can be characterized as "weak", Shorkyni monarchs are not without influence. Competent kings have been able to exercise significant power, while incompetent or unpopular ones have had their efforts blocked.

The king is head of state, and all national laws are enacted in his name and must bear his seal. This gives the throne an effective veto on legislation. The king is, by custom, elected by Parliament for life, but Parliament has also deposed monarchs. These rights, tested by force of arms, are well entrenched. A monarch who wishes to undertake effective policies must seek the support of powerful parliamentary coalitions.

Shorkyni monarchs have developed two basic styles of kingship, active and passive. The passive mode consists of delegation: the king lets his ministers prepare and enforce policy. In its extreme form, the passive mode can virtually withdraw the monarch from government. The idea is that the barons be allowed to quarrel among themselves rather than with the king. The active mode requires subtlety - the king originates policy by careful manipulation - a coalition approach requiring careful diplomacy. For each action, a parliamentary majority must be sought. It is usually necessary to build a new coalition on each issue. The current monarch, Gerlens, tends to be active in style. He has yet to have one of his proposals voted down by Parliament, but this is because he will not let an issue he is going to lose come to a vote. In this way, the king fosters an illusion of infallibility.

The Parliament

Parliament is the council of Esuari. Membership is attached to each Esuaren in the kingdom. As of 720 there are 235 members of Parliament. Rarely, however, do more than 150 actually attend. Important sessions of Parliament are presided over by the king personally, but more often the chancellor presides.

Ostensibly, Parliament is an advisory body. In practice, it serves as the royal succession council, and has financial control of the kingdom, because only Parliament can authorize funding for the crown in excess of that derived from the feudal levy.

Parliament meets and is dissolved by the king, usually four times a year. The length of a sitting depends on the amount of business, but is usually two to six days. The king is not obliged to summon Parliament, but shortage of funds will encourage him to do so.

Ecclesiastical Participation

As of 720 the only ecclesiastical lords in the Shorkyni Parliament are there because they are also secular lords. Of these, the Laranian primate, to whose office is attached the Malniren of Netela, has the highest ranking secular title. Outside Netela, there are only three Esuaren attached to religious offices, and these are held from local Malniri, whom they are more or less bound to support as would any secular lord. Church influence tends to be moral rather than political, a distinction that the Shorkyni readily make.

Periodic attempts are made to include Laranian clergy in Parliament as *lords spiritual*. All attempts have failed because the king has insisted that if parliamentary seats are to be attached to clerical offices then the crown rather than the foreign pontiff should appoint the priests. Present members do not want their power diluted by the addition of more members.



Parliament Chamber, Quarelin.

Parliamentary Voting

The table (right) lists the Clan, Esuari (Esu), and Nalori (Nal) in each Malniren, which are grouped into their respective duchies where applicable. The political power of a Malniren (its number of votes in Parliament) is equal to its number of Esuari.

It is important to remember that all Telkori (Dukes) directly hold all Malniren in their domain. For example, the Telkor of Alagon is also the Malnir of Bodoe, Malnir of Meloda, and Malnir of Pelodia. Since all Esuari are bound by their oath of fealty to support their liege, each tenant-in-chief has, in effect, his own "party".

Political Alliances

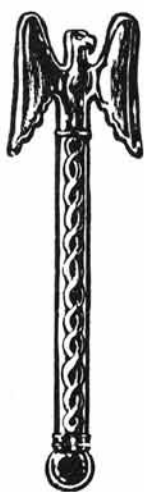
With the parliamentary alliances as of 720, Pilatha and Avan generally vote with Ensel, while Alagon is supported by Shaplane, Aneola, and Dumala. The king, who is also the Telkor of Tharia, can usually count on Falimæ and Sabinia. A simple majority is required to carry any vote.

Faction	Votes	Nal
Pelanby	77	1354
Tabin	62	1242
The King	38	862
All Others	58	1213

Bearing in mind that these alliances are wholly tacit and have no official standing, this creates the balance shown on the Faction table. Clearly, Parliament cannot be controlled by any single faction. It may be taken for granted that the Pelanby and Tabin factions will take opposite sides on any

issue, although one may abstain when the vote actually occurs. So, if the king is to win a majority, he may have to court a sizable portion of the uncommitted bloc.

Of the uncommitted vote, Vadone with 24 votes and Kolare with 15 are the most significant. Both are held by women and, at least recently, they have sided with the king on most important matters.



Each Esuar carries a symbol of rank called an Edara, a white baton with a silver eagle on one end and a black orb on the other. The eagle's size shows status; a Telkori Edara has the largest. To vote in Parliament, members display their Edari: eagle uppermost for yea, black orb for nay. A parliamentary vote is unofficially referred to as "counting the birds". When an aid is passed, members surrender their Edari to their lieges, and the tenants-in-chief surrender theirs to the Exchequer, thus symbolizing the obligation to pay. As each tenant makes payment to his liege, he receives his Edara back as a receipt (and symbol of fealty). A vote on an aid is always the last vote of a session.

Alagon	Clan	Esu	Nal
Bodoe	Pelanby	15	305
Meloda	Pelanby	14	224
Pelodia	Pelanby	16	249
Total		45	778

Ensel	Clan	Esu	Nal
Hidel	Tabin	9	167
Istebinia	Tabin	5	127
Kitalin	Tabin	15	327
Nistone	Tabin	14	297
Total		43	918

Kolare	Clan	Esu	Nal
Chomu	Bideles	6	124
Kolare	Bideles	9	188
Total		15	312

Tharia	Clan	Esu	Nal
Kemol	Dalame	4	84
Montivel	Dalame	6	144
Quareld	Dalame	12	242
Total		22	470

Vadone	Clan	Esu	Nal
Elavona	Medaro	5	152
Vadone	Medaro	19	390
Total		24	542

Independent	Clan	Esu	Nal
Aneola	Gavarines	11	183
Avan	Misyr	9	175
Dumala	Dasendis	8	124
Falimæ	Gorlume	6	172
Loala	Hethara	8	152
Malpynia	Suredara	9	147
Netela	Isara	2	60
Pilatha	Odalín	10	149
Sabinia	Telthael	10	220
Shaplane	Valdinoren	13	269
Total		86	1651

Grand Total	235	4671
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The Privy Council

The *Privy Council*, as opposed to the *Grand Council* (Parliament), evolved out of Taris I's Council of Regents that governed the kingdom from 610 to 621. The king maintains the right to appoint his ministers, each of whom heads a department (ministry) of the royal bureaucracy. Historically, most Privy Councillors have been members of Parliament and have tended to represent parliamentary factions. This gives the Council a complexion reflecting the composition of Parliament.

The seven Privy Councilors (ministers) are appointed by the king and serve "at his majesty's pleasure". The Private Office and Royal Guard are always filled by loyal supporters of the king. The Chamberlain is *usually* also a "royalist". The following is a list of the seven ministries, and the ministers who head them as of 720:

Chancery:	Lord Chancellor of Shorkyne
Private Office:	Lord Privy Seal
Exchequer:	Lord Chancellor of the Exchequer
Chamber:	Lord High Chamberlain
Royal Navy:	Lord Admiral of Shorkyne
Royal Army:	Lord Marshal of Shorkyne
Royal Guard:	Lord Constable of Shorkyne

Each minister appoints his own bureaucrats; this means that when a new minister is appointed, many bureaucrats are also replaced. The ministries tend to be underfunded, especially if the king appoints a minister opposed by Parliament. The king tends to appoint ministers with the wealth to make up funding deficiencies from their own resources.

Ministers of the Privy Council tend to stay in Quarelin for most of the year. Each ministry is housed in its own building, and operates what amounts to its own household; most employees reside within. Quarelin is well known for its impressive government buildings.

The Exchequer pays a quarterly share of each budget to the minister who uses it to operate his department on a month by month basis, but payment may be delayed for political reasons and this can make a minister's life difficult and expensive. While each department can be (and sometimes is) audited by Exchequer officials, funds are rarely used in strict accordance with the budget - the minister has discretion. There would be many opportunities for abuse except for the fact that funding is rarely sufficient to meet departmental needs.

Details on each ministry are provided including its 719 budget which indicates monthly wages and support allowances. Also shown is the administrative budget (for buying parchment, ink, vellum, etc.) and, finally, the wages and support allowances are totalled to give the gross monthly (and yearly) budget for the department.

The Chancery

The Lord Chancellor of Shorkyne is the most senior minister, and second in the government after the king, in whose absence he governs the kingdom. Once a month (on the 12th) he presides over the Chancery Court, the highest court of law in the land after Parliament itself. The Chancellor also presides over the Privy Council and Parliament in the king's absence. In the case of Parliament, this is most of the time.

Chancery Budget	Wage	Support
Lord Chancellor	576d	72d
Chief Clerk of the Chancery	288d	72d
Chancery Clerks (6 @ 72d).....	432d	144d
Lord Advocate of Shorkyne	288d	72d
Crown Advocates (2 @ 96d)	192d	48d
Total Wages & Support	1,776d	408d
Administrative Budget		528d
Total Budget	Month:	2,712d
	Year:	32,544d

The Chancery is the legal department. Since a system of royal justice is largely non-existent in Shorkyne (there are no shires or sheriffs) the Chancery bureaucracy is not as large as in many other kingdoms.

The current Lord Chancellor is Malnir Tenesal Suredara of Malpynia. He was appointed in 718 because he is "neutral" (not identified with any parliamentary faction). He is reasonably well-able to keep order in Parliament and in the Privy Council, but has not displayed much imagination in developing new policy. The king dislikes Tenesal, but sees no alternate candidate who could do a better job. The chancellor has difficulty keeping control of his legal officers.

The Lord Advocate is the kingdom's chief investigating officer. He collects and coordinates evidence for all royal inquests. He is usually a litigant and presents cases to various Shorkyni courts up to and including Parliament itself.

The previous Lord Advocate, Sir Darba Misyr, was arrested and executed for "high treason" late in 717. The charges against him were suspect, but his own arrogance at his parliamentary trial doomed him. Prior to his arrest, Sir Darba had been zealously pursuing a sedition case against several tenants-in-chief, most notably the Duke of Alagon. When the king signed Misyr's death warrant, he is said to have expressed surprise that anyone so naive as to start such an investigation could have succeeded in accumulating any evidence at all.

The Private Office

The Lord Privy Seal is the keeper of the Great Seal of Shorkyne and the king's private secretary. This is the government's most sensitive ministry. It is always filled by a person the king trusts to serve his (rather than Parliament's) interests.

This status arises because the Privy Seal oversees the Shorkyni intelligence service, a network of foreign and domestic spies. Four agents of the crown are listed, but it may be assumed that many others exist who are paid out of the generous Administrative Budget.

The Keeper of the Royal Rolls is the king's chief archivist. He keeps Privy Council records and extracted copies of the records maintained by other departments.

Private Office Budget	Wage Support	
Lord Privy Seal.....	432d	72d
Secretary to the Privy Seal.....	288d	72d
Agents of the Crown (4 @ 48d).....	192d	96d
Keeper of the Royal Rolls.....	192d	72d
Clerks of the Privy Seal (2 @ 96d).....	192d	48d
Total Wages & Support.....	1,296d	360d
Administrative Budget.....	2,080d	
Total Budget	Month:	3,736d
	Year:	44,832d

The present Lord Privy Seal is Bargas Tarin, Esuar of Shumol in Quareld, a man whose position depends entirely on royal goodwill. Bargas is thirty-eight, short, dark haired and dark complexioned, thin and agile. His wide-set eyes are dark brown and furtive. He is an exceptionally intelligent and ruthless man, despised yet admired by most Shorkyni nobles, on many of whom he has collected "useful information". Bargas is often involved in investigations conducted by the Lord Advocate (Chancery) and probably initiates most prosecutions although never openly. He makes significant contributions to royal security, and the king has been heard to refer to him as "my most useful ferret". Bargas has friends and contacts in most of the neighboring countries, although no one knows who they are. Because of this, the king would hesitate to replace him, even if he wanted to, for fear that the intelligence system would collapse in his absence.

Late in 718, King Gerlens asked Bargas to make a list of his extensive contacts for royal use in the event of his death. The Privy Seal assured the king that a wealth of information would be revealed immediately if anything happened to him. The king was not entirely reassured. Some Shorkyni lords reckon the Privy Seal (this one at least) to be the most powerful official in the government.

The Exchequer

The Exchequer is the finance department. It operates the mint and treasury and is responsible for assessing and collecting aids. While the feudal nobility is responsible for delivering aids to Quarelin, the Exchequer maintains a dozen mounted Royal Tax Assessors whose job is to estimate the revenues of all 235 esuaren in the kingdom. These unpopular officials journey to every malniren at least once per year. They have no rights of audit, but have developed a keen sense of a fief's value by casual inspection. Their work also provides the king with crude census data of all kinds.

Exchequer Budget	Wage Support	
Chancellor of the Exchequer.....	576d	72d
Treasurer of the Exchequer.....	432d	72d
Treasury Clerks (4 @ 72d).....	288d	96d
Assessor General of Taxes.....	288d	72d
Royal Tax Assessors (12 @ 96d).....	1,152d	864d
Governor of the Royal Mint.....	288d	72d
Royal Mint Engravers (4 @ 72d).....	288d	96d
Inspector of Public Works.....	192d	72d
Royal Masons (4 @ 96d).....	384d	96d
Total Wages & Support.....	3,888d	1,512
Administrative Budget.....	1,392d	
Total Budget	Month:	6,792d
	Year:	181,504d

The present Chancellor of the Exchequer is Hadrin Pellanby, a cousin of the Duke of Alagon, and formerly the Elgar of Pelodia. Hadrin is forty-two years old, cheerful, robust, and intelligent. He has blond hair, blue eyes, and a ruddy complexion.

Hadrin's personable nature has frequently misled opponents into believing him naive - this is an illusion he cultivates. Hadrin is, in fact, a keen student of human nature and a superb politician. He rarely misses a session of Parliament and, not entirely to the pleasure of the Duke of Alagon, maintains an honest and neutral approach to the duties of his office.

Hadrin is widely travelled. In his youth he served as a cabin boy and worked his way up to pilot and owner of his own vessel. Now he owns shares in three successful trading vessels plying northwest Lythian waters.

The Exchequer periodically attempts to win the right to operate its own military unit(s) to guard the mint and treasury. At present, the royal guard is responsible for the security of these institutions.

The Chamber

The Royal Chamber is the department responsible for the king's household. The Chamberlain is primarily responsible for managing the Royal Palace in Quarelin and all its staff. Although the numbers can vary, there can be hundreds of persons resident in the royal household. The Chamberlain's power evolves from the fact that his department prepares the royal agenda and has extensive control of access to the king.

The Chamber Budget

	Wage	Support
Lord High Chamberlain	576d	72d
Chief Clerk of the Chamber	144d	24d
Clerks of the Chamber (3 @ 72d)	216d	72d
Lord Chief Herald	288d	72d
Assistant Herald	144d	72d
His Majesty's Physician	192d	24d
Deputy Physician	144d	24d
Royal Foodtasters (2 @ 48d)	96d	48d
Seneschal of the Chamber	192d	72d
The Royal Chef	144d	24d
Assistant Chefs (2 @ 72d)	144d	48d
Kitchen Staff (24 @ 24d)	576d	576d
Master of the Royal Cellars	96d	24d
Assistants (2 @ 48d)	96d	48d
Butler to the Chamber	96d	24d
Chamber Staff (12 @ 24d)	288d	288d
Master of Esoteric Arts	144d	24d
Apprentice (1)	***	24d
Alchemist Royal	120d	24d
Apprentices (2)	***	48d
Astrologer Royal	120d	24d
Apprentice (1)	***	24d
The Royal Bard	120d	24d
The King's Fool	72d	24d
Court Musicians (12 @ 48d)	576d	288d
Total Wages & Support	4,584	2,016
Administrative Budget		3,600d
Total Budget	Month:	10,200d
	Year:	122,400d

The Chamberlain of Shorkyne is Darimus Tabin, a cousin of the Duke of Ensel. This is a political appointment which the king finds useful to counter the Pelanby influence in the Exchequer. Darimus is pale, has fair hair and green eyes; he is slim, strong and healthy, and looks *much* younger than his thirty seven years (the king refers to him as "my likely looking lad"). Darimus has proven himself a highly competent minister. He displays less animosity toward the Pelanbys than does Kordus, and this enables the council to operate. He is mostly cheerful, but suffers from occasional bouts of moodiness and feelings of persecution, although these are probably healthy survival traits in Shorkyni politics.

The Royal Navy

Seven ports are required to maintain a number of vessels on five days notice, and an additional flotilla on thirty days notice in time of war, as indicated by the issuance of a writ bearing the royal seal and having received the approval of Parliament. The obligations, paid for out of town revenues, are noted on the table.

Town	5-Day	30-Day	Total
Eilyria	2	7	9
Eshapel	2	3	5
Eslon	1	5	6
Karemus	2	5	7
Kolare	1	2	3
Sagora	1	3	4
Turesgal	1	2	3
Total	10	27	37

Ships are financed or maintained at the discretion of town officials. Ultimately it is the duty of the malnir or telkor who issues the town charter to insure that the vessels are available. Some are owned by the malnir or telkor, some are private vessels on an annual contract. No

one keeps the 30-day vessels on hand; they are hired or conscripted as needed.

There are minimum standards for each vessel and the Deputy Inspector of the Fleet and his two assistants spend most of their time travelling between the "contract ports" ensuring compliance. Vessels must be equipped for war and have gross burthens of at least 72 tuns. Most are Niviks or Daks, but there are a few Karunes among the permanent establishment.¹

Royal Navy Budget

Lord High Admiral of Shorkyne	360d	72d
Deputy Inspector of the Fleet	240d	72d
Inspectors of the Fleet (2 at 144d)	288d	144d
Fleet Commanders (temporary & unpaid)	***	***
Ship Captains (temporary & unpaid)	***	***
Total Wages & Support	888d	288d
Administrative Budget		192d
Total Budget	Month:	1,368d
	Year:	16,416d

In time of war the Shorkyni fleet would (in theory) fall under the command of the Lord High Admiral, presently Malnir Anfla Dasendis of Dumala. He leaves most of the peacetime duties to his deputy and younger cousin Bardyn Dasendis. A competent former pilot who used to live in Chelemby. Bardyn is of average build with fair hair and brown eyes. He is taciturn and greets the world with a perpetual frown.

¹ For detailed information on these and other ships, see our publication *Pilots' Almanac*.

The Royal Army

Shorkyne maintains a standing army along the Trierzon border. The army, four cohorts strong, is a well-equipped and trained force, far better than the average feudal army, although few Shorkyni knights would admit to this. A budget for the entire army is given, and also a detailed budget for one cohort.

The present Marshal of Shorkyne is Malnir Medal Odalin of Pilatha, an ally of clan Tabin. Medal has little interest in the office and leaves most of the duties to his deputy Hrast Overin, an Ivinian immigrant of moderate ability. If serious fighting were to break out, it is likely that Medal would be quickly replaced, most likely by the Malnir of Falimæ.

Royal Army Budget

	Wage Support	
Lord Marshal of Shorkyne.....	576d	72d
Deputy Marshal	432d	72d
Chures Cohort	27,438d	16,656d
Fedonele Cohort	27,438d	16,656d
Montevel Cohort	27,438d	16,656d
Regona Cohort	27,438d	16,656d
Total Wages & Support.....	110,760d	66,768d
Administrative Budget		6,000d
Month:	183,528d	
Year:	2,202,336d	

The Royal Guard

The Royal Guard is deemed an elite unit, receiving higher wages than the regular army. The guard contains three squadrons of Heavy Horse (High Guard) and six companies of Medium Foot (Low Guard). There is also an overstrength company of "Squires in Training" making up another unit of medium horse.

Royal Guard Budget

	Wage Support	
Lord Constable.....	864d	96d
Commander of High Guard	576d	96d
Knights Commander (3 @ 432d)	1,296d	288d
Knights Lieutenant (3 @ 360d)	1,080d	288d
Knights of the Guard (24 @ 288d).....	6,912d	2,304d
Commander of the Low Guard	432d	72d
Deputy Commander	360d	72d
Company Commanders (6 @ 120d)	720d	180d
Decad Commanders (6 @ 96d)	576d	180d
Manus Commanders (12 @ 78d).....	936d	360d
Guard Foot (96 @ 60d)	5,760d	2,880d
Master of Squires	384d	72d
Deputy Master of Squires.....	288d	72d
Squires in Training (24)	...	1,728d
Master of the Hunt (mounted)	144d	72d
Falconer Royal (mounted).....	96d	72d
Master of Hounds (mounted)	72d	72d
Royal Weaponcrafter	144d	24d
Journeyman (2 @ 48d)	96d	48d
Apprentices (4)	...	96d
Royal Ostler	120d	24d
Journeyman (4 @ 48d)	192d	96d
Apprentices (6)	...	144d
Total Wages & Support.....	21,048d	9,336d
Administrative Budget		2,412d
Total Budget	Month: 34,884d	Year: 418,608d

Royal Army

	No.	Month Wage	Month Supp.	Total Wage	Total Supp.
Montevel Cohort					
Cohort Commander	1	432d	72d	432d	72d
Deputy Cohort Commander	1	360d	72d	360d	72d
I Centad Medium Foot					
Centad Commander	1	288d	72d	288d	72d
Sr. Company Commander	1	96d	30d	96d	30d
Company Commanders	4	84d	30d	336d	120d
Decad Commanders	5	72d	30d	360d	150d
Manus Commanders	10	60d	30d	600d	300d
Medium Foot	80	48d	30d	3,840d	2,400d
II Centad Light Foot					
Centad Commander	1	288d	72d	288d	72d
Sr. Company Commander	1	48d	24d	48d	24d
Company Commanders	4	42d	24d	168d	96d
Decad Commanders	5	36d	24d	180d	120d
Manus Commanders	10	30d	24d	300d	240d
Light Foot	80	24d	24d	1,920d	1,920d
III Centad Light Foot					
Centad Commander	1	288d	72d	288d	72d
Sr. Company Commander	1	48d	24d	48d	24d
Company Commanders	4	42d	24d	168d	96d
Decad Commanders	5	36d	24d	180d	120d
Manus Commanders	10	30d	24d	300d	240d
Light Foot	80	24d	24d	1,920d	1,920d
IV Centad Longbow					
Centad Commander	1	288d	72d	288d	72d
Sr. Company Commander	1	144d	36d	144d	36d
Company Commanders	4	126d	36d	504d	144d
Decad Commanders	5	108d	36d	540d	180d
Manus Commanders	10	90d	36d	900d	360d
Longbowmen	80	72d	36d	5,760d	2,880d
Light Cavalry Detachment					
Cavalry Commander	1	288d	72d	288d	72d
Squadron Commanders	2	156d	72d	312d	144d
Deputy Commanders	2	126d	72d	252d	144d
Light Horse	16	96d	72d	1,536d	1,152d
Engineer Company					
Commander of Engineer Company	1	84d	36d	84d	36d
Decad Commander	1	72d	36d	72d	36d
Manus Commander	2	60d	36d	120d	72d
Engineers	16	48d	36d	768d	576d
Quartermaster Detachment					
Cohort Quartermaster	1	360d	72d	360d	72d
Transport & Supply Officer	1	288d	72d	288d	72d
Deputy Transport & Supply	2	144d	72d	288d	144d
T&S Personnel	22	30d	24d	660d	528d
Master Woodcrafter (Wheelwright)	1	66d	24d	66d	24d
Journeyman Woodcrafters	4	36d	24d	144d	96d
Apprentice Woodcrafters	4	--	24d	--	96d
Chief of Commissary	1	216d	24d	216d	24d
Deputy Commissary Chief	2	72d	24d	144d	48d
Commissary Workers	22	30d	24d	660d	528d
Master Weaponcrafter	1	108d	24d	108d	24d
Journeyman Weaponcrafters	4	54d	24d	216d	96d
Apprentice Weaponcrafters	4	--	24d	--	96d
Master Ostler	1	78d	24d	78d	24d
Journeyman Ostlers	5	36d	24d	180d	120d
Apprentice Ostlers	5	--	24d	--	120d
Master Physician	1	72d	72d	72d	72d
Apprentice Physicians	2	--	48d	--	96d
Master Hideworker	1	60d	48d	60d	48d
Journeyman Hideworkers	7	30d	24d	210d	168d
Apprentice Hideworkers	4	--	24d	--	96d
Total Cohort	546			27,438	16,656
Cohort Month Total				44,094	
Cohort Year Total				529,128	

The Guard, although part of the king's household, does not fall under the authority of the Chamberlain, although the Master of the Hunt (and others) are included in the Guard Budget. The Guard also protects the treasury and mint. The present Lord Constable is Namos Trepardin, Esuar of Sheval in Montivel. He is a skillful warrior and tactician, and a good administrator. He is over six feet tall with brown hair and blue eyes. Namos, who is sometimes called the "unsmiling mountain", has been a close friend of King Gerlens for many years. He is respected and feared by most other ministers.

The Feudal Levy

By tradition and act of Parliament, each nalog owes feudal military service to his esuar of one *Spear*. In Shorkyne, a *Spear* consists of one mounted knight (heavy horse), one mounted squire (light horse), and three footmen, at least one of whom must be medium foot (armoured) and another skilled with the longbow. This military service must be provided at nalogi expense for ninety days each year; if service is required for longer than this, the lord requiring it must (in theory) pay wages and support.

The esuar receiving the service uses it to meet his own requirements (military, garrison, legal, ceremonial, and training duties). The esuar owes half the service he receives to his liege (malnir), who in turn owes half of what he receives to the king. Therefore, the king receives one quarter of the total feudal levy.

Because each spear serves for only three months per year, the numbers available at any time vary. About ten percent of the feudal levy is rendered in Winter, twenty percent in each of Spring and Autumn, and the remaining fifty percent serve in the Summer, the season when most campaigning occurs. This gives the following average Feudal Levy by season:

Season	Spears	Men
Spring	934	4,670
Summer	2336	11,680
Autumn	934	4,670
Winter	467	2,335
Year	4671	23,355

Keep in mind that half of these men in any season will be defending their respective esuaren, one quarter will be under the command of the malniri, and only one quarter are available to the king. In time of war, Parliament can mobilize the entire feudal levy at once. If they all go campaigning, the countryside is denuded of all but the militia, but is occasionally necessary. When the whole army of Shorkyne musters for war, the tenants-in-chief usually lead their own contingents under the king.

If the spears of the feudal levy are kept in service beyond the normal three month period, wages and support become the responsibility of their employers. Military wages are usually paid quarterly, and can be difficult to collect. Considering the dangers of active service, military wages may seem low, but in war there should also be booty available. The tradition is for each man to pass one third of the booty he acquires to his immediate superior, he to his, and so on. Sacking a good sized settlement can make a lot of people rich.

Scutage

In practice, the numbers of men *actually* raised from the Feudal Levy vary because of the custom of *Scutage*. Roughly half of the Feudal Levy (at all levels) is generally rendered as scutage, namely a cash payment in lieu of the military service owed to a liege.

In theory, scutage ("shield money") equals the full cost to hire a replacement, including wages and support¹ (food and supplies) for the three month period of military service. A freelance (mercenary knight), for example, *should* receive 288d/month in wages and a trained longbowman *should* get 72d/month. The *minimum* support cost adds 24d (per man) and 48d (per horse) each month². The (theoretical) **quarterly** costs of a spear are:

Troop Type	Wage	Support	Total
Heavy Horse	864d	288d	1,152d
Light Horse	288d	216d	504d
Longbowman	216d	108d	324d
Medium Foot	144d	90d	234d
Light Foot	72d	72d	144d
Value /Spear	1,584d	756d	2,358d

The Shorkyni Parliament has set the official scutage value of one spear at £10 (2,400d). However, the actual value of scutage rendered is an individual contract between liege and vassal, determined by custom and by the prevailing situation.

Some lords, eager to enhance their own cash revenue, will accept less than the full £10, or will accept part service and part scutage. Some lords demand (and get) more than £10 scutage from vassals who are anxious not to fight; fiefs held by religious tenants often pay more. Because of the prevailing need for the crown to maintain military forces along the border with Trierzon, very little discounting of scutage takes place; the average can be assumed to be the "official" £10.

¹ Support is the minimum expenditure an army needs to maintain its combat effectiveness - wages might be deferred, but not support. An army on active campaign might be able to obtain forage and booty to supplement all/part of its support.

² Assumes 1d per day (man) and 2d per day (horse). As with wages, support for one month is based on 24 days (not 30). This allows for a modest (20%) discount for volume purchases. A mounted warrior requires both types of support, for a total of 3d per day.

Substitutions

A vassal may be physically incapable of offering military service or unable to spare all the necessary bodies required from other duties. In such cases he can, with the permission of the liege, either offer scutage, or provide substitutions of equal or greater value. Many knights have a close relative to send in their stead, or they can hire a *freelance* knight as a replacement.

A nator may also be able to offer complete substitutions, sending perhaps eight light foot instead of one mounted knight (heavy horse). Any substitution of troops requires permission of the liege, and must be made with care; the nator will held responsible for the conduct of any replacements.

The following table gives the monthly wages and support for each troop type:

Military Wages & Support Table					
Troop Type	Day Wage	Day Supp.	Month Wage	Month Supp.	Month Total
Heavy Horse	12d	4.00d	288d	96d	384d
Medium Horse	8d	3.50d	192d	84d	276d
Light Horse	4d	3.00d	96d	72d	168d
Heavy Foot	3d	1.50d	72d	36d	108d
Medium Foot	2d	1.25d	48d	30d	78d
Light Foot	1d	1.00d	24d	24d	48d
Longbow	3d	1.50d	72d	36d	108d
Light Archer	2d	1.25d	48d	30d	78d
Engineer	2d	1.50d	48d	36d	84d

Auxiliary Forces

In time of war various mercenaries and younger sons tend to enlist, swelling the ranks of the army. Many join for glory and the honor of serving a cause, but it is the promise of booty and ransom that attracts most recruits.

A noble raising an army rarely relies entirely on his feudal levy; he will attempt to raise additional troops by letting it be known that he needs them. If he has a good reputation, or a reasonable chance of success (in obtaining booty) he will be joined by all manner of unemployed warrior. It is tacitly understood that his promise of payment will be honored only if he wins, and perhaps not even then. The troops risk their hopes on the lord's ability to win booty.

A major lord is probably able to attract at least as many volunteers as the men in his feudal levy. These will be mostly inexperienced light foot and adventurous militia drawn from the peasantry. A good reputation can double or triple this number, and a "legendary" reputation can achieve even more.

Town Military

Chartered towns raise significant property and other taxes from the middle classes, notably the guilds. Townsmen are, however, free from military obligations except in dire emergency. Hence, a principal expenditure in a town budget is for the town guard. Towns hire professional mercenaries (and probably a few knights-bachelor) on a permanent or temporary basis and style them the "town guard". These organizations serve several functions: first, they are the nucleus of the town's defence force in time of war; second, they serve as the urban police force; and third, they patrol the lands held by the town. Such organizations vary in efficiency. Some are uniformed, professional troops who take pride in their ability to enforce law and maintain order within their jurisdictions. The worst of them are corrupt, virtually gangs of street thugs themselves, who compete for a "share" of the local pie with the criminal element. They maintain a kind of order only in the "better" districts by making bargains with the criminals.

Order of the Guardians of Dolithor

The Laranian church of Shorkyne sponsors one significant fighting order, the *Guardians of Dolithor*. The order maintains three squadrons of Knights (two heavy cavalry and one medium), one squadron of light horse, and four companies of foot (two medium and two light). The order is based at Netela where it serves as the primate's guard, but it also fights for the king when required. For more information, see under the order's name in the index.



Guardians of Dolithor
Medium Foot

Militia

Throughout Shorkyne, each rural peasant household is required to provide one man for his local militia. The militia are normally required to train one day each month and are unpaid. They are nearly always under-trained and under-equipped (usually self-equipped). In time of need, the militia are called out to defend the naloren, but cannot legally be assigned to duties away from home. Militia are used, almost exclusively as local garrison troops and, with few exceptions, are regarded as next to useless for any other purpose.

There are, however, some reasonably good militia organizations. Most notable are the militia units of Falimæ, who train at least twice a month and are equipped with shortbows, roundshields, spears, and falchions. These units are quite well-organized into companies, centads, and cohorts and part of their training includes field exercises. The Falimæ militia has on several occasions turned back forces of Trierzi regulars and chivalry (although the Trierzi do not believe they faced militia on those occasions).

Doctrine of Combined Arms

Although the nobility is not likely to admit the fact, the real strength of the army is its bowmen. Shorkyni archers have proven very effective against the chivalry of Trierzon and the tribes of the northeast. Unfortunately, there is always a shortage of trained longbowmen, and crossbows are not used for military purposes anywhere in Western Lythia. Longbowmen are generally members of the yeomanry (who hold land from a nator in exchange for military service). Some militia also use longbows (generally with less skill).

Without the rest of the army to screen and defend them, archers are vulnerable and the Shorkyni have learned to use mixed forces. The chivalry of Shorkyne, like knights elsewhere, have a tendency to be reckless and undisciplined. But they are the only medium and heavy cavalry available, and when well-led, they are a dauntingly effective force of warriors.



Shorkyni Longbowman

Financing a Kingdom

All twenty-four malniren in Shorkyne are self-financed. Malniri, or their esuari, are responsible for raising sufficient revenues to build and maintain all public works, highways, ports, etc. The king is only responsible for providing like services in his own duchy (Tharia) and for the modest royal bureaucracy that exists.

Rural Taxes

The Shorkyni constitution gives a feudal landholder an almost totally free hand within his fief regarding the raising of the revenues he needs or wants. The following are the most common rural taxes:

Merchet: Lords collect fees when their tenants marry. In Shorkyne, only those below the rank of malnir have to pay merchet, typically "the father's best animal".

Leirwite: A fine (typically sixpence) paid by a girl (or sometimes on her behalf by her father) for sex out of wedlock. Marriage is often an informal matter.

Talage: A tax on unfree tenants, assessed on each household, levied by the lord whenever he deems fit. Typically, talage is less than 12d per year, and is rendered in kind, but there is no universal custom. Some lords prefer a Poll Tax, levied on individuals rather than on households.

Heriot: Death duties are levied by the tenants-in-chief upon their vassals, by them on theirs, and so on, but the king collects heriot only within Tharia. Heriot is a negotiable tenth part of the deceased's wealth.

Tolls

Fiefholders are expected to patrol roads, and may collect tolls at their discretion. They can be reprimanded by their liege or by Parliament if they fail to maintain highways vital to defence.

Common Tolls	
Afoot/Rider/Driver	1f
Mule/Ox/Donkey/etc.	2f
Horse	3f
Two wheeled Cart	2f
Four Wheeled Wagon	1d

Tollhouses are usually about ten leagues apart and at bridges. Each person, animal, or vehicle is separately charged. Hence, a wagon with one driver drawn by two oxen would pay toll of 1d (wagon) + 1f (driver) + 2f (Ox) + 2f (Ox) = 9f (2.25d).

Urban Taxes

All telkori, malniri, and esuari collect significant property taxes and other fees from cities and towns within their fiefs. This income may exceed the gross value of all other revenues by a wide margin. The settlement lists given in the *Index* under each malniren indicate prevailing tax rates.

Royal Government Budget

The king of Shorkyne has two principal sources of income: (1) his one quarter share of the Feudal Levy, roughly half of which is rendered as scutage; (2) revenues from his own Duchy of Tharia. Additional monies can be raised only by requesting Parliament to levy an aid.

Feudal Levy Revenues

Each year the king, through the good offices of his Exchequer, negotiates with the fourteen malniri of Shorkyne. He comes to the negotiations with his feudal entitlement of one quarter of the Feudal Levy, and seeks to convert as much of that into Scutage as possible.

In 714, conscious that the major portion of the king's revenue maintained a Royal Army for the defense of the kingdom, but also aware that a strong army translated into a strong king, the Shorkyni Parliament passed an *Act of Royal Scutage*. This act decreed that the king could demand no more than six parts in ten be rendered as Scutage, and be offered no less than four parts in ten.

ROYAL FEUDAL INCOME TABLE				
FIEF	Naloren	Levy	Spears	£
ALAGON	778	194	87	1,070
ENSEL	918	229	118	1,110
THARIA	470	117	56	610
KOLARE	312	78	35	430
VADONE	542	135	72	630
Aneola	183	46	27	190
Avan	175	44	24	200
Dumala	124	31	17	140
Falimæ	172	43	25	180
Loala	152	38	21	170
Malpynia	147	37	18	190
Netela	60	15	6	90
Pilatha	149	37	16	210
Sabinia	220	55	29	260
Shaplane	269	67	38	290
Totals	4,671	1,166	589	5,770

Duchy of Tharia	Nalori	Levy	Spears	£
Kemol	84	21	10	110
Montivel	144	36	20	160
Quareld	242	60	30	300
Duchy Totals	470	117	60	570

Intensive negotiations take place each year between the Exchequer and malniri. First they determine the number of spears due, then how much will be rendered as scutage. The result depends mostly on the cash needs of the king, and the cash receipts of each malnir.

The Royal Feudal Income table shows the king's feudal levy receipts (men and scutage) for 719. The information is: (1) the total *Naloren* held by each tenant-in-chief; (2) the king's quarter share in the Feudal Levy which by tradition is usually rounded off in favor of the crown; (3) the number of *Spears* actually sent to the royal army; and, (4) the amount of *Scutage* (£) the Exchequer received; £1 equals 240d.

Consequently, in 719, the Exchequer received scutage of £5,770 and 589 spears. The spears served in the following seasons, mostly organized as reserve centads with the Royal Army on the Trierzon border.

Spring	Summer	Autumn	Winter
110 spears	298 spears	126 spears	55 spears

Duchy of Tharia Revenues

The King of Shorkyne has a separate, private income as Duke of Tharia. Like all tenants-in-chief, he receives his own quarter share of the feudal levy from all naloren within his telkoren, plus the usual rural and urban taxes. Although the king makes every effort to keep his private revenues away from the grasping hands of the Exchequer, any deficit in the Royal Budget (there usually is a shortfall) must be covered by the king.

The duke's personal share of the feudal levy amounted to 60 spears and £570 scutage. The spears were rendered evenly (15 per season) and organized into three understrength foot companies and two overstrength cavalry squadrons year round. This is the king's "private" army for use as Duke of Tharia. They are usually particularly well-equipped troops.

Aids

When the king needs money in excess of the scutage portion of the feudal levy, he asks Parliament for an *aid*. The king is acknowledged to require sufficient revenue to support the Royal Army, the royal bureaucracy, and the royal household. He may also request aids for public works, the pursuit of war, or any other purpose. Whenever the king requests an aid, he must explain his needs, and listen to the "advice" of his lords assembled.

Three special aids are almost automatically granted, although Parliament may debate amounts. These include *Ransom* if the king is taken hostage, *Dowry* for the king's eldest daughter; and an aid to equip the king's eldest son on the occasion of his knighthood. Lesser lords also have the right to demand these aids from their tenants.

Naloren Aids

The most common aid levied by Parliament is on the naloren because this holding is the fundamental unit of wealth. Such aids are actually paid by the tenants-in-chief (based on the number of naloren they hold) who may raise the funds as they wish. Most often, they levy similar aids on their tenants, they on theirs, and so on down the line until the peasantry have paid for everything. A typical aid is 60d (five shillings) per naloren, four of which were authorized by Parliament in 719.

Town Aids

Over the last few years, the King has come to the conclusion that the larger urban centers possess most of the kingdom's "loose cash". He requested two town aids in 719, each for £50, both granted by Parliament. The lieges of the sixteen towns have (naturally) resisted this trend (despite its obvious justice) pointing out, again with some justice, that most castles and many keeps also have significant urban income. This has sparked a proposal by the Exchequer that an aid of £2 per castle, and £1 per keep, might be tried in 720.

Balancing the Budget

The following table is a summary of the Shorkyni Royal Government budget for 719.

Government of Shorkyne Budget for 719

Item	Income	Expense
Royal Scutage	1,384,800d	
Naloren Aids (4 @ 60d) ...	1,121,040d	
Town Aids (2 @ £50)	384,000d	
The Royal Army		2,202,336d
The Royal Guard		418,608d
The Royal Chamber		122,400d
The Exchequer		81,504d
The Private Office		44,832d
The Chancery		32,544d
The Royal Navy		16,416d
Totals	2,889,840d	2,918,640d
	Deficit: -28,800d	

Financing the deficit is always a sensitive issue. Many in Parliament argue, with good cause, that some of the staff in the Royal Budget are involved with Duchy of Tharia affairs and, therefore, the deficit should be borne by the king. Gerlens is always careful to leave a small deficit, covered by his own revenues to silence such critics.

The Judicial System

Compared with the other nearby feudal states, Shorkyne's system of royal justice is undeveloped. Each feudal lord is responsible for law and administration within his fief. Vassals are answerable to their liege lords, however, and in certain circumstances, the malniri and telkori are answerable to the king and/or Parliament.

The king's judicial functions are delegated to the Chancellor, and through him to the Chancery officials. The principal role of the king is to mediate disputes between the tenants-in-chief. The king is willing to undertake informal, private mediation, but tends to leave formal intervention to Parliament.

Another important royal duty is the prosecution of crimes against the state, the most important of which is treason. To this end he may summon any subject (except a member of Parliament) to the chancery court and require him to account for his actions. However, unless the subject is within the royal domain (Tharia) the king has no authority to arrest him unless a warrant is first issued by Parliament.

The king may also order an inquest (investigation) headed by an inquisitor of his choice (usually the Lord Advocate). Custom dictates, however, that only Parliament (the highest court in the land) may try its own members, so on conclusion of the inquest, the evidence is presented to Parliament for a verdict. If the subject of the inquest is the leader of a major faction, he might be untouchable.

In theory, since Parliament has the power to depose the monarch, it could also oblige him to account for his actions, but this has never been tried.

Within the fiefs of the barons the administration of law is similar to the practice in other feudal states. Unfortunately, laws can vary from one malniren to another. There have been some attempts to render the law more uniform, but they have met with mixed success. It is important to remember that law in Shorkyne tends to be customary rather than statutory.



CURRENT AFFAIRS (720)

Two facts determine the nature of Shorkyni politics. The first is the longstanding rivalry between the kingdom's two most powerful great clans, Pelanby and Tabin. The second is the ominous presence of Trierzon on the southern border. The first factor expresses the kingdom's divisive nature and the second tends to be a force for unification.

Shorkyne is a kingdom of factions. The Pelanbys are allied with the Gavarines of Aneola, Clan Dasendis of Dumala, and the Valdinorens of Shaplane. Aneola and Shaplane fear clan Tabin of Ensel. But Malnir Aba of Avan is allied with Ensel because he despises and fears the Telkor of Alagon for both personal and political reasons. King Gerlens, who is also the Duke of Tharia, can usually count on Falimæ and Sabinia because they are on the Trierzi border and may require military assistance at any time. The duchies of Vadone and Kolare, and the remaining malniren of Pilatha, Loala, and Malpynia hold the balance of power. The situation is further complicated by the fact that several houses hold land on both sides of the Shorkyne-Trierzon border.

Political Trends

While, by many standards, Shorkyne has a "weak" throne, the trend in Shorkyni politics is toward a greater emphasis on Parliament and the Privy Council. The crown recognizes this trend and encourages the barons to seek offices in the royal government and to value their parliamentary privileges. As long as appointment of Privy Councillors remains a royal prerogative, the political power of the throne will probably continue to grow.

Great houses such as the Pelanbys and Tabins might resist the trend, but if either fails to seek and hold its share of offices in the central government, isolation from power will be the natural result. The Tabins, for example, could not tolerate a situation where the Pelanbys were united with the crown in a central government that excluded them. The same is true for the Pelanbys and for every other great clan.

The trend fosters a new perspective. While regional concerns remain vital, the great houses have no choice but to increase participation in the central government. The Pelanbys cannot afford to neglect Alagon, the source of their wealth, nor can they ignore Quarelin, for this would bring about their political isolation.

To survive, the great houses must grasp and hold offices in the government, but the privilege of high office is presently a financial burden. Inevitably, the office-holders seek ways to spread their burdens among their peers - causing Parliament to pass larger aids, taxes which the king acting alone could not have achieved. In this

way, the roles of Parliament and the government are carefully extended and a system of pluralistic consensus is fostered in a nation infamous for its political disunity.

In terms of wealth and feudal power, the king ranks fourth among the great Shorkyni houses, but his political and military power already rivals that of the Tabins and Pelanbys. Many believe that Shorkyne must have a strong central government if she is to survive in the eighth century. The great question of the future is whether it will be the king or Parliament that holds the power.

Foreign Relations

Relations with the Kingdom of Emelrene have always been fairly peaceful, and it has become a tradition that at least one of the king's principal advisors be of Emelan origin. Many of the inhabitants of Tharia, Pilatha, and Alagon look more to Emelrene than to the Shorkyni crown for leadership. Hence, it is in the interests of Shorkyne to maintain good relations with Emelrene and King Gerlens knows this.

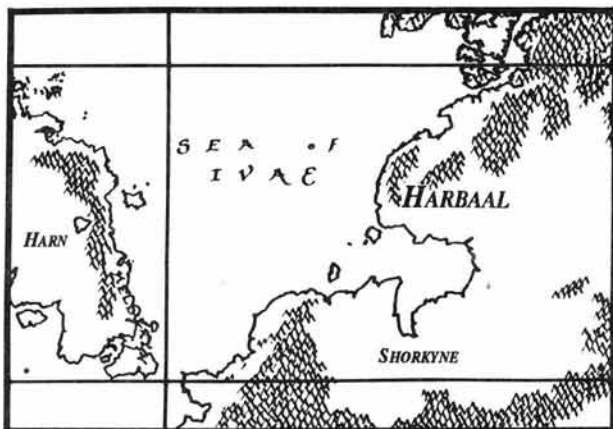
Ivinian raids, once the scourge of the Shorkyni coast, have declined since the House of Pelanby seized Alagon. Ivinians now come to settle or trade. There is still the occasional attack, but little real damage is done against the well-fortified coastal districts.

Trierzon remains the greatest threat. Shorkyni and Trierzi armies mass on the plain of Karetan each year, *spear-rattling* along the border. Sometimes the frontier is "mistakenly" crossed, usually by the Trierzi, and each side tests the other's defenses. Should either perceive a serious weakness, another Karetan War is likely.

There is no good land route between Shorkyne and Palithane, but the mutual Trierzi threat has caused the two kingdoms to frequently exchange embassies, and many suspect that there is a secret or tacit alliance. This fear helps stay Trierzon's hand. The Duke of Alagon has relatives in Palithane and Harbaal, but they are no longer close and might not be useful in a crisis.

The Telkor of Ensel and Malnir of Aneola are contesting with clans from Harbaal and Jarenmark for control of Hurisea. Each of the players makes progress, but their main objective is to prevent each other from absorbing Hurisea. With the desire of the Hurisean princes to remain independent, it is unlikely that anyone will achieve hegemony in the region soon.

Clan Tabin of Ensel also has influence in Lankor where intrigue is the national pastime. Azeryani pressure to reconquer Lankor might force that state into an alliance with the Tabins, or even with the Shorkyni crown, but the Trierzi are also interested in Lankor and all the parties are cautious. There is much at stake.



Introduction

Harbaal is the southernmost and wealthiest of the Ivinian states, although most Harbaalese do not think of themselves as Ivinian. Situated between the Harbaalese Alps to the east, the Sea of Ivae to the west, and the Gulf of Shorkyne to the south, Harbaal is a rugged land which has bred a rugged folk. This fact, along with the region's lack of natural resources, have tended to limit foreigners to peaceful immigration and trade.

Harbaal has plenty of good harbors and dozens of offshore islands give local seafarers relatively safe passage up and down the coast. The Sea of Ivae provides Harbaalese fishermen with a plentiful supply of fish, and coastal trade provides merchants with adequate profits.

History

The Earthmasters never had a major presence in Harbaal, although they left at least one site at Hlejis. The only notable mention of the region in Sindarin oral traditions or written histories is by the "explorer" Ilion who spend several decades in Harbaal, Altland, and Hurisea. He described the land as follows:

*Great mountains white, bereft of tree
Of all but birds and leapers free,
And great green 'neath the snowy crown,
Vast forest skirting all around.
What cool blue waters equal those
Where glaciers feed clear streams that rose
To tumble blindly as they leap
Through valleys to the water's deep?
And those who crave the works of He
Who made the great world's majesty
Seek out the place where perfect hands
Have left such lustre on the land.*

Ilion was favorably impressed with Harbaal's natural beauty, but the elves do not seem to have established permanent settlements in the region. The extensive virgin forests probably had appeal for some wayward elves, but when men came, even these few Sindarin left.

The Khuzdul of Ivinia and Harn sometimes met in Harbaal to trade, but the occasions seem to have been few indeed. The dwarves are not fond of sailing.

The Jarind

Harbaal was first penetrated by Jarind peoples, the ancestors of the Alts and Yarili, c.1600 BT. Many continued on to their eventual homelands, but some remained. Those who stayed tended to cling to their nomadic, hunter-gatherer ways, and never established any major agrarian culture. However, some of Harbaal's older settlements date from this period.

The Ivinians and Harnians

Another wave of immigrants arrived c.1000 BT, when Ivinians and Harnians passed through Harbaal on their ways to their present homelands; some lingered and contributed to the Harbaalese milieu.

Ivinian re-migration to Harbaal from the north began in the second century TR. These immigrants were mostly smallclans or clanless individuals, dispossessed of their lands, if they ever had any, fleeing the continuing troubles at home. Lack of organization allowed them to be readily assimilated. By the fourth century, the Harbaalese had more or less arrived at their current ethnic composition: 44% Ivinian, 34% Yarili, 19% Altish and 3% other groups. Immigration continues, mostly from Ivinia.

Until the seventh century, Harbaalese politics were dictated by geography. Rugged terrain and relatively scattered arable land afforded a degree of isolation to most settlements. The notion of Harbaalese unification seemed to violate geographical reality. Harbaal must have seemed like a chain of islands separated by mountains and forests rather than water.

Harbaal's ethnic diversity contributed to the feeling of independence that most people felt. The typical landholder saw no reason to accept foreign interference and it was too difficult for him to interfere in the affairs of others. With little interest in unification, Harbaal remained a mosaic of small, isolated states until improvements in shipbuilding, and the trend in Ivinia toward more powerful states, combined to force the Harbaalese to reconsider their "splendid isolation" or be swallowed up. It was in the seventh century that various Ivinian lords began to take an interest in the region.

The Ibanvaaler War

For several centuries, Harbaal had been visited by Ivinians. Sometimes they came to carry off booty, sometimes to settle, most often to trade. Ivinians used Harbaalese ports as waystations to the rich markets and plunder of the south. Nearly all Ivinian trade routes began along the Harbaalese coast. Ivinian kings and pendarions cultivated various Harbaalese lords to insure themselves of safe harbors, but a port controlled by a Harbaalese petty king was obviously less secure than one governed by oneself.

Isselsen Dagen of Ibanvaal began sending money and troops to Lytheim as early as 640, and established a permanent depot in Lyth as early as 648. Isselsen was generous with his gifts to clan Elgensen and seemed to expect little in return. It seemed reasonable that the depot be guarded by Ibanvaalers. Elgensens happily accepted the bribes, and the Dagen warriors seemed to offer greater security against Lytheim's aggressive neighbors. It has been argued that the Elgensens did not comprehend the depth of Dagen ambitions or the amount of consternation among the other Harbaalese lords. By 661, the Dagen's troops outnumbered the Lythan, and the Elgensen was a puppet king. But Dagen ambition did not stop with Lytheim; an Ibanvaaler campaign against the rest of Harbaal seemed imminent.

Gatenlund and Tonanby looked like the first targets. After much agonizing, both kingdoms opted to submit themselves to a Harbaalese lord, Dula Elendy of Avastran, instead of a foreigner. Dula had decided to take on the task of ridding Harbaal of the foreigners.

The king of Avastran sought help from Seldenbaal and Jarenmark (then allied against Ibanvaal) and received a dozen fully manned warboats. With this aid, the Elendys seized Reshaal and Lyth, and had killed or driven out the Ibanvaalers by the end of 662.

Many wondered if Elendy had simply exchanged one Ivinian interloper for two others. But neither of Dula's allies were motivated by the prospect of Harbaalese conquest. Their objective had been to forestall the ambitions of clan Dagen; the Seldenbaalers and Jarenmarkers returned home after Elendy promised token tribute. To this day, clan Elendy has faithfully delivered seven bushels of wheat and one bushel of dried herring, each year, to Seldenbaal and Jarenmark.

Unification

By 663, Dula Elendy was the most powerful king in Harbaal. He had direct control of Avastran and Lytheim, and was receiving tribute from the Gathsens of Gatenlund and the Gulines of Tonanby.

Dula Elendy now began to promote the idea of Harbaalese unification as the only way to prevent foreign domination. Many Harbaalese agreed with him, although the fact that Dula was the the strongest Harbaalese king, and the best placed to "take up the burden of royal unity" aroused some cynicism.

None of the kings were willing, however, to surrender their independence without a more persuasive argument. Dula was prepared to offer such an argument.

Dula's first priority was to secure his northern flank where the kingdom of Elgosia looked as if it might be swallowed up by Seldenbaal. His pretext was that the Elgosians were allied with Ibanvaal, with whom Dula was still, theoretically, at war. In 663, Dula landed on the isle of Elgos near Gosheim and defeated clan Gos in a surprisingly near-run battle.

Gavrios was the next target. In 664, Dula landed at the mouth of the Dima. Clan Marensen was far stronger than Gos, and did not embrace the ideal of Harbaalese unity, but they were forced to submit after a seven month siege of Genja:

The Marensen was wise and said that we must wait within the city, for the walls were strong and the enemy were many... and this we did... But the foe did not storm the wall, nor e'en did they make siege engines, nor mine, nor e'en fire arrows upon us... they harvested our crops and waited... and when our children began to starve, we submitted... Surely the Grey Wolf loves Elendy...

Clan Pelanby's domain, Padona, presented a special problem for Dula. Not because it was particularly strong, but rather because the Pelanbys held substantial lands outside Harbaal and might, at need, raise an army at least equal to his own. Dula could take Noortel, but he would probably be buying major long-term trouble by doing so. Dula chose diplomacy. The Pelanbys agreed to submit to the Elendys in exchange for Enpedon at the mouth of the Ered, then held by clan Paraden of Ketania. In 666, the Elendys and Pelanbys invested Enpedon, marched up the Ered, defeated the Paradens at the Battle of Neteli Bridge, and surrounded Kereon. Enpedon soon surrendered to the Pelanbys and, with Kereon under siege, Clan Paraden submitted to Dula in 668.

When he heard of Paraden's submission, the Stahlin of Saliom realized he was surrounded and "freely" offered tribute. Dula Elendy now controlled all of northern and central Harbaal.

Dula died in 671 without realizing his dream of Harbaalese unification. His successor was his second son Tralis, a brilliant administrator, and a veteran campaigner. Tralis came to the throne at 23 and his first act was to marry Lirel Ledensen in 672, thereby gaining the submission of clan Ledensen of Ledenheim. This astute alliance outflanked Anval and Geltheim, both of which surrendered to the inevitable in 673 and acknowledged Tralis as Pendragon of Harbaal.



Dula Elendy.

With mainland Harbaal now united, only one realm remained independent - the island of Chelembi. After a brief period of consolidation, Tralis landed on Chelembi in 674, but met unexpected defeat by a combination of clever defensive tactics, bad weather, and rebellion at home. To save his trapped army, Tralis was obliged to pay a huge indemnity to Chelembi, and promised not to invade again for at least five years.

This was a bitter humiliation for the young king. The failure presented opportunity for some of Tralis' less willing vassals, and a severe test for the young pendragon. Between 675 and 679, he had to counter revolts in Elgosia, Gatenlund, Ketania, and Geltheim.

Clan Gos of Elgosia was the last rebel to be put down. The fighting was particularly bitter as the Gos hoped for support from Seldenbaal that never came. Tralis punished the rebels by decimating their Thrangaad, an atrocity for which clan Gos still harbors profound resentment.

Tralis tried to invade Chelembi again in 683, but again the weather favored the islanders and his fleet was met off Evanekin and forced to retire with serious losses. By now, Tralis had begun a policy of taking hostages from all his vassals and there was no rebellion at home, although the Gos was heard to remark, perhaps with undue glee, that perhaps Chelembi was not part of Harbaal after all.

Tralis accepted the fact that conquest of Chelembi was not a prospect for the immediate future and turned his attention to affairs at home, building a larger royal court and requiring all disputes between his vassals to be brought to him personally. He also required hostages from his tributary clans to remain permanently in Ifane.

In 711, Tralis abdicated as king of Avastran in favor of his son and heir apparent, Lerden. This step confirmed that Tralis trusts his son, and that he deems the pendragondom more important than its component kingdoms.

CHRONOLOGY

- BT 1600 Jarind peoples settle in Harbaal.
- BT 1000 Ivinians and Harnians pass through Harbaal.
- TR 101 Ivinian re-migration to Harbaal from north.
- TR 661 Isselsen Dagen gains control of Lytheim.
- TR 662 Dula Elendy conquers Lytheim.
- TR 663 Battle of Gosheim: Dula Elendy wins Elgosia.
- TR 664 Siege of Genja - Marensens surrender to Dula.
- TR 666 Elendys and Pelanbys besiege Enpedon.
- TR 668 Siege of Kereon - Paradens submit to Dula.
- TR 671 Death of Dula Elendy - Tralis succeeds.
- TR 672 Tralis Elendy marries Lirel Ledensen.
- TR 673 Anval and Geltheim submit to Tralis.
Harbaal is united except for Chelembi
- TR 674 Tralis invades Chelembi and is defeated.
- TR 675 Revolts in Gatenlund, Elgosia, Ketania and Geltheim.
- TR 679 Tralis puts down rebellions.
- TR 683 Tralis loses naval Battle of Evanekin to Chelembians.
- TR 711 Tralis abdicates as King of Avastran in favor of his son Lerden.

Current Affairs

A judicious combination of hostaging and good government have made Tralis Elendy the undisputed pendragon of all Harbaal. For now, none of the under-kings have an appetite for rebellion.

Some Elendys feel that it is time for Harbaal to seek her destiny, to assert her power in Ivinia, Hurisea, and even against Shorkyne or Harn. Although it is unlikely that the aging Tralis will embark on any such foreign adventures, it is known that Lerden Elendy, heir to the throne, favors military expansion.

Chelembi still stands defiant, but hostile relations with that island state have eased over the last two decades. Chelembi has a relatively powerful fleet and the will to resist. Chelembi's alliance with Emelrene also deters Harbaal from invading again.

With the exception of Ibanvaal, relations with the Ivinian states are good. Given the existing war between Menglana and Ibanvaal, joining the emerging Seldenbaal and Jarenmark alliance to aid Menglana is possible.

Hurisea is a tempting target, but this would bring Harbaal into conflict with at least two Shorkyni greatclans, quite possibly with Shorkyne itself. She would also face opposition from Jarenmarkers, from Lankor, and from the Huriseans themselves. This complex situation seems to preclude such a campaign, although the Elendys quietly support the efforts of clan Ledensen in Hurisea.

A few brave souls favor a campaign against Shorkyne, specifically a campaign against Alagon. The Duke of Ensel has quietly suggested such a campaign, which would not only serve to keep the Harbaalese away from Hurisea, where the duke has his own ambitions, but also keep the rival Pelanbys of Alagon in check. The Harbaalese have naval superiority over the Shorkyni, but their army would not likely survive long ashore, and any such move would encourage rebellion by the Pelanbys of Padona.

The Harnic Isles are another sphere where Harbaalese power might be expanded. Orbaal is one possible target, especially since Alegar II is regarded as a weak and ineffective king. A possible complication is that Rogna, Menglana, and Seldenbaal all regard Orbaal as a colony.

Colonization of Harn's unsettled east coast is a distinct possibility, and this would be useful for a later attack on Orbaal. Rumors persist that seizure of the Isle of Keron, and rebuilding Balhafen is imminent.

Other regions are less likely targets for Harbaalese expansion. Like many Lythians, the Harbaalese have a superstitious fear of Emelrene and Melderyn, and these two states control the straits beyond which lie the nations of western Harn, Palithane, and Trierzon.

Regardless of the target, Harbaal seems to have too much energy and power to remain long confined within her present borders. When Lerden comes to the throne, a foreign adventure seems inevitable - perhaps sooner.

The Harbaalese Clan

The fundamental unit of Harbaalese society is the clan which is the focus of virtually all economic and social activity. Clans vary in size and status. A clanhead is termed a *Valhakar* (an Ivinian term) and is elected for life by the married, adult males who are collectively termed the *Thrangaad* (clan council - another Ivinian word) and who assist the valhakar in government. Clan membership may result from birth, marriage, or adoption.

Freeholds and Freeclans

The basic territorial unit in Harbaal is the *freehold*, a family estate of one hundred to several thousand acres of cropland and pasture. It belongs to a single (extended or nuclear) family which in Harbaal is called a *freeclan*, ranging in size from a single individual to several dozen. Many freeclans in a district are related by blood.

The Clanhouse

The clanhouse or longhouse is the basic component of Harbaalese settlements. Its construction utilizes locally available materials; the abundance of tall softwood conifers has mostly resulted in rectangular frame buildings. In districts with a shortage of timber, longhouses may be built of turf on a rubble foundation. Sod walls and roof, the latter with its turf still growing, provide good insulation, fireproofing and camouflage.

The longhouse consists of a great hall flanked by smaller chambers and/or curtained alcoves. As the clan grows, additions may be made to the main building, additional longhouses, workshops and barns built, earthworks and/or ramparts added. The size and number of structures is determined by the size of the clan.

The business of the clanhold is agriculture and/or, husbandry, and, if located on a river or coast, fishing. The freeclan cultivates as much land as it has the labor to work, usually in two or three huge open fields. All members of a freeclan work the land, aided by thralls. When the clan grows beyond the support of available land, younger sons are forced to seek land elsewhere. Most Harbaalese freeclans rent out land to smaller families or clans and many grant land to their thralls. The Harbaalese countryside is dotted with thousands of small family holdings.

The Thran

As the clanhold expands it evolves into a *Thran*, a fortified community of 4-16 symmetrically arranged clanhouses. A thran is like a walled village, but the households within usually share the same blood and function as a single economic unit.

Vathran

If conditions are right, the thran may evolve into a *Vathran* (great thran). The distinction between the two stages is often vague, but a vathran may have: greater size,

a larger population, more clanhouses, stone walls, fortified towers, and/or a citadel.

While Harbaal is a young state, most Harbaalese settlements have been around for several centuries. Many strongholds seem more like southern feudal keeps or castles than traditional Ivinian thrans or vathrans. Once a settlement has evolved into a vathran, it may then evolve into a town.

Thranaals and Greatclans

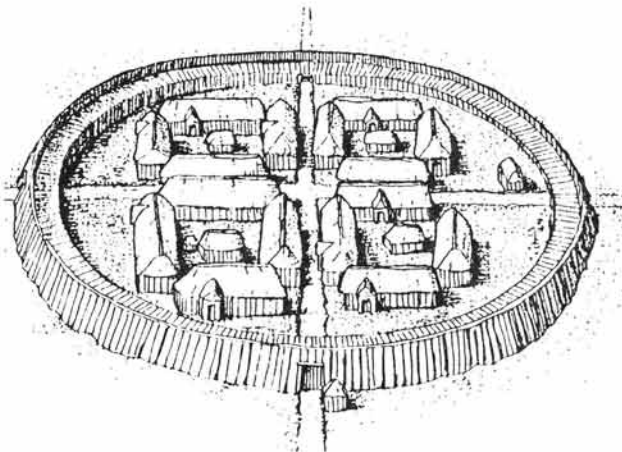
Freeholds are grouped into contiguous districts called *Thranaals*, centered on a thran, vathran, keep, castle or town. The dominant clan in the thranaal is the greatclan. Many, if not most of the freeholds within the thranaal are held by relatives of the greatclan. In Harbaal, one or more thranaals in a tributary relationship comprise a kingdom. Hence, the kingdom of Saliom contains the thranaals of Anstal and Feredis. The greatclan governing the thranaal retains most sovereign powers, but pays tribute to its king.

The Clanless

Persons who do not belong to a freeclan, great or small, or a thrall clan are *clanless*. Most are individuals who have, for one reason or another, been expelled from their clans (outlaws). Some, such as skalds, heralds or shield-maidens, leave the security of their clans voluntarily; they are clanless, but not outlaws. Foreigners in Harbaal are also clanless, although they are usually protected by their hosts. In urban centers, the Lia-Kavair may offer protection to the clanless.

Thralls

Larger freeclans often have a thrall clan in their service. Most thralls are the descendents of war-captives. They occur as individuals, nuclear families or extended clans. Often with their own land. It is dishonorable to mistreat a thrall. Some thralls are trusted retainers. Most are found in rural areas where they work the land.



A Harbaalese Thran

Towns

Most Harbaalese settlements have three districts, the citadel, the high town and the low town. The citadel is the ruler's fortification. It houses his immediate household and retainers, mostly his clansmen. The hightown is usually occupied by members of the greatclan, evolving from the original vathran. Ifane has two high towns. One is for members of clan Elendy, the other for the households of his royal hostages. The lowtown contains everyone else, and is the site of the market and most commercial activity. The Harbaalese guilds are centered in the low towns where clans are smaller.

Language

The Harbaalese language is a blend of Ivinian, Altish and Yarili. Some linguists regard it as a dialect of Ivinian, which it most resembles, but Ivinian and Harbaalese speakers cannot understand each other.

Scripts

The predominant script in Harbaal is Runic, although Lakise is widely used. About 30% of the Harbaalese are literate; this is a very high proportion, perhaps due to the simplicity of Runic, which is a portable script that can be written with a knife on a piece of wood. While couriers elsewhere bear boxes of scrolls, Harbaalese messengers carry bundles of sticks.

The Harbaalese have a high regard for their runes, but the limitations of their alphabet, particularly the shortage of vowels, make it hard to master the finer points. Those with great skill are widely admired. Runes are deemed symbolic of universal mysteries and are fundamental to some schools of magic. The term *runemaster* is applied both to those who can skillfully read/write, and to those who make magic with runes. Ordinary folk have difficulty making the distinction.

Law¹

The Harbaalese practice a variant of vendetta law, which gives the individual whatever rights can be enforced by his clan. This rough type of justice, prevalent throughout Ivinian culture, acknowledges that the injured party (or clan) is entitled to compensation, established by tradition and mutual agreement, for any loss. There are no effective written statutes. The pendragon, in his capacity as peacemaker, from time to time issues proclamations which mitigate the "harshness" of the vendetta system. Mostly, however, each landholder maintains law his own way on his own land.

Harbaalese legal tradition rests upon the Ljarl (the Ivinian code of honor) upon Ivinian and Yarili tradition, and on natural justice. These fundamental principles enjoy a degree of universality, but each king interprets the traditions within his kingdom.



The Arts

Harbaalese decorative art displays a variety of influence, from the restless vigor of the northern world to the sedate quiescence of the south. The Harbaalese take what they like of foreign styles in an effort to create something special. The amorphous results have yet to produce anything that could be identified as uniquely Harbaalese.

The great cost of Ivinian burial² has prompted most Harbaalese to adopt the less costly burial and cremation customs of other lands. Some, however, still favor the elaborate Ivinian customs.

Religion³

The Harbaalese are a self-reliant people who give religion its place. Most regard religion as an activity for holidays and prayer as a process for gaining divine intervention.

About seventy percent of the population professes Sarajinianism, the rest are mostly Peonian, Laranian and Agrikan. There are worshippers of Ilvir among those of Jarind descent, but not many. No gods are proscribed, but open adherents of Morgath, Naveh and Halea are generally mistrusted, ridiculed, or cast out (outlawed).

Marriage and Women

Intermingling with other cultures has caused the Harbaalese to modify traditional Ivinian marriage customs. Polygamy is legal, but most Harbaalese males have only one wife. Wealthy lords and merchants often keep several concubines.

Like every other member of the clan, a woman is subservient to her valhakar and her father. In Harbaal, however, women are not obliged to marry. In greatclans, they rarely marry out of clan. In practice, the custom of requiring a brideprice for the hand of a daughter enables fathers to limit her options by varying the price according to how much he likes the suitor. In effect both the father and daughter have vetoes. Married women share their husbands' status. They train to arms and fight at their sides if necessary. In general, women are respected and accorded a high degree of equality.

¹ For information on vendetta law see the Encyclopedia Harnica Article : Law.

² For information of burial customs see *Ivinia* and *Gods of Harn*.

³ For information on the religions of Harbaal see *Gods of Harn*



The Pendragon

Tralis Elendy celebrates his 72nd birthday in 720, and now delegates most administrative responsibilities to younger members of clan Elendy. Major responsibilities have, however, been given to members of vassal greatclans. In this way, Tralis hopes to establish a state wherein the main competition among his magnates is for positions at court, rather than for territory and wealth by force of arms in the provinces. To some degree, the strategy has been successful; Harbaal experiences less armed conflict between her noble houses than do many other states.

Despite his advanced years, Tralis remains active and his wits are clear. When he holds court or sits in council, he generally lets his eldest son Lerden speak for him, interrupting only now and then to correct Lerden's view of the Royal Will. In this way, Tralis has taught his son to think as he does.

The High Queen

The pendragon had three wives, two of whom survive, but only one was ever *queen*. Lirel Ledensen was 15 when she married Tralis and is now 63. Her health is not, however, as good as her husband's. She suffers from several wasting diseases and severe arthritis keeps her bedridden most of the time.

King of Avastran

Lerden Elendy, born in 676, is the eldest child of Tralis and Lirel. At 44, he is the designated heir to the Harbaalese throne, and is also king of Avastran, a position from which Tralis abdicated in 711. There is little doubt that the underkings and clan Elendy will accept Lerden as pendragon, or that Lerden will be well-trained for the role. Lerden is a wise and careful man, but is known to favor military expansion of Harbaal.

Kingdoms and Greatclans

Each of the twelve Harbaalese kingdoms, their ruling greatclans, and thranaals, are listed below. The Political Map shows the distribution of the kingdoms which are all described in the INDEX.

Kingdom	Clan	Thranaals
Anval	Varken	Varkenheim, Xeradyr
Avastran	Elendy	Ifane, Alinger, Hargulda, Vogedin
Elgosia	Gos	Gosheim, Glidby
Gatenlund	Gathsen	Megrana, Usteth
Gavrios	Marensen	Genja, Borin, Osen
Geltheim	Geltsen	Gelt, Sowidh, Yelaben
Ketania	Paraden	Kereon, Hutsinby, Tegorby, Nevel
Ledenheim	Ledensen	Leden, Herdon, Zyna
Lytheim	Rustel	Lyth, Reshaal
Padona	Pelanby	Noortel, Elkirnon, Enpedon
Saliom	Stahlin	Anstal, Feredis
Tonanby	Guline	Gulinheim, Byrgen, Oneon, Tazela

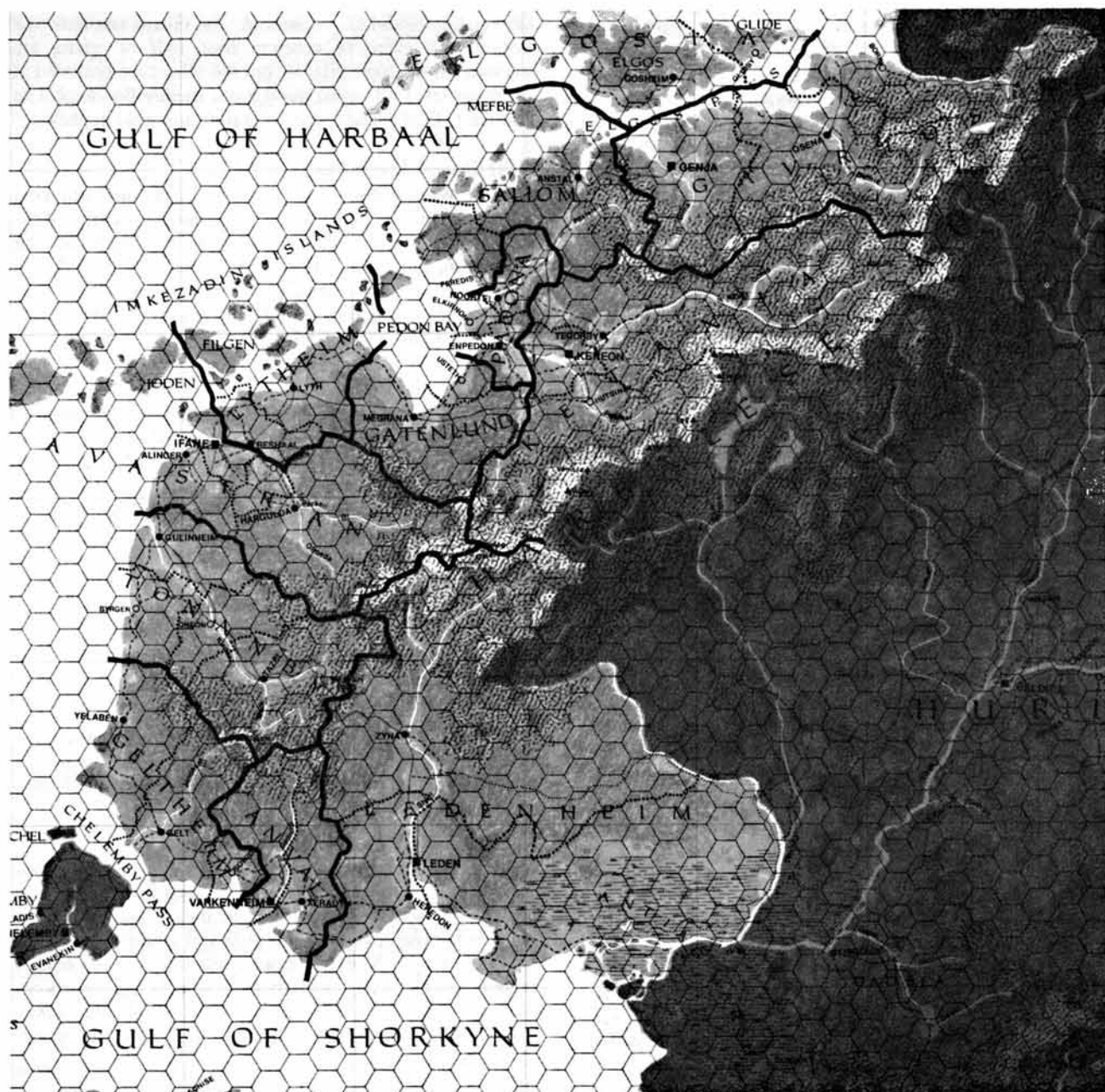
The relationship between the central government and the regional magnates is fairly loose. Upon succession to his throne, each underking is obliged to travel to Ifane and swear an oath acknowledging the supremacy of the pendragon. The underkings retain their sovereignty, except in the four limited cases noted below:

[1] **TRIBUTE:** Each underking provides tribute, determined by agreement, but usually a tenth of gross income. Tributaries are also required to render advice and comfort, and to provide troops and ships in time of war.

[2] **HOSTAGING:** Taking hostages is a formal institution in Harbaal, designed to reinforce the loyalty owed to a lord. Each underking maintains a clanhouse in Ifane as the residence of his designated hostage. Hostages may be changed with the pendragon's consent. All things considered, the life of a hostage is not unpleasant. He has an official escort whenever he leaves his clanhouse, but may go anywhere or do anything within reason. Each hostage also serves as an ambassador to the pendragon and it is a matter of status that he be maintained in some luxury with an appropriate retinue. Most of the time, the typical hostage is also host to several of his clanmembers. The pendragon has no interest in rebellion, so he tends to treat his hostages with care.

[3] **FOREIGN AFFAIRS:** The pendragon negotiates treaties, makes declarations of war, and is obliged to protect the whole of Harbaal from foreign interference. To this end he can demand military and naval support.

[4] **PEACEKEEPING:** The pendragon mediates disputes between underkings. He can summon disputants to his court, offer a solution, and resolve the dispute by force if necessary.



Kingdoms & Thranaals of Harbaal

The High Council

The twelve individual kingdoms in Harbaal are administered directly by the thrangaad of the ruling greatclan. The pendragon has sought to involve all regions in Harbaalese government by forming a High Council. This body is comprised of the Pendragon, the six heads of the royal bureaucracy (all of whom are members of the Elendy thrangaad), and the twelve underkings of Harbaal or their delegates (hostages).

The High Council meets once per month at Ifane, usually on the 21st, but may be called into emergency session at any time. Each member has the right and responsibility to advise the council on any matter within the province of the High Council (external and inter-kingdom affairs) and one vote to decide policy. Two thirds majority (13) are required to carry any vote. This effectively gives clan Elendy a veto since they control eight of the nineteen total votes, but it is not a power they abuse.

The Royal Bureaucracy

The royal bureaucracy in Harbaal is essentially an inner council of clan Elendy. The heads of all government offices are trusted and prominent members of the Elendy thrangaad, although a conscious effort is made to staff the various bureaucracies with representatives of other greatclans at the secondary and tertiary levels. Other than this, the royal bureaucracy looks much like any other.

Lord Chamberlain

The chamberlain governs the royal household. Under him are the castle staff. It is also the chamberlain's duty to awaken the high king and queen each morning, at which time he informs them of their agendas. The current chamberlain is Pyrtes Elendy, a twenty-nine year old scholar who, at one time studied for the Laranian priesthood in Shorkyne.

Lord Justice

Since Harbaal is not a feudal state, and does not have an overlapping system of shires and royal justice, the duties of the Lord High Justice are fairly localized, but the office still carries great status and power. In addition to being head of the justice system in Ifane, the Lord Justice organizes and often sets the agendas for the monthly meetings of the High Council, and presides over that body in the pendragon's absence. Since 716, the post has been held by Bjan Elendy, the pendragon's second eldest son, and something of a rival to the heir, Lerden Elendy.

Lord Treasurer

The Lord Treasurer administers and collects taxes and tribute, develops and enforces fiscal policy, and keeps the pendragon informed of the crown's financial resources. The current Treasurer is Tornis Elendy, a young and able administrator, whose main problem is that he is womanizer despite the fact he has three wives. His ambition is the establishment of a royal mint to replace the proliferation of private and foreign currencies now in circulation.

Captain of the Phoenix Guard

The Phoenix Guard is responsible for the security of the Pendragon and his household. The Guard amounts to a Cohort (400 men) of medium foot, half of whom are stationed in the Ifane citadel, and the others are scattered at company level (20 men) throughout Elendy domains. The Captain is Pilef Elendy, one of Tralis' most able nephews.

Warden of High Ifane

The Warden has about eighty men under his command and is responsible for royal hostages and the security of the high town. Tanda Elendy, a distant cousin of the pendragon, holds the office. He is a devious man with a reputation for ruthlessness, and is feared and respected by the hostages. In the five years he has held the office, Tanda has foiled eight "escape" attempts.

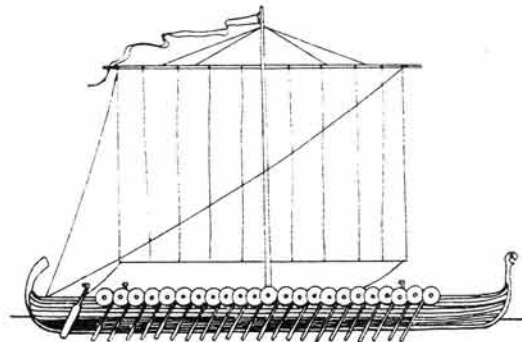
Admiral of Harbaal

The Pendragon has three Dragonships and fourteen Warboats under his personal control. In addition, the Pendragon also owns a fleet of eleven Daks (cogs) which are engaged in trade. The Admiral of Harbaal is responsible for this fleet, and also for the administration of all ports and collection of maritime taxes in the Kingdom of Avastran. The current Admiral is Hlanda Elendy, the pendragon's youngest (and only surviving) brother. At age sixty-four, he is no longer very active.

Military and Naval Capacity

Nearly all Harbaalese men, and many women receive some degree of military training from their families. Wealthier clans teach mounted combat (with the lance) but this is mainly a status thing because the Harbaalese have a long tradition of maritime conflict, and transporting horses by sea is difficult.

In time of war Harbaal could easily raise 100,000 warriors, although getting them all to fight as a unified force would be next to impossible. Each household must provide one warrior according to its means; most freeclans are able to raise several. Who goes and who stays depends on the situation. Most Harbaalese clans also have one or more boats. Greatclans usually have several large warboats or dragonships; some have more modern ships. Harbaalese shipbuilding combines the best (and sometimes the worst) elements of north and south.





The Kingdom of Chelemby

Chelemby consists of the islands of Chelemby, Techel and Trevechel¹ at the mouth of the Gulf of Shorkyne off northwestern Lythia. Chelemby is also the name of the kingdom's largest settlement and seat of government.

Geography

Prevailing winds blow off the Sea of Ivae and the climate is maritime-temperate, with ample precipitation throughout the year. The kingdom's area is about 1.2 million acres, of which less than a sixth are under cultivation. Most of the kingdom is forest, woodland, and heath; hills and rough terrain in the northern two thirds make the interior difficult to traverse. Highways are well-maintained for military purposes, but Chelembians rely on the sea for most transportation requirements.

Economy and Trade

Lying as it does astride major maritime trade routes, Chelemby relies on, and largely dominates sea trade in its region. Chelembian seafarers sail the known world in search of profits, and are skilled sailors and canny, ruthless traders. The town of Chelemby is the busiest market in Northwestern Lythia. Chelembians have a healthy agrarian economy and produce a variety of cash crops for export. In some years, the kingdom is a net importer of grain. There are a lot of sheep, but the cloth industry imports wool from Shorkyne, and exports the finished products. Fishing and, to a lesser degree, sealing and whaling, are important industries.

In the final analysis, it is the import-export business that keeps the kingdom wealthy. The only thing Chelembians consistently import is profit. Chelembian merchants say ...if you cannot find it in Chelemby, it is not made...

The People

Chelemby's ethnicity is Harbaalese with large, assimilated minorities. Constant immigration has produced a cosmopolitan culture and a unique state. Many immigrants came to Chelemby to escape oppressive government elsewhere. This fact, and the kingdom's Ivinian heritage, have given it a liberal tradition, and made it difficult to govern, but Chelembians are a pragmatic folk, eager to adopt practical solutions and avoid any that are too costly. Chelembians resent tyranny and mistrust authority. They have tended to limit the power of their leaders and to trust in themselves, never in foreign magnates.

The Chelembian State

While Chelemby has Ivinian traditions, its cosmopolitan history has confused the picture to the point where neither Ivinians, nor the Chelembians themselves think of the kingdom's culture as "Ivinian". Chelembian society is a unique hybrid, whose roots can be traced to institutions throughout western Lythia. The kingdom is a constitutional monarchy with an unusually strong throne, in comparison with Ivinian states. Power is divided more or less evenly between the *Tia-Nalari* (landowning) clans and the king, who rules with the consent of the governed.

Ivinian social patterns tend to be individualistic and "liberal", a tradition that does not readily provide for strong, central authority. Chelembians have recognized their need for effective government and have built themselves unique institutions. Islanders still regard themselves as "sons of freedom", but their freedom is more in the economic sphere than the political.

Because of its diminutive size and the dominant ethnicity of its people, it would be convenient to think of Chelemby as an independent *Thranaal*, but this is far from the truth. The islands were settled by small and intermediate clans, many of whom fled the oppression of great clans, and none of whom ever achieved a dominant position. This means that Chelemby bears slight resemblance to any Ivinian state, where sixty to seventy percent of the population of a typical *thranaal* are all members of the same clan. In Chelemby, no single clan accounts for even one percent of the population.



¹ The Kingdom of Chelemby also includes about forty uninhabited coastal islets too small to show on the regional map.

History of Chelemby

Chelemby's first inhabitants were Jarind peoples who arrived c.1600 BT and established a henge culture similar to that in surrounding kingdoms. Little now remains of that henge culture, as its structures were recycled over the centuries, but the occasional standing stone can still be found.

Chelemby was mostly overlooked by the great waves of barbarian migration, but c.1000 BT, small Pharic tribes began to arrive. Chelemby had abundant unsettled land and, for the most part, immigrants settled peacefully. Immigration was a catalyst for cultural change and brought about a gradual agrarian development of the main island. By 100 TR, the islands' population was ethnically Harbaalese with large, although generally indiscernible Emelan and Shorkyni minorities. Most immigrants settled into rural habits, and Chelemby had a prosperous agricultural hinterland by 450.

The town of Chelemby was established as a wintering camp in 461, by a "syndicate" of clans. These clans were mostly from Menglana and were the outcasts of Ivinian society, refugees, families fleeing from Ivinia's increasingly megalithic states.

Chelemby was well-positioned for commerce and raiding in the Gulf of Shorkyne and the Sea of Ivae, and attracted immigrants from throughout northwest Lythia. Chelemby became increasingly cosmopolitan.

By this time Chelemby's importance as a trading center was apparent, and the port was coveted by various foreign magnates, especially the lords of the southern Ivinian states. Fortunately for the Chelembians, the Ivinians were too busy fighting each other to make any serious effort at conquest, and all of them benefited from the island's free port.



The Testrad System

During the fifth and sixth centuries, Chelemby evolved a unique political structure that is sometimes difficult for foreigners to comprehend. Most of the original clans had fled the chaos and tyranny of surrounding states and, although some grew wealthy from trade, their fierce independence prevented any from achieving control. A complex structure evolved to fill the political vacuum.

The *valhakars*² of the island's *Tia-Nalari* (land-owning clans) began to meet quarterly in a "national" council called the *Nalstrad*, to discuss matters of common interest. If action was agreed on, a *Testrad* (committee of three members) was appointed to oversee the project.

No one was appointed to more than one Testrad at a time, and the maximum tenure was one year, after which the clan could not participate for a full year. These extraordinary measures were intended to prevent anyone from attaining supremacy, and they worked.

Testrads were given the bare minimum of funds and authority to complete their projects, sometimes less. The clans were wealthy enough, but they were very reluctant to part with money, and even more reluctant to yield any authority. It is perhaps surprising that any projects were completed, but some were. The Chelemby harbor and fortifications were well maintained and castles were completed at Evanekin by 497 and at Koladis by 510.

Each year, "permanent" Testrads were elected to govern the harbor, to maintain the castles, to watch over the town's fortifications, to organize militia, and to operate the market. With the short term jobs, there was enough committee work to insure that every clan that wanted civic responsibility could have a reasonable share.

Somehow, the Testrad system got things done, although it did tend to be slow and corrupt and could not rapidly respond to crisis. There were also cases of system breakdown, as when a highway was constructed with a quarter league gap in it because a powerful landowner disliked the Testrad members building it.

As foreign states, and stateless pirates began to take more interest in Chelemby, the *Tia-Nalari* began to worry about their ability to defend themselves. In 659 a group of pirates under the infamous Rjan Aaldensen drove the point home when they landed near Evanekin and spent nearly a month wandering at will around the countryside taking whatever they wanted because there was no force strong enough to oppose them.

² Valhakar: the head of an Ivinian clan. In Chelemby, a valhakar is usually elected by a *Thrangaad* (council) of all adult clansmen.

Clan Aemon

Kalym Aemon brought his clan to Chelemby from Melderyn in 538. The Aemons rose quickly to prominence, by astute trading and the judicious use of bribery, blackmail, piracy, usury, and veiled threats as negotiating devices. By 640 they were one of the richest families of northwest Lythia and the most respected clan on the island.

Valhakar Davidh Aemon, after the Aaldensen raid of 659, demonstrated his flair for diplomacy by organizing a militia force in the Evanekin district. When the Aaldensens returned in 661, Davidh's militia drove out the invaders and were able to display Rjan's head on the battlements of Evanekin. This made the Aemon valhakar even more popular than he had been, and he was asked by the Nalstrad to organize a "national" militia.

Davidh refused, pointing out that "only a fool would accept a position with responsibility and no power, that could earn him blame, but no praise..." Too many of the Tia-Nalari were afraid of creating such a powerful office and this sentiment prevented Davidh's "advancement". A Testrad was appointed to organize a national militia.

Chelembians often travelled abroad and had a good idea of events in neighboring states. In 662, the imminent unification of Harbaal forced the Tia-Nalari to face new political realities. The failure of the Testrad system to build an effective militia was demonstrated by successful pirate raids in 662. The Harbaalese were building bigger, more dangerous ships, and there were rumors of war in Ivinia.

Davidh (663-670)

The autumn Nalstrad of 662, sensitive to the need for a central authority for military defense, proposed the election of Davidh Aemon as the first Chelembian king. The kingship was not an institution easily born. Tia-Nalari caution demanded a constitution, and they appointed a special Testrad to draft its principles. Eight times, the Nalstrad sent the constitution back to committee.

It had been agreed that the king would have only the powers granted by the Nalstrad, and at first, these were the right to live in the Chelemby citadel, and organize "such measures as are necessary for the defence of Chelemby..." This proved hopelessly ambiguous.

The king received the authority to collect an annual "land-tax" to support his household and provide for a fleet and army. Within a month, Davidh threatened to resign unless the tax was increased and he was given the *power*, not just the *authority* to collect it. The Nalstrad acceded.

In a series of speeches to the Nalstrad in 662-663, Davidh demonstrated his great oratory skills, and described his vision of the kingdom's future. At length, with no resolution to the constitutional deadlock in sight, he proposed the *Covenant of Aemon*.

The Covenant of Aemon (663)

In the name of we who serve and those who shall follow, we pledge this covenant... that we shall exercise no arbitrary tyranny upon our people... that no vassal shall have his lands seized, nor his life, nor liberty placed in jeopardy except by due process... that we shall levy no taxation without the leave of our Nalstrad... and in exchange we shall receive the unswerving obedience in matters of military necessity and undying loyalty in the face of enemies...

Extract from the Coronation Oath

The Covenant of Aemon was adopted in 663, and Davidh was formally crowned that winter. The Covenant was an unusual document, composed by litigants imported from Emelrene and Melderyn, which carefully laid out the powers, responsibilities, rights and privileges of the king and his vassals. The Covenant included the procedure for electing, deposing, and investing kings, the latter in a ceremony wherein the crown is placed on the king's head by a special Testrad who exchange oaths with the monarch.

The Covenant defined the Tia-Nalari, represented by the Nalstrad, as the sovereign body of the kingdom, and it guaranteed their rights and privileges. The king was given executive powers to collect taxation authorized by the Nalstrad and, for the first time, gave him the power necessary to defend the kingdom. Judicial authority was, for the most part, retained by the Nalstrad and the Testrad system was adjusted to fit the new realities.

Generally, the new constitution was very careful, some said paranoid, about the rights of the Tia-Nalari, but the justification for this was that none of them had a dominant position to start with. In most states, it was argued, any combination of several great lords could overawe royal power, but in Chelemby there were no great lords - all would be equally powerless in the face of the kind of royal power that could easily evolve.

Davidh built a fleet and required every able-bodied man to train to arms (most already were). He also strengthened the Chelemby citadel and the two castles. Introduced trade regulations and sent diplomatic missions to neighboring states. When Davidh died in 670, Chelemby was stronger and, for the first time, had a sense of unity and purpose.

Ivarh (670-683)

Davidh proposed in his will that the Nalstrad elect his son Ivarh to succeed him. Even after Davidh's successes, there were those who opposed this because they feared the establishment of a royal dynasty, but the dead king carried the day, barely. The new king helped his cause by acknowledging the Nalstrad's right to elect kings - this was, perhaps, the main point of the debate. Ivarh, was no mean orator himself.

The Wolf of Harbaal

In 673, Tralis Elendy completed the unification of Harbaal, and turned his attention to Chelemby which he declared was "...part of our domain..." Ivarh received an ultimatum early in 674 from Tralis. The Nalstrad met and Ivarh warned them:

Now stands the "Wolf of Harbaal", barely five leagues from our shore. He has five ships for each of ours, and for each of our warriors, ten wolfings. We are invited to render unto the wolf, meat for his supper and bread for his board, and he promises that we might keep what we have made here on this lucky island. But we wonder what scale would measure the weight of a wolf's words and call them equal to the weight of his fangs? What scalemaster would take such a measure? Our father made with you a Covenant to which all in this place have sworn. In our duty We set feet upon a road, where the cobbles may become shatter'd bone and the gutters may soon run crimson. We cannot know the end of that path, only that it is a short and bitter road. We cannot, and would not, choose for you.

Legend has it that the lords of Chelemby, cheered the young king's challenge and begged him to lead them into battle. Many wept at the speech, and it is said that a nation, born without a heart and more interested in profit than honor, was on that day given identity. Davidh recalled all ships from overseas and mustered the army.

The Invasion of 674

Tralis Elendy landed on the east coast of the island with three thousand men in Peonu 674. Against the invasion, Ivarh was able to raise less than a thousand. Tralis' brought fifty ships; Ivarh had about forty, many of them old, unreliable, and ill-equipped for battle.

Ivarh avoided open battle for a month as the enemy marched southwest to Evanekin. His nobles were puzzled and angry, begging him to attack, but Ivarh replied that he was waiting for the wind to change.

The young king reinforced Evanekin's garrison, but held the bulk of his army in woods just north of the castle. As the Harbaalese approached the castle, the wind changed; strong southerlies held the Harbaalese fleet in the Vulden estuary. At this moment Ivarh's fleet appeared over the southern horizon and sent fireships among the attackers. Fanned by gale force winds, the fires devastated the Harbaalese ships and disheartened the invaders.

Ivarh chose this moment to advance with his army, still outnumbered two to one, but greatly encouraged by the havoc wrought in the enemy fleet. Harbaalese morale was ebbing, and they were pressed, first against the castle, then southward against the coast.

Tralis' forces did not simply collapse. They rallied into three great circles on three low hills and beat back attack after attack. By dusk, both armies were exhausted. Ivarh had sunk seven enemy ships, forced nine more to beach themselves, captured another seven and driven the rest back to Harbaal.

That night, Tralis slipped his army off the field and force-marched them northeast. This was no easy march as Ivarh's troops harassed the Harbaalese constantly, but ten days later they had reassembled on the same beaches they had landed on a month earlier. Tralis and Ivarh met to discuss terms. Tralis agreed to pay an indemnity of 120,000d, let Ivarh keep the captured vessels, and to refrain from invading the island kingdom for at least five years. In exchange, Ivarh allowed the Harbaalese to evacuate the island without further harassment.

It is not certain why Tralis agreed to such harsh terms when he still had a larger army, but the fact his fleet was in tatters, and the very real prospect of rebellion at home probably decided the issue. When Ivarh returned to the town of Chelemby he and his army were given a hero's triumph. Meanwhile, Tralis spent the next five years quelling revolts at home.

Riding a wave of popularity, and pointing at the obvious need to improve defences, Ivarh won approval for raised taxes and spent the next few years rebuilding and strengthening the fleet and army.

He established a standing royal guard of six hundred warriors, and greatly improved the fortifications of Chelemby, Evanekin, and Koladis. This period saw the gathering of political power to the royal court as Testrads were obliged to consult frequently with the king and his secretaries - in the name of efficiency. The Tia-Nalari saw the need for a stronger throne and acceded to the inevitable, albeit with some grumbling.



Ivarh Aemon

The Battle of Evanekin (683)

Tralis attacked again in 683. This time his plan was to land without warning on the docks at Chelemby. He brought forty ships, and was met off Evanekin by thirty five of Ivarh's. The Chelembian vessels were better armed, better crewed, and more modern. The Harbaalese were forced to withdraw after about six hours.

Legend has it that Ivarh and Tralis dueled for an hour on the deck of the Harbaalese flagship, neither king laying a weapon upon the other, until, finally, they were separated by the press of battle. Apparently, someone did lay a weapon on Ivarh, for within ten days of his victory, he had died of his wounds. Dead at thirty-one, the king was mourned by his people for ten days.

Ivarh named his son Sirnen to succeed him and the Nalstrad elected him almost as a matter of course. He was a popular and intelligent boy, and despite the fact that he was only 15 in 683, he had distinguished himself in the battle. Ivarh had proposed, and the Nalstrad confirmed the boy's uncle, Petrys, regent until 689. Ivarh left voluminous written instructions for his heirs, and his careful policies were continued during the regency.

The Emelrene Alliance (690)

In the last major act of his regency, Petrys undertook negotiations to obtain an Emelrenian wife for Sirnen. Both states saw such an alliance, a useful ploy to stem the ambitions of both Harbaal and Alagon. The alliance was cemented with the marriage of Sirnen to Lydre Edhelen, a princess of Emelrene, in 690. Aided by his capable wife, Sirnen has proven to be a wise and capable king.

The Cape Renda Disaster (707)

In 707, however, Sirnen made an error when he arranged for seven Chelembian ships to participate in the sack of Thay under the leadership of King Alegar I of Orbaal. The combined fleet assembled at Balhafen on the isle of Keron and sailed for Thay. Unfortunately it was struck by a freak storm rounding Cape Renda. Many ships were blown onto the reefs, the rest were scattered. Only four of Sirnen's ships returned to Chelemby. The episode has made the Chelembians even more careful.

Kings of Chelemby The House of Aemon

Davidh (626) 663-670

Ivarh (652) 670-683

The Regency of Petrys 683-689

Sirnen (668) 689-

OUTLINE CHRONOLOGY

- BT 1600** Jarind peoples settle in Chelemby.
- TR 461** Town of Chelemby founded.
- TR 497** Evanekin castle completed.
- TR 510** Koladis castle completed.
- TR 538** Clan Aemon migrates to Chelemby.
- TR 580** Chelemby town walls completed.
- TR 663** Covenant of Aemon. Davidh elected 1st king of Chelemby.
- TR 673** Tralis Elendy unifies Harbaal.
- TR 674** Ivarh Aemon defeats Harbaalese invasion.
- TR 683** Battle of Evanekin - Ivarh defeats Harbaalese fleet, but dies of his wounds. His son Sirnen, a minor, succeeds - The Regency of Petrys.
- TR 689** End of the Regency - Petrys steps down and Sirnen assumes power.
- TR 690** Alliance with Emelrene.
- TR 707** Cape Renda Disaster.

Foreign Relations

Chelemby's foreign affairs are characterized by "neutral belligerency". Sirnen has continued the practice of hiring out portions of the fleet as mercenaries, giving careful consideration to the consequences of victory and defeat in each case. The fundamental objective has been to maintain Chelembian independence by keeping her navy in a high state of readiness.

Clan Aemon exchanges embassies with most neighboring states including Shorkyne, Palithane, Emelrene, Melderyn, and Orbaal. The kingdom also maintains informal ties with several Shorkyni great houses. Shorkyne sees Chelemby as an impediment to Harbaalese expansion and has convinced the Harbaalese that they might fight if the island is invaded again. Similarly, the Harbaalese have made it clear that they now regard Chelemby as a buffer state.

Chelembians are great traders, but are not above a little piracy. The kingdom has plenty of safe havens for pirates, some of whom are Tia-Nalari. Chelembians tend to leave each others' ships alone because most island ships are well-armed.

A complication in the politics of northwestern Lythia is that some clans hold lands in several kingdoms. Clan Pelanby is notable: its far-flung branches hold land in Chelemby, Shorkyne, Harbaal and Palithane. Pelanby policy is to maintain the *status quo*, a desire shared by most Tia-Nalari, who have known for generations that war is bad for business.

The Tia-Nalari

Chelembian society is dominated by fifty-seven "gentle" clans, the *Tia-Nalari*, which are noted on the table to the right. Between them, the Tia-Nalari own 114 *Nalari* (agricultural, estates similar to manors or villas) and it is the ownership of these *Nalari* from which Tia-Nalari status is derived. These "manorial" estates are not held from the king or from any great lord, they are *owned* by the clans themselves who owe no service or duty in exchange. The sole obligation a Tia-Nalari clan owes for each *Nalard* is that it must pay annual taxes. Not even the king can interfere in internal *Nalari* affairs (except in cases of high treason).³

Nearly all Tia-Nalari clanheads keep their principal residences in the town of Chelemby, the most populous and cosmopolitan city in all of northwestern Lythia. They visit their country estates, at most, a few times a year. Junior clansmen or retainers serve as bailiffs, as needed, for the absentee landlords. This also makes it easy for valhakars to attend the quarterly meetings of the *Nalstrad*. The Chelembian aristocracy is an urban group who see trade as their principal activity and they treat their rural estates as revenue-producing operations that can be bought and sold, just like ships or cargos. This attitude has earned the Tia-Nalari a certain amount of disdain from foreign gentlefolk who tend to see them as a "nation of common merchants".

The *Nalard*, however, is a commodity with a special mystique; it is a mark of Tia-Nalari standing, the most fundamental (if not the most lucrative) mark of "gentle" status. A Tia-Nalari clan might sell land, crops, cargos or ships to settle its debts, but whatever the hardships, it will desperately cling to its last *Nalard*. Even when they take great financial risks, contracts tend to include the provision that a Tia-Nalari, even in bankruptcy will retain at least one of its *Nalari*. It is possible to recover a fortune after losing the family *Nalard*, even buying back the estate, but for most clanheads, the shame of the loss is almost unthinkable and often unbearable.

Chelembian Heraldry

Only Tia-Nalari clans can bear arms in Chelemby. There is no college of Heralds on the islands, so Chelembians use the enclave in Cherafir. By law, a Chelembian achievement is limited to the escutcheon (shield) itself - the *Nalstrad* are reluctant to allow special privilege, although the arms of the royal clan are permitted a crest. For international differencing, Chelemby is deemed to be part of Ivinia, and Tia-Nalari travelling abroad bear their arms within a bordure chequy, argent and azure. Simen has, however, recently requested a unique, Chelembian bordure, and the Sunrise King of Arms has agreed that, as of 721, the Chelembian Difference shall be "a bordure embattled azure".

Tia-Nalari Clan Table

The table lists the clans with the number of *Nalari* (N) and Ships (S) each possesses (as of 719). Naturally, these numbers change with clan fortunes.

Clans in **bold** are Concessionaires (see *Mercantyle Concessions*). Those with asterisks (*) have members on Testrads; (**) indicate that the member is the leader of the Testrad and member of the Vastrad (Cabinet). Those with (†) have members appointed by the king to the Vastrad.

The Tia-Nalari Clan Table

Clan	N	S	Clan	N	S	Clan	N	S
Aabel	1	1	Galath	1	0	Pelanby*	1	1
Aemon*	7	6	Hasketh**	3	4	Pirdas	1	0
Ansenby†	2	2	Hlanendes†	3	0	Raldensen	2	1
Armoriant†	3	2	Hyzel**	1	1	Redaro*	2	1
Banaga	2	1	Jaagensen**	3	1	Rielse	1	1
Beldesen	2	1	Jaager	2	1	Sethalis*	1	0
Bjandsen†	1	1	Jaren*	3	3	Silkant†	3	5
Bielsen*	2	0	Kalinby	1	0	Surdaas*	1	0
Bredyn†	1	3	Kearin	1	1	Tarkenby†	3	3
Chadiron	1	0	Komordry	2	0	Tirdaan	1	1
Darelby*	1	1	Laagen	1	1	Tralisel	1	0
Dasendisen	1	0	Laarsel*	1	0	Udesen*	1	1
Dysen**	2	0	Lerdensen	2	2	Urvienda*	1	0
Ekatriasa	2	3	Managath	1	0	Vargoth	2	0
Elbrath	1	1	Maraya†	1	0	Wentelsen*	1	1
Elionasen	1	0	Noordsen	1	2	Wesen†	6	4
Ethiasen*	3	3	Orbion	2	0	Yaalsen	1	1
Frydsen	1	1	Paserin†	5	3	Yvarnis**	2	2
Fyagelsen	1	0	Pasura**	2	3	Zarion	2	2

Agriculture and the Nalard

Nalari are not of uniform size, wealth, or value. They can vary in size from a hundred acres and a handful of tenants, to thousands of acres with scores of households. Land is often transferred from one to another, with or without tenants' contracts, leases, livestock, etc. Bearing this in mind, the average *Nalard* has about 2,500 acres of cropland and pasture, and a few hundred acres of woods. This leaves hundreds of thousands of acres of woodland, heath, and forest in the "public domain". Most of this "wilderness" is licensed to hunters, trappers, timberwrights, and miners by the crown, and some is assarted each year.

The thriving economy of Chelemby has attracted many immigrants and fostered a high local birthrate. The kingdom's population is almost double what it can feed by its own food output, despite the fact that land quality is good. The kingdom is a net importer of grain, mostly from Shorkyne and Emelrene. Surprisingly, Chelembians have countered this deficiency by growing less food, not more. Chelembian *nalardi* stress "cash" crops like flax, wool, and fruit. This produce is exported as fine linen and woolen cloth, and quality fruit wines and spirits. It is an efficient specialization that easily finances the necessary import of grain.

³ If a foreigner wishes to join the Tia-Nalari, he must obtain a *Nalard* - which he can only do with the consent of the *Nalstrad*.

Government of Chelemby

The Chelembian government is unique in western Lythia. Legislative, judicial, and financial authority is held by the Nalstrad; executive power is vested in the king. As "head of the executive branch", the king is nevertheless obliged to share executive authority with Testrads appointed by the Nalstrad.



Party per fesse, azure and argent, in chief the sun in his splendor proper and an estoile of the second.

Crest: A tower triple-towered, of the field.

he does not enjoy the enormous popularity and respect of his father, he faces little dissent at home and few challenges abroad. Commoners respect him as a war-hero and the Tia-Nalari appreciate the way he has, more or less, left them alone.

Queen Lydre (669-)

In 690, Sirnen married Lydre Edhelen, a princess of Emelrene, and a competent herbalist-chemist. Her hair is still the same flaming red it was at twenty. Lydre has arthritis and walks with canes. The king respects his queen's opinions and often appoints her to lead embassies, a pointed reminder to those who covet the kingdom's wealth that Emelrene has an interest in Chelembian independence. She is five foot three, and rather plump.

Prince Branth (691-)

Branth, is an experienced pilot with his own vessel, who has fought in several campaigns as far away as Karejia. The

The Royal Family

Clan Aemon

The royal clan of Chelemby still trades actively and remains one of the richest houses in northwest Lythia. The present royal family is, for the most part, blessed with good health and even disposition. They are a respected line with a good reputation at home and abroad.

King Sirnen (668-)

At 51, Sirnen rests comfortably on his throne. He is gray-haired, but robust, an even-tempered and capable administrator. While

belief is that he will make a good king, despite his short temper and occasional rashness. The prince is intelligent, good-looking, just over six feet tall, heavy set, with brown hair and eyes. His mother is negotiating to marry him to one of her second cousins.

Princess Aenwel (692-)

Aenwel is an expert at diplomacy and often serves her father as an ambassador; Aenwel is married to an Emelrenian knight, but has no children. She is tall and blond, extremely intelligent and soft-spoken.

Prince Chastar (696-)

Chastar is a good warrior and intelligent, but has been sickly most of his life. He has been confined to bed with a chest ailment since the autumn of 719 and his physicians fear that he will not recover.

Princess Ryele (699-)

Prince Radandras (699-)

The twins are inseparable and it is rumored that they are telepathic. They seem uninterested in politics and often disappear on "adventures". They are both short and wiry, with blue eyes and sandy hair. Each has an identical cross-shaped, pink birthmark on the neck.

Prince Enord (701-)

Enord is six and a half feet tall with a massive frame; he is nicknamed "Mount Aemon". He is a good warrior, who sometimes accompanies the twins on their adventures. Enord realizes that he is not particularly bright and loves his siblings.



Sirnen Lydre Branth Chastar Enord Ryele Aenwel Radandras

The Nalstrad (Legislature)

The Nalstrad is the sovereign assembly of Tia-Nalari valhakars. It meets quarterly in the *Andstrad* (Chelemby's old citadel) on the third day of Peonu, Larane, Halane, and Navek. Sessions usually last a few days, the longest on record lasted sixty-five.

The King is a member of the Nalstrad, and the presiding officer, although he generally relinquishes his chair to the *Speaker*. The typical session is a national policy debate. The king and/or his officers make speeches to the assembly, explaining their actions, answering questions, and listening to proffered advice.

All members are entitled to speak freely and sessions can be quite lively, although rules of etiquette forbid personal representations and physical assault. (This does not mean they do not happen, just that they are punishable by fines/etc.)

The Nalstrad has the power to elect whomever they please as king, although they are required to first consider the heir named by the previous king. The Covenant of Aemon also gives them the authority to depose a monarch by two-thirds majority.

Only the Nalstrad can authorize taxation. While a tax of twelve pounds per annum per Nalard is automatically collected by the king, the Nalstrad can revoke it at any time, at least in theory.

Because of its ultimate power, it is customary for the king to seek the approval of the Nalstrad, if possible, for any major change in national policy. The House of Aemon has learned to seek consensus.

The Testrad System

The Testrad system has changed during the monarchy, but remains a system of executive and legislative committees. The rule preventing any clan from having members on two Testrads at once was revoked in 698, although the rule stands that no individual can serve on more than one at a time. A member is now permitted to stand for re-election, or election to another Testrad, when his tenure expires.

The king has the power to nominate candidates to Testrads, and exclusively in the case of Testrads responsible for military, naval, or diplomatic affairs.

There are still three members on each Testrad, but now one of them is the designated chairman, with a higher degree of responsibility. In some cases the chairman does the whole job himself and the other members simply act as deputies/watchdogs and report to the Nalstrad on his performance.

Each session of the Nalstrad includes the election of Testrads (committees). It is now the custom that the tenures of Testrad members overlap and expire at different times of year. The Nalstrad retains the right to impeach Testrad members.

Testrads

The king/Nalstrad nominate and the Nalstrad elects various Testrads at need. The most important are those whose chairmen are members of the Vastrad (cabinet); these are described. Testrads nominated exclusively by the crown are indicated (RN) for "Royal Nomination". The chairman is listed first.

Andstrad Testrad

Speaker of the Andstrad: Madin Hyzel

Deputies: Balin Pelanby, Tormis Sethalis

A Testrad appointed by the Nalstrad responsible for the administration and security of the Andstrad. The Speaker has sixty permanent troops to guard the Andstrad, Chelemby's second citadel, the parliamentary headquarters, and an administrative staff of around forty officers and clerks. The Andstrad Testrad's original function was ceremonial, it conducted the coronation ritual, receiving the king's oath, and giving "conditional fealty" on behalf of the Tia-Nalari.

No one has ever served more than one term as Speaker because it is too easy a position from which to make enemies, but Madin may be the first. He is forty-one, tall and blond, with an imposing demeanor and even hand. He is an effective manager, and has avoided any appearance of partisanship.

Chelemby Testrad (RN)

Mayor of Chelemby: Taivis Hasketh

Bondmaster: Antrin Redaro

Harbormaster: Bjan Jaren

The Chelemby Testrad is responsible for the civil administration of the town of Chelemby. This is one of the most active Testrads, holding court, at least, bi-monthly and meeting privately more often than that. The Chelemby Testrad governs the port, through the Harbormaster, and regulates business and inspects bonding houses through the Bondmaster, but has no military authority and must call on the Captain of Chelemby for enforcement.

The present mayor, in his third term, is an able administrator and judge with a good reputation. He is his clan valhakar's uncle and well-respected both within and without his clan. He is fifty-seven, with grey hair and brown eyes, a former pilot-captain.

Court of Appeal

Lord Chief Justice: Toloka Dysen

Members: Myra Laarsel, Kasis Urvienda

The court of appeal is the second highest court of law after the Nalstrad itself. Cases judged by the district courts can thereafter, with the consent of any member, be heard by the Court of Appeal. Cases involving disputes between Tia-Nalari clans often go straight to the court of appeal where they are judged informally by all three members. In theory, the LCJ is the second highest officer in the land, after the king.

At fifty-two, the present LCJ has held the position for an unprecedented seven years. The office requires some expertise in matters of law (and politics) and suitable candidates are hard to find. Toloka Dysen is a member of both the Mercantylers' and Litigants' Guilds and his decisions have seldom been overturned by the Nalstrad.

Evanekin Testrad (RN)

Constable of Evanekin: Urstren Pasura
Deputies: Landry Ethiasen, Mal Wentelsen

The Evanekin Testrad provides civil, judicial, and military government for Chelemby's east district. It has eighty permanent troops at its disposal. The Constable is under the direct authority of the king who can dismiss and/or replace him at need.

The present Constable is Urstren Pasura, a competent garrison commander, but untried in war. He is thirty-five years old, but cautious and nervous by nature. Urstren suffers from several food allergies and is unable to digest milk; he is a very fussy eater and his dietary afflictions are among his favorite topics. Interestingly, he has no faith in physicians with whom he refuses to consult. There is, however, a crone named Lesyl in Evanekin whom he visits monthly.

The Treasury

Treasurer of Chelemby: Brynel Jaagensen
Deputies: Kyan Surdaas, Brath Darelby

The Treasury is responsible for the gathering and dispersal of the kingdom's taxes. It is also responsible, through the Governor of the Mint (Kyan Surdaas), for the production of the Chelembian penny. The mint is located in Chelemby and has been in operation since 701. It strikes good coins.

The current Treasurer is an attractive woman of forty six who can do long-division and compute compound interest in her head. She is not, however, the kingdom's most honest bookkeeper.

Testrad of Koladis (RN)

Constable of Koladis: Radan Yvarnis
Deputies: Candrin Bjelsen, Tovar Udensen

This group is the military, civil and judicial body of the western district. Koladis has about sixty troops, with which a watch must be maintained along the island's west coast.

The present Constable is Radan Yvarnis, a tall, blond, robust twenty-three year old who was given the post to get him out of Chelemby where his drunken revels were causing trouble. (One story linked him with a prominent young gentlewoman who recently spent several months at a Peonian nunnery.) He has eased his drinking lately, but if he does not improve further, he will likely be impeached, and that would be even more embarrassing for his family.

The Vastrad (Cabinet)

The Covenant of Aemon made no provision for a cabinet, but from the first, certain prominent members of Testrads (later the official chairmen) assumed advisory functions and began to meet with His Majesty on a regular basis. This group was given the nickname *Vastrad* (big council) and the name stuck.

It had always been acknowledged that the king had the right to appoint his own advisors, and the Vastrad was eventually merged with royal ministers (who were independent of the Nalstrad) to form an effective cabinet. Royal appointees to the Vastrad need not be members of the Nalstrad, but are usually selected from Tia-Nalari clans. They serve at the "Royal Pleasure" and are not accountable to the Nalstrad.

As of the end of 719, in addition to the six Testrad chairmen, the Vastrad contains five royal ministerial appointees and six, appointed, members at large:

Marshal of the Royal Guard

The officer responsible for the safety of the royal family and the security of the Chelemby citadel. He has under his command a standing guard of 600 men, of whom a third are generally on leave at any given time. One third of the guard accompany the king on his travels at home and abroad.

The current Marshal is Sisen Tarkenby, a skilled warrior and childhood friend of the king. He is fifty-three and in failing health, although it is said that he can still lift any two of his men (he used to lift three).

Captain of the City of Chelemby

Subordinate of the Marshal, the Captain of Chelemby commands sixty of his own men with the duty of policing the town of Chelemby.

The present captain is Atros Bredyn, the descendent of Azeryani immigrants. Atros is a serious man of forty-eight, and a superb analytical detective.

High Chamberlain

The Chamberlain is responsible for the royal household. He has under him the royal domestic staff and is in charge of state occasions and royal etiquette. He also controls the royal agenda and the great seal, as well as the foreign intelligence service. Access to the king, both in terms of audiences and information, gives the Chamberlain considerable influence.

The current chamberlain is Michon Maraya, a tall, blond, gregarious warrior, newly appointed to the role at thirty-one. He enjoys the ceremony of the office which he handles well. The level of officiousness and pomposity in Chelemby has already increased under his guardianship. The impression he gives, that of a venal and superficial man, is a cultivated disguise. Michon is extraordinarily cunning and quite ruthless - the king's right-hand man.

Lord Admiral of Chelemby

The principal function of the Lord Admiral is to police the greatclans' concession obligations. The Admiral inspects ships and can order maintenance if he finds them wanting. He also organizes occasional maneuvers. In the king's absence, the Lord Admiral commands the fleet. His office is considered to be senior to that of the Lord Marshal.

Chelembian ships⁴ are mostly large armed Daks, but there are about a dozen Karunes in commission (including four of the royal vessels) and more under construction. This probably makes the island's navy the most modern in the northern world. Considering how much the tiny kingdom depends on its fleet for protection, this is unsurprising.

The current Admiral is Gel Paserin, an experienced seafarer, and a survivor of the Cape Renda Disaster. He is a slim and agile man of thirty-five and has been Admiral of Chelemby since 716. He is also an innovator and has encouraged building better ships.

Lord Marshal of Chelemby

The Lord Marshal's duties include the training and inspection of the army. Since most troops are part time militia, he is obliged to spend much of his time traveling the kingdom calling out various local contingents and putting them through exercises. In theory, the Marshal would lead the army in war, but the king has traditionally performed this duty himself.

The present Marshal is Alson Wessen, a tenacious, stern, well-travelled 58-year old, and a survivor of Cape Renda. Alson has an identical twin brother (Tanis) who spends his time at sea and is reckoned one of the canniest traders anywhere.

Members at Large

The king also appoints members to the Vastrad without giving them specific ministerial responsibilities. Such "at large" membership is often a prerequisite to a ministerial appointment. The number of at large members varies; as of 719 there are six:

Cardrin Ansenby is the longest serving at large member. At fifty-two, he has thrice refused ministerial appointments, because he says he cannot spare the extra time from administering his relatively small clan. He is a sharp wit and has a keep sense of humor.

Ramath Armorian is a moderately competent man of fifty who "purchased" his office by donating five hundred pounds to the royal coffers in 712. Ramath is now in failing health. He is reckoned one of the calmest men in Chelemby an attribute useful to the Council.

Kyren Bjandsen heads the kingdom's leading Sarajinian clerical clan. More Tia-Nalari worship Sarajin

than any other deity. The Bjandsens are successful trading concessionaires. Kyren is thirty six, with thinning blond hair and blue eyes.

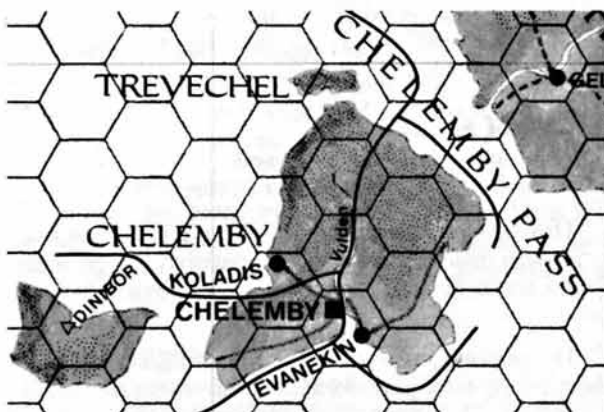
Myreli Hlanendes is a brilliant woman of Karejian decent, whom some predict will become the kingdom's first female Lord High Justice. She is thirty four, speaks seven languages, dabbles in arcane lore and history, and is an accomplished mathematician.

Archbishop Hermol Hadandris was included in the council when he was appointed Laranian primate in 714. Laranianism is a growing religion in Chelemby and Hermol's appointment is more than just courtesy. He is forty nine, and a great diplomat. His objectives, however, are somewhat hindered by the fact that he is the only Tia-Nalari non-member.

Taros Silkan is the "rising star" of Chelembian politics. In three short years he has appeared from nowhere to build one of the kingdom's greatest fortunes. Of Ivinian origin, Taros is nearly seven feet tall with red hair, grey eyes, and a ruddy complexion.

Administration

Chelemby is divided into three administrative districts called Antanalar. Each district is governed by a Testrad headquartered in the main town/castle. Officials spend much of their time touring their jurisdictions, collecting taxes, and functioning as a circuit court. In theory, a peasant unsatisfied with a verdict in the (independent) Nalard court can appeal to his Antanalar court. A Freeman can, from there, progress to the Court of Appeal Testrad, and if he is a member of a Tia-Nalari clan, finally to the Nalstrad itself. Each level in the ladder decides what appeals it will hear. While appeals are often denied, the system works well and justice is "seen to be done".



Chelemby: Administrative Boundaries

Antanalar	C	G	Holder	N	MHB	PT	LQ	MFee
Chelemby	T	sG6	Testrad	44	7/9/2	10/8	1.04	25/7/75
Evanekin	C	sG6	Testrad	54	5/7/1	9/7	1.03	20/4/65
Koladis	C	sG6	Testrad	16	3/8/1	9/7	1.01	15/4/55

⁴ For an explanation of all vessel types and extensive maritime information see *Pilots' Almanac*.

The Law

Chelembian law is a blend of the vendetta system and feudal custom, but with the ascendancy of central authority and the kingdom's diminutive size, commonlaw has also been successfully imposed at all levels. The end result is that Chelemby has an fairly uniform and equitable system of laws.

Vendetta law places the onus on the clan to enforce justice, rather than on the state. This system dominates most Ivinian states, but became ill-suited to Chelemby. Local clans were smaller and weaker than in other states, and the vendetta system proved to be ill-suited to dealing with the complex frictions of international trade. As the Chelembian state grew stronger, Tia-Nalari clans adopted feudal custom from Shorkyne, and the sovereignty of the clan inevitably faded.

Clans still retain the right to settle disputes by feud, but it is a right now rarely invoked. Disputes are mediated by the courts, to the benefit of all. Feuds still occur, but they are fought in the marketplace as an intensification of normal mercantile practice; an "offended" clan will buy up notes, corner markets, and speculate in real estate in an effort to drive its enemies into bankruptcy. In extreme cases, a clan's ships might lie in wait for a lone enemy vessel, but only if it can be sunk without trace - there is no profit in piracy as a tactic of vendetta: cargoes cannot be taken; they are too easily traced. But if the "need" for revenge is great enough, clans have been known to try almost anything.

Taxes

Each Nalard pays an annual tax of twelve pounds (2,880d) to the crown. There are a total of 114 Nalari in Chelemby, which generate royal revenues of £1,368 or 328,320d.

While national and commercial taxes are quite reasonable, maritime fees tend to be on the high side (to discourage foreigners) and The Tia-Nalari clans levy a variety of taxes on their tenants, the extent of which tends to rise and fall in inverse proportion to the clan's trading success. The most common form of local taxation is a poll tax which, in most Nalari, averages one penny per adult (21) twice a year.

The Lord Admiral, Lord Marshal, and the Antanalari Testrads are also allowed to conscript labor to maintain roads, fortifications, or ports as necessary.

Guilds

Lythia's international guilds are active on the island. Most profitable, guilded occupations are filled by members of the Tia-Nalari, although there are plenty of smaller freeclans with franchises. The most influential guilds, as one would expect in a mercantile trading state, are the Mercantylers, Shipwrights, and Pilots. Other important guilds are Litigants and Seamen.

Mercantile Concessions

A Mercantile Concession is a special charter granted by the crown to the head of a clan. Such clans are called *concessionaires*.

A Concession is a licence to operate a bonding house in the city of Chelemby, a very valuable privilege (which is a state monopoly in most neighboring states). Instead of having to pay bonding fees, concessionaires collect fees from those without Concessions. Possession of tax free warehouses let the concession clans assemble larger, more efficient cargos.

In exchange for this privilege, the Concessionaire is required to maintain a ship and crew in readiness for the royal navy for one season of the year. The ship must be available on five-days notice. Failure to fulfil the obligation is high treason, for which the maximum penalty is death and confiscation of all property, but no concessionaire clan has ever failed to fulfil its duty.

Vessels on concession standby may engage in trade, refitting, repairs etc., as long as they are available on five-days notice. Concession clans which own more than one vessel freely change their ships on standby as long as the Admiral is kept informed as to which ship is on duty. It is common for a clan to have two vessels "paired off" so that one remains in Chelemby acquiring and (un)loading cargo, undergoing repairs, etc., while its sister is at sea. The first vessel sails when her sister returns. Paired vessels may share some crewmen, but if the call to service comes, the vessel sent to duty had better have a full crew.

Applying for a Concession

By the 20th of Savor each year, those who wish to hold Mercantile Concessions in the following year must file applications with the Royal Chelembian Treasury. Applications are accompanied with a non-refundable fee of 1,200d and a deposit of 2,400d.

In theory, anyone can apply for a concession, but the crown requires a surety, and this usually means that the applicant must hold substantial lands in the kingdom, be guaranteed by three or more Tia-Nalari, or post a bond with the treasury for 24,000d (£100).

There has been criticism of Concession policy claiming it to be a thinly disguised tax, which should fall within the authority of the Nalstrad. Thus far, however, the crown has successfully argued that the purpose and effect of the policy is to provide for national defence - a royal prerogative.

Based on the number of applications, the crown apportions concessions to each season. The normal procedure is to allocate about half the concessions to Summer (when the fleet is most likely to be needed), 20% each to spring and autumn, and 10% to winter. Apportionment is affected by the political situation, and the crown tries to maintain a minimum of four concession-vessels in non-winter seasons.

There is a distinct type of concession for each season. Although a "concession season" does not exactly coincide with a calendar season. "Concession Spring" begins on the first of Morgat (a month before the vernal equinox). This reduces inequity in concession values.

A winter concession is *more* valuable, since clans would rather have vessels available for trading in the other seasons. Until 702, concessions were distributed to the applicants by lot for 2,400d and a brisk trade had developed among the clans - a winter concession originally would trade for a summer concession *and* a large lump sum. The king did not like this practice since he was not getting a share of the profits, so in 702, Sirnen ordered his Treasurer to auction the concessions. Since that date, a Concession Auction has been held each year on the first of Ilvin.

The table below shows the results of the 719 auction: **NC** the number of concessions issued in each season; **Price** the average selling price for Concessions in each season; **Income** the total cash paid to the treasury. Concessions are auctioned in order of value: winter, spring, autumn, and finally summer.

Season	Duration	NC	Price	Income
Spring	Morgat 1-Peonu 30	4	5,610d	22,440d
Summer	Kelen 1-Larane 30	9	2,440d	21,960d
Autumn	Agrazhar 1-Halane 30	5	3,920d	19,600d
Winter	Savor 1-Navek 30	2	8,590d	17,180d
Totals		20	4,059d	81,180d

Failure to properly meet concession commitments may result in fines, revocation of Concession and/or confiscation of bonding house (including all contents). This kind of penalty is for infractions such as failing to maintain a concession vessel in good repair, or with full crew. Failing to appear at all is high treason. The Admiral of Chelemby spends a good deal of his time inspecting ships, levying fines and issuing "warnings".

If the king issues a "Declaration of Imminent Emergency" all concession clans are required to "... recall [their] ships from all parts of the world and make [all efforts] to meet invasion at the command of the king..." Such a declaration is tantamount to war and is not issued lightly. In fact, it has not been made since the two wars with Harbaal.

A Declaration of Imminent Emergency may require ALL vessels registered in Chelemby, Evanekin, or Koladis to make themselves available; this obligation is attached to vessel registration in Chelembian Ports.

Concession vessels "on duty" must report for service within five days, any/all others as soon as possible. Registered vessels pay a 240d (£1) fine for each day over thirty that it takes them to report.

In 713, the King announced a new law (endorsed by the Royal Council, but not yet considered by the Nalstrad) which allows the King or Admiral to issue a practice alert to test the kingdom's preparedness. A practice alert would operate in the same manner as a real one, but only half-fines would be levied. Thus far, no practice alert has ever been issued - numerous bribes have been made to the Admiral to avoid them (and the Admiral has dutifully shared this income with the king). By tacit consent, no more than one practice alert is threatened per year.

The Army

The army is a combination of militia and standing forces. The standing army consists of 600 royal guardsmen and about 200 garrison troops in the major settlements.

The average Chelembian nalard can raise about two dozen foot soldiers from its tenants, for a total of about 2100 men. Finally, "urban" clans can generally find about a thousand more troops. This means that the Chelembian army has around 800 regulars, 2,100 militia in various states of readiness, and 1,000 clansmen or 3,900 in all. If pressed, however, more could be raised.

HârnWorld's

SHORKYNE

Regional Index & Glossary



SHORKYNE INDEX

The following is an annotated index/glossary of the Shorkyne Region. The following entries are included:

Geographical

All towns, castles, keeps, and ruins on the Shorkyne regional map, plus those within the Kingdom of Shorkyne on the Trierzon map. Most other features shown on the Shorkyne regional map are also listed, including rivers, lakes, mountains, etc.

Cultural

The Shorkyne region has few non-human societies. There are no (known) dwarven or elven settlements. A gargun (orc) settlement exists at *Hlejjs*, and a mysterious and unique race called the *Nadi* can be found in local mountains.

Clans: All human cultures are listed, as are the major great clans.

Political

Each of the twenty-four counties of Shorkyne and each of the twelve kingdoms of Harbaal are separately listed in the Index. These entries include a table that lists various political and economic data, as follows:

Name A list of the principal fortified settlements in the county (Shorkyne) or kingdom (Harbaal). This name is also given to the Esuaren or Thranaal and the settlement is the principal seat of the holder. The principal seat of the holder of the county or kingdom is noted in CAPS.

C Class of the named fortified settlement: K for keep; C for castle; T for Town; F for Fort; A for Abbey; V for Vathran; H for Thran; or * for other.

G Grid location on the regional map. The first (lower case letter) gives the regional map where the settlement is located: Shorkyne (s); Trierzon (t).

Holder The clan holding the settlement. Where the clan name is given in brackets, the settlement is held by an Elgar (governor) on behalf of the actual holder of the settlement.

N The number of *Naloren* (Shorkye) or clanholds within the fief and owing fealty to the malnir (Shorkyne) or tribute to the tanal (Harbaal).

MHB The Market Size (0-9), Hawking Rate (percentage of goods value) and Bonding Rate (percentage per month).

PT The Property Tax Rates. The second (usually lower) percentage is for business premises operated by freemaster guildsmen; the first figure is for all other properties. Property Tax rates are percentages of assessed building value.

LQ The average Land Quality on an open-ended scale where 1.25 is very fertile, 0.75 is poor, and 1.00 is average.

MFee Maritime Fees: The first number is the Piloting Fee (flat rate in pence) payable by any vessel entering or leaving the port. The second number is the Wharfage Fee; this number of farthings must be paid per foot of vessel length for every day that the vessel remains alongside the dock(s). An Anchorage Fee equal to one fifth the Wharfage Fee is payable by vessels anchored in the harbor, but not taking up any wharf space. The third number is the Vessel Registration Fee, the cost per foot of vessel length per year, to register a vessel at the port (this excuses the vessel from wharfage and anchorage fees). For more information, see *Pilots' Almanac*.

Religion

We have not repeated the detailed general information already published on the religions of Hârn, all of which apply to the Shorkyne region. For specific information, see: *Netela*.

Pronunciation

Most pronunciation of words is phonetic (obvious), except for the letter "Y" which is almost always pronounced as a long "E". The letter "E" at the end of a word is usually sounded as "A" as in "ale". The effect of these two rules gives the following pronunciation of Shorkyne.

Shor-KEE-nay

A

ABESHRES, Castle [t11]

The malniren seat of ELAVONA held by Elgar Huros Birstal for clan Medaro. Situated at a ford on the upper Atox river, the castle is near the Nadami Mountains, and rather isolated. Nevertheless, with forty NALOREN, it is quite wealthy.

AEMON, Clan



Party per fesse, azure and argent, in chief the sun in his splendor proper and an estoile of the second. Crest: A tower triple-towered, of the field.

The royal clan of CHELEMBY. Kalym Aemon brought his clan to the island in 538, where they prospered. Davidh Aemon made a name for himself by defeating an invasion by clan Aaldensen in 661, and the Nalstrad (national assembly) elected him the first king of Chelemby in 662. The Covenant of Aemon (the Chelembian Constitution) was adopted in 663. When Davidh died in 670 the Nalstrad made Ivarh, his son, the 2nd king. Ivarh defeated two Harbaalese invasions, but died of wounds after the Battle of Evanekin in 683.

The third king was Ivarh's fifteen year old son, Sirnen. Despite his youth, he had already distinguished himself in battle. Chelemby was governed by the *Regency of Petrys* (Sirnen's uncle) until Sirnen assumed power himself in 689. In 690, Siren married Princess Lydre Edhelen of EMELRENE.

AFEDA, Keep [sJ8]

An esuaren in ANEOLA held by Esuar Laskin Avandris, a middle aged, former mercenary knight-bachelor. Laskin inherited the fief from his wife, Urven Avandris, who died in 718. He is an indifferent administrator with little interest in the esuaren. He has two sons and a daughter, all minors.

AGURA, Lake [sN9]

A lake in the Nadami Mountains. Local legend tells of the god Agura, a minor patron of ocean currents, who angered Agrik and Naveh by playing a joke on them which involved getting them rather wet. The two gods seized Agura and "cast him out the sky, far from his beloved sea with such fury that the force of his landing was felt, a mighty shaking, throughout the world". Agura's impact excavated a great pit and threw up mounts Bram

and Hisatas (the "Pillars of Agura"). The god's essential nature caused the hole to fill with water which "ever seeks the sea", thus creating the first river. The lake is deep, and locals believe Agura still cowers in the murky depths.

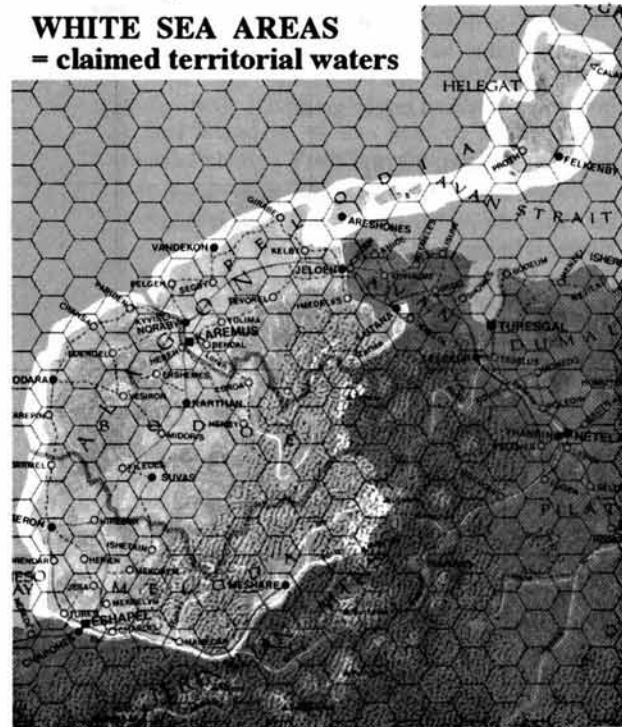
AKEDA, River [sN2]

A tributary of the Deden where in 718 a group of thirty gold prospectors and guards vanished without trace. The BELDIRA miners' guild has offered a £5 (1,200d) reward for information explaining the disappearance, but no one has yet collected. Several expeditions have explored the area. One of these, a dozen adventurers led by an itinerant priestess of Ilvir named Astrid, also vanished. Most prospectors now avoid the area.

ALAGON, Telkoren [sC9]

The fief of Telkor Rumath PELANBY, arguably Shorkyne's wealthiest and most powerful magnate. Alagon's wealth is due to its location on maritime trade routes, although it is somewhat isolated from the rest of Shorkyne. The Telkoren consists of the Malniren of BODOE, PELODIA, and MELODA, united in TR 540 under the Peace of Turesgal.

WHITE SEA AREAS = claimed territorial waters



Telkoren of Alagon

ALINGER, Castle [sH3]

One of four thranaals in AVASTRAN. The castle has long been held by clan Alinger, who have been loyal to clan ELENBY for a century. Tarlin Alinger acts as an emissary for the pendoragon, who trusts his judgement.

ALTYN, Keep [sL9]

An esuaren in KITALIN held by Tartis Mygren, a young Laranian religious fanatic, loyal to Clan Tabin.

AMAEI, Mount [sE9]

A peak (6,211') in the northern JERINALIANS. From the summit, one can see Avan Strait on a clear day, but climbers should know that the EMELA consider all local mountain peaks as having spiritual significance.

AMUDA, River [sL4]

A tributary of the Tirga, rising in the Harbalese Alps. Travellers to the headwaters of the river are likely to encounter Gargun hunting parties from HLEIS.

ANBRATH, Castle [sG0]

An esuaren in QUARELD held by Elgar Sirtis Dalame, a royal cousin. Anbrath guards the western approach to Quarelin and the castle is a favorite hunting retreat of the King of Shorkyne. Persons seeking an audience with King Gerlens at QUARELIN are sometimes told that "His Majesty may be at Anbrath", a firm but diplomatic indication that the king has no wish to grant the audience. Visits to Anbrath are by invitation only and rarely granted.

ANDRIN, Castle [sG8]

An esuaren in LOALA governed, since his knighthood in 719, by 22 year old Kirdus Hethara, the only son of Malmira Emane Hethara. Although he can be a good administrator when he chooses, his youthful exuberance and quick temper tends to alienate some vassals.

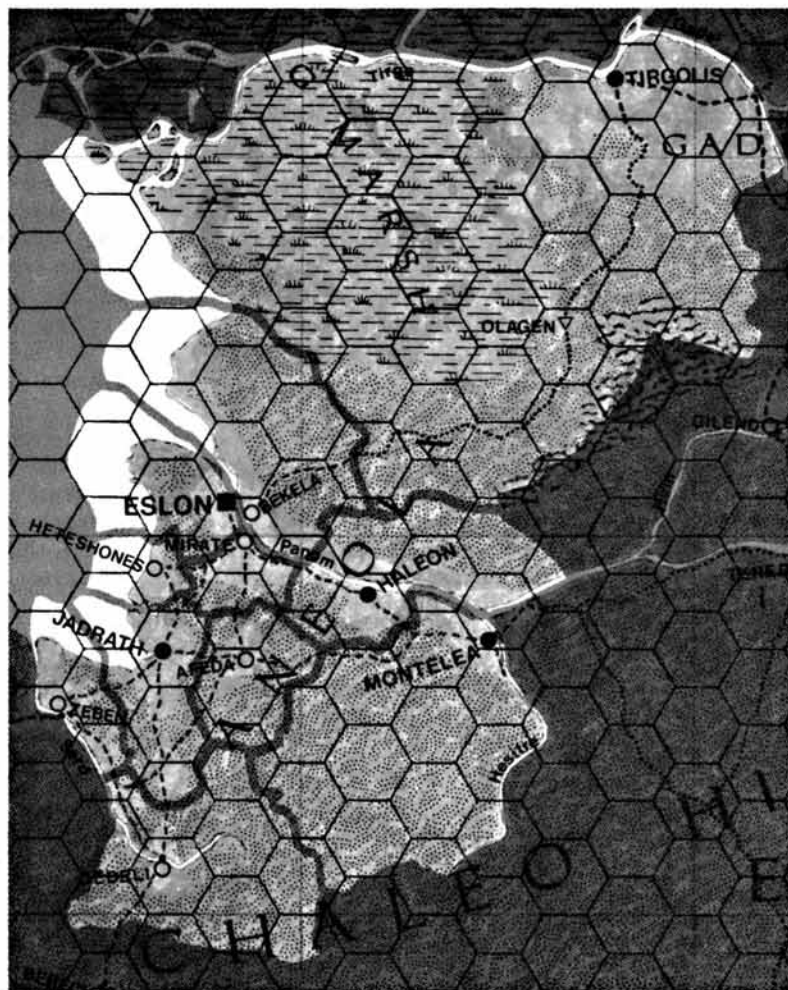
ANEOLA, Malmiren [sJ8]

Malnir: Amin Gavarines
Elgar: None
Seat: Eslon
Esuaren: 11 (5%)
Naloren: 183 (4%)
Population: 71,000

Shorkyne's northernmost county extends from the Tirga River to the Chaleo Hills, and from Gadela to the Gulf of Shorkyne. Apart from the south coast and river valleys, Aneola is a thinly settled frontier fief; much is forest and about a third lies in ANTIAG Marsh which is unexploited except for hunting, fishing and trapping.

Despite a close watch kept on the Tirga from Tirgolis, QUARPH tribesmen seem to have little difficulty infiltrating through the fief between HURISEA and the CHALEO Hills. Of late, there have been several violent incidents involving the Quarph in GADELA.

Aneolan traders conduct a fairly active trade with Hurisea up the Tirga. The county seat, ESLON, on the Panom River, is a major port serving Aneola, Ensel, and Hurisea. TIRGOLIS is a busy port on the Tirga.



Aneola	C	G	Esuar	N	MHB	PT	LQ	MFee
Afedra	K	sJ8	Avandris	9	2/8/1	7/6	1.00	--/--
Bekela	K	sJ7	(Gavarines)	19	3/9/1	7/6	1.01	16/3/72
ESLON	T	sJ7	GAVARINES	21	5/10/1	8/6	1.02	24/4/80
Gedeli	K	sJ8	(Baralde)	12	2/8/1	7/6	0.97	20/3/60
Haleon	C	sK8	Hvanwyn	17	3/9/1	8/6	0.99	15/4/55
Heteshones	K	sJ8	Yalen	14	2/9/1	7/6	0.98	17/4/60
Jandrath	C	sJ8	Pjalet	22	2/9/1	8/6	0.98	20/3/55
Mirate	K	sJ8	(Tosarian)	20	3/10/1	7/6	1.00	20/4/70
Montelea	C	sK8	(Tweltuen)	17	2/9/1	7/6	0.99	16/2/35
Olagen	F	sK7	(Alvarichos)	0	1/-/-	-/-	0.96	--/--
Tirgolis	C	sK6	Gavarines	18	4/10/1	7/6	1.00	19/4/70
Zeben	K	sJ8	Mendary	14	2/9/1	7/6	1.01	12/3/50

ANESO Bay [sC0]

An arm of Quandas Bay lying at the mouth of the Northern Es river. As the entrance to ESHAPEL, Aneso Bay is a busy maritime waterway. It is regularly patrolled by ships of clan Pelanby of Alagon. The waters are fairly pacific, but sudden storms can cause significant damage.

ANSTAL, Vathran [sJ2]

The stronghold of Bjar STAHLIN, king of SALIOM. Anstal was founded in the third century by refugees and has changed hands at least six times since then. Anstal was an outpost of GENJA for two decades until 598 when it successfully revolted. For seventy years the Stahlins maintained their independence, until they submitted to the Elendys in 669 rather than face extinction. The Stahlins are loyal to the Harbaalese pendragon.

ANTIAG, Marsh [sJ6]

An area of wetlands at the mouth of the Tirga River. The part south of the Tirga lies in ANEOLA; the area north of the river is claimed by the kingdom of LEDENHEIM. The marsh, unexploited except for some hunting, fishing, and trapping, is a traditional gathering area for nomadic Quarph tribesmen in the autumn, lured by the rich food supply of millions of migrating wildfowl. The marsh can be very dangerous in the late spring, when the Tirga often floods.

ANTIOME, Town [sK0]

Population: 7,300. The malniren seat of SHAPLANE. The town is an active market, well sited on the Benamo, Shorkyne's principal waterway. The citadel is spectacularly sited on bluffs high above the river.

ANTOL, Castle [sN5]

The strongest castle of HURISEA, Antol ranks third in wealth of the Hurisean principalities, partly because it is closest to the interior of Quarphor. Antol has followed a policy of foreign exclusion from Hurisea, but the present prince is now considering alliances with clan Gavarines of ANEOLA and the city state of Orlet far up the Tirga.

Clan Daladranos originated in Lankor where they held several important government positions. Eventually, however, the clan lost the Lankorian game of intrigue, and Kastin's grandfather fled into exile, with a hundred men, in 625. On reaching Hurisea, the exiles seized Antol, which was then a dilapidated, undermanned keep. Each generation has strengthened the castle and expanded the clan territory.

Kastin Daladranos is the present Prince. At forty, He is in good health and keeps his finger on the Hurisean political pulse. He is five and a half feet tall with black hair, brown eyes and a very dark complexion due to some Anzelorian ancestors. He has no sons, but his Byrian wife, N'kiera (shipwrecked in Chelemby Pass in 704) has given him nine daughters, whom he has dubbed his *Byrian Guard*. All are fine warriors, but none are diplomats or administrators. N'kiera plays an active role in government; some say she dominates the prince.

ANURN, Castle [sL0]

An esuaren in KITALIN, held by Elgar Toris Bajardis for clan Tabin. Toris served as an officer in the ducal guard for 23 years before he was rewarded with this post in 714.

ANVAL, Kingdom [sH6]

Tanal (King): Holeni Varken

Royal Seat: Varkenheim

Thranaals: 2

Freeholds: 56

Population: 40,500

One of twelve kingdoms in the pendragondom of HARBAAL. Anval lies on Harbaal's southern coast between Ledenheim and Geltheim.

Thranaal	C	G	Holder	F	MHB	PT	LQ	MFee
VARKENHEIM	T	sH6	Varken	25	5/11/2	8/6	1.04	22/4/74
Xeradyn	C	sH6	Varken	31	3/8/1	6/5	1.05	17/3/60

Situated just inside Chelemby Pass at the mouth of the Gulf of Shorkyne, the kingdom is of strategic importance and VARKENHEIM is a busy port.

ARDINO, Keep [sL0]

An esuaren on the left bank of the Benamo in western HIDE held by Esuar Parlas Endrin from Telkor (Duke) Kordus Tabin of Ensel. The duke suspects Parlas of disloyalty, but cannot prove anything.

ARESHONES, Castle [sE8]

A castle and island in PELODIA held by Elgar Yven Mornaim for clan Pelanby. Yven is young and strong, and a fair governor, but he is accident prone and spends much of his time recovering from self-inflicted injuries.

ARGONEL, Castle [sA0]

A castle in QUANDAS, and the principal seat of Earl Artodh Tiemel who holds the fief directly from the Queen of Emelrene.

ASHARYN, Keep [sK0]

An esuaren in SHAPLANE held by Elgara Ielis Viara for neMalnir Calam Valdinoren. Ielis is an accomplished storyteller, and has travelled as a bard throughout Trierzon.

ASTIL, Keep [sL9]

An esuaren in KITALIN held by Esuar Vayen Cheseryl from Telkor Kordus Tabin of Ensel. Vayen has one of the most sudden, violent tempers in Shorkyne. His family and friends try to avoid angering him at almost any cost. Fortunately, he does not lose his temper very often.

ATOX, River [sJ0]

A tributary of the Fidagen.

ATOXIS, Keep [tJ1]

An esuaren in VADONE held by Elgar Urda Medaro (a retired mercenary knight-bachelor and distant cousin of Siren Medaro). Urda, who is prone to worry constantly, has severe gastric and duodenal ulcers and virtually lives on milk and cheese.

AVAN, Malniren [sE8]

Malnir: *Aba Misyr*
 Elgar: *None*
 Seat: *Telekur*
 Esuaren: *9 (4%)*
 Naloren: *175 (4%)*
 Population: *60,000*

One of the poorest malniren in Shorkyne, Avan, like other coastal fiefs, has yet to fully recover from the ravages of the viking years. Like the adjacent counties, Avan's principal export is wool and woolen products. Iron and coal are mined in the mountains, more than is needed for local consumption, and the fief exports small, but valuable amounts of these minerals.

Avan	C	G	Esuar	N	MHB	PT	LQ	MFee
Bedel	K	sE8	(Melarys)	19	1/9/1	7/6	1.02	—/—/—
Chiden	K	sE8	(Misyr)	37	2/9/1	7/6	1.06	18/3/40
Debelin	K	sE8	(Misyr)	21	2/9/1	7/6	1.02	16/3/40
Enide	K	sE8	Barildin	8	1/9/1	7/6	1.06	18/4/60
Kothume	K	sE8	(Jadalan)	10	1/9/1	7/6	1.04	—/—/—
Lisune	K	sE8	Selpenas	12	3/9/1	7/6	1.02	18/4/60
Shomes	K	sE8	(Sontain)	23	2/9/1	7/6	1.04	20/4/60
Stemeles	K	sE8	Estry	9	3/9/1	7/6	1.07	22/4/60
TELEKUR	C	sE8	MISYR	36	2/8/1	7/6	1.04	17/2/65

The southern two thirds of Avan lie in the northern periphery of the Jerinalian Mountains, and are inhabited primarily by nomadic EMELA tribesmen. The nomads generally ignore and are ignored by clan Misyr.



The county's position astride the only land route between ALAGON and the rest of the kingdom determines its vital strategic importance. The Pelanby's of Alagon have tended to view the malniren with covetous eyes, and because of this (and personal dislike) Malnir Aba Misyr is allied with Clan Tabin of Ensel.

AVAN, Strait [sE8]

A waterway separating mainland Shorkyne from the offshore island of Helgat. Except during northwest gales, it's the favored entrance to the Gulf of Shorkyne for mariners from Hårn and points south.

AVASTRAN, Kingdom [sH4]

Tanal (King): *Lerden Elendy*
 Royal Seat: *Ifane*
 Thranaals: *4*
 Freeholds: *102*
 Population: *72,836*

Avastran is the wealthiest of the twelve kingdoms within the pendragondom of HARBAAL. The kingdom extends from the Harbalese Alps to the INSIDE PASSAGE and from Lythheim to Tonanby.

Thranaal	C	G	Holder	F	MHB	PT	LQ	MFee
IFANE	T	sH3	Lerden Elendy	39	6/11/2	8/6	1.05	25/5/81
Alinger	C	sH3	Tarlin Alinger	29	2/10/1	7/5	1.00	20/3/65
Hargulda	V	sH4	Jaan Chalsen	19	2/9/1	6/5	1.01	15/2/45
Vogedin	H	sH3	Brite Elendy	15	2/7/1	6/4	1.01	20/3/48

Clan ELENDY has held Avastran since the fourth century. The present monarch, Lerden Elendy ascended the throne when his father, Tralis, abdicated in 711. Lerden is a competent ruler, and now plays an increasing role in the affairs of Harbaal as a whole, leaving less time to administer clan Elendy's ancestral homeland. The kingdom includes the royal seat, and Harbaal's largest town, IFANE, and settlements at Alinger, Hargulda, and Vogedin.

B

BALAIKE, Keep [tI1]

An esuaren in ELAVONA held by Elgar Taris Vaiden for clan Medaro.

BALOK, Castle [sH9]

An esuaren in MALPYNIA held by Elgar Juel Pasaryno for clan Suredara. The castle commands the mouth of the Benamo.

BEDEL, Keep [sE8]

An esuaren in AVAN held by Elgar Astid Melarys for clan Misyr. Bedel is situated in a wide valley surrounded by richly purple-hued hills due to a local abundance of heather. Most people find the view dauntingly attractive, if somewhat bleak.

BEGLEN, Mining Camp [sD0]

An ore-refining operation in QUANDAS, Beglen is a well-armed camp. Ores from a score of mines and dozens of prospectors in the vicinity are brought to Beglen for smelting. The finished metals are transported down the Legama River in barges (with plenty of armed guards) about three times a year. The district has abundant silver and copper, and more gold is being found each month, in part because of a recent influx of prospectors.

BEKELA, Keep [sJ7]

An esuaren in ANEOLA across the Panom from Eslon. Bekela is governed by Elgar Chyden Gavarines, the semi-retired uncle of the Malnir. Chyden is considered somewhat eccentric by his relatives, but most people like him for his generous nature and his gracious hospitality to visitors. His wife Erana prevents him from giving too much away.

BELDENE, Keep [sF9]

An esuaren in PILATHA held by Esuar Jamin Eval from clan Odalin. The family originated in Hårn and has some Sindarin blood in its ancestry, but Jamin seems to have inherited hardly any elven traits. Although he is slight of build, agile and fair, and can move almost silently, his senses are more or less normal. His stealth has caused some to suspect him of using magic to appear and disappear at will.

Jamin studied arcane lore in Berema (Emelrene's principal city) in his youth, but lacked either the aptitude or the patience to continue, and abandoned the effort after a year with little to show for it.

BELDIRA, Town [sL5]

Population: 15,500. Beldira is the largest town in HURISEA and an important trading market. It was founded in 348 TR on several islands in the mighty Tirga River by a group of Azeryani merchant-adventurers. The group's leader was the colorful and (in)famous Ivinian (?) seafarer, Baan Baansen.

No other man had blood as hot, nor swifter strike, and none

Could ever lay his blade on him, not ever, even one.

His eye would always shed a tear in mourning for the foe;

For as he raised shield and spear, all knew that blood must flow.

Baansen had a good eye for defence. He built his first fort on one of several islands in the Tirga. It could only be attacked by a waterborne enemy, and had room to expand onto nearby islands. There was plenty of warehouse space and the settlement prospered even after most of the original Azeryani mercantylers had made their fortunes and retired back to the empire.

In 523, it was Beldiran diplomacy, and Beldiran silver that put an end to Hastin Turageldsen's invasion, and discouraged other outsiders from Hurisean adventures.

Guilds soon achieved a special position in Beldira, and five major trading clans rose to control the town: Elofen; Handar; Tralani; Bisel; and Jondy. The heads of these clans form the governing council and elect a *Tarnis* (Autarch). The Tarnis serves for seven years and must come from one of the five clans, but may not be the clanhead. Mirda Elofen is the current Tarnisa; she is a competent and conciliatory administrator, a shrewd diplomat, and a rather attractive single woman. Beldira has continued to prosper under her ingenious policies. Mirda's term of office concludes in 724, but there is a chance that she will be re-elected; although only two Tarnis have ever served more than one term.

BEMIS, River [sK1]

A short, turbulent river flowing into the Gulf of Harbaal at Elgos Pass.

BENAMO, Pass [sN0]

A high pass (5821') through the Nadami Mountains. The pass is the principal east/west route from Shorkyne to LANKOR and contains a good paved road. Despite the road, the pass is frequently closed in the winter because of heavy snow, and may be closed at other times due to mudslides brought on by heavy rain.

BENAMO, River [sI9]

The major waterway of eastern Shorkyne. The Benamo rises in the Nadami Mountains in Lankor, flows south to Lake Agura, then to Benamo Pass, before turning west into Shorkyne proper. Five towns, four castles and fifteen keeps lie along its banks. With its tributaries, the Benamo drains two thirds of the kingdom, and is vital to trade and transportation.

BENDAL, Keep [sD8]

An esuaren in PELODIA held by Esuar Natan Polida from clan Pelanby. Clan Polida held the fief even before the Pelanby invasion, and opted to assist rather than resist the invaders. Natan is a quiet, some say furtive man in his late fifties. His third wife, Mura, 19, his first to become pregnant, is expecting a child in Azura 720.

BERECH, Keep [sJ9]

An esuaren in CHOMU held by Elgar Avost Viada for clan Bideles. Avost is sympathetic to the Elgar of Chomu, and an accomplished flautist.

BESON, Keep [sK9]

An esuaren in SHAPLANE held by Elgar Rados Piretta for clan Valdinoren. Rados is thirty and close to young Calam. Kalstir Valdinoren, the boy's uncle and regent of Shaplane, does not like Rados and would like to remove him from office. Unfortunately, Kalstir has no evidence of wrongdoing and does not relish the young heir's reaction if Rados is dismissed.

Rados is a competent administrator and loyal servant of clan Valdinoren. There is talk that he plans to marry or be adopted into the clan. In the meantime he cultivates the young heir and does his job carefully.

BESONO, Fort and Pass [tK2]

A caravan rest stop and frontier post guarding Besono Pass in SABINIA. The fort is in a narrow gorge and does not need a large garrison; there are usually less than sixty troops present. The pass is often closed for much of the winter, making garrison duty here one of the least popular assignments in Sabinia. Mercantylers sometimes conduct "unofficial trading" at the fort.

BIDELES, Clan



*Purple, a talbot sejant
Argent. Crest: a stag
lodged of the second.*

The ruling house of the Telkoren of KOLARE. The present Telkora and clanhead is Siren Bideles. She is the second most powerful woman in Shorkyne, after Medaro of VADONE, whom she dislikes, but with whom she often finds herself allied.

Siren is an attractive and intelligent woman of 35, whose blonde hair and sea-grey eyes indicate her Ivinian ancestry. She is also nearly six feet tall. Despite her two sets of twins aged four (girls)

and two (boys), Siren is in superb physical condition. It is joked that she hired someone to have her babies. The Telkora has an undeserved reputation for coquettishness.

Siren has remained outside the major political factions, maintaining cool, formal relationships with the Pelanbys and the Tabins. In 715 she married one of her esuari, Jare Indaal, because he had no political connections. Jare hoped to play a major role in the government of the Telkoren, but Siren had other plans. After fathering four children Jare was assigned to Hidesi as Elgar of CHOMU in 718.

Siren and her estranged husband have not been alone together since 718. There is much popular sympathy for Jare, which is a cause of irritation for the telkora. Jare has had numerous affairs in an attempt to arouse his wife's jealousy, and he is becoming an embarrassment to her. This is the only issue with which Siren seems unable to effectively deal.

BODARA, Castle [sC9]

The malniren seat of BODOE and the residence of Elgar Taleth Pelanby. Bodara is the principal county port, and while it lacks the facilities available at Eshapel or Karemus, it is a popular

stop where ships can get provisions with a minimum of fuss. Sometimes, a ship just anchors outside the harbor while vendors in small boats take orders and deliver directly. Most ships prefer, however, to send a boat ashore to secure supplies. There is no trouble finding volunteers for such missions: *Tanglers' Row*, where five taverns stand in a line along the waterfront, is famous among seafarers who make their ways in the northern seas.

BODEUM, Keep [sF8]

An esuaren in DUMALA held by Esuar Harl Begenar from clan Dasendis. Harl is of Ivinian-Harbaalese ancestry. His family arrived in Shorkyne around the same time as the Pelanbys, fought on the other side, but somehow managed to survive the upheavals. Harl boasts that he is the healthiest man in Shorkyne. This could be true (he has not been sick in twenty years) but the boast irritates those of normal health. Anfla does not like the Esuar, but recognizes his worth as an administrator.

BODOE, Malniren [sD9]



*Malnir: Telkor Pelanby
Elgar: Taleth Pelanby
Seat: Bodara
Esuaren: 15 (6%)
Naloren: 305 (6%)
Population: 124,000*

Bodoe is the largest county of ALAGON. The Elgar, Taleth Pelanby, who has his seat at BODARA, is the duke's reasonably capable younger brother.



The malniren has a well-balanced, economy, and exports wool and woolens, as well as small amounts of lead, tin, zinc, brass, and bronzewares. The central hills and Jerinalian foothills are important herding areas.

Much of the Bodoe littoral consists of sand dunes. The fief does not have an abundance of good harbors, but it does possess good beaches. These provide reasonably safe resting places for thousands of small fishing boats, a thriving local industry, but they also, historically, enabled shallow-draft Ivinian viking ships to land and pillage the countryside with relative ease.

Bodoe	C	G	Esuar	N	MHB	PT	LQ	MFee
BODARA	C	sC9	PELANBY	31	4/11/1	7/6	1.11	25/4/70
Chansa	K	sC8	(Vacant)	10	2/9/1	7/6	1.08	18/4/40
Edengel	K	sC8	Mirande	14	3/9/1	7/6	1.10	18/4/40
Ershemes	K	sD9	Temeda	13	2/9/1	7/6	1.04	--/--
Filedas	K	sD9	Nalandrem	8	1/9/1	7/6	1.01	--/--
Henby	K	sD9	Karato	10	3/9/1	7/6	1.09	12/3/40
Hesen	K	sD8	(Ashelar)	26	3/11/1	8/6	1.07	20/4/60
Karthan	C	sD9	(Mirkos)	43	4/10/1	8/6	1.08	--/--
Kyvis	K	sD8	Pelanby	26	3/9/1	8/6	1.12	24/4/60
Loroa	K	sD9	Mesharel	8	2/9/1	7/6	1.07	16/2/40
Midoris	K	sD9	(Lathrys)	28	2/9/1	8/6	1.04	--/--
Pariden	K	sD8	Pethrin	22	2/9/1	7/6	1.06	22/4/60
Suvas	C	sD9	Queridona	31	4/10/1	7/6	1.07	--/--
Tarepin	K	sC9	Waselen	14	2/10/1	7/6	1.00	20/4/60
Vesiron	K	sD9	Urvelis	21	2/9/1	7/6	1.01	--/--

BOLEDE, Keep [sG0]

An esuaren in QUARELD held by Elgar Evastin Pirotres, an immigrant Trierzi bureaucrat, for clan Dalame. It is rumored that the king is "grooming" Evastin for "better things".

BORIN, Thran [sL1]

A settlement at the mouth of the Wurana river in GAVRIOS. The thran is held by clan Trith, who submitted to Marenzen dominance in 550. They have been loyal subjects and are largely left to themselves.

BOVONI Pass [sM1]

A rugged pass (4234') through the Harbaalese Alps. It is the high point on the difficult trail between HLEN and BORIN.

BRAM, Mount [sN9]

A peak (6,002') in the Nadami Mountains overlooking Lake AGURA. Mounts Bram and Hisatas are collectively known as the "Pillars of Agura".

BWALDA, Mount [sN0]

A peak (6,984') in the Nadami Mountains overlooking the western end of Benamo Pass south of Jandor. Locally,

the peak is often called Viden's Tower, because an Azeryani general by that name supposedly contemplated his invasion of Lankor from its summit. The legend is questionable if only because the Empire did not invade Lankor from the west, but from the south. Whatever the truth of the matter, there is a cave, with a ledge, near the summit. By freak chance, it is possible to see between mountains, well into Lankor. Legend has it that the general left a journal, and perhaps other items hidden in the cave. If this is the case, they are remarkably well-hidden. The trip up the mountain to seek the "treasures of Viden" is almost a right of passage in and around Jandor.

BWORA, River [sJ4]

A tributary of the Tyargha River.

BYRGEN, Keep [sG4]

One of four thranaals in the Harbaalese kingdom of TONANBY. Byrgen is held by Catlin Guline, a cousin of Valhakar Temaryn Guline.

C

CALAMISA, Ruin [sF7]

Located on the northeastern tip of the Isle of Helegat at the entrance to the Gulf of Shorkyne, the city of Calamisa was founded in the first century BT. Despite its woefully inadequate defences, it was the most prosperous city in the area until 498 when it was sacked by a very large fleet of vikings. So complete was the destruction, that the survivors abandoned the site entirely.

Calamisa is the refuge of about a hundred lepers and a similar number of outlaws. The two communities keep themselves separate. The pirate Mraksur also uses the ruins as one of his sanctuaries. In the hills nearby there is an important shrine to the Peonian Saint Kemuen, who died of leprosy in 465. Attached to the shrine is a wayhouse for pilgrims who come to care for the lepers.

CEROLE, Keep [tH1]

An esuaren in FALIMÆ held by Elgar Sidan Dalaman (a distant cousin of the king) for clan Gurlume. Sidan was a career soldier who served ten years under Malnir Ganis Gurlume.

CHALEO, Hills [sJ9]

A hilly, forested region comprising much of north-eastern Shorkyne. Much of the region is claimed by various eastern malniren, notably ISTEINIA and CHOMU, but there are few permanent settlements. The hills are the southern range of various QUARPH tribes, who find it relatively easy to infiltrate the kingdom through the rough terrain.

CHALURE, Keep [tI1]

An esuaren in ELAVONA held by Esuar Gantren Faleon from clan Medaro. Gantren is a competent administrator, but has little real interest in his family. His present mistress, Nyessa Dyselsen, an extraordinarily attractive woman, is an Azeryani spy gathering intelligence on a long-term assignment.

CHANDE, Keep [sM9]

An esuaren in HIDEI held by Esuar Talban Nodelra, an immigrant from Lankor, and an important part of Telkor Kordus' intelligence network. Talban makes periodic return trips to Lankor disguised as a mercantyleer or caravan master. He still has numerous contacts there.

CHANSA, Keep [sC8]

An esuaren in BODOE formerly held by Elgar Avida Peldrila, who died very recently and has not yet been replaced by Elgar Taleth Pelanby.

CHARDEL, Keep [sC0]

An esuaren in MELODA held by Elgar Odal Therisa for clan Pelanby. Odal is a retired ship captain.

CHARONES, Castle [sC0]

A castle in QUANDAS shire in Emelrene.

CHEB, Lakes [sN3]

Three inter-connected alpine lakes in the rugged northeast of HURISEA. The lakes are named for three sisters who, threw themselves into the waters to avoid a "fate worse than death" at the hands of brigands who had pursued them all the way from Antol.

CHEBOTEL, River [sM4]

A tributary of the Tirga rising in the CHEB Lakes and said to have originated with the *Tears of the Sisters of Cheb*.

CHEGEN, Keep [sM6]

The northern outpost of Clan Tabin of ENSEL, who place high priority on acquisition of HURISEA. Telkor Kordus of Ensel appointed his second (and ablest) son, Raldrin, Elgar of the "Principality" of Chegen. Because of the considerable support he receives, Raldrin's position is strong. No one is close to controlling Hurisea, but Clan Tabin is closer than any other outsider. Kordus realizes that his *Hurisean Design* may take generations to achieve.

CHEGOTE, Keep [tG1]

An esuaren in MONTIVEL held by Elgar Tarbin Krotonia for clan Dalame.

CHELEMBY, Isle of [sG6]

The largest of several islands at the mouth of the Gulf of Shorkyne. Chelemby is mixed forest and woodland with heathland in the northwest and cropland and pasture in the south. The island is 3 1/2 leagues from the mainland; many Harbaalese consider Chelemby part of Harbaal.



The City of Chelemby

CHELEMBY, Kingdom [sG6]

Population: 49,000. The kingdom of Chelemby consists of the islands of Chelemby, Techel, and Trevechel, all located at the mouth of the Gulf of Shorkyne. Chelemby is also the name of the kingdom's seat of government and principal settlement. Lying as it does astride major maritime trade routes, Chelemby dominates sea trade in the Shorkyne region, but she cannot feed herself and is dependent on food imports. She guards this lifeline with the region's most powerful navy.

CHELEMBY, Pass [sG6]

The body of water separating the isle of Chelemby from the Harbaalese mainland. At its narrowest point Chelemby Pass is barely three and a half leagues wide.

CHEMEMBY, Town [sG6]

Population: 22,000. The principal settlement and seat of government of the kingdom of Chelemby. Fueled by commercial success, Chelemby is the Shorkyne region's most populous town, and its most cosmopolitan and busiest port. Chelemby's lifeblood is maritime trade.

CHESOMES, Keep [tJ1]

An esuaren in VADONE held by Elgar Trudan Beshala for clan Medaro. Trudan secretly hates his liege, but is too cowardly to take any overt action against her.

CHIDEN, Keep [sE8]

An esuaren in AVAN held by Elgar Lyl Misyr for clan Misyr. Lyl is nearing 70 and his wife Pelena (60) now takes care of most of the administration.

CHIRES, Castle [sG9]

The malniren seat of KEMOL held by Elgar Mathsis Deranes for clan Dalame. Mathsis, an Azeryani, found royal favor for an impressive tournament performance in 713. He is stocky, with black hair and brown eyes. His wife, Myrelen, slightly taller than he, is reckoned one of the most beautiful women in Shorkyne. She is, however, barren, and Mathis is seeking the blessing of the Laranian church for a second wife (concurrently).

Chires has one of the kingdom's most unusual castles. Built in stages, it combines elements of Shorkyni, Emelan, Trierzi, and Azeryani architecture. Masons from all over Shorkyne try to visit Chires at least once to study its unusual design (or lack thereof).

CHOBRA, River [sM9]

A tributary of the Palideo River. Saint HARBRAEN is said to have bathed daily in the Chobra.

CHOMU, Malniren [sJ9]



Malnira/Telkora Siren Bideles
Elgar: Jare Indaal
Seat: Hidesi
Esuaren: 6 (2%)
Naloren: 124 (3%)
Population: 52,500

Chomu is a poor, landlocked malniren in the Telkoren of KOLARE. Elgar Jare Indaal, who has his seat at Hidesi, is also Esuar of Emilume (in Kolare) and the husband of Telkora Siren Bideles. Siren married Jare because he had no political connections – a marriage of convenience for the neutrally inclined Bideles. Jare, however, failed to understand Siren's intent and tried to play a role in the Kolare government. After siring Siren's two daughters, Siren and Melasa, and then two sons, Kodar and Manis, Jare was made Elgar of Chomu in 717. This was ostensibly because of Quarph tribal unrest in the Chaleo Hills. Jare is a competent war-leader with experience fighting the Trierzi and the Quarph.

Jare feels bitter about his marriage, but loves his wife and would not likely rebel. Every few months he tries to visit Siren; she is usually absent from Kolare, indisposed, or too busy for more than formal, public greetings. Jare has taken up the lute and has lately begun composing and sending poetry and songs to his lady. Siren finds these offerings childish and irritating. Jare has increased his

consumption of alcoholic beverages and taken to visiting purveyors of love philters.

Jare has had a series of mistresses, partly a ploy to make his wife jealous. Unfortunately, his indiscretions are now becoming an embarrassment. Infidelity with the husband of a tenant-in-chief can be a very serious offence, so Jare has difficulty finding women who care to risk such dangerous liaisons.

The seeming cruelty of his lady wife has won Jare some sympathy among his peers, and even among the common folk of his malniren. It is rumored that, in a letter to his wife, he offered to forgo any involvement in state affairs, if Siren would only permit his return to court and restore his husbandly rights.

Chomu	C	G	Esuar	N	MHB	PT	LQ	MFee
Berech	K	sJ9	(Viada)	29	2/10/1	7/6	0.98	–/–/–
HIDESI	C	sI0	(Indaal)	39	3/7/1	8/6	1.02	15/2/45
Neln	K	sI0	(Podalien)	9	1/9/1	7/6	1.02	20/4/40
Odelyn	K	sI9	Maratel	23	2/9/1	7/6	1.03	12/2/20
Sturetema	K	sJ9	Boleda	15	2/10/1	7/6	1.07	20/3/30
Tusimes	K	sJ0	Rausa	9	2/10/1	7/6	0.98	20/4/60

Of course, this may all be a ploy on Jare's part, but all things considered, the impetuous young consort seems destined for a sad end. Harpers are beginning to compose songs about the situation, but they are not sung in Kolare.

CHUREL, Mount [sN9]

A peak (7,025') in the Nadami Mountains.

CHURES, Castle [tH1]

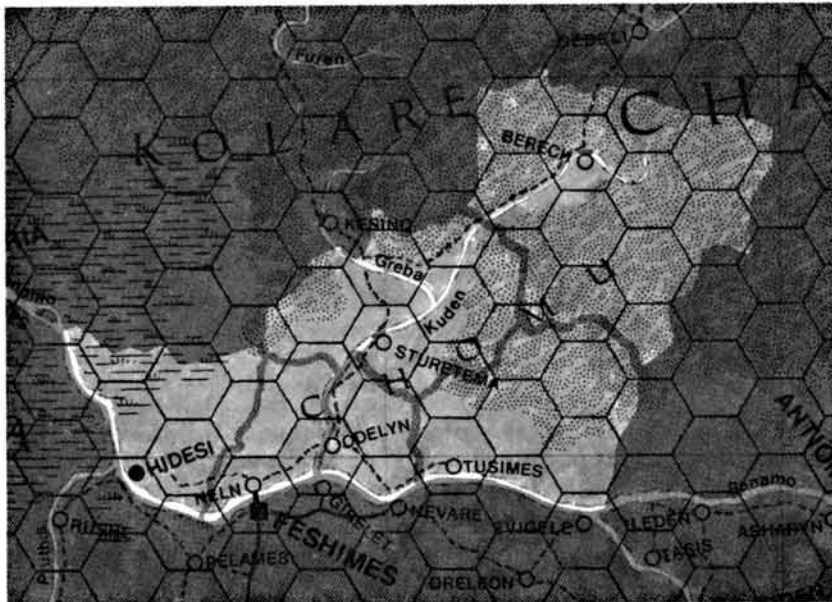
The seat of Malnir Ganis Gurlume of FALIMÆ. The IV Cohort of the royal army is stationed at Chures which is one of the kingdom's most heavily garrisoned castles. The crown has also co-funded extensive underground stores and an intricate system of redoubts and traps. The castle is a complex arrangement of concentric walls, earthworks, moats, and five large towers. Several lesser fortifications surround the castle, connected to it by tunnels.

CHYROS, Mount [sN3]

A majestic peak (7,923') overlooking the CHEB Lakes, nicknamed the "spire" for its narrow profile. In less refined circles it is called the "brigand's tool".

CIDURI, Keep [tK1]

A border esuaren in SABINIA held by Elgar Tontal Dalasa for clan Telthael. The keep is located at the entrance to BESONO Pass, and Fort Besono is also in the esuaren.



D

DABA, Mount [sN2]

A peak (8,251') in the Harbalese Alps.

DALAME, Clan



Quarterly: 1st azure, the sun in his splendor or; 2nd & 3rd: gules a portcullis of the second; 4th of the first, a tower argent. Crest: Above a lion's head couped, a coronet, both of the second.

The erosion of royal power was halted only by the second Karetan War (619-628) when the nobility rallied, to some degree, around the young king. Following the war, Tavis established an efficient spy system and was ready for the Third Karetan War which broke out in 657. He avoided defeat cleverly and won prestige at home. Tavis encouraged the regency council to evolve into a royal cabinet and built the Shorkyni Parliament in Quarelin.

Tavis II reigned only from 689 to 690 and failed to achieve very much in his two short years. Various threats to the kingdom encouraged the barons to elect someone they believed would be a stronger king.

Gerlens, the present Tarpel, began as the son of a wealthy Esuar, Parlim Chasarynes of Medana in Quareld. The family also held Zhelet and Bolede in Quareld. In 685, at the age of 20, Gerlens, the heir to the Chasaryne estates, married Elya Dalame, the second daughter of Tavis II. Gerlens was soon playing an active role in the royal family. He also found time to make himself a military reputation on the Trierzi frontier.

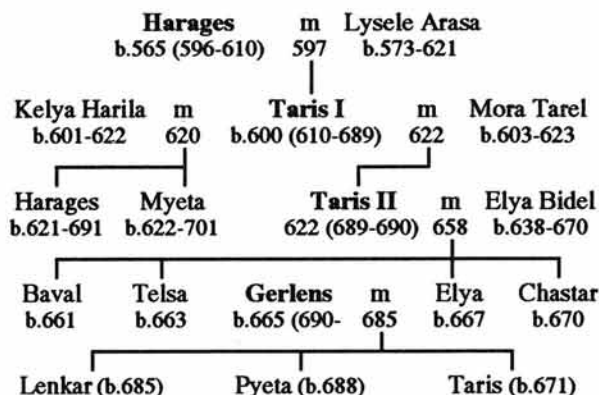
When Tavis II died in 690, Gerlens changed his name to Dalame and was officially adopted into the royal family. Many other members of clan Chasaryne followed; the royal house also "adopted" the Chasaryne landholdings.

The ruling house of the Telkoren of THARIA and the royal clan of Shorkyne. Harages Dalame, was the first of the line to wear the Shorkyni crown. He was elected to depose Bursin Andrana in 596 and ruled until 610 when he was poisoned by a supporter to whom he forgot to pay a promised bribe.

The second Dalame king, Harages' ten year old son Tavis, was elected by the barons in 610 in the hope that a weak king would let them do as they pleased. The eleven year regency (610-621) laid the foundation for ministerial government. The

erosion of royal power was

House of Dalame



Clan Dalame decided to let parliament act on the royal succession first. It was by now accepted that the king must be a Dalame, and the clan thought to avoid internal dissent by letting parliament guide their choice among several fairly good candidates. Many were surprised, however, when after much debate and several ballots, parliament chose Gerlens over several candidates who were Dalames by birth. Internal dissent was not entirely avoided, but after some confusion, the clan succession council named Gerlens *Alri* (head) of clan Dalame, Telkor of Tharia, and Malnir of Quareld, Montivel, and Kemol.

Gerlens is of average height and build, with light brown hair and brown eyes. He remains in good physical condition and good health. He is an active monarch, willing to listen to his barons, and respected by them. He is charismatic and very astute.

Queen Elya has given Gerlens two sons 35 and 29 and one daughter 32. The oldest, Lenkar, is Elgar of QUARELD, and obviously being groomed for the throne. He is a capable administrator and good general. Lenkar is tall, robust and gregarious with startling white hair and hazel eyes. Lenkar is married to the daughter of a minor Nalor and has two daughters (Elya, 3 and Kira, 1).

The second child and only daughter, Pyeta, remains unmarried at 32 and is subject to some very unkind rumors. Pyeta is one of the best educated gentlefolk in the kingdom and enjoys discussing philosophy and theology at any opportunity. She is also athletic and a fair warrior. She is a devout Laranian and is considering the priesthood. Pyeta is attractive, but tends to frown in concentration and this has a rather unpleasant effect on her face.

The third child is named Tavis. At 29, he has yet to display any particular aptitudes or ambitions. He has little interest in martial arts or administration. His main pursuits are the kind that run away, hunting and women. He has been criticized, but points out that *a glass of wine and a quiet, comfortable life is the most to which a second son of mean talent can reasonably aspire*. In fact, he is a lot more capable than he pretends.

DALBEN, Castle [sK0]

An esuaren in SHAPLANE held by Esuar Masil Kumarle from clan Valdinoren. Masil is independently minded, and sometimes even votes against his liege.

DAMAN, Ruin [sH8]

Once a prosperous town, Daman is located on the isle of Daman in Demath Bay, in the Shorkyni county of LOALA. It was sacked by vikings in 501, probably by the same fleet that destroyed CALAMISA.

Demath is now visited by pirates (it is too close to major shipping lanes for a permanent base) and lost apprentice pilots from nearby TREPURA. A few settlers do trickle back from time to time, but there has been no serious attempt at recolonization. The only permanent inhabitants are Cosyn Amberla and his family who maintain a beacon over the old harbor and claim unbroken descent from the original lightkeepers. The family keeps a vegetable plot and receives small subsidies from pilots studying at Trepura.

DARMEL, Keep [sC9]

An esuaren in MELODA held by Esuara Viane Ureven from clan Pelanby. Viane claims descent from Emelan nobility who settled in the district more than five centuries ago. At thirty-five she remains unmarried. Viane lives with her three sisters and four brothers, all of whom are younger than she.

DASENDIS, Clan

Party per pale, Gules and Vert, a gryphon rampant, Or. Crest: an escallop of the first.

Compared to the other Shorkyni magnates, the ruling house of DUMALA are relative newcomers. The present clanhead is Anfla, whose common born grandfather first became an Esuar and then rose to the rank of Malnir during an illustrious military career. Even if Anfla were not allied with clan PELANBY, the Duke of Ensel would probably despise the ruler of Dumala simply because he is an "upstart". Anfla considers the Duke of Ensel a fool.

Anfla Dasendis is, perhaps, Shorkyne's most devious count, with spies in most of the great households of the kingdom. Still unmarried at thirty-eight (he is rather ugly) he maintains an expedient alliance with the Pelanbys on whom he relies to keep the Malnir of Avan in check. Some knowledgeable individuals believe that it was Anfla who started the rumor that Rumath Pelanby had an affair with the late lady Lydra Misyr, to keep relations between Avan and Alagon cool, and to maximize Dumala's importance to Alagon. On the other hand, Anfla has been "credited" with nearly every vicious rumor in Shorkyni politics in the last half decade.

Anfla has investments in shipping, and maintains a comfortable townhouse in CHELEMBY. He is associated with several of the great Chelembian mercantile clans, and is related to one of them by blood. While the wealth of Dumala is average compared to that of other malniren, Anfla is one of the richest men in Shorkyne.

Anfla, an honorary member of the Pilots' Guild, sometimes goes "exploring" in his new, well-equipped and well-armed Karune, *Lomhwesta*; this habit may be partly responsible for his sinister reputation. He has ventured as far north as Altland and to Hepekeria in the south. Anfla does not believe that commerce is beneath his dignity and, unlike many of his peers, has no objection to making large profits from trade. He would like to make a voyage into the Venarian Sea, but believes that if he were to spend that much time away from his fief, some of his complex machinations would come unravelled and he might not have a safe haven to come home to.

DEBELIN, Keep [sE8]

An esuaren in AVAN held by Elgar Pyran Misyr, a nephew of the malnir. Debelin guards a Tarlen ford.

DECHEN, Keep [sM5]

The "principality" of clan Urpath in HURISEA. Clan Urpath originated in the Hurisea region and constructed the fortification of Dechen between 600 and 603. Tory Urpath is the current prince. He is negotiating for the hand of the Autarch of BELDIRA, but Mirda sees little political advantage in the match. Tory is fairly ordinary looking, five and a half feet tall, medium build, brown hair and brown eyes, and of average capabilities. There is a movement in Dechen, of which Tory is unaware, mostly outside clan Urpath, to depose him.

DEDEN, River [sM2]

A major tributary of the Densay River.

DELENES, Castle [sM9]

An esuaren in NISTONE held by Elgar Ardis Tabin. Ardis' father and grandfather were both Elgari of Delenes. This branch of clan Tabin is only distantly related to the senior branch.

DELGE, Keep [tK1]

An esuaren in SABINIA held by Elgar Pel Aduro for clan Telthael. Pel is having a problem with witchcraft in his fief. There are several practicing covens nearby, but the Elgar lacks the information to do much about the situation. Villagers seem to have more than their share of bad luck, children go missing, and people get sick far more often than normal, even to die inexplicably. The Elgar is unaware of the root cause, or unable to face it. Several buildings in Delge village burned down in 719 and are not yet fully rebuilt.

DEMATH Bay [sH8]

An arm of the Gulf of Shorkyne into which both the Benamo and Quantere flow.

DEMBOR, River [sM3]

A tributary of the Densey.

DEMULI, Keep [sH9]

An esuaren in MALPYNIA held by Esuar Hivan Rabandath from clan Suredara. Hivan is a well-preserved sixty and has one of the largest families in the Shorkyni nobility, with twelve sons and nine daughters. He has buried three wives; the present Esuara is twenty-two (and pregnant with her third child).

DENSEY, River [sL4]

A major tributary of the Tirga, fed by the glaciers of Mount Odegel in southern Jarenmark.

DESERID, Town [sC0]

Population: 6,200. A royal freetown in EMELRENE.

DETULE, Castle [sB0]

A royal castle in EMELRENE and the shire moot of QUANDAS. Detule controls the Alagon highway.

DILVAIN, Keep [tH2]

An esuaren in FALIMÆ held by Elgar Torin Bastar for clan Gorldume. Torin is a retired officer who served under Malnir Ganis Gorldume for many years.

DIMA, River [sJ2]

A swift-flowing stream of northern Harbaal.

DINIBOR, Ruin [sF6]

A subterranean EARTHMASTER site on the isle of TECHEL. Dinibor was a small, moderately prosperous town until the Ivinians sacked it in 496. The island is said to be accursed; many seafarers disappear ashore. The island is visited only by foraging pirates, and by those unaware of the legend.

Dinibor is the dwelling of an immigrant from Yashain called Nauga, a changeling who, takes the form of a huge wolf. Nauga has a human-seeming form called Hastra, a pleasant, middle-aged man who lives alone, farms about ten acres and is reasonably hospitable. Hastra is not aware of his other nature, although he does have suspicions.

*When white the wind and cold it blows
The wise woodsweller hides,
For Nauga, silent, stalks and seeks
The tastes of your insides.*

DORN, River [sJ4]

A tributary of the Bwora River. The waters of the Dorn are particularly cold all year round. It originates beneath Mount Vulen.

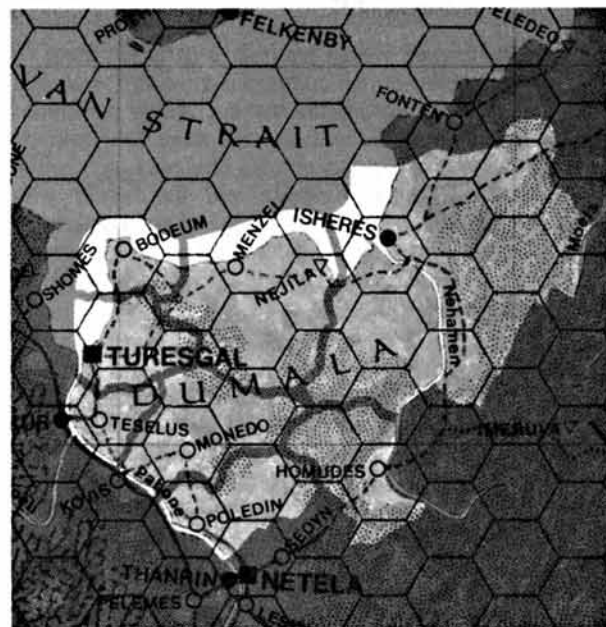
DRENDAR, Keep [sC0]

An esuaren in MELODA, held by Esuar Balin Daseles from clan Pelanby. Balin's family died in a shipwreck in 715 and since then he has waged a crusade against wreckers up and down the Alagonian coast. He has caught and hanged more than fifty, some of whom were guilty.

DUMALA, Malniren [sF8]

Malnir: Anfla Dasendis
Elgar: None
Seat: Turesgal
Esuaren: 8 (3%)
Naloren: 124 (4%)
Population: 52,000

A malniren held by clan DASENDIS. The busy port of TURES GAL is the malniren seat.



The malnir has secret alliances with various foreign magnates, including the Aalden of Tavul, and several Hurisean princes and Harbaalese underkings. It is also believed that Anfla has some kind of connection with the Lia-Kavair, and his detractors have suggested (privately) that he is allied with the Church of Naveh, although, like most Shorkyni gentlemen, he is outwardly a Laranian.

Dumala	C	G	Esuar	N	MHB	PT	LQ	MFee
Bodeum	K	sF8	Begenar	5	2/9/1	8/6	0.99	18/4/40
Homudes	K	sF9	Baleda	10	1/9/1	7/6	0.99	16/3/30
Isheres	C	sF8	(Tosen)	17	3/8/1	8/6	0.99	20/3/55
Menzel	K	sF8	Vaneldon	8	2/9/1	7/6	0.97	20/4/60
Monedo	K	sF9	Kasanel	6	1/8/1	7/6	1.00	—/—/—
Poledin	K	sF9	(Tarasis)	27	3/9/1	8/6	1.01	20/4/40
Teselus	K	sE8	(Bizantes)	23	4/9/1	8/6	1.02	—/—/—
TURES GAL	T	sE8	Dasendis	28	5/10/2	8/6	1.02	22/3/80

DUNY, Keep [sH0]

An esuaren in VADONE, held by Esuar Vayan Lukera from clan Medaro. Vayan, like many others, is attempting to woo his widowed Telkora, Estir Medaro.

1 Clan Aalden: a clan so bloodthirsty that they were expelled from Ivinia.

E

EARTHMASTERS,

An enigmatic race of beings who suddenly departed Kethira about 15,000 years ago, leaving wondrous structures and artifacts some of which still function. Earthmaster settlement seems to have been concentrated in the Hårn-Melderyn-Emelrene region, but there are also sites at DINIBOR, HLEJIS, and IMERUVA.

EDAREN, River [sG9]

A tributary of the Quantere.

EDENGEL, Keep [sC8]

An esuaren in BODOE held by Esuar Kastres Mirande from clan Pelanby.

EILYRIA, Town [sH9]

Population: 21,700. Located at the mouth of the Benamo, Shorkyæ's largest river, Eilyria is the malniren seat of MALPYNIA and the kingdom's largest port. The city is also well known for its glassworks which, if they do not produce as high quality a product as Evael on Hårn, have a much larger output.

EKEDON, Keep [sM5]

The stronghold of "clan" Felganes in HURISEA. Ekedon was seized in 703 by Misen Felganes, a Shorkyni outlaw leader. He is not trusted by other Huriseans and has yet to forge any alliances. Ekedon is known for its unrest, due to the excesses of Misen's men and his disregard for the rights of smallholders. Ekedon used to have more tenants, but about two dozen have either been murdered or otherwise vanished since he took power.

The Felganes future seems bleak. Misen's supporters are more interested in sampling the wares of local taverns and brothels than in keeping order. Rampant corruption and the fact that a brutal gang of drunken warriors may come calling after midnight does not make the locals happy. There have been riots which so

far have been crushed mercilessly. Food supplies are in chronically short supply and many guildsmen have left the principality, making it difficult to obtain basic necessities. An invader might well be hailed as a liberator, and this fact has not escaped the notice of the various ambitious powers in the region.

ELAVONA, Malniren [tII]

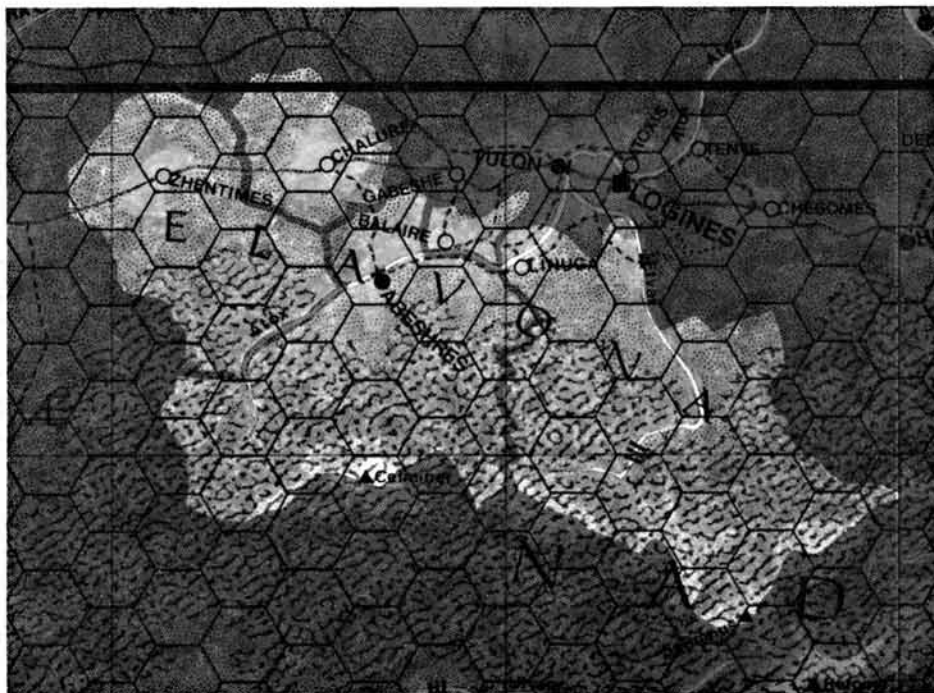


Malnira: Telkora Medaro
Elgar: Kastres Idara
Seat: Abeshres
Esuaren: 5 (2%)
Naloren: 152 (4%)
Population: 57,900

The smaller and poorer of two malniren in the Telkoren of VADONE. Elgar Kastres Idara is a cousin of the Telkora from one of the poorer branches of the clan. He is a quiet, scholarly, man who does his job and pursues his studies, many of which are somewhat esoteric.

Elavona	C	G	Esuar	N	MHB	PT	LQ	MFee
ABESHRES	C	tII	(Birstal)	34	4/9/1	8/6	1.00	16/3/40
Balaire	K	tII	(Vaiden)	26	2/9/1	7/6	1.00	16/2/30
Chalure	K	tII	Faleon	24	2/9/1	8/6	0.98	-/-/-
Linuga	K	tJ1	Tomoral	30	2/8/1	7/6	1.01	16/2/30
Zhentimes	K	tII	(Kostros)	38	2/9/1	8/6	1.02	-/-/-

There are significant lead, tin, copper, and zinc mines in the malniren and good brasswares are produced for export and local consumption. There are also a lot of sheep and goats and Elavonans produce a unique and rather exotic blended cloth called *Turuni*.



Nestled as it is against the NADAMI mountains, Elavona is quite isolated. This suits Kastres' interests quite well, for they include, runemastery, astromancy, alchemy, astrology, and other forms of divination. There is a rumor that Kastres is a dabbler in the black arts of necromancy and disembodiment, but this is unlikely. Kastres does count a number of other arcanists among his friends and, like most of them, he is a collector of books. His library, one of the best in Shorkyne, has nearly 200 volumes. His taste is clearly eclectic.

Elavona is situated on the Trierzi border, but there are no easy passes nor good roads leading across the Nadamis into Trierzon. This fact lends Elavona a degree of security absent in other border fiefs, and this has allowed Kastres to neglect military matters, probably more than he should. Several of the county's fortifications are in chronic need of repair (if not demolition and replacement).

Because much of the fief is in the Nadami Mountains, there is a large minority of EMELA, about half of whom are nomadic. Kastres' tribal policy is non-intervention, but he is on first name terms with many tribal leaders. The Emela respect the elgar and do not cause him undue problems. In fact, Kastres has convinced the Emela to watch his borders for him, and this saves the Malniren significant money.

Kastres has two sons, Kastres (23) and Tarvan (21). They have not inherited their father's love of learning. Tarvan is something of a warrior poet. He spends some of his time wandering the mountains with the "free" Emela and is a kind of honorary tribesman. This relationship has helped the Elgar considerably. Tarvan is the family diplomat and acts as his father's principal liaison with clan Medaro. He spends at least four months a year at Vadone.

Kastres wife, Erien, was half Emela; she died five years ago. She has a rather elaborate cenotaph (built of pink Telen Stone imported from Harn at great expense) in the mountains, to which her husband and sons make annual visits on her birthday (Agrazhar 7th).

ELENDY, Clan



A barry of seven, azure and argent, a phoenix proper. Crest: a Sea-lion erect of the second.

The ruling house of HARBAAL and the kingdom of AVASTRAN. The clan has held Avastran since the 4th century. Dula Elendy won the submission of seven kingdoms and Tralis Elendy became Harbaal's first pendragon (overking) in 673, when he won the tribute of Geltheim, Ledenheim, and Anval, uniting all of Harbaal for the first time. Tralis abdicated as king of Avastran in 711 (in favor of his son Lerden) but is still Pendragon of Harbaal.

ELGAR(A)

The SHORKA word for any governor, warden, constable, etc., who holds a feudal fief or jurisdiction *for* a liege as opposed to *from* a liege. An Elgar's position is not heritable; he serves at the pleasure of his appointer and can be dismissed at any time. The feminine form is *Elgara* and the plural is *Elgari*. Elgari can be appointed as surrogate rulers of any fief/jurisdiction. See: TITLES.

ELGOS, Isle of [sJ1]

An island off northern Harbaal and the principal location of the Kingdom of ELGOSIA.

ELGOS, Pass [sJ1]

The body of water between the Isle of Elgos and the Harbaalese mainland.

ELGOSIA, Kingdom [sJ1]



Tanal (King): Bakara Gos

Royal Seat: Gosheim

Thranaals: 2

Freeholds: 48

Population: 36,900

Elgosia, or more properly *The Kingdom of Elgosia and Glidwaal*, was established in 653 when Bjarka Gos married Lyvra Waalen. For a decade, it looked as if Elgosia might be swallowed by her larger northern neighbor (Seldenbaal) but an alliance with Ibanvaal allowed the house of Gos to retain its independence.

In 662, Dula Elendy threw the Ibanvaalers out of Harbaal, and his alliance with Seldenbaal severed contact between Ibanvaal and Elgos. In 663, Dula landed on Elgos and defeated the Elgosians. The battle was decided, when Bjarka was unhorsed by a thrown axe, and his men thought him dead. There is a rumor that Bjarka "played" dead because he had met his ally Isselsen of Ibanvaal the year before and could not abide him.

In 674, Tralis suffered defeat in Chelemby, and clan gos (among others) revolted. Gos was the last rebel to be subdued. For revenge, Tralis decimated the Gos Thrangaad, leaving a scar that is yet to heal.

Thranaal	C	G	Holder	F	MHB	PT	LQ	MFee
GOSHEIM	C	sJ1	Bakara Gos	29	2/8/1	7/5	1.00	20/2/75
Glidby	H	sK1	Eysen Waalen	19	1/7/1	7/5	0.98	18/2/65

ELKIRNON, Thran [sI2]

A thranaal in the Harbaalese Kingdom of PADONA, held by Malder Pelanby.

ELYDE, Fort [tL1]

A fort and hostel in SABINIA enroute to FEYEN Pass. The hostel is owned and operated by the Mercantylers' Guild and the fort is garrisoned by clan Telthael. The hostel is free to everyone (only Innkeepers can charge for lodgings) but if a traveller wants comfort (or meals), a suitable bribe is advised.

EMELA, The

The descendants of the region's first human inhabitants. The Emela are a Jarind people, related to the Hârnians, Alts, and Yarili. Most Emela are settled in EMELRENE, where they comprise the ethnic majority, but about 30% live in and around the region's mountains. Emela form sizable minorities in several Shorkyni malniren, especially Sabinia, Elavona, Pilatha, Avan, Kemol, and Montivel. There is also a significant colony of Emela in the Tilame Mountains of Istebinia.

As part of their unique dual culture, the Emela follow two distinct lifestyles: "settled" Emela farm and raise livestock; "free" Emela live a nomadic lifestyle, hunting, trapping, trading, and fishing. Individuals and families freely change between modes. The free Emela pride themselves on their woodlore and seem able to come and go as they please without detection. The Emela have been accused of being partly elven. Obviously, they are in demand as scouts and guides. The number of "free" Emela is in gradual decline, but may recover.

All Emela look to Emelrene for leadership. The monarch of that state has a certain political claim on them, but another individual who dwells in the Jeranalian Mountains, the *Dheria-Isvan*, has a special spiritual authority over their "free" sides. The nature of the relationship between the Emela and their two leaders is not widely understood, but non-Emela, even those who count Emela among their "subjects", have learned not to interfere or even inquire too deeply.

EMELRENE, Kingdom [sB0]

A kingdom southwest of Shorkyne, ruled by Queen Yolanda Edhelen. QUANDAS, the northern shire of Emelrene, appears on the Shorkyne regional map. Emelrene's date of founding is unknown, but it is clearly one of Lythia's oldest states.

Over the years, Emelrene has shown a remarkable ability to foresee and adapt to any threat. Neither the Azeryani in their prime, the barbarians of the Lythian interior, nor the Ivinians in all their fury could muster the will to annex the kingdom, although any of these powers had adequate strength for the task. As the Azeryan Empire moved west, Emelrene developed a strong imperium and surprisingly good legions. When Pharic barbarians began raiding from Shorkyne, she quickly built fortifications and a strong feudal army. To counter the Ivinians, her response was a strong navy.

Emelrene has a special relationship with the Hârnlic kingdom of Melderyn. Both seem to be ordinary feudal states, but each has a large number of scholars, well-organized into numerous secret orders with significant political and economic power. Like Melderyn, Emelrene has more than its share of *chantries* for the arcane arts.

EMILUME, Keep [sI8]

An esuaren in KOLARE held by Esuar Jare Indaal. Jare Indaal is also Elgar of CHOMU, and is married to Telkora Siren Bideles.

EMPA, Mount [sK3]

A peak (9,921') in the Harbalese Alps. There is a shrine to the *Elkyri* Deanaal at the summit. Deanaal, a minor deity of the Sarajinian pantheon, is a patron of young male warriors.

ENIDE, Keep [sE8]

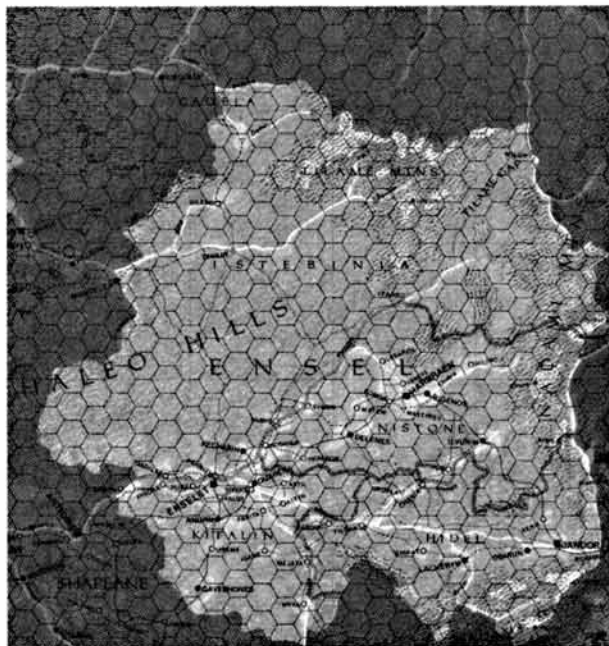
An esuaren in AVAN held by Esuar Harast Barildin from clan Misyr. Harast has an extremely short temper and suffers from nyctophobia. His rushlights are always burning and he spends a fortune on lighting. He has three sons, all of whom have been banished from the esuaren after quarreling with their father.

ENPEDON, Castle [sI3]

A thraanaal in the Harbaalese kingdom of PADONA held by Tasil PELANBY. Tasil is a very popular member of the Harbaalese branch of this powerful clan.

ENSEL, Telkoren [sL8]

Ensel is the former kingdom and now duchy of clan TABIN. The present clanhead is Telkor Kordus Tabin, the extremely stubborn 51 year old head of the oldest ruling clan in Shorkyne. Ensel is the largest of Shorkyne's five telkoren. It consists of four malniren: Hidell, Kitalin, Istebinia, and Nistone.



Telkoren of Ensel

ENSELET, Town [sL9]

Population: 16,900. The principal settlement in the Telkoren of ENSEL, malniren seat of KITALIN, and seat of Telkor Kordus TABIN.

ERAD, River [sI3]

The principal river of northern Harbaal.

ERETHEL, River [sM6]

A tributary of the Gosereon River.

ERSHEMES, Keep [sD9]

An esuaren in BODOE held by Esuara Malena Tameda. Malena is a former mistress of the Elgar of Bodoë, Taleth Pelanby and they still meet occasionally. She is a widow whose seven children have all predeceased her. Nevertheless, she is a competent administrator, and a fair judge. She lives with her unmarried mercenary brother Porotra, a mean and sour person of small achievement.

ES, River [sC0]

The river which forms the border between ALAGON and EMELRENE. The Es rises in the Jerinalians and flows westward to Quandas Bay. Alagon's principal town, ESHAPEL lies near its mouth. The river is often called the *Northern Es*, to distinguish it from the *Southern Es*, which is Emelrene's southern border with Palithane.

ESHAPEL, Town [sC0]

Population: 18,800. The principal settlement, market, and port of the Malniren of MELODA, and of the Telkoren of ALAGON. Eshapel is the main seat of Telkor Rumath PELANBY. The duke maintains a private fleet, and Eshapel provides five vessels to the royal navy. The Pelanbys, a Harbaalese clan, have held the town since they seized it by force in 539, eventually founding the Duchy of Alagon. The town does a prosperous sea-trade with Hårn, Ivinia, and points south, and ranks third in population in Shorkyne.

ESLON, Town [sJ7]

Population: 11,000. The seat of Malnir Amin GAVARINES, Eslon is the principal port and market in the malniren of ANEOLA. The town provides six of the royal navy's thirty-seven ships and is a major land and maritime trading center. Honey, amber, furs, hardwoods, and even horses from far away Reksyna, are brought down the Tirga River to TIRGOLIS, then transhipped to Eslon by barge, ship, or caravan.

ESUAR(A)

A heritable Shorkyni TITLE of landed nobility below MALNIR and above NALOR. An Esuar (feminine: *Esuara*, plural: *Esuari*) holds an ESUAREN. Esuari are usually knights and pass their fiefs to their heirs with minimal outside interference, but the title can be attached to an office such as mayor or bishop. There is no English equivalent to the Shorka word *Esuar*.

ESUAREN

The heritable, feudal fief of an Esuar(a) typically consisting of ten to thirty contiguous NALOREN under the jurisdiction of a keep, castle, town, or abbey (the Esuaren seat). Shorkyne has 235 Esuaren. Whether it is a town of 20,000 or a rural collection of small Naloren, each Esuaren is entitled to send one member to parliament in QUARELIN. Esuaren can be created only with the consent of both crown and parliament.

EVANEKIN, Castle [sG6]

The eastern castle/district of CHELEMBY, held by constable Urstren Pasura and the Evanekin Testrad. Evanekin has been the site of several important battles, and the royal clan Aemon made its name here.

EVIGELE, Keep [sJ0] S44

An esuaren in VADONE held by Esuar Gavaste Mengeli from clan Medaro. Evigele is the sight of some difficult shifting sand bars on the Benamo. A canal is, from time to time, proposed for Evigele, since annual dredging seems unable to deal with the navigational hazards. No one seems willing to provide funding.

F

FALIMÆ, Malniren [tH1]

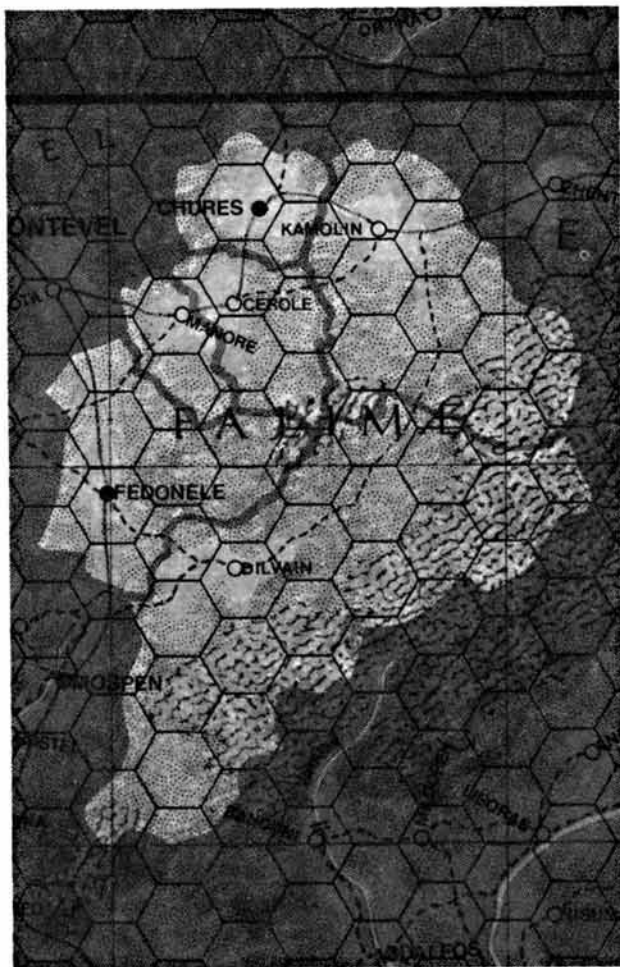
Malnir: *Ganis Gorlume*
Elgar: *None*
Seat: *Chures*
Esuaren: 6 (2%)
Naloren: 172 (5%)
Population: 63,000

The southernmost Shorkyni malniren, held by Ganis Gorlume. Lying on the Plain of KARETAN and the Trierzi border, Falimæ is a disputed area, has been fought over, and has several times changed hands in last two centuries. Shorkyni and Trierzi armies mass on the border each year, and, about once every three years, the posturing and maneuvers escalate into armed conflict. One cohort of the Shorkyni royal army is permanently stationed in the county.

The constant presence of major armies, including some hostile to the inhabitants, has prevented the economy from reaching its potential – soldiers keep carrying off the best grain and livestock. Peasants have learned to hide their meagre possessions, as much from Shorkyni foragers as from the Trierzi.

Falimæ	C	G	Esuar	N	MHB	PT	LQ	MFee
Cerole	K	tH1	(Dalaman)	21	2/9/1	7/6	0.98	–/–/–
CHURES	C	tH1	GORLUME	33	3/10/1	8/6	0.97	20/4/60
Dilvain	K	tH2	(Bastar)	38	2/9/1	7/6	0.96	–/–/–
Fedonele	C	tG2	(Gorlume)	27	4/10/1	7/6	1.00	–/–/–
Kamolín	K	tH1	(Gorlume)	34	2/9/1	7/6	0.99	–/–/–
Manore	K	tH1	Bildera	19	2/10/1	8/6	1.00	–/–/–

Fortunately (for townfolk at least) a good deal of trade moves across the Plain of Karetan. Falimæ produces lead, tin, zinc, and brasswares. A reasonably potable dry liqueur called *Slirvene* is made from a mixture of plums and apples. The best varieties are aged in oak for at least seven years and are much in demand.



The Falimæ yeomanry include, probably, the best longbowmen in the kingdom. Even the militia of Falimæ are deemed to be reasonably competent, and include an unusually large proportion of archers.

FARITA, Keep [sL9]

An esuaren in KITALIN held by Esuar Blyden Yavales from clan Tabin. Clan Yavales are Lankoran immigrants who were given Farita after making a sizable donation to the Telkor Kordus' treasury. As a staunch traditionalist, Kordus would rather keep this matter confidential, and would in any case deny that the donation and the grant of land/title were connected.

FEANDIS, Keep [sG0]

An esuaren in QUARELD held by Esuar Randal Pavarise from clan Dalame. Randal is old and heirless, so the fief will likely soon revert (under normal succession law) to clan Dalame. There are, however, several unacknowledged bastards who could press (virtually hopeless) claims.

FEDONELE, Castle [tG2]

An esuaren in FALIMÆ held personally by Malnir Ganis Gortume. Fedonele is the first line of defence

against Trierzi invasion and is the headquarters of the 2nd Cohort of the Shorkyni Royal Army. The castle, while certainly strong, is considered somewhat indefensible because of its exposed, southerly location. Its objective, in the event of war, is to delay the Trierzi as long as possible.

Fedonele is a complex and powerful structure with many secret passages and hiding places. A sizable force could remain hidden inside its walls and hidden ways for several months after the castle is taken. The details of construction are considered a state secret. Visitors are not permitted, and of the limited number of men assigned there, all are sworn to secrecy and none are allowed outside designated areas. The main Trierzon-Shorkyne highway used to pass near the castle, but was diverted around it in 713 – another attempt to improve security.

FEKMAR, River [sJ3]

A swift flowing watercourse in the Harbalese Alps.

FELKENBY, Castle [sF7]

An esuaren on Helegat, in PELODIA held by Elgar Aemis Tilar for clan Pelanby. Aemis is new to the job, and at 21, remarkably young for such responsibility. However, the Pelanbys seem to have faith in his abilities. They do not, however, have faith in his ability to restrain his dalliances with gentlewomen; it was as mainly to avoid a family scandal that Aemis received this isolated assignment.

FEREDIS, Thran [sI2]

The northernmost thranaal in the Harbaalese kingdom of SALIOM. Feredis is held by Bildan Stahlin from Tanal (King) Bjar Stahlin.

FESHIMES, Town [sI0]

Population: 5,400. One of two town/esuaren in VADONE. Feshimes is held by an elgar for the head of clan Medaro on the advice of twelve aldermen elected by the guilds and property owners. The current Elgar is Avil Bersen, a retired master weaponrafter.

FESHONES, Abbey [sE0]

A Laranian monastery deep in the Jerinalians in PILATHA. Feshones is one of Shorkyne's most richly endowed religious institutions. The abbot, Evrin Selendias, is close to Malnir Medal Odalin, a humble and pious Laranian who would have become a priest were it not for the untimely death of his elder brother Maxal. The abbot was Medal's immediate superior when he was studying for the priesthood. Feshones Abbey is rumored to receive ten percent of Pilatha's revenues. This would make Medal the only secular lord in Shorkyne to render a full tithe.

FEYEN, Pass [tM1]

A pass between Sabinia in Shorkyne and Anfaladon in Trierzon. Feyen Pass is not very popular, because it is too often closed by snow or mudslides. There is a fort and hostel at ELYDEON the Shorkyni side.

FIDAGEN, River [sJ0]

A major tributary of the Benamo River.

FIGEND, Fort [sM3]

The southernmost holding of the Jarenmarker clan PELSTROM. Figend was built in 695 to control the Unten-Helgen trail and secure trade between JARENMARK and HURISEA and along the Densey River. Figend and Unten are vital components of the Pelstrom's long range plan to establish a power base outside Jarenmark by dominating Hurisea.

Figend is held by Alsens Pelstrom, a distant, distaff relative of the Pelstrom valhakar. He is an effective warrior and administrator, and often advises his cousin at Unten, but some people fail to take him seriously because of his youth; he is 22. Alsens is tall and blond with blue eyes. He walks with a limp and the two smallest fingers on his right hand are missing. He is a veteran warrior, well able to take care of himself.

FILEDES, Keep [sD9]

An esuaren in BODOE held by Esuar Lendry Nalandrem from clan Pelanby. At 48, Lendry has lost his youthful vigor and now weighs nearly 300lbs (he is 5'11" tall). His wife left him and went to her family in PALITHANE in 712 taking their daughter with her. Lendry's son, Avaal, lives at Filedes. Avaal also has a tendency to bulimia, but at 18 the effects are not as pronounced.

FILGEN, Isle [sH3]

An uninhabited island in the Harbaalese kingdom of Lytheim.

FILSAN, Keep [sM0]

An esuaren in HIDEI held by Elgar Tomal Tabin for clan Tabin. Tomal is one of Telkor Kordus' first cousins.

FINORA, Keep [sK9]

An esuaren in KITALIN held by Esuar Harabon Liskael from clan Tabin.

FONTEN, Keep [sF8]

An esuaren in LOALA held by Esuar Kastres Bitifre from clan Hethara.

FONTES, River [sG8]

A short river flowing into Demath Bay.

FUREN, River [sI8]

A river in Kolare flowing north into the Gulf of Shorkyne. Local legend has numerous strange water creatures living in the upper reaches. The more credible of these involve a "man-eating" pike, rumored to be more than twelve feet in length.

FYR, River [sM7]

A short tributary of the Panom River.

G

GABESHE, Keep [tI1]

An esuaren in VADONE held by Esuar Kier Harben from clan Medaro.

GADEL, River [sL7]

A tributary of the Tirga River.

GADELA, Region [sL6]

The watershed of the Gadel, a tributary of the Tirga. The Gadela is the preferred route for QUARPH tribesmen migrating between the Chaleo Hills and Hurisea. In 718, an Istebian village near the upper ford was massacred by the Quarph. The Tabins mounted a punitive expedition which killed about half the retreating tribesmen. There have been no (known) massacres since, although small groups, even well-armed patrols, still go missing.

GADILES, Keep [sK9]

An esuaren in ISTEBINIA held by Esuar Janas Yavel from clan Tabin. Janas was a nator who served the Tabins in Istebinia for thirty years before being rewarded with the esuaren in 718 after a successful expedition against the Quarph (see GADELA). Janas is planning to marry Lures Tabin, a distant relative of the Telkor, in 720.

GALESA, Mount [sI4]

Located in the southern Harbaalese Alps, Mt. Galesa is the highest peak (10,248') in northwestern Lythia.

GATENLUND, Kingdom [sI3]

Tanal (King): Liad Gathsen
Royal Seat: Megrana
Thranaals: 2
Freeholds: 33
Population: 27,700

One of the twelve kingdoms of HARBAAL, Gatenlund is ruled by Liad GATHSEN from his stronghold at MEGRANA. Liad is the second Gathsen to rule Gatenlund and is considerably more popular than was his father. However, there are still members of clan Megrana (the former holders of Gatenlund) alive who have sworn vengeance on the Gathsens. Gatenlund's well maintained and good paved road is an important link in central Harbaal.

Thranaal	C	G	Holder	F	MHB	PT	LQ	MFee
MEGRANA	C	sI3	Liad Gathsen	26	3/7/1	6/5	0.98	14/1/40
Usteth	H	sI3	Myel Firdin	7	3/8/1	6/5	0.99	15/3/50

GATHSEN, Clan

Gules, a demi-lion passant, gold. Crest: a leopards face proper.

trying to escape". To further his claim, Pirdan Gathsen, took the king's three widows "to wife". Two of the women suicided, but the youngest, Narine, accepted her fate and changed her name to Gathsen. With most of their leadership dead or cowed, and extermination the only alternative to submission, most Megrans changed their name to Gathsen.

Pirdan sent hostages to Tralis in 678. Tralis accepted his homage and confirmed his position (although he has been quoted as saying that this "left an unseemly taste upon the palate"). Pirdan was of further help to Tralis in campaigns against Elgosia, Ketania, and Geltheim.

Pirdan died in terrible agony after being poisoned in 710. He was succeeded by his eldest son, Liad, a competent leader, more trusted than his father. However, there are still dissident Megrans alive, and some are seeking vengeance.

GAVARINES, Clan

Party per fesse gules and argent, three roses, countercharged. Crest: A bull's head caboshed, of the second.

youngest son, Hastin, is elgar of the Hurisean Principality of OGEND.

The ruling house of the Harbaalese kingdom of GATENLUND. The present Tanal (King) is Liad Gathsen. The Gathsen originated in Rogna where they were pirates. They joined Tralis Elendy after the unsuccessful attack on Chelemby in 674. The Gathsens and their allies (including members of Clan Aalden of Tavv) took Megrana in 677 after a 13 month siege. The last Megrans king, Bjarnin, and several dozen of his kinsmen were "killed

GAVESHONES Castle [sL0]

An esuaren in KITALIN held by Elgar Astan Mirante for clan Tabin. Astan is, perhaps, the least competent governor in Ensel; virtually everything he attempts misfires. Some folk say he is under a curse.

GAVRIOS, Kingdom [sK1]

Tanal (King): Olja Marensen
Royal Seat: Genja
Thranaals: 3
Freeholds: 94
Population: 76,400

One of the twelve kingdoms of HARBAAL. Paal MARENSEN and his clan landed in Gavrios in 528 and had carved out a holding by 531. The Marensens won control of GENJA in 540 by means of diplomacy and marriage. During the balance of the sixth century Marensen influence spread to the settlements of Borin and Osenia.

Under the Marensens the kingdom prospered and maintained its independence for more than a century. In 664, however, Dula Elendy, fresh from his victory over the Elgosians, landed at the mouth of the Dima and laid siege to Genja. Kason Marensen, the present king's father held out for seven months before submitting. Despite their reluctance to unify with Harbaal, the Marensens have refrained from rebellion, and are now counted among Tralis' most reliable subjects.

Thranaal	C	G	Holder	F	MHB	PT	LQ	MFee
GENJA	T	sJ1	Olja Marensen	51	4/12/1	8/6	0.99	21/5/60
Borin	H	sL1	Mynas Trith	16	2/8/1	6/5	0.98	18/3/55
Osenia	V	sK1	Kaal Marensen	27	2/7/1	6/5	0.99	14/3/45

GEDELI, Keep [sJ8]

An esuaren in ANEOLA held by Elgar Alris Baralde for clan Gavarines.

GEGEN, Mount [sK3]

A peak (7,212') in the Harbaalese Alps.

GELB, River [sE9]

A short tributary of the Pabone River, fed by the snowcap of Mount Lokern.

GELEO, Keep [sG9]

An esuaren in on the Holime River in LOALA held by Elgar Tevas Dysen for clan Hethara.

GELT, Castle [sG6]

The principal settlement in the Harbaalese kingdom of GELTHEIM. Founded in 283 by immigrant Ivinians, Gelt is one of the oldest continuously occupied castles in Harbaal. Kaivi Geltsen, the current king, was elected by his clan to succeed his brother in 709. He is a good warrior, of average height, with blond hair and blue eyes, a reasonable warrior but poor administrator. Kaivi's wife, Hvora, is far more competent and keeps the king alert to the political environment.

GELTHEIM, Kingdom [sG5]

Tanal (King): Kaivi Geltsen
Royal Seat: Gelt
Thranaals: 3
Freeholds: 64
Population: 52,700

One of the twelve kingdoms of HARBAAL. Geltheim has been under the control of the GELTSSEN clan for more than four centuries.

Thranaal	C	G	Holder	F	MHB	PT	LQ	MFee
GELT	C	sG6	Kaivi Geltsen	34	2/8/1	7/6	1.04	20/4/55
Sowidh	H	sH6	Dyved Geltsen	17	2/8/1	6/4	1.07	20/3/48
Yelaben	C	sG5	Laidor Elendysen	13	1/7/1	6/5	1.04	15/2/50

The kingdom lies at the southwestern tip of the Harbaalese mainland on Chelemby Strait, barely three and a half leagues from the Kingdom of CHELEMBY.

GELTSSEN, Clan

Sable plate. Crest: A mole of eight points gold.

The royal house of the kingdom of GELTHEIM in HARBAAL. Clan Geltsen have ruled Geltheim for more than four centuries.

The clan supported clan ELEN DY in its campaign for Harbaalese unification, but rebelled in 675 shortly after Tralis' unsuccessful war with Chelemby. The Geltsen revolt ended by naval battle in Chelemby Pass in 679. By offering large tribute, and a dozen hostages, the Geltsens were able to keep their lands.

The current ruler, Kaivi Geltsen, is a younger brother of the previous king. The old king had three sons, Maan, Tyrdje, and Krajen, all of whom were, for various reasons, passed over by the Geltsen succession council. The three royal nephews all believe that they would make better kings than uncle Kaivi. Thus far, they have confined their disaffection to peaceful, verbal measures, although Krajen, the shrewdest of the three, is a rising threat. See: YELABEN.

GEMORO River [sH6]

A river rising in the southern Harbaalese Alps, bisecting the kingdom of Anval, and flowing into the Gulf of Shorkyne. VARKENHEIM lies at its mouth.

GENJA, Town [sJ1]

Population: 9,200. The principal settlement of the Kingdom of GAVRIOS, the second largest town in Harbaal, and the seat of Tanal (King) Olja Marensen. Genja is a significant market and port on Elgos Pass, an important segment of the INSIDE PASSAGE.

The town was home to the famous Harbaalese explorer, Vadrin Hardin, who allegedly reached Kamerand in 603, and the Gulf of Mafan in 610; Hardin was killed in a dispute over dice, in 605 at Genja.

GILEND Keep [sL7]

An esuaren in ISTE BINIA held by Elgar Vandin Telthal for clan Tabin.

GIRABE, Keep [sD8]

An esuaren in PELODIA held by Esuara Mastyre Samisa from clan Pelanby. Mastyre is a widow who, in her youth, was reckoned the most beautiful woman in Alagon. At seventy-three, she does not get out much any more, but she remembers. Mastyre has two loving sons and five daughters, all of whom visit often.

GIRELET, Keep [sI0]

An esuaren in VADONE held by Elgar Volens Astarni for clan Medaro. Volens is an immigrant from Emelrene who impressed the father of the present Telkora with his prescient abilities. He is not liked by the present Telkora.

GLIDBY, Thran [sK1]

A thranaal in the Harbaalese kingdom of ELGOSIA consisting primarily of the island of Glide. Clan Waalen hold the thranaal and pay tribute to Clan Gos.

GLIDE, Isle of [sK1]

An island in the Harbaalese kingdom of Elgosia and the location of Glidby.

GLYNT, Mount [sI4]

A peak (7,295') in the Harbaalese Alps.

GOLAD, River [sK2]

A swift-flowing tributary of the Erad in northern Harbaal.

GORLUME, Clan

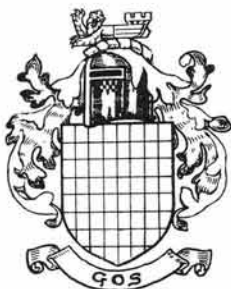
Quarterly sable and gules, upon an inescuteon argent, a boar's head erased, azure. Crest: a cockatrice or.

The ruling house of the county of FALIMÆ. The present malnir is Ganis; his seat is CHURES.

Ganis is a zealous supporter of the king, not least because Falimæ depends heavily on royal support when it is invaded. At twenty-eight, Ganis is likely Shorkyne's best general. His peers call him the *Hound of Chures*. It is generally accepted that, in the event of a major war, Ganis would be appointed Marshal of Shorkyne.

The malnir is of mixed Ivinian-Karejian-Shorkyni descent, a large, blond, green-eyed man, and a skillful warrior with a flair for tactics. His army is well-trained. Ganis' wife, Elesry, died two months ago in a hunting accident. She left one infant daughter, Lyselir. Ganis harbors guilt about the accident as he was to have accompanied his wife, but cancelled at the last minute. Suspicions that he arranged the accident are unfounded, but Ganis may have difficulty finding a new match.

GOS, Clan



Chequy of 64, tenne and argent. Crest: a lion and ship dimidiated proper.

The ruling house of ELGOSIA, clan Gos originated in Seldenbaal, and moved to Elgos in the 4th century. In 652, Bjarka Gos married Lyvra Waalen, forming the kingdom of Elgosia. Following Seldenbaal's unification in 682, Clan Gos allied with the Dagens of Ibanvaal, but, when Tralis Elendy expelled the Ibanvaalers from Harbaal in 662, Clan Gos were isolated, then defeated in battle on Elgos, and forced to submit, in 663.

In 674, Tralis was defeated by the Chelembians, and clan Gos was one of several greatclans who chose to revolt. The Gos were the last rebels to be crushed, in particularly bitter fighting. As punishment, the Gos *Thringaad* was decimated, and this act left a scar that is yet to heal. The present Tanal is Bakara Gos, a swift-thinking, subtle and quiet man in his early fifties.

GOSEREON, River [sN5]

A river flowing from the northern Nadami Mountains to join the Tirga at Dechen.

GOSHEIM, Castle [sJ1]

The seat of Bakara Gos, King of ELGOSIA. In his youth, Bakara was a capable sea captain and travelled widely, accumulating a large fortune in the process. At 63, he is almost six feet tall, of heavy build, and his eyes are blue. For the last few years his skin has acquired large brownish blotches and there seems to be nothing the physicians can do about the condition. Bakara refers to his kingship as "retirement". Compared to his earlier life, it may seem so. Bakara is a widower with five surviving daughters, one son, and nine grandchildren.

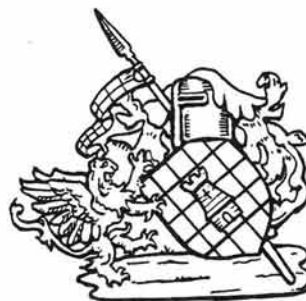
GREBA, River [sJ9]

A tributary of the Kuden River.

GRENETH, Castle [sI8]

An esuaren in KOLARE held by Elgara Alona Bideles, sister of the Telkora. Greneth is a preferred summer residence of the Telkora as winds off the Gulf of Shorkyne keep the castle cool and well-ventilated.

GUARDIANS OF DOLITHOR, Order of the



Upon a chequy of 25, Gules and Argent, a tower proper. Supporter: A winged lion rampant, gold.

The Shorkyni branch of the church of Larani sponsors only one significant fighting order. The "Guardians" was founded in 593 to "promote the welfare of the church", an objective it hopes to achieve by fostering political unity and national security in Shorkyne.

The order is comprised of three types of member

according to function within the order and social status:

Knights-Companion: Shorkyni gentlemen of the rank of esuar or higher, whose donations help finance the order. There are knights-companion throughout the kingdom, but most are located in THARIA. The order does not publish the identities of its Knights-Companion.

Knights of the Order: Knights-bachelor who serve as officers in the order's military forces and administration. Knights of the Order are unpaid, but are supported at orderial facilities out of orderial revenues.

Commonality: Simple warriors who receive support from the order, but no pay. They too perform both military and administrative roles.

The Order does not release information on its funding or patronage. The order's principal headquarters is in Netela. There is a secondary facility in Quarelin.

The order maintains three squadrons of Knights (two heavy cavalry and one medium), one simple squadron of light horse, and four companies of foot (two medium and two light). Units of the order have joined the Royal Army in wars against the Trierzi on the Plain of Karetan, and the Quarph in the Chaleo Hills. The squadrons and companies are kept at full, or slightly over strength.

Knights of the Order Headquarters

1st Squadron Heavy Horse	Netela
2nd Squadron Heavy Horse	Quarelin
3rd Squadron Medium Horse	*Netela

The Commonality Headquarters

4th Squadron Light Horse	Netela
1st Company Medium Foot	Quarelin
2nd Company Medium Foot	*Netela
3rd Company Light Foot	*Netela
4th Company Light Foot	Netela

* Units currently assigned to the Primate's Guard.

The order holds three esuaren (Komor, Sodyn, and Xeota). Small numbers of personnel (both men and knights) are permanently assigned to these esuaren, amounting to perhaps one half-company at each location. New recruits of the order, varying between five and ten men per esuaren, also receive spiritual and military training at these centers.

GULINE, Clan



Gyrony gules and sable, a lion's face proper. Crest: a cubit arm azure.

The ruling house of the kingdom of TONANBY in HARBAAL.

Clan Guline suffers from a "family curse" that causes about a third of its male members to become insane between the ages of thirty five and fifty. In the last century, no fewer than six valhakars have been deposed or murdered by the clan. Somehow, through adversity, the Guline Thrangaad has held the clan together.

Because of the Gulime Curse, the clan tends to elect young or adopted valhakars. It has been suggested that they elect women, but they have yet to accept such a radical notion.

The present clanhead is Astrilan Gorlume; he is twenty five, and the family curse has yet to show on him. Like many Gorlume men, he is moody and reserved. Astrilan is intelligent and a competent seafarer, warrior and diplomat. He is almost six feet tall with pale, almost white hair, blue eyes and a heavy build.

GULINHEIM, Castle [sG4]

The principal royal seat of the Harbaalese kingdom of TONANBY. The castle stands on a high cliff overlooking the Kiradael Estuary. Because of the "Curse of Clan GULINE", the castle is sometimes referred to as "The Madhouse".

H

HAIDIGEN, Castle [sJ0]

An esuaren in SHAPLANE held by Elgara Etoly Valdinoren, a cousin of thje malnir. Etoly is totally unsuited to the task, and relies heavily on her husband, an knight bachelor from Ensel.

HALCH, River [sN7]

A swift flowing tributary of the Gosereon.

HALEON, Castle [sK8]

An esuaren in ANEOLA held by Esuar Bjardi Hvanwyn from clan Gavarines.

HAMEDAR, Keep [sD0]

An esuaren in MELODA held by Elgar Aemol Pelanby, a distant cousin of the Telkor.

HAMET, River [sD0]

A tributary of the Northern ES in Meloda.

HAMLITH, Mount [sD0]

A peak (6,928') in the Jerinalian Mountains.

HANPAU, Mount [sK3]

A peak (7,807') in the Harbaalese Alps.

HARBAAL, Gulf of [sG1]

An arm of the Sea of Ivae lying off Harbaal and south of Seldenbaal. The gulf is an important waterway, "Ivinia's front door".

HARBALESE ALPS [sI4]

Running more than 400 leagues from southern Harbaal to Altland, the Alps contain nearly forty peaks over 6,000 feet. The range has helped isolate Harbaal from Hurisea and the interior and this has had a profound effect on the development of Harbaalese culture.

HARBRAEN, Town [sM9]

Population: 6,800 The major market and settlement of the Shorkyni malniren of NISTONE Harbraen, a religious center second only to NETELA, is the seat of a Laranian Archbishop and of the Peonian Primate of Shorkyne.

The town is the location of an important Peonian holy site: *Saint Harbraen's Plot*, a patch of lawn famous for its healing. Pilgrims flock to the site every summer, especially the afflicted, who come in search of cures and are often rewarded. Saint Harbraen's Cathedral is one of the largest temples in Shorkyne, an architectural wonder that took more than a century to build.

HARGULDA, Vathran [sH4]

One of four thranaals in the Kingdom of AVASTRAN. The clanhead, Jaan Calsen, is a relative newcomer. His father was given Hargulda in 683 when the former occupants were virtually wiped out in the battle of Evanekin. There are still a few distaff descendents of clan Hyrgen who dispute the transfer of land and the constitutional right of the pendragon to interfere with the succession of greatclans in this way.

HATAL(A)

Shorkyni TITLES for the offspring of monarchs. The Shorkyni call a prince a *Hatal* and a princess a *Hatala*. *Hatali* means "royalty"

HATALEN (Principality)

The SHORKA word for any sovereign or near-sovereign state "less than" a kingdom.

HEDEGU, Chantry [sC0]

A small, but excellent chantry of Shek-Pvar and other arcane lore (especially Savorya and Odivshe) in Quandas.

HEGELIA, Keep [sK0]

An esuaren in SHAPLANE held by Elgar Varis Karla for clan Valdinen. Varis is an extremely vain and self-centered man. He is ambitious and believes that he will soon be granted the fief.

HEGYNES, Keep [sI8]

An esuaren in KOLARE held by Elgar Prian Vislon for clan Bideles.

HELEGAT, Isle of [sF7]

An island at the mouth of the Gulf of Shorkyne, part of the malniren of Pelodia. Helegat is the site of the mysterious CALAMISA.

HELEGAT, Pass [sF7]

The strait between the islands of Helegat and Techel in Chelemby.

HELGEN, Keep [sL4]

A stronghold of clan Ledensen in HURISEA. The Ledensens, who are the royal clan of LEDENHEIM, obtained Helgen in 698. The principality is threatened from the north by clan PELSTROM and from the south by Hurisea's richest state, BELDIRA. Helgen is, however, Hurisea's second wealthiest principality, and can, at need call for assistance from Ledenheim, although calling for outside help might have the effect of turning native Huriseans against the Ledensens. The current holder is the Ledensen's nephew Peln; he lacks imagination and his principal policy is currently one of consolidation rather than expansion. He will likely be replaced quite soon.

HEMUR, River [sK3]

A tributary of the Tyargha River.

HENBY, Keep [sD9]

An esuaren in BODOE held by Esuar Jelin Karato from clan Pelanby.

HEPARON, Keep [sL9]

An esuaren in NISTONE held by Elgar Indris Pelatos for clan Tabin.

HEREDON, Castle [sI6]

The stronghold of Gryn LEDERSEN in the Harbaalese kingdom of LEDENHEIM.

HERIEN, Keep [sC0]

An esuaren in MELODA held by Esuar Prada Oradin from clan Pelanby. Prada is completely mad. He is kept

locked in his room while his wife and daughters take care of the fief. This is not widely known. Clan Pelanby may soon step into the situation.

HESEN, Keep [sD8]

An esuaren in BODOE held by Elgar Keldin Ashalar for clan Pelanby.

HESITRE, River [sK8]

A tributary of the Penom River.

HETESHONES, Keep [sJ8]

An esuaren in ANEOLA held by Esuar Talis Yalen from clan Gavarines.

HETHARA, Clan

Azure, three plumes palewise argent. Crest a winged horse passant argent.

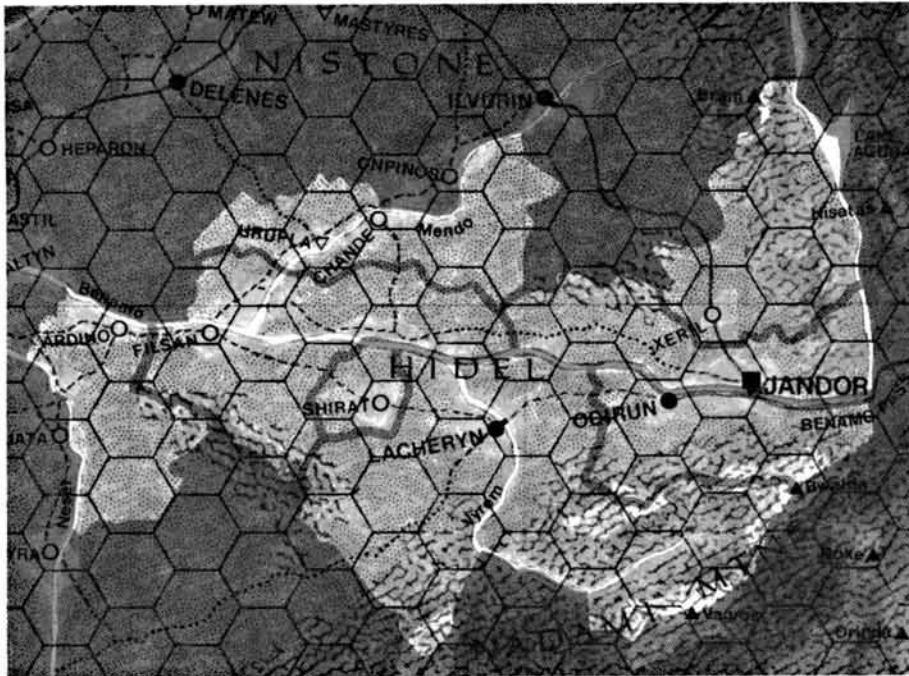
The ruling house of LOALA, clan Hethara claims descent from early Jarinese settlers. The present clanhead is Malnira Emame Hethara, a capable, if sometimes erratic, woman of forty-eight. She is five foot four with greying hair and blue eyes. Her husband died in 715 and she has three surviving children. She worries too much to be really attractive.

Emame's daughter and eldest child, Alath, is a member of the Savoryan convocation (Shek-Pvar) and is still unmarried at 26. She studied in EMELRENE and often journeys to Melderyn.

Emame's only son, Kirdus (22), is the elgar of the esuaren of ANDRIN on Loala's northern coast. Kirdus is a man of no more than average skills and somewhat less than meagre accomplishments. He is an adequate warrior, able to hold his own in a brawl, but his youthful exuberance and quick temper alienates many of his tenants. Kirdus impatiently awaits his mother's abdication in favor of himself, but Emame is reluctant to do so until Kirdus "matures a little."

Of Emame's children, her youngest daughter, Lisel, is the most intelligent. She is nineteen and already a passable warrior. She has studied politics, languages and diplomacy, and has a knack for government (people like her), but her first love is the sea.

Lisel has spent a good deal of time at TREPURA where she enjoys special honorary status and is recognized as a senior apprentice pilot. Against the better judgement of her mother, Lisel slips off to sea on local voyages from time to time. Her ambition is to make really long voyages in command of her own vessel. At present she owns a twenty foot *Pinda*, but has plans for an eighty foot *Karune* and is trying to convince her mother that such a vessel would be safer for her.



HIDEL, Malniren [sM0]



Malnir: Telkor Tabin
 Elgar: Ledus Tabin
 Seat: Lacheryn
 Esuaren: 9 (4%)
 Naloren: 167 (4%)
 Population: 77,900

A malniren in the Telkoren of ENSEL. Hidel lies on the border with the Principality of LANKOR and shares a short, generally impassable boundary with Trierzon. The principal settlement and market is JANDOR.

Hidel	C	G	Esuar	N	MHB	PT	LQ	MFee
Ardino	K	sL0	Endrin	12	1/9/1	7/6	1.01	16/3/30
Chande	K	sM9	Nodelra	9	1/9/1	7/6	1.00	12/3/30
Filsan	K	sM0	(Tabin)	28	2/9/1	7/6	1.03	18/4/40
Jandor	T	sN0	(Tabin)	20	5/11/2	8/6	1.00	16/6/40
LACHERYN	C	sM0	(TABIN)	42	3/7/1	7/6	1.01	15/2/40
Odirun	C	sN0	(Estries)	29	2/7/1	7/6	1.01	14/2/30
Shirat	K	sM0	Isheresen	13	1/8/1	7/6	0.98	-/-/-
Urupla	A	sM9	Abbot Tylas	8	1/8/1	7/6	1.03	-/-/-
Xeril	K	sN0	Quermal	6	1/8/1	7/6	0.98	-/-/-

The Elgar of Hidel is Ledus TABIN, the uncle of the telkor. Ledus is an adherent of Save-K'nor and is suspected of insanity and/or senility. He seems more than able to fulfil his duties, however, and he is loyal. Ledus is a widower with three daughters, Loel, Nyreme, and Cherli, and one son, Krabon. The Elgar and his son had a serious disagreement which caused Krabon to seek his fortune elsewhere. He operates a mercenary company, which earns its keep by guarding caravans in HURISEA.

The malniren produces some iron, copper, and tin, and several varieties of wine, including a dry, low-alcohol white wine of blended grapes and apples called *Shandry*.

HIDESI, Castle [sI0]

The malniren seat of CHOMU, held by Elgar Jare Indaal, the forlorn consort of Telkora Bideles.

HILIRO, Keep [sM8]

An esuaren in NISTONE held by Elgar Undal Birdani for clan Tabin.

HIREBUR, Keep [sD9] S35

An esuaren in MELODA held by Esuar Chendor Mishryn from clan Pelanby.

HIRESHE, Castle [tK1]

An esuaren in SABINIA held by Elgar Baden Paulis for clan Telthael.

HIRIN, River [sK7]

A short tributary of the Penom River.

HISATAS, Mount [sN9]

A peak (6,238) in the Nadami Mountains. Hisatas overlooks Lake AGURA. With Mount Bram northwest of the lake, it is one of the "Pillars of Agura".

HLAKYM, Mount [sH5]

A peak (6,847) in the Harbalese Alps.

HLEJIS, Gargun Complex [sK2]

A Gargu-Kyani cave complex at the headwaters of the Ered River in the Harbalese Alps. The complex lies, theoretically, within Tegorby thranaal in the kingdom of KETANIA. The Kyani have an unusually good trading relationship with clan Tegat at NEVEL.

The king of Hlejis is Vyada XIII, an unusually equable orc, holds power by providing his subjects with a standard of living rarely enjoyed by gargun. There are relatively few gargun on mainland Lythia.

The gargun trade iron, ironwares, gold, silver, some gemstones, and coal, mostly for food and livestock. A few gargun traders come to Nevel to trade, but most trading is done at Hlejis by a few privileged human mercantylers.

At Hlejis there is a tavern called the *Billy Club*. The fact that it caters to gargun and humans alike makes it almost unique in western Lythia. The proprietor, Kjal Erdsen, a retired Ivinian mercenary, is seven feet tall and one of the ugliest men anywhere.

HLEN, Thran [sM2]

The principal southern holding, in JARENMARK, of clan PELSTROM. The settlement has sixteen small-holdings. The current governor is Kyman Pelstrom. The thran itself contains about twenty households. The site was first occupied by the Jarind who used it as a burial site even after they abandoned as a dwelling place c.1100 BT. Most of the burial site has since been inundated by marshland and the properties of the mineral rich water have mummified most of the remains there. Hlen has long been known for its *hauntings* – this is why the Jarind abandoned it so long ago.

Hlen is the location of an unreliable and dangerous interworld nexus, which has, on occasion, released dangerous creatures into the area. The nexus has nothing whatsoever to do with the Earthmasters.

Since his wife Mara died in 717, Kyman Pelstrom had been moody and irrational, descending into a condition not unlike madness. Panaga, the evil otherworld sorcerer, visited Hlen in 718 and again in 719. On the second occasion he offered to raise Mara from the dead, and did so. Panaga's motives are obscure, but have to do with the abundance of well preserved corpses in the area. Panaga calls himself Indan locally.¹

HODET, Keep [sF9]

An esuaren in PILATHA held by Esuar Gavan Servorote from clan Odalin.

HOLEGORE, Castle [sG9]

An esuaren in LOALA held by Elgar Taspil Avantos for clan Hethara.

HOLIME, River [sF0]

Draining Lake Fergo in southern Shorkyne, the Holime is a major tributary of the Quantere.

HOMUDES, Keep [sF9]

An esuaren in DUMALA held by Esuar Chardun Baleda from clan Dasendis.

HORLE, Keep [sG0]

An esuaren in QUARELD held by Esuar Aben Atrydes from clan Dalame. Aben is said to be the best warrior in Shorkyne. He is of only average build, but extremely strong, fast, agile, and dexterous. He is expert with virtually all weapons, including hands and feet.

HOROTE, Keep [tK1]

An esuaren in SABINIA held by Elgara Pisena Telthael, a distant cousin of the malnir.

HORT, Mount [sL3]

A peak (7,245') in the Harbaalese Alps, and the site of large, untapped coal deposits.

HURISEA, Region [sL5]

Hurisea is the western part of Quarphor, lying astride the mighty Tirga River. Hurisea contains eleven "major" HATALEN and fifty or so small ones (without significant fortification), a complex mosaic of independent and semi-independent states.

There are 490 *smallholdings* in Hurisea with an average of 3,000-5,000 acres of cropland and pasture, centered on one or more forts, "manors" or small *thrans*, and housing between twenty and forty clanmembers, their retainers, and slaves/thralls. Hence a typical Hurisean smallhold is larger/wealthier than a "typical" manor. About 25% of the smallholds are independent, although alliances among them are common and many clans have several smallholds.

Two of the major holdings belong to Shorkyni magnates, clans TABIN and GAVARINES; one is controlled by the Harbaalese clan LEDENSEN; and another by the Jarenmarker clan PELSTROM. The rest are held by independent Hurisean princes.

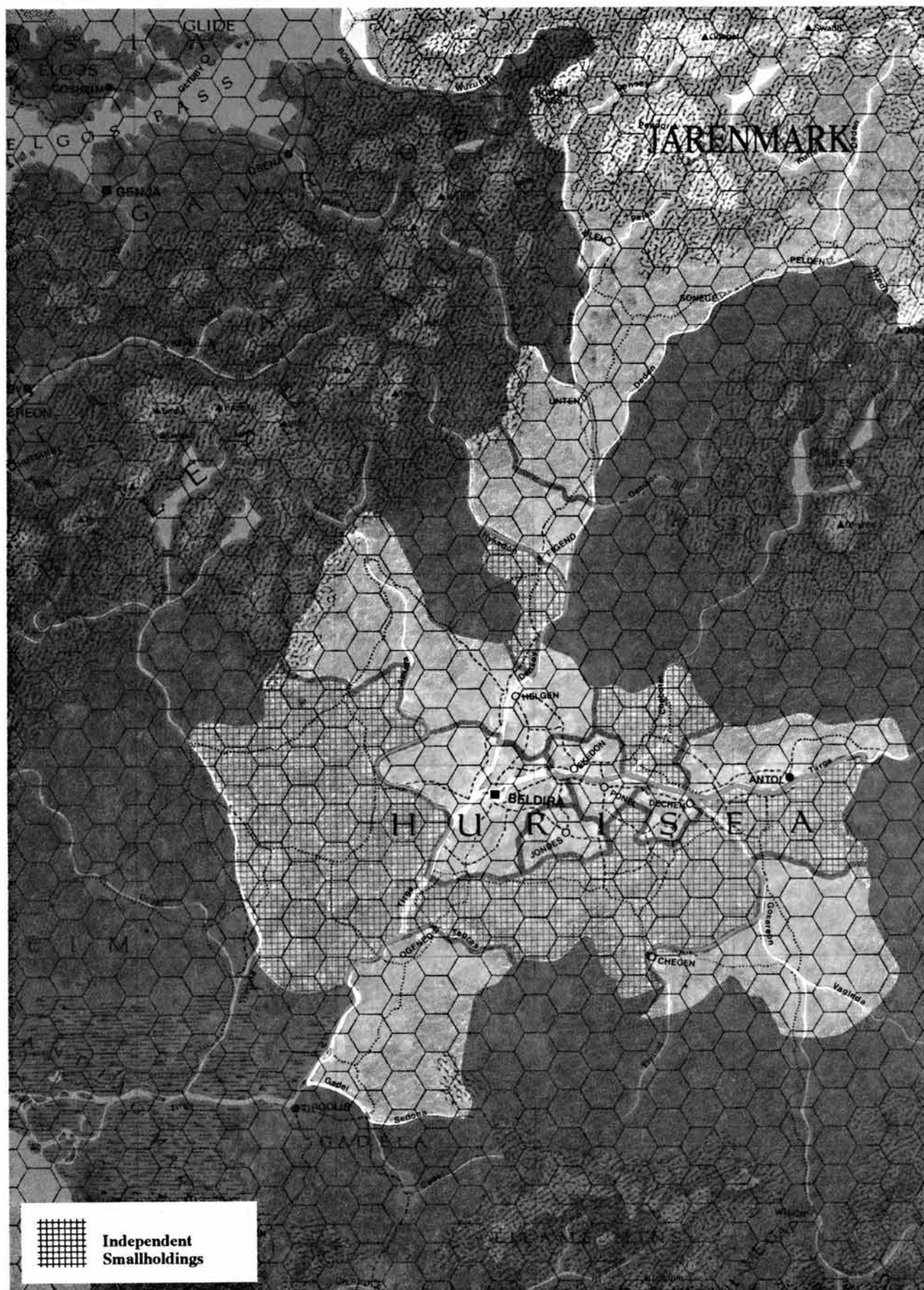
Holding	C	G	Hatal(a)	SH	MHB	PT	LQ	MFee
Antol	C	sN5	Daldranos	39	3/10/1	7/5	1.03	15/2/50
Beldira	T	sL5	Elofen	123	5/12/2	8/6	1.07	25/3/65
Chegen	K	sM6	Tabin	23	2/8/1	7/5	1.01	n/n/n
Dechen	K	sM5	Urpah	28	3/8/1	7/6	1.00	16/3/45
Eikedon	K	sM5	Felganes	21	3/9/1	8/6	1.00	16/2/65
Figend	F	sM3	Pelstrom	9	2/7/1	5/3	0.98	n/n/n
Helgen	K	sL4	Ledensen	46	1/5/1	5/4	1.02	10/1/25
Jondes	K	sM5	Pasara	31	1/6/1	5/4	1.00	n/n/n
Ogened	F	sL5	Gavarines	8	1/6/1	5/2	1.01	n/n/n
Ponel	K	sM5	Ponelsen	29	3/8/1	6/4	1.00	15/3/60
Unten	F	sM3	Pelstrom	5	1/5/1	6/3	0.99	10/2/25
Neutral	-	-	n/a	128	v/var	var	1.02	var.

SH: the number of *Smallholdings* owing allegiance to the prince.

While all of these powers are striving for hegemony in Hurisea, each is more concerned with preventing others from achieving it. The native states are, for the most part, independent-minded, jealous of their borders, suspicious of outsiders, adept at forming secret alliances and almost equally adept at breaking them. Hurisean politics are a complex game, with high stakes in which the players, at least those who wish to survive, are extremely cautious.



¹ The evil machinations of Panaga aka Indan are dealt with in the adventure trilogy *In Search of Panaga*. The volumes are called *The Staff of Fanon*, *Kiraz*, and *The Curse of Hlen*.



The predominant language of the region is QUARPH, but Ivinian, Shorka, and Altish are widely spoken by traders. The main script used is Runic, but Lakise has gained wide acceptance as the script of trade.

None of the Hurisean settlements mint their own money, but there are adequate supplies of foreign coins, bullion, usurers' notes and other negotiable assets. Trade is the lifeblood of the region and local trading clans and houses are among the wealthiest in western Lythia.

Honey, hardwoods, amber, slaves, furs, opiates, silver, horses, and a multitude of other products from Altland, Reksyna and the east make their ways down the Tirga River system to Hurisea and points west. Cloth, iron, brass and bronzewares, and wines and spirits are the main products shipped upriver. Most of the trade is carried by Ivinians in their shallow-draught vessels, which they can even portage at need, but Hurisea offers dangerous, fast profits and has drawn traders from as far away as Altland, Azeryan, Karejia, Ulmeria, and even Ketarh.

History of Hurisea

Jarind nomads arrived around the twentieth century BT, spread throughout the region, and gradually evolved into several distinct nationalities. The Jarin emigrated to Hårn, the Emela went south to Shorkyne and Emelrene and the Yarili migrated north to Ivinia. Around 1700 BT, those who remained in Hurisea were engulfed by the last great wave of Pharic peoples, Quarph tribesmen, who were themselves driven from the east by the Ketari of Central Lythia. The Quarph tribes took possession of the region that now bears their name (Quarphor).

Hurisea was then, as now, a crossroads, first for barbarian migrations, then for trade with surrounding areas. This turned the Quarph "nationality" into a complex mixture of different peoples. In the following centuries, the Quarph held to their nomadic ways - many still do. Several groups broke off, however, including the Ivinians who began migrating northward around 900 BT, and the Shorkyni and Trierzi who went south.

As surrounding states began to build villages, towns and cities, Hurisea became a refuge for outlaws and misfits, and Quarph tribesmen reluctant to abandon their nomadic ways. Foreign traders came and some decided to stay. Such immigrants built the region's first permanent settlements to control trade on the mighty Tirga and its tributaries. There were scores of villages scattered along the Tirga and her tributaries by the turn of the millennium. The foundation of BELDIRA in 348 marked the dawn of a new era as settlement-builders brought peace and order. Huriseans built islands of order in a sea of chaos as they learned to defend themselves against nomads. New political realities attracted trade along the great rivers and the Huriseans rapidly increased their living standards.

The international guilds became established in Hurisea as early as 450 teaching local princes the benefits of their monopolistic system. In some districts, guildsmen took control and established small, but profitable, "city

states". Plutocracy appealed to many Huriseans, for they saw the international guilds as a possible counter-balance to the ambitions of foreign lords who were beginning to take an interest in the Tirga trade routes.

Turageldsen's War (523-524)

In 523, a expedition of Ivinians was organized by the Jarenmarker Hastin Turageldsen. With about three hundred men and five ships he advanced up the Tirga in the first (and last) serious attempt to conquer Hurisea by an outsider. He took several villages, razed dozens more, and besieged Beldira before winter set in. The invasion seemed to unite the Huriseans, who made the winter very difficult indeed for Turageldsen; nearly half his force died of exposure or enemy harassment and three of his ships burned at anchor under suspicious circumstances.

With Beldira's granaries well stocked, and with only two ships, the invaders were unable to maintain a tight siege. Throughout the winter of 523, Beldiran embassies travelled the region patching together an alliance. Their objective to convince Beldira's neighbors of the dire peril of letting an outsider take the region's largest settlement.

In the spring of 524 an army of 600 Huriseans, funded by Beldira's formidable treasury, mustered at Jondes and marched northwest to relieve the siege. Hastin Turageldsen, outnumbered 3:1, decided that discretion was the better part of survival and organized a retreat. With only two ships left, most of his force was obliged to march along the riverbanks where they were mercilessly harassed by the natives. The great adventure ended when the remainder of the force, less than 100 men, was ambushed and massacred. Huriseans still speak of the Battle of Chavar's Crossing (where most of the invaders died when their last two vessels were ignited by fire cast from ambush) with tales of "great heroism" in driving out the evil invaders (with no survivors to gainsay them).

Turageldsen's fate deterred further foreign assault, but the region remains plagued by internal conflict. Huriseans often attack each other, for no other purpose than aggrandizement. Mostly, a few smallholdings change hands, to be taken back a year or two later. Huriseans have allowed the Tabins, Pelstroms, Ledensens, and Gavarines to join in the "game", but they are carefully watched to see that they do not win. The Huriseans ensure that foreigners are more concerned with each other than with them.

HUTSINBY, Thran [sJ3]

One of four thranaals in the Harbaalese kingdom of KETANIA. Hutsinby is held by clan Zhulesen, who pay tribute to clan Paraden. The present clanhead is Levin Zhulesen, a skilled trader with little on his mind but holding together his turbulent clan after his imminent death from a wasting disease. Levin is forty-five.

HYKEDON, River [sL3]

A tributary of the Densey. Due to mineral deposits in the hills, the Hykedon sometimes runs red after a heavy rainfall; the effect can be observed at FIGEND.

I

IDARA, Clan

A minor (and rather poor) branch of clan MEDARO. The present clanhead, Kastres, is Elgar of ELAVONA.

IFANE, Town [sH3]

Population: 14,300. Ifane is Harbaal's greatest port and market, and a major agricultural and manufacturing center. It lies at the mouth of the River Ingersen, and at the southern end of the Harbaalese INSIDE PASSAGE. The town has long been a major trans-shipping port, but in recent decades has lost ground to its regional competitors, a trend which was the underlying cause of Harbaalese conflict with the island kingdom of CHELEMBY. Ifane is the traditional seat of the king of AVASTRAN and, since the unification 673, of the pendragon of Harbaal.

IGANE, Keep [sL0]

An esuaren in KITALIN held by Esuar Varn Lindelor from clan Tabin.

ILEDEN, Keep [sJ0]

An esuaren in SHAPLANE held by Esuar Huron Feander from clan Valdinoren.

ILRYF, Keep [sH0]

An esuaren in QUARELD held by Esuar Andrin Porota from clan Dalame.

ILVURIN, Castle [sN9]

An esuaren in NISTONE held by Esuara Rolane Tabin from clan Tabin. Rolane holds the fief in her own right, not as an elgar. She inherited it from her father and grandfather, and is head of a distaff branch of clan Tabin.

IMEDELES, Keep [sE8]

An esuaren in PELODIA held by Elgar Voron Almy from clan Pelanby.

IMERUVA, Earthmaster Site [sG8]

Imeruva is notable for an immense pseudostone slab, called by some the *Court of Illusion*, which has remained level and impervious to all harm since the Earthmasters departed. The slab is 500 yards square, giving it an area of 250,000 square yards, but slightly more than half of it is overgrown with vegetation. The *Court* is actually a cube (500 yards deep) with only its top showing. Hence, its volume is 125,000,000 cubic yards, making it one of the largest Earthmaster artifacts on Kethira. No one has ever excavated the *Court* to determine its true dimensions. Passersby have reported seeing strange and inimical apparitions hovering over the slab. The artifact also functions as a kind of godstone, although it is harder to attune to, set, reset, or read than most. The *Court* is

apparently a "long range" godstone, easier to set to more distant destinations than near ones. Scholars approach it with some trepidation since a disproportionate number of those using the *Court* have failed to return.

IMKEZADIN, Islands [sG3]

A chain of fairly barren islands separated from central Harbaal by the INSIDE PASSAGE. The largest are Minabe, Joden, and Filgen. There are no significant settlements on any of the islands although many are frequently visited by traders, fishermen, and other seafarers.

INGERSEN, River [sH3]

A river flowing from the Harbaalese Alps to the Sea of Ivae. The city of Ifane lies at its mouth.

INSIDE PASSAGE

The popular name for the sheltered maritime route between the Harbaalese mainland and its offshore islands including the Imkezadin Islands and Mefbe. At its northern end, the Inside Passage includes Elgos Pass and (on the Ivinia Regional Map) Quane Pass which is infamous for its reefs and hazards.

ISARA, Clan



Archbishop of Netela:
Argent, bend-sinister-wise a key azure. Canton: a chequy of 9 gules and of the field. Crest: a coney couchant sanguine.

A large, but relatively unimportant clan with branches in Nistone, Tharia and Trierzon, none of which hold more than Naloren. The clan prides itself on its piety, and has, for several generations, sent its best members into the Laranian church, where they have held significant clerical offices in Trierzon, Shorkyne and elsewhere.

The highest post ever attained by a clanmember is that currently held by Gatun Isara, who is the Laranian Archbishop of NETELA, the Primate of Shorkyne.

The archbishopric of Netela is a special see since it has attached to it a secular fief (Netela) and a heraldic achievement (above) both of which fall automatically to whomever the pontiff in Tengela appoints as archbishop. Such appointments are made only after the pontiff has sought royal advice. The dual nature of the office obliges the archbishop elect to undergo two ceremonies of investiture.

Archbishop Gatun Isara has held the Shorkyni primacy since 717. He is a tough and pragmatic man of forty-five. Some critics suggest that his pragmatism has crossed the line into corruption, and many theologians assert that the spiritual side of church affairs has, under his leadership, taken a secondary role to the political.

ISHERES, Castle [sF8]

An esuaren in DUMALA held by Elgar Jamas Tosen for clan Dasendis. Jamas, a knight with a formidable record of victories at the joust, is now an alcoholic. So far, he has managed to keep this secret from Malnir Anfla. His wife and eldest son, age 18, manage his duties well enough when he succumbs to bouts of drinking.

ISHETAIN, Keep [sD9]

An esuaren in MELODA held by Esuara Hethra Ilioshe from clan Pelanby. Hethra is the daughter of an Emelan immigrant who served as an advisor to the Pelanbys for several years and was rewarded with Ishetain. Hethra is nearing sixty, but looks thirty. Some suspect magic.

ISIN, Keep [tK1]

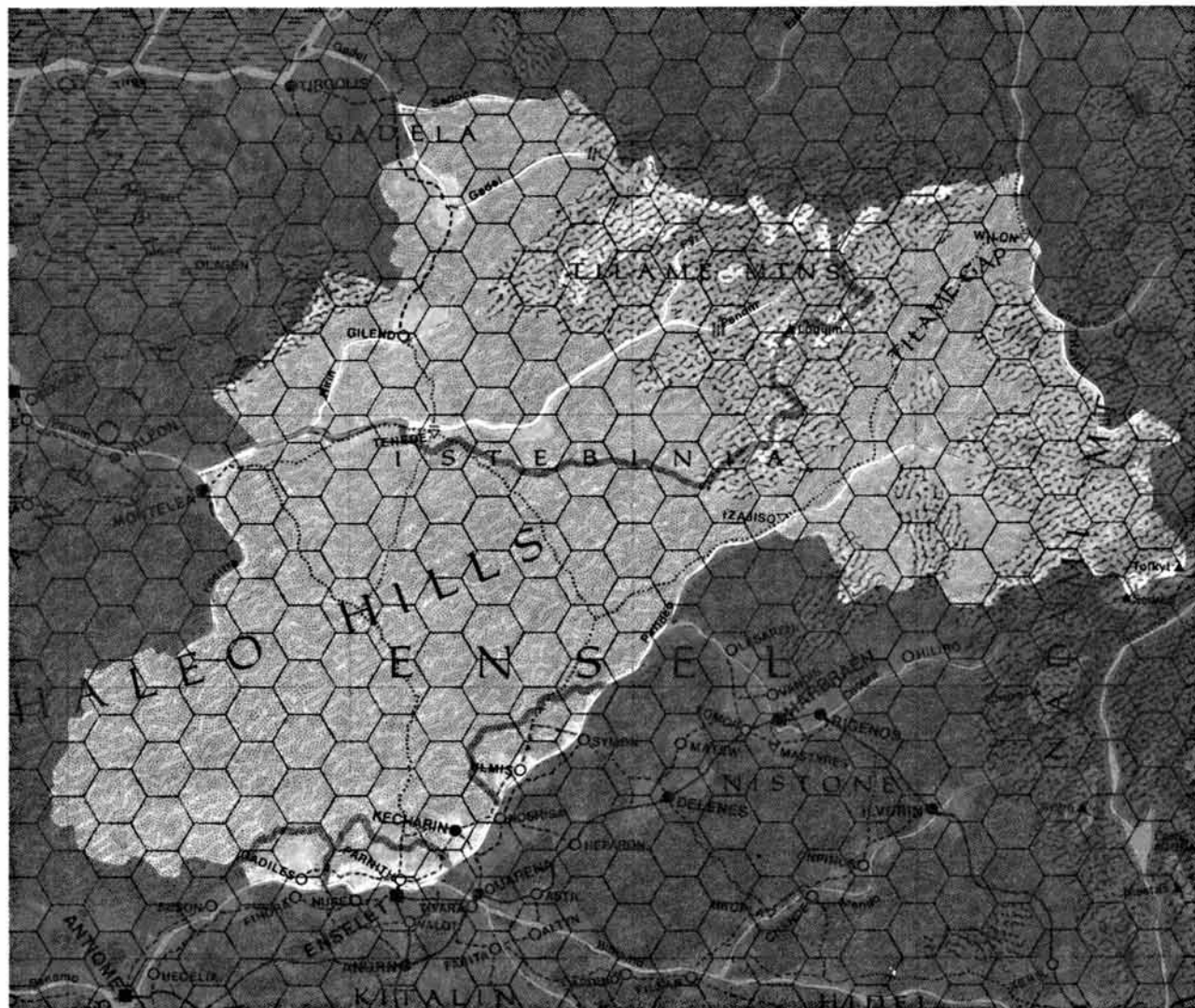
An esuaren in SABINIA held by Karveth Malagas from clan Telthael. Karveth is a notorious womanizer and harbors an ambition to bed the Malnira. He has little chance of fulfilling his dream, however, as Bryna dislikes him. He has contracted a social malady that, considering his personal habits, could become a local epidemic.

ISTEBINIA, Malniren [sL8]

Malnir: Telkor Tabin
 Elgar: Nauld Tabin
 Seat: Kecharin
 Esuaren: 8 (3%)
 Naloren: 127 (3%)
 Population: 58,000

One of four counties in ENSEL Istebinia is Shorkyne's largest and most thinly settled malniren. The county consists mainly of heavily forested hills and mountains; while this makes for good hunting, it makes the fief almost impossible to defend. Nearly all settlement is in the south near the Benamo river. Few are willing to settle in the huge northern wilderness for fear of raiding QUARPH tribesmen, some of whom already inhabit the CHALEO HILLS, and others who can easily infiltrate through GADELA or the TILAME GAP into the malniren.

Elgar Nauld TABIN is the eldest son of the Telkor. He receives good financial and military support, but his mandate to expel Quarph tribes from the Chaleo Hills is an almost impossible task.



Istebinia	C	G	Esuar	N	MHB	PT	LQ	MFee
Gadiles	K	sK9	Yavel	8	1/8/1	7/6	1.01	16/3/20
Gilend	K	sL7	(Telthal)	19	2/9/1	7/5	0.97	-/-/-
Izajiso	F	sM8	(Purdy)	2	1/-/-	-/4	0.91	-/-/-
KECHARIN	C	sL9	(Tabin)	38	2/9/1	7/6	1.01	-/-/-
Parnith	K	sL9	(Tabin)	37	1/9/1	7/6	1.02	18/3/40
Tenede	F	sL8	(Alatoris)	1	1/-/-	-/5	0.92	-/-/-
Ulmis	K	sL9	Midori	22	1/9/1	7/6	1.01	16/3/40
Wilon	F	sN7	(Tabin)	0	2/-/-	-/5	0.90	-/-/-

Nauld is capable and brave, but harried-looking, and prematurely grey. It is said he paces five leagues in his study each evening. Despite the overwhelming challenges he faces, Nauld does a credible job of controlling his huge fief. He is reckoned a good administrator and clever military commander, with a flair for logistics, and considering the size of his fief, this is just as well.

Nauld courts a reputation for fairness and pragmatism which he attributes to his "military" approach. Privately, he admits his greatest problem is dealing with the arrogance of the knights of the feudal levy provided him by his father.

IVAE, Sea of [sE5]

An arm of the Haonic Ocean lying generally between Harn, Ivinia, and Shorkyne.

IZAJISO, Fort [sM8]

A stronghold of clan Tabin in ISTEINIA. Elgar Nauld had the fort constructed in 718-719 to help stem the flow of tribesmen through Tilame Gap. The tribesmen seem to slip around the fort with little difficulty, however.

J

JADRATH, Castle [sJ8]

An esuaren in ANEOLA held by Esuar Hordan Pjaleth from clan Gavarines. Hordan's paternal grandfather was an immigrant from Rogna in Ivinia.

JANDESAR, River [sH5]

A swift-flowing river, rising in the southern Harbalese Alps, bisecting the kingdom of Geltheim.

JANDOR, Town [sN0]

Population 5,800. The principal settlement and market of the Shorkyni malniren of HIDEI. Jandor controls the LANKOR highway and BENAMO PASS which accounts for the town's large volume of trade. Jandor is governed by Elgar Astis Tabin, but he allows local aldermen a say in government.

JARENMARK, Kingdom [sM3]

The southernmost part of the Ivinian kingdom of Jarenmark extends onto the Shorkyne regional map. This area contains HLEN, PELDEN and SONEGE, all of which are held by the greatclan PELSTROM of Fesemborg and Mutilheim (on the Ivinia map). Clan Pelstrom also holds FIGEND and UNTEN in HURISEA. Some trade runs along local rivers, but this part of Jarenmark is primarily wilderness, occupied by nomadic Alts and Quarph. For details on Jarenmark, see the *Ivinia* regional module. Three Jarenmarker settlements are located on the Shorkyne regional map:

Holding	C	G	Holder	SH	MHB	PT	LQ	MFee
HLEN	H	sM2	Pelstrom	16	2/5/1	4/2	.99	-/-/-
Pelden	F	sN2	Pelstrom	7	2/5/1	4/2	1.00	-/-/-
Sonege	F	sM2	Pelstrom	6	2/5/1	4/2	.99	-/-/-

JARN, Mount [sL2]

A peak (7,933') in the Harbalese Alps.

JELEDH, Keep [sB0]

The stronghold of clan Dhasis in QUANDAS.

JELOEN, Castle [sE8]

An esuaren in PELODIA held by Elgar Odime Pelanby for clan Pelanby. Odime claims to be a member of a branch of the clan that travelled east to Altland and beyond to settle. In fact, he is not a Pelanby at all. Nevertheless, he does a good job and gives his masters no cause to question his claim.

JERINALIAN, Mountains [sD0]

The northern extremity of a mountain range that extends southward into EMELRENE and PALITHANE and are part of the same geological structure as the Harbalese Alps. The highest peaks lie in the northern section, the highest of all being Mt. Lokern. The Jerinalians are inhabited primarily by nomadic EMELA.

JESA, Keep [sC0]

An esuaren in MELODA held by Esuar Daval Hesantaal from clan Pelanby.

JIRONE, Keep [sK0]

An esuaren in SHAPLANE held by Elgar Rydas Belan from clan Valdinoren.

JODEN, Isle [sG3]

One of the IMKEZADIN Islands off central Harbaal. It is a desolate isle and there are no significant permanent settlements.

JONDES, Keep [sM5]

A principality in HURISEA, held by clan Pasara. The Prince of Jondes is Yarus II. He is allied with BELDIRA and is fairly hostile to the foreigners in the region, particularly to Shorkyni who he sees as the principal threat to

K

KAE, Keep [sG0]

An esuaren in QUARELD held by Kanad Sepilises from clan Dalame. Kanad traces his paternal line to a family of minor Karejian nobility, loyal to Azeryan, who fled west when Karejia won her independence.

KALAM, Cape [sA0]

A rocky headland in EMELRENE, lying just fifteen leagues from Melderyn across the Kalam Strait. The nearby Kalam Shoals are deadly during northwest gales.

KAMOLIN, Keep [tH1]

An esuaren in FALIMÆ held by Elgara Avona Gorlume, a cousin of the Malnir.

KAREMUS, Town [sD8]

Population 8,500. A major port in the county of PELODIA, and possibly Shorkyne's wealthiest freetown. The town provides seven ships to the royal navy. Elgar Karal Pelanby governs Pelodia from his seat at VANDEKON. The town governs itself through a *Chamber of Deputies* (appointed by guilds and great clans) which meets quarterly. Executive power is vested in a council of aldermen elected by the Chamber. The Elgar of Pelodia names a mayor to preside over the Chamber and Council.

KARETAN, Plain of [tG1]

The area between the Nadamis and Jerinalians, including much of Falimæ and Montivel in Shorkyne and Stalfore in Trierzon. This hilly region has the been the site of several wars.

KARME, Keep [sH0]

An esuaren in VADONE held by Elgar Evardon Pel for clan Medaro.

KARTHAN, Castle [sD9]

An esuaren in BODOE held by Elgar Fratal Taradoma for clan Pelanby. The castle is said to be haunted by those killed here during the Pelanby conquest.

KAVIS, Mount [sJ3]

A peak (6,926') in the Harbalese Alps.

KECHARIN, Castle [sL9]

The county seat of the malniren of ISTEINIA, held by Elgar Nauld Tabin.

KEMOL, Malniren [sF0]

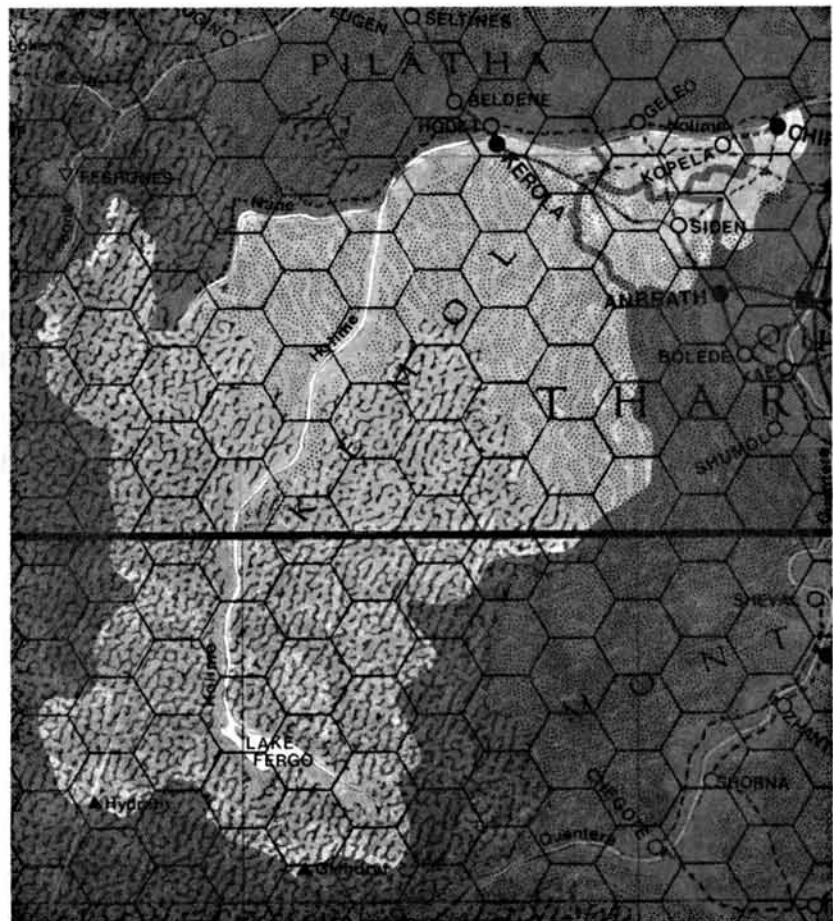


Malnir: King Gerlens
Elgar: Mathsis Deranes
Seat: Chires
Esuaren: 4 (2%)
Naloren: 84 (1%)
Population: 38,571

The poorest county in the Telkoren of THARIA, Kemol lies mainly in the Jerinalian mountains where most of the population are EMELA.

Kemol	C	G	Esuar	N	MHB	PT	LQ	MFee
CHIRES	C	sG9	(Deranes)	18	4/8/1	8/6	1.02	15/4/45
Kerola	C	sF9	(Makalsis)	24	3/10/1	8/6	1.00	21/4/40
Kopela	K	sG9	Ovashrel	20	2/9/1	7/6	1.01	12/4/30
Siden	K	sG0	(Galaesena)	22	1/9/1	7/6	0.98	--/--

The principal role for the elgar is to maintain good relations with the Emela, not always easy considering their dual culture and customs. Mathsis Deranes' policy has been to ignore them. Kemol is a buffer zone between Shorkyne and Emelrene. As long as relations between the two kingdoms remain cordial, the elgar can afford his ignorance. Kemol's principal export is wool and woolens. The malniren also exports hides and leather products which are brought to its markets by the Emela hillmen.



KELBY, Keep [sD8]

An esuaren in PELODIA held by Kamin Tantura from clan Pelanby. Kamin breeds hunting dogs as a hobby. He has over forty dogs, most of them superbly trained.

KEREON, Town [sJ3]

Population: 4,300. The seat of Ibra Paraden, valhakar of the royal clan of KETANIA. Kereon is the kingdom's greatest settlement and market. Since 668, when downriver ENPEDON in Padona was lost to the Pelanbys, Kereon has suffered from restrictive trade practices.

KEROLA, Castle [sF9]

An esuaren in KEMOL held for clan Dalame, by Elgar Ustel Makalsis, a cleric of Larani on a leave of absence from the church. Ustel is quite competent.

KESINO, Keep [sI9]

An esuaren in KOLARE held by Elgar Tasis Konsen for clan Bideles.

KETANIA, Kingdom [sJ3]

Tanal (King): Ibra Paraden

Royal Seat: Kereon

Thranaals: 4

Freeholds: 69

Population: 53,241

Thranaal	C	G	Holder	F	MHB	PT	LQ	MFee
KEREON	T	sJ3	Ibra Paraden	28	4/10/1	7/6	1.02	21/4/45
Hutsinby	H	sJ3	Levin Zhulesen	14	1/5/1	7/5	1.01	16/2/40
Tegorby	V	sJ3	Darin Tegas	26	2/7/1	6/5	1.00	15/1/40
Nevel	F	sK2	Lya Tegas	1	2/5/1	6/4	.97	-/-/-

One of twelve kingdoms in Harbaal. The house of Paraden established Ketania in the sixth and early seventh centuries by a series of military and naval campaigns. The war's decisive battle was actually fought off Tarkain between a combined Zhulesen-Tegas fleet and the Paraden fleet under Tavaris. The Battle of Tarkain may have been a relatively minor episode in the affairs of Lythia (it did not even involve the Tarkainians) but Tavaris' capture of enemy cargoes worth hundreds of pounds bankrupted the Zhulesen-Tegas alliance and obliged them to submit to clan Parden. Since then interclan relations have improved, and intense commercial rivalry has replaced the kind of predatory, piratical actions that used to be commonplace, but there are relapses. The kingdom included parts of Padona, notably ENPEDON, until clan Pelanby seized them during the war of Harbaalese unification. Now the Pelanbys are choking trade along the Ered and Clan Paraden may decide that war is their only option.

KIRDAEL, River [sH4]

A river rising in the Harbaalese Alps bisecting the kingdom of Tonanby. A trail to the Sharl valley crosses the mountains from the river's headwaters.

KITALIN, Malniren [sL0]

Malnir/Telkor: Kordus Tabin

Seat: Enselet

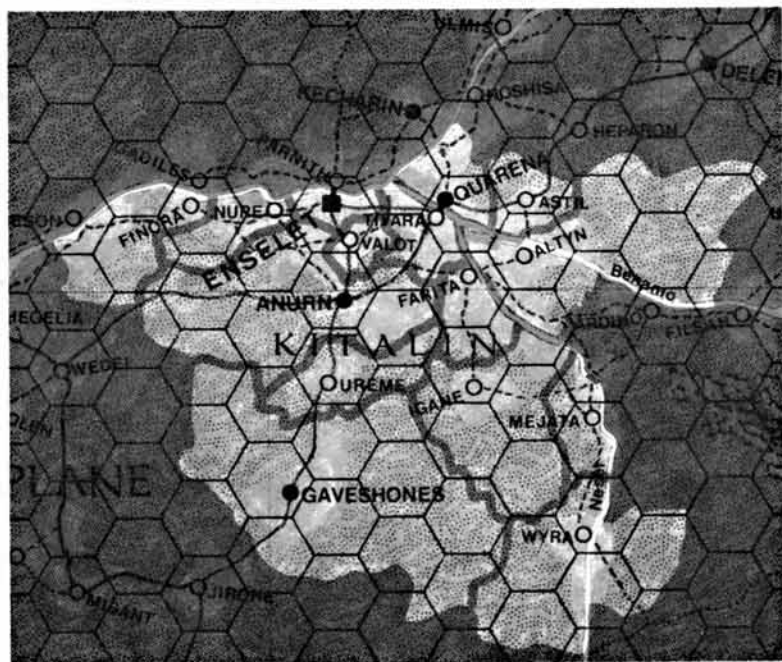
Esuaren: 15 (6%)

Naloren: 327 (8%)

Population: 129,900

The principal county (of four) in the Telkoren of ENSELET, the kingdom's largest duchy. Kitalin is governed by Telkor Kordus TABIN, the extremely stubborn 51 year old head of the oldest ruling house in Shorkyne.

Kitalin	C	G	Esuar	N	MHB	PT	LQ	MFee
Altyn	K	sL9	Mygren	36	2/9/1	8/6	1.02	18/4/40
Anurn	C	sL0	(Bajardis)	42	3/9/1	7/6	1.03	-/-/-
Astil	K	sL9	Cheseryl	18	1/9/1	7/6	0.99	-/-/-
ENSELET	T	sL9	TABIN	17	6/12/2	8/7	1.02	21/4/60
Farita	K	sL9	Yavales	27	2/9/1	7/6	1.01	16/3/40
Finora	K	sK9	Liskael	7	1/9/1	7/6	1.00	12/3/40
Gaveshones	C	sL0	(Mirante)	23	2/9/1	7/6	0.98	-/-/-
Igane	K	sL0	Lindelore	19	2/9/1	7/6	0.98	-/-/-
Mejata	K	sL0	Fierendes	7	1/9/1	7/6	1.00	12/3/20
Nure	K	sL9	(Jilada)	9	2/9/1	7/6	1.00	18/3/40
Quarena	C	sL9	(Porinin)	36	4/9/1	8/6	1.02	20/4/45
Tivara	K	sL9	(Dysen)	35	2/9/1	7/6	1.00	18/4/40
Ureme	K	sL0	Pelade	13	2/9/1	7/6	0.98	-/-/-
Valot	K	sL9	Lisaar	12	2/9/1	7/6	1.01	-/-/-
Wyra	K	sL0	(Vadea)	26	2/9/1	7/6	1.00	14/4/40



Most settlement in the county is along the Benamo River. Kitalin is known for its dry white wines. Varieties such as *Chalapora* from the lower Nesel and *Lidirio* from The Finora-Nure district are particularly popular.

KOLADIS, Castle [sG6]

The western castle/district of the Kingdom of CHELEMBY. Koladis is held by Constable Radan Yvarnis and the Testrad of Koladis.

KOLARE, Malniren [sI9]



Malnira/Telkora: Siren Bideles
Elgar: None
Seat: Kolare
Esuaren: 9 (4%)
Naloren: 188 (4%)
Population: 90,000

The principal county of the Telkoren of KOLARE, held by the Telkora Siren BIDELES. Siren follows an independent course, carefully maintaining cool, formal relationships with the rival Pelanbys and Tabins.

Kolare	C	G	Esuar	N	MHB	PT	LQ	MFee
Emilume	K	sI8	Indaal	10	3/9/1	7/6	0.99	18/4/40
Greneth	C	sI8	(Bideles)	10	3/9/1	7/6	1.02	20/2/70
Hegynes	K	sI8	(Vislon)	15	2/9/1	7/6	1.00	16/4/40
Kesino	K	sI9	(Konsen)	22	2/9/1	7/6	1.00	12/2/30
KOLARE	T	sI8	BIDELES	18	4/11/1	8/6	1.00	20/4/50
Limelna	K	sI8	Orieda	9	2/9/1	7/6	0.99	20/4/50
Peloses	K	sI8	Terelasen	20	2/9/1	7/6	0.99	-/-/-
Penina	C	sJ8	(Larkau)	44	3/9/1	7/6	0.99	-/-/-
Teleged	C	sI8	(Vacant)	40	2/9/1	7/6	1.00	15/2/45

KOLARE, Town [sI8]

Population: 5,300. The principal settlement and government seat of KOLARE (Malniren & Telkoren). Kolare prospered during the viking years, but has had difficulty competing with other northern ports since then for lack of a populous hinterland from which to trade.

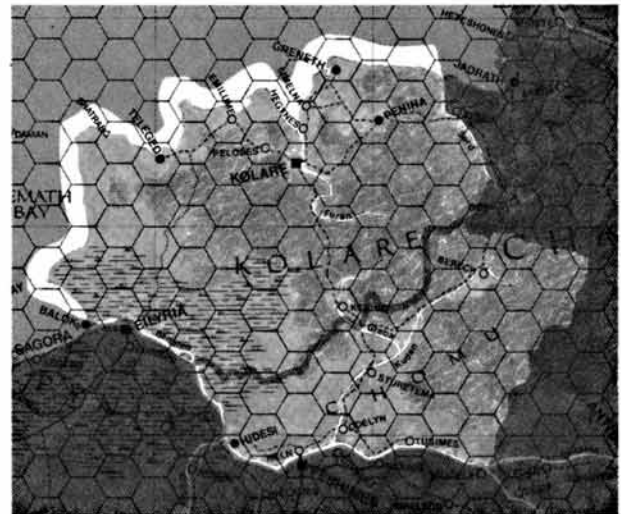
Bideles Bridge across the Furen River, was constructed in part to keep Ivinians and other pirates from making their way upriver. It began as a fortified structure, but soon it was decided to add barracks to house the garrison; eventually, residential and commercial structures were added and the

bridge is now a substantial neighborhood. That much of the town is built over the river makes very little economic sense, but it is a local tradition, and the bridge is kept in good repair.

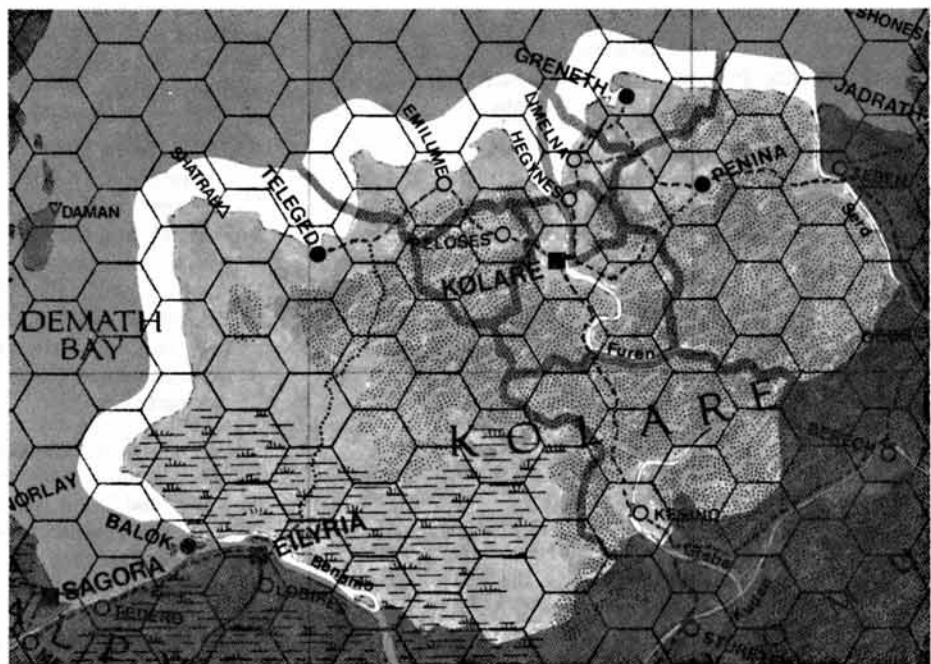
KOLARE, Telkoren [sI9]

The smallest and poorest of the five Telkoren (Duchies) in the Kingdom of Shorkyne. It consists of the malniren of KOLARE and CHOMU. The Telkoren seat is Kolare Town.

The present Telkora is Siren BIDELES, whose marital woes are the subject of gossip throughout the kingdom. Siren's unfortunate husband, Jare Indaal, is Elgar of CHOMU.



Telkoren of Kolare



KOMOR, Keep [sM9]

An esuaren in NISTONE held by the Order of the GUARDIANS OF DOLITHOR.

KOPELA, Keep [sG9]

An esuaren in KEMOL held by Esuar Ibran Ovashrel from clan Dalame.

KOTHUME, Keep [sE8]

An esuaren in AVAN held by Elgar Tadir Maka for clan Misyr. Tadir is a remarkable man who, barely a decade ago, was the son of a fisherman. His meteoric rise, through the navy and the army, and later as a diplomat, to his position as governor of Kothume is the subject of a popular song: *A Hero's Tale*.

KOVIS, Keep [sE9]

An esuaren in PILATHA held by Elgar Evard Melkasin for clan Odalin.

KUDEN, River [sJ9]

A tributary of the Benamo.

KULEST, Keep [sJ0]

An esuaren in VADONE held by Esuar Madel Basurdin from clan Medaro.

KULTES, River [sN1]

A tributary of the Deden. A site of some importance to the *Kuelrhyn* (old gods) a minor pantheon worshipped by a small number of Altish tribesmen.

KYVIS, Keep [sD8]

An esuaren in BODOE held by Esuar Orlen Pelanby from clan Pelanby. Orlen heads his own, independent, branch of the clan which may, eventually, change its name to distinguish itself from the main branch (such is not uncommon). The Kyvis Pelanbys are about fifty strong, although twenty three of them are adopted with no blood relation to the main branch of clan Pelanby.

L

LACHERYN, Castle [sM0]

The malniren seat of HIDEI, held by the Elgar of Hidel, Ledus Tabin. The castle possesses one of the tallest stone towers in Shorkyne with 12 stories rising 123 feet above the courtyard. Guards at the top have a view of about five leagues. Founded in 496 by the Azeryani on the ruins of a native settlement and fortification, the castle is one of Shorkyne's oldest. Lacheryn is a favorite retreat for Telkor Kordus.

LANGUAGES

Several languages are spoken in the area covered by the Shorkyne regional map. Ethnic groups cling with pride to their native tongues, and languages do not confine themselves neatly to political boundaries. The following languages are the most common:

Altish: the language of the aborigines of Ivinia, spoken in the Harbaalese Alps and parts of northern Quarphor.

Quarph: the language of Quarphor/Hurisea, and parts of the Chaleo Hills.

Shorka: the language of Shorkyne.

Emela: the language of the EMELA spoken in Emelrene and in mountainous districts throughout the region.

Harbaalese: the "language" of Harbaal is so closely related to Ivinian that many scholars do not consider it a separate language.

LANKOR, Principality

An independent HATALEN east of Shorkyne and Trierzon, and north of Azeryan. Lankor was a frontier march of the Azeryan Empire until its governor declared independence in 676. Azeryan still regards Lankor as a rebellious province. BENAMO PASS carries the road from Shorkyne to Lankor, an important trade route.

The principality is notorious for the complex intrigue surrounding the throne. It is said that "*...the game in Lankor is of a higher order, more deadly and demanding, more subtle and obtuse than aught elsewhere...*" It is true that courtiers in Lankor are among the world's most avaricious and devious, but the stakes are often higher in other states, such as Azeryan. Many feudal gentlefolk look with disdain at the "dishonorable Lankorans."

An exception is the Telkor of ENSEL who hopes to marry one of his sons to a Lankoran princess. The Prince of Lankor (who has three daughters and no sons) is cautious and has repeatedly postponed his daughters' nuptials. At ages 25, 20, and 19, the princesses fear they will never marry.

LEDEN, Town [sI6]

Population: 8,400. The major settlement in the Harbaalese kingdom of LEDENHEIM, the third largest town in Harbaal, and the seat of Tanal Kovis LEDENSEN. Leden stands on a site first established as a trading outpost by an Azeryani trader called Neopa c.312; it was originally called *Neolis*. The QUARPH soon massacred the settlement and it lay "desolate and accursed" until an Ivinian adventurer named Hvan Ledensen constructed his family home nearby in 412.

Hvan often reported seeing "ghosts of a southern aspect and demeanor" who threatened to kill him. In 429, he was found "dead, abed, of no cause." Since then, every thirteen years, some prominent Ledensen clansman has met a similar end. The *Ledensen Curse* has baffled exorcists and ghost-slayers for three centuries. The last death occurred in 709, when the eldest son of Kovis Ledensen was found murdered (throat slit) in bed; the next should occur in 722.

LEDENHEIM, Kingdom [sI6]

Tanal (King): Kovis Ledensen

Royal Seat: Leden

Thranaals: 3

Freeholds: 97

Population: 72,000

Ledenheim, ruled by Clan LEDENSEN for three centuries, is one of Harbaal's most powerful and influential kingdoms. They submitted to Tralis Elendy in 672 by giving him their greatest treasure, Lirel, Harbaal's first and current High Queen. Because of Lirel's great influence, Kolvis and Tralis have maintained an excellent relationship, and clan Ledensen remains the pendragon's strongest and most loyal ally.

Thranaal	C	G	Holder	F	MHB	PT	LQ	MFee
LEDEN	T	sI6	Kolvis Ledensen	48	4/10/2	7/6	1.04	20/4/70
Heredon	C	sI6	Gryn Ledensen	30	3/8/1	7/5	1.05	20/4/60
Zyna	C	sI5	Coen Ledensen	19	2/6/1	6/5	1.03	14/2/42

LEDENSEN, Clan

*Quarterly azure and vert,
a dragon rampant gold.
Crest: a quatrefoil gules.*

The royal house of the Harbaalese kingdom of LEDENHEIM. The present valhakar is Kolvis. Queen Lirel of Harbaal, is Kolvis' older sister. At 52, Kolvis has lost his vigor and delegates most of his authority to his twin sons, Kolvis and Hantran, and to his nephew Landin. There is considerable rivalry between these three men. The twins are able administrators and famous warriors, but Landin is a brilliant ruler, a fine captain and general, and a canny negotiator. He is also more popular in clan Ledensen; there is trouble brewing between the three, which may flare up even before Kolvis' death.

LEGAMA, River [sD0]

A major river of Emelrene, the Legama rises in the southern Jerinalians and flows south and west into the Gulf of Modan.

LESAREN Keep [sM8]

An esuaren in NISTONE held by Elgar Kadin Alborosi, an Azeryani immigrant, and a military officer with a flair for small unit tactics and logistics. Kadin plays an important role in Duke Tabin's armed forces, and served in Istebinia and in Falimæ.

LESYN Keep [sF9]

An esuaren in PILATHA held by Elgar Ortris Melinarius, for clan Odalin.

LETRYN, Ruin [sG7]

The ruins of a former town on the northern coast of LOALA. Letryn boasted a population in excess of 4000 before being sacked by vikings in 638. The raiders, a particularly bloodthirsty lot from Tavu and Rogna, enraged by the death of their leader, laid waste to the city, put 800 captives to the sword, and kidnapped hundreds of young women. Almost a century later, the site is still abandoned, said to be haunted by 800 revengeful ghosts. Several small villages have been rebuilt nearby, and many of the old buildings have lost stones to local villagers. If the trend continues there will be nothing left to see within a couple of decades. The Elgar of Andrin (in which esuaren Letryn is located) would like to refund the town, but the expense and superstition are so far prohibitive.

LIMELNA, Keep [sI8]

An esuaren in KOLARE held by Esuar Uvan Orieda from clan Bideles.

LINUGA, Keep [tJ1]

An esuaren in ELAVONA held by Esuar Barlyn Tomoral from clan Medaro.

LISUNE, Keep [sE8]

An esuaren in AVAN held by Esuar Darin Selpenas from clan Misyr.

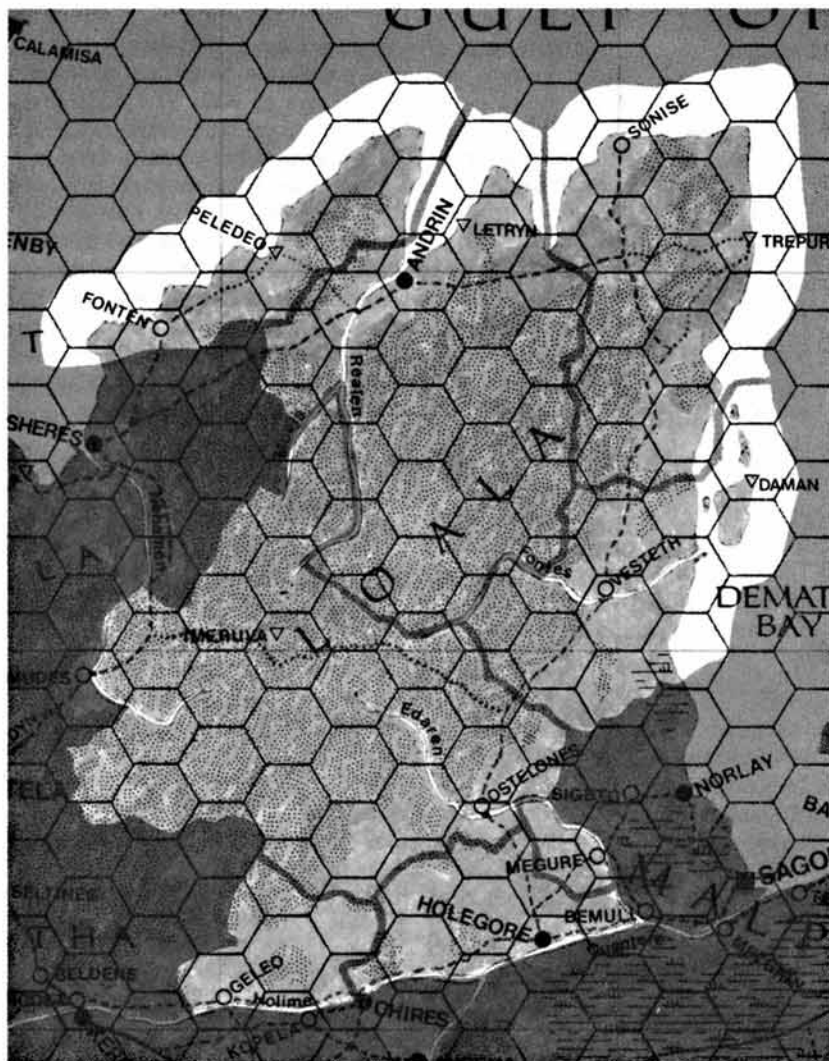
LOALA, Malniren [sG8]

*Malnira: Emame Hethara
Elgar: None
Seat: Hologore
Esuaren: 8 (3%)
Naloren: 152 (3%)
Population: 71,000*

County Loala has yet to recover from the ravages of the viking years. The malniren contains three ruined towns, TREPURA, PELEDEO, and LETRYN. Their bleak desolation are reminders of more prosperous days.

Despite its central location, most of Loala is thinly settled. The malniren consists primarily of dense forest crossed by few trails. Poor communications are the rule for there are no paved roads anywhere in the county; rivers and coastal waterways are busier, but Loalans remain somewhat isolated.

Loala	C	G	Esuar	N	MHB	PT	LQ	MFee
Andrin	C	sG8	(Hethara)	23	3/10/1	8/6	1.01	18/4/70
Fonten	K	sF8	Bitifre	15	1/8/1	7/5	1.00	18/3/30
Geleo	K	sG9	(Dysen)	16	2/9/1	7/6	1.02	16/3/40
HOLEGORE	C	sG9	HETHARA	22	3/8/1	7/6	1.01	15/2/45
Megure	K	sG9	Hastre	16	2/9/1	7/6	1.01	15/3/40
Ostelones	K	sG9	(Helpanaro)	19	2/9/1	7/5	0.99	14/3/30
Sonise	K	sH7	(Hethara)	23	2/9/1	7/6	1.01	20/3/50
Trepura	*	sH7	Pilots' Guild	0	1/10/1	5/5	1.00	20/2/85
Vesteth	K	sG8	(Vadelsen)	18	2/9/1	7/6	1.00	16/3/30



LOBIRES, Keep [sH9]

An esuaren in MALPYNIA held by Nathalis Fingel from clan Surelara. Clan Fingel claims to have originated in Harn and to have some elven blood in its family tree. Nathalis is short and slim with fair complexion and black hair. Unfortunately, he is also somewhat clumsy and has an embarrassing tendency to trip over things.

LOGINES, Town [tJ1]

Population: 4,700. An esuaren in VADONE. Under a charter from clan Medaro, Logines is a freetown which governs itself through a dozen aldermen elected by property owners. Beyond its feudal obligations to clan Medaro, the town is free to do as it pleases. Its bylaws allow for a mayor and constable to act as civil and military executives. A third executive office is that of deputy - this person acts as the town's member of parliament.

LOKERN, Mount [sE9]

The highest peak (8,825') in the Jerinalians and the third highest in Shorkyne. Mount Lokern is a welcome landmark to seamen plying Quandas Bay and Avan Strait.

LOQUIM, Mount [sM7]

A peak (6,022') in the Tilames.

LOREN, River [sD8]

The major river of northern Alagon.

LOROA, Keep [sD9]

A fief in BODOE held by Esuara Ulea Mesharel from clan Pelanby.

LUGEN, Keep [sF9]

An esuaren in PILATHA held by Esuar Hath Irvuren from clan Odalin.

LUTANA, Castle [sE8]

A fief in PELODIA held by Elgar Ruteris Pelanby for clan Pelanby.

LYS, Mount [sJ3]

A peak (8,276') in the Harbalese Alps.

LYTH, Vathran [sH3]

The seat of Kanden Rustel, king of LYTHEIM. The site has been occupied since 922BT, the date when the legendary Jarind lord, Lythyr the Great, built a stronghold here as the heart of a realm stretching from Gelt to the River Ered. Lyth was attacked many times by migrant Ivinians, but remained in Jarin hands until 322 TR when Clan Yalav of Kilesyn starved it into submission. Lyth was then held by a series of four other clans, but none but the last surrendered it willingly. Tralis Elendy, pendragon of Harbaal, acquired Lyth during the unification wars, then granted it to clan Rustel in 688.

LYTHEIM, Kingdom [sH3]



Tanal (King): Kanden Rustel

Royal Seat: Lyth

Thranaals: 2

Freeholds: 46

Population: 36,400

One of the twelve kingdoms of HARBAAL, ruled by Kanden Rustel from Lyth. The present boundaries of the kingdom were drawn in the middle of last century after Dula Elendy expelled clan Elgensen and their Ibanvaaler allies. The Elendys kept Lytheim until 688 when Tralis granted it to his loyal retainer Kanden Rustel, an act that infuriated many Elendy clansmen. Kanden Rustel is now sixty-one, but healthy and strong.

Thranaal	C	G	Holder	F	MHB	PT	LQ	MFee
LYTH	V	sH3	KANDEN RUSTEL	22	2/7/1	7/5	1.01	15/3/45
Reshaal	C	sH3	Vargan Rustel	24	4/8/1	6/5	1.01	18/3/60

M

MACHYM, Mount [sE9]

A peak (7,122') in the Jerinalians.

MAGRATEA, Castle [sG0]

An esuaren in QUARELD held by Elgar Tamis Kubas from clan Dalame.

MALNIR(A)

A heritable Shorkyni TITLE of nobility between TELKOR and ESUAR. A *Malnir* (feminine *Malnira*; plural: *Malniri*) holds a MALNIREN (county).

MALNIREN (County)

The heritable fief held by a Shorkyni Malnir(a) consisting of several ESUAREN. Shorkyne has twenty-four Malniren.

MALPYNIA, Malniren [sH9]



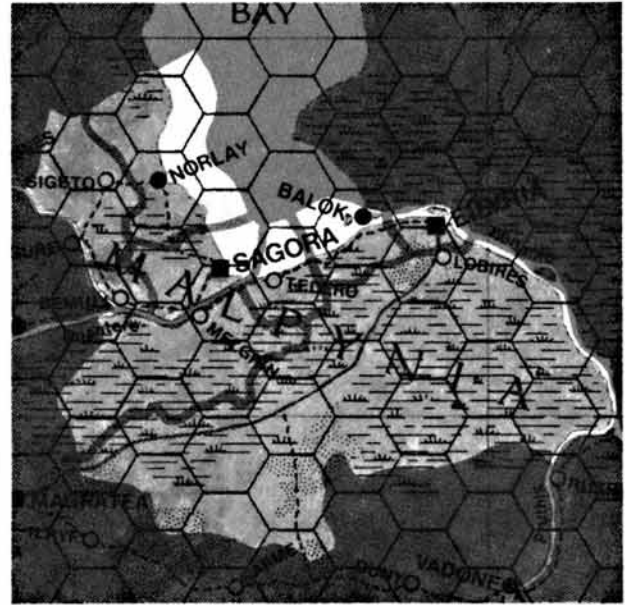
Malnir: Tenesal Suredara
Elgar: None
Seat: Eilyria
Esuaren: 9 (4%)
Naloren: 147 (3%)
Population: 63,600

One of Shorkyne's wealthiest counties, Malpynia contains EILYRIA, Shorkyne's greatest port, and conducts a brisk overseas trade. The malniren also controls the mouths of Shorkyne's two principal rivers.

Malpynia	C	G	Esuar	N	MHB	PT	LQ	MFee
Balok	C	sH9	(Pasaryno)	9	3/10/1	8/6	1.05	20/4/70
Demuli	K	sH9	Rabandath	12	2/9/1	7/6	1.03	20/4/60
EILYRIA	T	sH9	SUREDARA	26	7/11/2	8/7	0.99	22/5/80
Lobires	K	sH9	Fingel	8	2/9/1	7/6	0.98	-/-/-
Melgrin	K	sH9	Chadrel	15	2/9/1	7/6	0.97	20/4/60
Norlay	C	sH9	(Guren)	32	3/8/1	7/6	0.99	15/3/45
Sagora	T	sH9	(Suredara)	33	5/10/2	8/7	0.99	20/4/75
Sigeto	K	sH9	Belesen	7	2/8/1	7/5	0.98	-/-/-
Tedero	K	sH9	Vaden	5	1/8/1	7/5	0.92	18/3/30

Malpynia was the ancestral homeland of clan Byrelsen, Shorkyne's first royal house, and it was from his power base at Malpynia, that Edan I conquered his kingdom to unite Shorkyne for the first time. The malniren seat, Eilyria, was the royal seat until 566, when it was moved to Quarelin. The new king Varinel (566-581) granted the malniren to clan Suredara in 567.

The present malnir, Tenesal Suredara, is a cunning diplomat who has pursued an unaligned policy. He currently holds the office of Chancellor of Shorkyne.



MANORE, Keep [tH1]

An esuaren in FALIMÆ held by Esuar Tamis Bildera from clan Gorlume.

MARENSEN, Clan



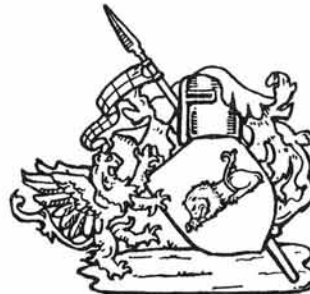
Paly of five, gules and argent. Upon an inescutcheon of the first, a molet of six points of the second. Crest: None.

The ruling house of the kingdom of GAVRIOS, one of the twelve kingdoms of HARBAAL.

Paal MarenSEN and his clan landed in Gavrios in 528 and had carved out a holding by 531. The clan won control of Genja in 540 by diplomacy and marriage, and expanded it to include the thrans of Borin and Osenä during the next century. The current valhakar is King Olja whose seat is at Genja.

MASTYRES, Abbey [sM9]

An esuaren in NISTONE held by the *Order of the Garden of Aelion*, a female, celibate clerical and fighting order of the Laranian church. Nuns of the order study social virtue and practice the martial arts to a high level. They have a formidable reputation, perhaps exaggerated.



Gules a Lion dormant argent.

The order has a reputation for punishing those who commit violence against woman, and have also supported clan Tabin against the Quarph in Istebinia. Nuns of the order visit family and friends in the secular world and may take leaves of up to a year in duration.

With eleven nalorens, the abbey is self supporting and plays a full role in Shorkyni politics. The present Abbess (which office is appointed by the Archbishop of Harbraen) is Esien Tabinsen, a relative of Duke Kordus. She is independent minded and takes her role seriously (somewhat to Kordus' chagrin). In parliament, she has been known to abstain when the Duke is voting and to vote when he is abstaining. She has yet to actually vote nay to his yay or yay to his nay. Esien, and many others of the order (and in fact of any celibate order) are rumored to practice abnormal sexual behavior.

MATEW, Keep [sM9]

An esuaren in NISTONE held by Esuar Hald Jurenes from clan Tabin.

MAVAK, River [sL2]

A tributary of the Densey.

MEDANA, Keep [sG0]

An esuaren in QUARELD held by Elgar Ivanin Dalame for clan Dalame. Ivanin is a surly and uncooperative misfit, with some nasty hobbies. He is a sadist and owns one of the best equipped torture chambers in Shorkyne. Of course, the chamber is used only in pursuit of the truth. It is, however, surprising the number of court cases in Medana that seem to require the use of hot irons and the like.

Ivanin's wife, Neriell, left him in 716, taking their three children (two daughters and a son) with her. He has made repeated attempts to find them, but has had no success. There is a ten pound reward (2,400d) for information leading to their return.

MEDARO, Clan



Argent, in a chief gules, three molets of five points of the first. Crest: A salamander of the second in flames proper.

The ruling house of the Telkoren of VADONE, and the malniren of Vadone and Elavona. The present Telkora and clanhead is Estir, a mousy widow of forty-three. Estir married a Trierzi malnir in 697 and, since his death in 714, has also held the malniren of Senedalo across the border, where she spends a good deal of her time. Despite her lack of good looks, Estir is very eligible, and is being courted by several gentlemen. Most notable, perhaps, is the Trierzi Telkor of Stalfore. Estir is, however, disinclined

to marry him, since the Telkor has male heirs and she does not. Estir has two daughters, 21 and 17, neither of whom are married, nor do they display any talent for government. Estir is concerned for her line.

MEDREN, Pass [sH5]

A relatively easy mountain pass (3825') leading through the southern Harbalese Alps, from the headwaters of the Kirdael River to the Sharl river valley. The pass leads through one sheer canyon, a fact known to brigands and highwaymen, hence its other name: *Ambush Pass*.

MEFBE, Isle of [sJ1]

An island in the thranaal of Anstal in the Kingdom of Saliom in Harbaal. The eastern part of the island is settled.

MEGRANA, Castle [sI3]

The stronghold of Liad Gathsen in the Harbaalese kingdom of GATENLUND. Located on the south of Pedon Bay, Castle Megrana was built between 643 and 673 by the former ruling clan Megran. This is one of Northern Harbaal's most impressive fortifications. The Gathsens, a pirate clan from Rogna, seized Megran in 677 after a 13 month siege.

MEGURE, Keep [sG9]

An esuaren in LOALA held by Esuara Merisa Hastre from clan Hethara.

MEJATA, Keep [sL0]

An esuaren in KITALIN held by Esuar Tamos Fierendes from clan Tabin.

MEKONEM, Keep [sD0]

An esuaren in MELODA held by Esuar Panis Varl from clan Pelanby. Clan Varl are among Alagon's most recent immigrants from Ivinia.

MEKRELYN, Keep [sC0]

An esuaren in MELODA held by Elgar Inas Pelansen from clan Pelanby. the Pelansen clan are related to the Palithanian branch of clan Pelanby.

MELGRIN, Keep [sH9]

An esuaren in MALPYNIA held by Esuara Velora Chadrel from clan Suredara.

MELODA, Malniren [sD0]



Malnir/Telkor	Rumath Pelanby
Elgar:	None
Seat:	Eshapel
Esuaren:	14 (6%)
Nalorens:	224 (5%)
Population:	91,800

The principal malniren of the Duke of ALAGON. Meloda is personally governed by Telkor Rumath PELANBY from Eshapel. It is one the wealthiest malniren in Shorkyne due to its sound agricultural economy and its prosperous trade, both on land and sea.



Meloda lies on the Northern ES, which is the border with EMELRENE. Eshapel is an important market and does significant trade by land and sea. The Telkor, for no apparent reason, seems to trust that Emelrene will not attack and keeps most of his garrisons under-strength. So far, the policy has not been proved a blunder and Rumath has been able to use the troops and funds thus freed for other purposes. This gives him something of a military edge in Shorkyne.

Other branches of Clan Pelanby have holdings in Harbaal, Palithane, and Chelemby. The rivalry between the kingdom's two most powerful clans, the TABINS of Ensel and the Pelanbys of Alagon, is a major factor in Shorkyni politics. The Tabins have yet to forgive clan Pelanby for their "betrayal of freedom's cause" in 540 which cost Ensel its independence.

Meloda	C	G	Esuar	N	MHB	PT	LQ	MFee
Chardel	K	sC0	(Therisa)	11	2/9/1	7/6	1.03	16/4/40
Darmel	K	sC9	Ureven	11	2/9/1	7/6	1.02	18/4/40
Drendar	K	sC0	Daseles	11	2/9/1	7/6	1.03	20/4/60
ESHAPEL	T	sC0	PELANBY	25	6/12/2	8/7	1.06	22/6/90
Hamedar	K	sD0	(Pelanby)	15	2/9/1	7/6	1.04	20/4/40
Herien	K	sC0	Oradin	11	2/9/1	7/6	1.02	--/--
Hirebur	K	sC9	Mishryn	10	1/9/1	7/6	1.01	--/--
Ishetain	K	sD9	Ilioshe	11	2/9/1	7/6	1.03	--/--
Jesa	K	sC0	Hesantaal	17	2/9/1	7/6	1.04	--/--
Mekonem	K	sD0	Varl	9	2/9/1	7/6	1.02	--/--
Mekrelyn	K	sC0	(Pelansen)	14	2/9/1	7/6	1.07	--/--
Meshare	C	sD0	(Yuventis)	23	3/8/1	8/6	0.96	12/3/35
Seberon	C	sC9	(Baloth)	44	3/8/1	7/6	1.00	17/4/65
Turen	K	sC0	(Kelyth)	12	2/9/1	7/6	1.02	20/4/40

MENDO, River [sM9]

A minor Benamo tributary.

MENZEL, Keep [sF8]

An esuaren in DUMALA held by Esuar Toloen Vaneldon from clan Dasendis.

MERNAL, Keep [tK1]

An esuaren in SABINIA held by Elgar Tosal Birendys for clan Telthael.

MESHARE, Castle [sD0]

An esuaren in MELODA held by Elgar Polis Yuventis for clan Pelanby.

MIDORIS, Keep [sD9]

An esuaren in BODOE held by Elgar Pyeth Lathrys for clan Pelanby.

MILIRE, River [sD0]

A tributary of the Northern ES.

MINABE, Isle of [sG3]

A rather desolate isle off southern Harbaal, one of the IMKEZADIN Islands.

MIRATE, Keep [sJ8]

An esuaren in ANEOLA held by Elgar Vodril Tosarian for clan Gavarines.

MISANT, Keep [sK0]

An esuaren in SHAPLANE held by Esuar Bedhe Sinisalo from clan Valdinoen. Clan Sinisalo claims some Emelan ancestry and retains ties with the EMELA.

MISENA, Castle [sG0]

An esuaren in QUARELD held by Elvyn Palandon for clan Dalame.

MISYR, Clan



Party per Saltire, Vert and Or, four Cinque foils countercharged
Crest: A thunderbolt argent.

The ruling house of the Shorkyni county of AVAN. The present malnir is Aba Misyr, an old and bitter widower, whose only son, Aba, and three daughters, Melyn, Shirel, and Lydra, have tended to avoid him since Malnira Lydra died in 714. It has been said Aba's only redeeming virtue was the profound depth of love he held for his late wife. Despite this, he suspects that she had an affair with Duke Rumath Pelanby, who had been a very close

friend in her youth. Perhaps Aba, an insanely jealous man at best, may simply be paranoid, but his irrational hatred for the Duke of Alagon suggests he has evidence of her infidelity.

The Pelanbys have always viewed Avan with somewhat covetous eyes because of its location astride their only land route to the rest of the kingdom. Clan Misyr, sensitive to this ambition, have countered by allying themselves with the Tabins of Ensel.

Some fear that old Aba's hatred is so intense that he might attempt to provoke the ruling House of Alagon into a civil war. If this did occur, Aba would not likely enjoy success. Rumath Pelanby is more astute, better connected politically, and more sensitive to the machinations of the Shorkyni political climate. It is not known whether Aba's hatred can gnaw away his honor to the point where he will consider assassination.

MIZUNA, Earthmaster Site [tL1]

An EARTHMASTER site in the Nadami mountains near Besono Pass. Mizuna is, technically, within the esuaren of Ciduri and Sabinia Malniren. Of the site, only a forty foot *pseudostone* spire protruding from a large, dome-shaped hill is visible. Mizuna is the principal settlement of the NADI, who have made numerous underground additions to the original structure.

MOELS, River [sG8]

A tributary of the Realen River in Loala.

MOLK, River [sH5]

A tributary of the Kirdael River in Harbaal.

MOLOGIN, Keep [sE9]

An esuaren in PILATHA held by Esuar Kosil Obar from clan Odalin.

MOLOR, Keep [sC0]

A fortress in QUANDASHIRE.

MONEDO, Keep [sF9]

An esuaren in DUMALA held by Kasen Kasenel from clan Dasendis.

MONTELEA, Castle [sK8]

An esuaren in ANEOLA held by Elgar Verl Tweltuen for clan Gavarines.

MONTEVEL, Town [tG1]

Population: 6,400. The principal settlement and county town of the Shorkyni malniren of MONTIVEL. It is a major market astride the main highway between Shorkyne and Trierzon. A large fraction of the trade between the two kingdoms

passes through Montivel. Taxes on trade are significant, but much of it is spent on garrison troops and maintaining the town's superb fortifications. The V Cohort of the Royal Army is headquartered in the town. Montivel has never fallen to the Trierzi. The town is governed by a council of twelve elected aldermen and a constable (elgar) appointed by the king. The present elgar is Pirdan Dalame a royal nephew. Pirdan does not get along well with Raldan Piredos, the elgar of the malniren. Part of Pirdan's job is to watch Piredos for his uncle. The two men do not like each other.

MONTIVEL, Malniren [tG1]

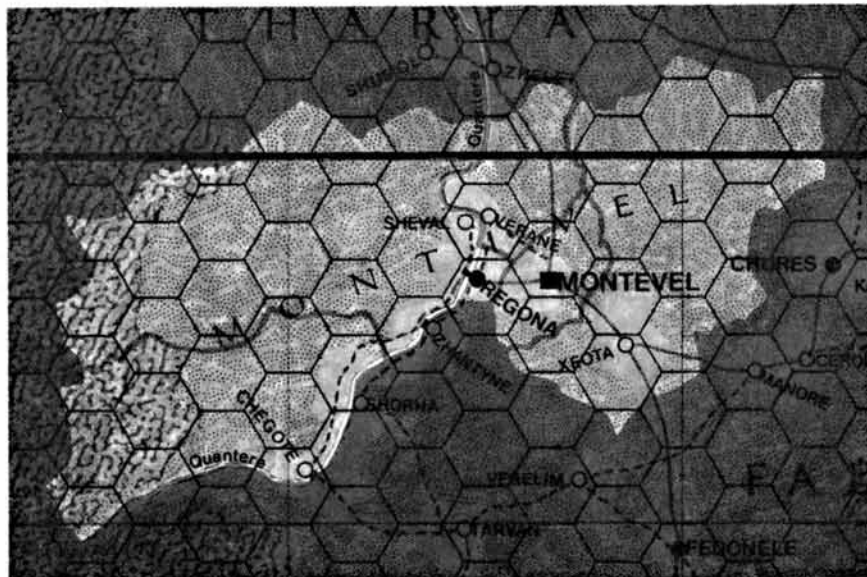


Malnir: King Gerlens
Elgar: Raldon Piredos
Seat: Montivel
Esuaren: 6 (2%)
Naloren: 144 (3%)
Population: 64,300

Montivel is the southernmost county in the Telkoren of THARIA, the Shorkyni royal domain. The fief lies on the Plain of KARETAN and has been fought over many times in the past two centuries, although it is not quite as exposed to invasion as FALIMÆ.

The current elgar is Raldon Piredos, a short, dark, "shifty" man known for his prowess with the ladies and his unconventional, light-hearted attitudes. He is unmarried, but has at least a dozen children.

Montivel	C	G	Esuar	N	MHB	PT	LQ	MFee
Chegot	K	tG1	(Krotonia)	19	3/9/1	8/6	1.00	16/4/30
MONTEVEL	T	tG1	(DALAME)	23	6/11/1	9/7	1.01	-/-/-
Regona	C	tG1	(Dalame)	21	4/9/1	8/6	1.00	18/3/40
Sheval	K	tG1	Treparian	10	3/9/1	8/6	1.00	16/3/30
Verane	K	tG1	Luneres	25	3/9/1	8/6	1.02	20/4/40
Xeota	K	tG1	(Haen)	36	3/9/1	7/6	0.99	-/-/-



Piredos is reckoned Shorkyne's second best general (after Ganis Gorlume of Falimæ) although some, including Piredos, would rank them in the opposite order. Theirs' is a friendly rivalry. The two men have several times found themselves on the same side in battle and respect and trust each other.

Two cohorts of the Royal Army are stationed in the malniren (at Regona & Montevel) These units are effectively under Piredos' command and in a high state of readiness. This makes him one of the most powerful men in Shorkyne. Piredos serves "at His Majesty's pleasure" and, in theory, could be dismissed at any time. However, he is an excellent logician and his troops trust him. If he decided to ignore such a dismissal, a majority of the troops might follow him. The elgar of MONTIVEL keeps a close watch on Piredos.

Montivel is an important but over-exploited forestry region. Brasswares are exported and the county produces small, but valued amounts of several wines and spirits. The region is also known for plums and prunes.

MUTHELES, Mount [sE0]

A peak (8,331') in the Jerinalians.

N

NADAMI, Mountains [sN9]

A mountain range, named for the NADI, stretching along the southern and eastern frontiers of Shorkyne. The range includes Shorkyne's two highest peaks (Tolkyt and Orinda), but most of the range lies south of the Shorkyne regional map. Other than a few well travelled (and easily guarded) passes, the Nadamis provide a difficult barrier to military aggression.

There are important copper and other mineral deposits in the Nadamis and many surrounding settlements have thriving bronzewares industries.

There is also a significant Emelan minority in the mountains. For the most part they tend to remain politically neutral, and cross back and forth between kingdoms without regard to the international boundary.

NADI

A rare and secretive intelligent species dwelling primarily in the Nadami mountains. The nadi are vaguely canine in appearance, with long snouts and recessed eyes, but they have fully functional hands. They are covered from head to foot with long, dense, well-groomed fur



ranging in color from off-white to dark brown. The lighter shades are far more common and the nadi are well-able to blend into snowy mountain landscapes.

The nadi are intelligent and competent tool users who practice metalcraft and various other crafts. Nadi pottery and woodcarvings have an alien quality and are in high demand among collectors. A few humans are allowed to trade under the full moon at MIZUNA, the Nadi "capital".

NALOR(A)

The lowest heritable title of Shorkyni landed nobility. A Nalor (Feminine *Nalora*, Plural: *Nalori*) holds a NALOREN from an ESUAR. The closest English equivalent to Nalor would be "manor-holder". Most Nalori are clanheads of prominent clans and are usually knights, but the title/fief can be attached to a religious institution, fighting order, or (rare) held by a commoner.

NALOREN (Manor)

The smallest fief in the Shorkyni feudal system is the *Naloren*. Evolved from the Azeryani villa or *Nalari*, a naloren is granted to a NALOR(A). Many naloren are held by ELGARL. The heart of a naloren is the manorhouse, abbey, etc., with associated cropland, pasture, woods, and waste averaging 3000 acres. All of this makes the typical Shorkyni naloren somewhat wealthier than a knight's fee in other feudal states. The naloren is nearly always territorially contiguous.

NANE, River [sF0]

A tributary of the Holime, and part of the border between Pilatha and Kemol. Two isolated pockets of settlement belonging to the Esuaren of BELDENE lie along its course.

NEBEN, Mount [sI4]

A peak (7,899') in the Harbalese Alps.

NEFELI, River [sI3]

A tributary of the Erad River in northwest Harbaal.

NEHAMEN, River [sF8]

A river flowing mostly through the malniren of Dumala into the Avan Strait.

NEJILA, Ruin [sF8]

A ruined castle, destroyed by vikings in 641. Although the castle was untaken, the destruction to its villages was such that it was abandoned the following year. The castle remains in fairly good condition, although it is missing its roof, interior walls, floors, and ceilings. The Elgar of ISHERES has recommended that the site be destroyed or rebuilt before it is occupied by brigands, but the malnir cannot spare sufficient funds. Instead, the site is inspected from time to time to prevent unauthorized settlement.

NELN, Keep [sI0]

An esuaren in CHOMU held by Elgar Keldar Podalien for clan Bideles.

NEORA, Mount [sD0]

A peak (7,850') in the Jerinalian Mountains.

NEREDE, Keep [sC0]

A fortress in Quandashire.

NESEL, River [sL0]

A tributary of the Benamo.

NETELA, Malniren [sF9]

Malnir: Archbishop
Gatun Isara
Elgar: None
Seat: Netela
Esuaren: 2 (1%)
Naloren: 60 (1%)
Population: 26,200



The smallest county of Shorkyne, created in 583 by King Bursin to provide security and independence for the Primate of Larani. The three other Laranian archbishops recognize the Archbishop of Netela as *Primate of Shorkyne*. The title and arms of the Malnir of Netela are, by special royal and parliamentary decree, attached to the archbishopric. Because of the dual nature of the office, a new primate undergoes two ceremonies of investiture, one sponsored by the Laranian Church in Netela, the other before king and parliament in Quarelin. Both are major events.

Netela	C	G	Esuar	N	MHB	PT	LQ	MFee
NETELA	T	sF9	(ISARA)	36	4/10/1	8/7	1.02	20/3/70
Sedyn	K	sF9	(Morien)	24	2/9/1	7/6	1.01	-/-/-

The fief has a healthy economy, with a large number of rent-paying tenants, and an emphasis on cash crops, including fruits, wool, flax, and honey. Experiments in agricultural and herding techniques are encouraged by the church, but have yet to produce any significant advances. The church is a demanding landlord and levies among the highest rents in the kingdom.

Archbishop Gatun ISARA has held the Laranian Primacy since 717. He is a tough and pragmatic man of forty-five. Some suggest that his pragmatism has crossed the line over to corruption, and many theologians assert that the spiritual side of church affairs has, under his leadership, taken a secondary role to the political.

Laranian Archbishops, including the primate, are appointed by the pontiff in Tengela (Trierzon), but to avoid conflict with the Shorkyni crown, the pontiff seeks royal advice and tends to appoint only Shorkyni priests to Shorkyni posts. It would, after all, be inconvenient for the Archbishop of Netela not to be invested as Malnir of Netela and an appointment unpopular with the king or parliament might suffer this embarrassing fate. Most of the nobility profess Laranianism; the church has considerable influence.

The Laranian church divides Shorkyne into four archbishoprics, to which malniren (each a separate bishopric) are assigned. (Peonian organization is similar.)

**Archbishopric
Map of Shorkyne**

Netela	Quarelin	Feshimes	Harbraen
Avan	Falimæ	Chomu	Aneola
Bodoe	Kemol	Elavona	Hidel
Dumala	Loala	Kolare	Istebinia
Meloda	Montivel	Malpynia	Kitalin
Netela	Quareld	Vadone	Nistone
Pelodia			Sabinia
Pilatha			Shaplane

NETELA, Town

Population: 3,600. The principal settlement and county town of the Malniren of Netela. The town is an important religious center and is the seat of the Laranian primate and of a Peonian archbishop. Netela, both the town and the Malniren, are traditionally held by the Laranian Archbishop of Netela. The present archbishop is Gatun ISARA.

The town lies on the main Alagon highway where it bridges the Pabone River. Netela is a busy port and market, but is overshadowed by Turesgal.

NORABY, Castle [sD8]

An esuaren in PELODIA held by Elgar Gys Pelanby for clan Pelanby. Gys is an adoptee. The castle controls river access to Karemus.

NOREM, River [sI4]

A short, turbulent tributary of the Sharl.

NORLAY, Castle [sH9]

An esuaren in MALPYNIA held by Elgar Gaelan Guren for clan Surelara. Norlay castle owns the distinction that it was attacked and/or besieged thirteen times by various Ivinian and Harbaalese forces in the "Viking Age", but never fell.

Gaelan Guren can trace his line back to Hadist, the famous *Wall of Norlay*, who held the castle through seven of the attacks - he died during the eighth.

Norlay, perched on a rocky headland, has an 80' foot tower almost 350' above sea level; its signal fire or red flag of warning can be seen from the towers of Sagora.

NOSHISA, Keep [sL9]

An esuaren in NISTONE held by Esuar Kabald Obentes from clan Tabin.

NURE, Keep [sL9]

An esuaren in KITALIN held by Elgar Erdis Jilada for clan Tabin. Nure is an important wine-growing district see: FINORA

NUVES, River [sK3]

A tributary of the Amuda.

O

ODALIN, Clan

Azure, three winged stags rampant argent. Crest: a demi-lion rampant or.

The ruling house of PILATHA. The present malnir is Medal Odalin, a humble and pious Laranian, a second son who was studying for the priesthood when he inherited the title on the unexpected death of his brother Mexal. He provides a full tithe (10%) of county revenues to the abbey at FESHONES the abbot of which enjoys a special position at court. Some feel that Medal tends to neglect his financial responsibilities. His house-

hold is austere, a difficult point with other gentlefolk, who deem it a matter of honor to provide retainers and guests with lavish food, drink, and entertainment.

Medal is known as a woman-hater and the only celibate count in Shorkyne. He is forty-six, pale, slim, with grey eyes and greying brown hair, a fair warrior, and a good administrator. He takes a full hour for religious devotions each day. Medal is naive, idealistic, and unrealistic. His sense of rigid personal honor does, however, keep him from entering into questionable associations, and protects him from the machinations of others. He is respected, but not well-liked.

ODEGEL, Mount [sM1]

A peak (7,003') in the northern Harbaalese Alps

ODELYN, Keep [sI9]

An esuaren in CHOMU held by Esuar Haraste Maratel from clan Bideles.

ODIRUN, Castle [sN0]

An esuaren in HIDEI held by Elgar Fasos Estries for clan Tabin.

OGENED, Fort [sL5]

A fortification in HURISEA built in 714 as an outpost of ANEOLA. Ogened is held by Hastin Gavarines, Malnir Amin's youngest son. Hastin is competent, but the slim resources he receives demonstrate a lack of commitment to the region.

OLAGEN, Fort [sK7]

An esuaren in ANEOLA held by Tavis Alvarichos for clan Gavarines. Olagen was built to control the gap between the mountains and Antiag March, a mandate it has yet to fulfil.

OLMEDA, River [sH4]

A tributary of the Ingersen in northwest Harbaal.

ONEON, Thran [sH4]

One of four thranaals in the Harbaalese kingdom of TONANBY. The thran is held by Pares Davalen, some of whom have a reputation as being among the cleverest traders of the northern world.

ONPINOS, Keep [sM9]

An esuaren in NISTONE held by Esuar Frandis Isyn from clan Tabin.

ORELEON, Keep [sJ0]

An esuaren in VADONE held by Esuar Hadsen Umedes from clan Medaro.

ORGET, River [sK5]

A tributary of the Tyargha.

ORINDA, Mount [sN0]

The second highest peak (9,742') of the Nadamis.

ORTHA, Keep [sH0]

An esuaren in VADONE held by Esuar Kynes Meledien from clan Medaro.

OSENA, Vathran [sK1]

A rich and powerful vathran at the mouth of the Bemis river in the Harbaalese kingdom of GAVRIOS. The settlement is held by a junior branch of clan Merensen. Although there is a friendly rivalry between Osen and GENJA, the holders are loyal to the ruling clan.

OSTELONES, Keep [sG9]

An esuaren in LOALA held by Elgar Namis Helpanaro for clan Hethara. Namis, an immigrant from Hurisea, is 35, unmarried and regarded as particularly eligible.

P

PABONE, River [sE0]

A stream rising in the northeast Jerinalians, flowing north into Avan Strait. at Turesgal.

PADONA, Kingdom [sI3]

Tanal (King): Sandal Pelanby
Royal Seat: Noortel
Thranaals: 3
Freeholds: 89
Population: 57,300

The kingdom of the Harbaalese branch of Clan PELANBY. The Padona Pelanbys were, in 665, one of the first clans to submit peacefully to Dula Elendy, and remain loyal to the pendragon. Despite the kingdom's favorable location on Pedon Bay, none of the settlements have evolved into towns, yet, although Enpedon is a busy market and port. Clan Paraden still thinks that Enpedon should be part of KETANIA, but are not in a position to do anything about the issue. Pelanby harassment of Paraden shipping has not helped the relationship between the two clans. Sandal may reconsider the policy since reduced traffic on the Ered is hurting Enpedon as much as Kereon.

Prince Sandal, the king's son, is currently in Hurisea with his company of mercenary-bodyguards, exploring the possibility of a Pelanby colony in the region. The king is not really behind the plan.

Thranaal	C	G	Holder	F	MHB	PT	LQ	MFee
NOORTEEL	V	sl2	Sandal Pelanby	37	2/7/1	7/6	1.00	15/4/55
Elkirnon	H	sl2	Malder Pelanby	18	3/10/1	7/5	0.99	15/4/55
Enpedon	C	sl3	Tasil Pelanby	34	4/10/2	6/4	0.98	20/4/75

PALIDEO, River [sM8]

A major tributary of the Benamo.

PALITHANE, Kingdom

A kingdom south of Shorkyne, lying between Trierzon and Emeltrene. This independent realm, once part of Trierzon, was conquered and settled by Ivinian vikings early in the sixth century. The kingdom, ruled by Harulda Ledrin, has a short common border with the Shorkyni malniren of Montivel and Kemol. The two realms maintain good relations, partly because of their mutual concern for Trierzi hegemony, and partly because of the powerful status of clan PELANBY in both kingdoms.

PANOM, River [sM7]

A major river in eastern Shorkyne, rising in the Tilame Mountains and flowing west to the Gulf of Shorkyne at Eslon. Aneolan and Istebinian patrols attempt to prevent QUARPH tribesmen from crossing the Panom, but the river is too long and the patrols too few.

PARADEN, Clan

Vert, a bendlet argent.
Crest: a roundele gold.

The ruling house of the kingdom of KETANIA in Harbaal. Uthar Paraden came to the region in the late sixth century and, by a series of brilliant military and naval campaigns using local rivers, established a power base around Kereon, which he fortified in 589-599. In carving out his kingdom, much of the fighting was done on the sealanes. Uthar and his successor Tavaris had two main rivals: clan Zhulesen and clan Tegas.

The decisive battle was actually fought off Tarkain. The Paraden victory bankrupted the Zhulesen-Tegas alliance and forced them to submit. Relations have improved, but there is still intense commercial rivalry.

The present clanhead is Ibra Paraden. One, rather unkind critic described him as a "narrow, furtive man, who might be better off in a carnival". Due to a deformity, his face is a nearly perpetual grin, but he is shy and nervous. His main problem at present is the harassment that the ships of clans Paraden, Zhulesen, and Tegas are receiving at the hands of the Pelanbys of PADONA. Enpedon in Padona was part of Ketania until 668, and the Paradens would like it back.

PARIDEN Keep [sD8]

An esuaren in BODOE held by Esuara Gwynela Pethrin from clan Pelanby.

PARNITH Keep [sL9]

An esuaren in ISTEBINIA held by Elgar Tovy Tabin for clan Tabin.

PEDON, Bay [sI2]

An arm of the Gulf of Harbaal at the mouth of the Erad. Four Harbaalese kingdoms lie around its shores.

PEJON, River [sM2]

A swift-flowing tributary of the Densey.

PELAMES, Keep [sI0]

An esuaren in VADONE held by Esuar Frand Ehtoshia from clan Medaro.

PELANBY, Clan

Pelanby of Alagon
Azure, three dragons
rampant argent. Crest: a
lymphad, vert.

Clan Pelanby is one of northwest Lythia's richest and most far-flung clans with major holdings in Shorkyne, Chelemby, Palithane, and Harbaal. The clan is of Ivinian origin.

The ALAGON branch is probably the most powerful. The clan entered Shorkyni politics at the behest of the King of Ensel who was trying to defend his independence from Edan I. In 540, however, clan Pelanby changed sides and the Tabin's have yet to forgive this "betrayal". The

present clanhead of the Alagon branch is Rumath Pelanby. Rumath is a skilled warrior of average intelligence; he is 47 years old. His chancellor, Urvan Varadis is a brilliant man from Emelrene and, secretly, an agent of Emelrene's intelligence service.

Taleth Pelanby is Telkor Rumath's loyal and moderately capable younger brother. He is content to do as he is told, hunt and gamble. He is just under six feet tall, with a fair complexion and grey eyes. It is said he lacks confidence and assertiveness, but this is an illusion he cultivates. He is a competent warrior who (secretly) practices the longbow and is a fair marksman. His wife Kysa (origin unknown) is widely regarded as a sorceress, but there is little more than rumor to support this. Kysa has a habit of disappearing for days at a time. Castle Bodara is often called upon to house the duke's entourage.

In 690, Rumath married Lyzel Hesantaal, a plain, tall, red-headed, Ivinian. He gave her father the Esuaren of Jesa as brideprice. Lyzel is now 41, and is famous for her cutting wit. The couple's relationship is now essentially "formal" in nature. While she is a competent "political hostess" she plays little part in Alagonian politics. Rumath and Lyzel have five sons and three daughters. The eldest is twenty nine and the youngest sixteen. Delin (third child and second son) is Elgar of Chardel and seems unable to cope. There have been riots caused by Delin's arbitrary interference in his vassals' affairs. Rumath is presently deciding whether to replace him or send a better "deputy".



Pelanby of Padona
Azure, three dragons
rampant gold. Crest: A
Lymphad sanguine.

The Harbaalese branch is the most senior. Pelanbys founded Noortel in the third century. The clan were among the first to submit peacefully to Dula Elendy and have remained loyal since. Sandal came to the throne on the death of his childless uncle in 708 and is Harbaal's most conservative ruler. He is 37 with brown hair and green eyes, and has two facial scars, one of which took his left eye. He abhors anything that disturbs the peaceful order of Padona. As head of the senior branch, Sandal feels paternalistic toward all Pelanbys



Pelanby of Degau
Azure, three dragons
rampant argent. Upon a
canton of the second a
molet of six points of the
first. Crest: A Lymphad
sanguine.

In 513, Harvin Pelanby joined Bjan Ledrin's invasion of western Trierzon. Before the war ended in 519, nearly a thousand clansmen and followers had taken part, and the new Palithanian king, Bjan, made Harvin Earl of Degau in southern Palithane.

The earldom is quite wealthy, but Trierzon is not reconciled to Palithane's existence, and Degau is quite near the border. Rutal Pelanby is the present Earl of Degau. He is a clever man with strong fortifications and several overseas investments.



Pelanby of Chel
Azure, three dragons
rampant argent, a baton
sinister gules Crest: A
Lymphad proper.

The Chelemby branch of the clan is descended from Olvan Pelanby who moved to the island in 548. Olvan was the illegitimate son of the king of Padona. His success in Chelemby convinced his father to acknowledge his paternity, and the Pelanby of Chel achievement dates from this time. The present clanhead is Oldar. A robust man in his late fifties, with seven sons, seven ships, and a fortune in gold. His is one of the most opulent households in northwestern Lythia.

PELDEN, Fort [sN2]

The stronghold of Ivas Pelstrom in JARENMARK. Pelden is one of three clan Pelstrom holdings in the area, the others being Hlen and Sonege. Ivas is unaware of the difficulties his elder brother is having at HLEN, being preoccupied with a recent upwelling of tribal unrest arranged by Panaga/Indan.

PELEDEO, Ruin [sG7]

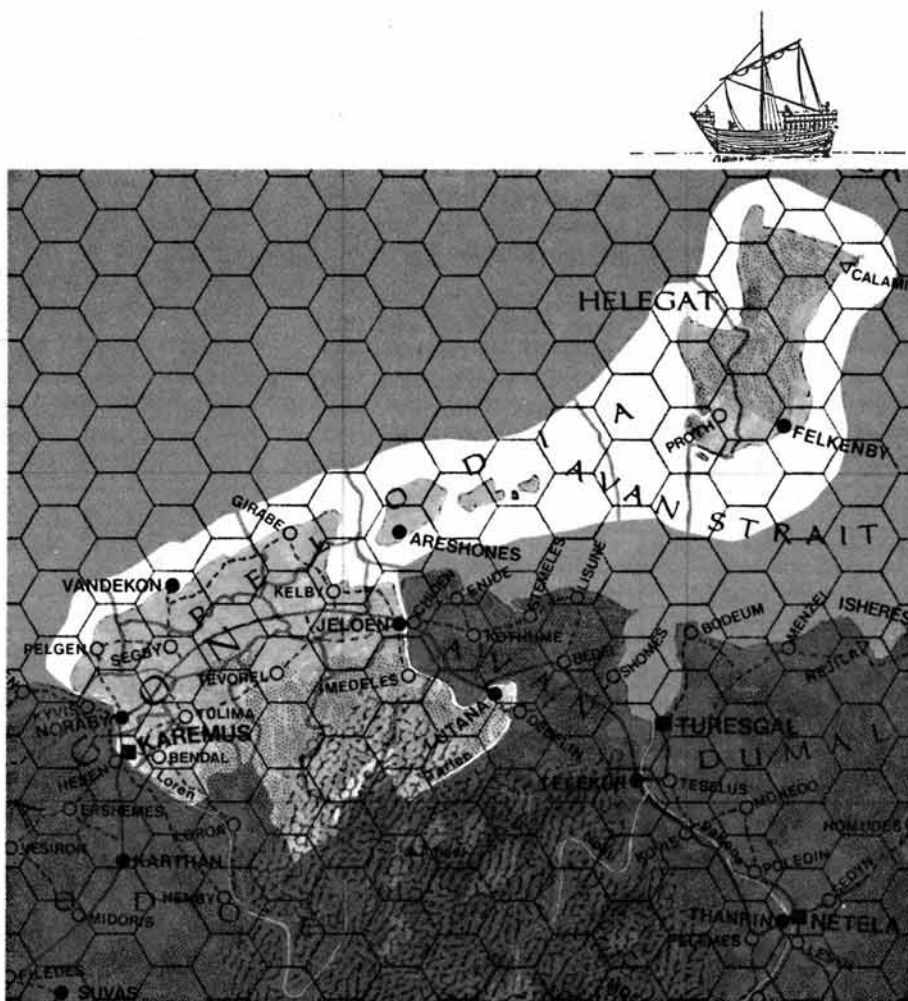
A ruined castle on the coast of the Shorkyni malniren of Loala. The castle was attacked eight times by vikings before it fell to clan Aalden¹ in 681. The vikings left no one alive and the site is said to be tragically haunted. It is still possible to find the bones of those who fell in the castle's defence, or who died horribly afterward, but few go there.

PELEG, Mount [sI4]

A peak (7,996') in the Harbalese Alps.

PELEMES, Keep [sF9]

An esuaren in PILATHA held by Esuar Deniel Jarmin from clan Odalin.

**PELGEN, Keep [sD8]**

An esuaren in PELODIA held by Esuar Dafyn Rethalis from clan Pelanby.

PELODIA, Malniren [sD8]

Malnir/Telkor Rumath Pelanby
Elgar: Karal Pelanby
Seat: Vandekon
Esuaren: 16 (7%)
Naloren: 249 (6%)
Population: 90,900

A county in the Telkoren of ALAGON. The current elgar is Karal Pelanby, the younger brother of the telkor. Karal is a competent administrator, although something of an idealist. He is a qualified pilot and often goes to sea for extended periods in his fine Karune, the *Nulesul*. Karal has been called the most chivalrous knight of Alagon; he is certainly one of the finest horsemen and few can handle weapons any better. Pelodia has a 42% Ivinian minority, the largest of any county in Shorkyne.

Pelodia	C	G	Esuar	N	MHB	PT	LQ	MFee
Areshones	C	sE8	(Mornaim)	11	3/8/1	8/6	0.00	20/3/90
Bendal	K	sD8	Polida	7	2/9/1	8/6	1.02	--/--
Felkenby	C	sF7	(Tilar)	31	4/9/1	8/6	1.01	18/3/55
Girabe	K	sD8	Samisa	11	2/9/1	8/6	1.01	16/3/40
Imedeles	K	sE8	(Almy)	9	2/9/1	8/6	1.02	18/3/40
Jeloen	C	sE8	(Pelanby)	19	3/9/1	7/6	1.02	20/4/45
Karemus	T	sD8	(Freetown)	29	5/11/2	8/7	1.05	20/8/50
Kelby	K	sD8	Tantura	11	2/9/1	8/6	1.00	16/3/40
Lutana	C	sE8	(Pelanby)	12	3/5/1	8/6	1.03	10/2/40
Noraby	C	sD8	(Pelanby)	17	4/8/1	8/6	1.02	12/4/40
Pelgen	K	sD8	Rethalis	8	2/9/1	8/6	1.00	15/3/40
Proth	K	sF7	Vadensen	16	3/9/1	7/6	1.01	20/4/40
Segby	K	sD8	Chusen	12	2/9/1	7/6	0.99	--/--
Tevorel	K	sD8	Chaasen	17	2/9/1	8/5	0.98	--/--
Tulima	K	sD8	Dasen	12	2/9/1	8/6	1.05	--/--
VANDEKON	C	sD8	(Pelanby)	27	2/8/1	8/6	1.00	18/3/45

1 For information of Clan Aalden of Tavu in the Sea of Ivae, see our *Ivinia* regional module.

PELOSES, Keep [sI8]

An esuaren in KOLARE held by Esuar Ban Terelassen from clan Bideles.

PELSTROM, Clan

Gyrony, Argent and gules,
eight roundels
countercharged.
Crest: None

The ruling clan of the portion of JARENMARK which extends onto the Shorkyne Regional map.

In Jarenmark, Clan Pelstrom holds Mutilheim (the clan seat) and Fesemborg on the Ivinia regional map, and the thrans of HLEN, SONEGE and PELDEN on the Shorkyne regional map. The clan also holds FIGEND and UNTEN in Hurisea.

The colonization of Hurisea, is intended to create a Pelstrom power base outside Jarenmark and free

of tribute to the Jarenmarker King Lygen. One problem the Pelstroms might face is that King Lygen might someday claim Hurisea himself.

A more immediate problem faces the Pelstrom southern holdings as a result of the evil machinations of the archmage *Panaga*, known locally as *Indan*. Necromancy at Hlen, and tribal unrest among the Quarph and Alts, may yet destroy the ability of the clan to rule.

PENDOR, Mount [sM1]

A peak (9,269') in the northern Harbalese Alps. Because of its unusual shape, Mount Pendor is sometimes called the *Great Bear*.

PENINA, Castle [sJ8]

An esuaren in KOLARE held by Elgar Kunin Larkau for clan Bideles. Kunin is suffering from an undiagnosed wasting disease. He has no faith in physicians and refuses to seek their explanation for his incessant chest pains. He suspects he is dying and deals with this fact by intense activity in an attempt leave his mark.

PEREL, Castle [sB0]

A fortress in Quandas, a shire in the Kingdom of EMELRENE.

PETHRYM, Mount [sE0]

A peak (7,427') in the Jerinialian Mountains. The site of a shrine to the *Old Gods*. See EMELA.

PILATHA, Malniren [sF9]

Malnir: Medal Odalin
Elgar: None
Seat: Thanrin
Esuaren: 10 (4%)
Naloren: 149 (3%)
Population: 64,900

One of Shorkyne's poorer counties, Pilatha lies at the northern end of the Jerinialian Mountains - a large minority of its population is EMELA. The foothills are known for sheep, and wool products are major exports.

Pilatha	C	G	Esuar	N	MHB	PT	LQ	MFee
Beldene	K	sF9	Eval	15	2/9/1	8/6	0.99	-/-/-
Feshones	A	sE0	Abbot	11	2/8/1	7/6	1.11	-/-/-
Hodet	K	sF9	Servorate	16	2/9/1	8/6	1.00	18/3/30
Kovis	K	sE9	(Melkasin)	9	2/8/1	8/6	1.01	20/4/40
Lesyn	K	sF9	(Melinarius)	29	2/9/1	8/6	1.00	28/3/40
Lugen	K	sF9	Irvuren	13	2/8/1	8/6	1.00	18/3/30
Mologin	K	sE9	Obar	13	2/9/1	8/5	1.00	16/3/30
Pelemes	K	sF9	Jarmin	12	1/8/1	7/5	1.00	-/-/-
Seltines	K	sF9	Avandes	14	2/8/1	8/6	1.01	-/-/-
THANRIN	C	sF9	ODALIN	17	3/7/1	8/6	1.02	15/4-60

Malnir ODALIN is quite naive, idealistic, and unrealistic, but his rigid personal honor keeps him from questionable intrigue. Medal is respected, but not well-liked, and is the only Shorkyni tenant-in-chief to render a full tenth of his income to the church. See: at FESHONES.



POLEDIN, Keep [sF9]

An esuaren in DUMALA held by Elgar Istan Tarasis for clan Dasendis.

PONEL Keep [sM5]

The HATALEN of clan Ponelsen in HURISEA. In 687, the Ivinian clan Kasraal was caught by a rival raiding fleet in the Gulf of Shorkyne. Fleeing up the Tirga, past Beldira, they found the Ponel district in a state of civil war between local clans Losel and Uthis. The Kasraals entered the fray on the Losel side, and their combined force soon prevailed. In 688, clan Kasraal elected Miressa valhakar (unusual for an Ivinian clan) and she married Suren Losel; thereby joining the clans which adopted the name Ponelsen. The present prince is Suren II Ponelsen. Ponel is (for Hurisea) relatively peaceful, partly due to its 708 alliance with BELDIRA.

POZLEN, River [sJ2]

A swift-flowing stream in northern Harbaal.

PRENEL, Keep [tK1]

An esuaren in SABINIA held by Esuar Kynes Leyeta from clan Telthael.

PRET, River [sN3]

A short stream rising on the south flank of Mt. Daba and feeding the Cheb Lakes.

PROTH Keep [sF7]

An esuaren in PELODIA held by Esuar Lanes Vadensen from clan Pelanby.

PRUTHIS, River [sI0]

A tributary of the Benamo.

PURIS, River [sE0]

A tributary of the Northern ES.

PUSINIS, Keep [tK1]

An esuaren in SABINIA held by Elgar Vandor Penadari for clan Telthael.

Q

QUANDAS BAY [sB9]

An arm of the Sea of Ivae between Alagon, Quandas, and Melderyn, and an important waterway.

QUANDAS, Shire [sB0]

The northernmost shire in the kingdom of EMELRENE. The royal moot (sheriff's seat) is at DETULE.

QUANTERE, River [sG0]

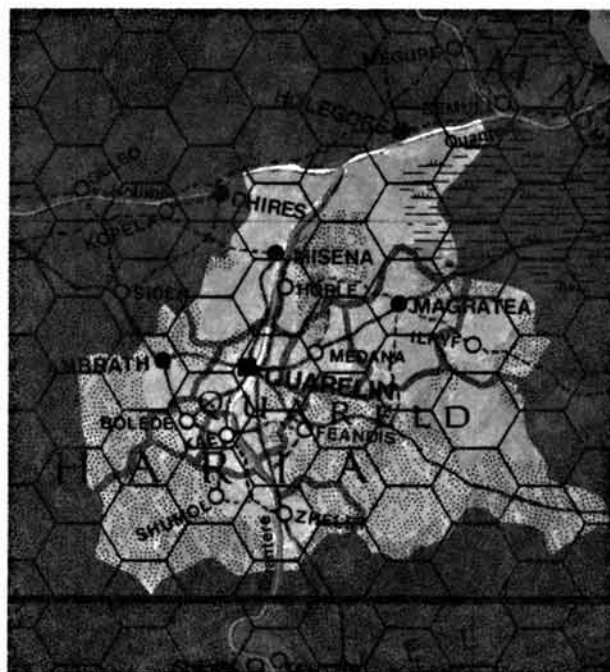
The Quantere river valley is densely settled and is the major route to southern Shorkyne.

QUARELD, Malniren [sG0]

Malnir: King Gerlens
Elgar: Lenkar Dalame
Seat: Quarelin
Esuaren: 12 (5%)
Naloren: 242 (5%)
Population: 109,300

The principal county of the Telkor of THARIA, who is also King Gerlens Dalame. The elgar is heir apparent, Hatal Lenkar Dalame, an able administrator and a good general. He is thirty-five years old, tall, robust, and gregarious, with startling white hair and hazel eyes. Quareld is one the richest malniren in Shorkyne.

Quareld	C	G	Esuar	N	MHB	PT	LQ	MFee
Anbrath	C	sG0	(Dalame)	23	3/9/1	8/6	1.01	--/--
Bolede	K	sG0	(Piroteres)	19	2/8/1	8/6	1.00	--/--
Feandis	K	sG0	Pavarise	23	2/8/1	8/6	0.99	--/--
Horle	K	sG0	Atrydes	20	2/9/1	8/6	1.02	20/4/40
Ilryf	K	sG0	Porota	8	2/8/1	7/6	0.98	--/--
Kae	K	sG0	Sepillises	19	2/8/1	7/5	1.01	16/4/40
Magratea	C	sG0	(Kubas)	18	3/9/1	8/6	1.00	--/--
Medana	K	sG0	(Dalame)	16	2/8/1	8/6	0.99	--/--
Misena	C	sG0	(Palandon)	21	3/9/1	8/6	1.01	20/4/40
QUARELIN	T	sG0	DALAME	33	5/10/1	8/7	1.02	22/4/78
Shumol	K	sG0	Tarin	24	2/8/1	7/6	1.00	--/--
Zhelet	K	sG0	(Chosis)	18	2/8/1	8/6	1.00	16/3/30



QUARELIN, Town [sG0]

Population: 20,900. The malniren seat of QUARELD, and the principal seat of the Duke of THARIA, who is also the King of Shorkyne. Because Shorkyni kings often feel too insecure to enjoy the hospitality of their vassals, they rarely progress and tend to stay at home (in the company of large bands of armed men) more than do other monarchs. For this reason, Quarelin is more a true "capital" than most feudal royal seats. Quarelin is also the seat of the Laranian archbishop of Quarelin (see: NETELA) and the site of the Shorkyni Parliament.

When the Shorkyni parliament is in session, usually about four times a year for five to ten days at a time, Quarelin is filled with great lords and their retinues. The money they spend provides a considerable boost to the economy which is, for this reason alone, one of the richest in the kingdom. The influx of cash, or more properly the taxes derived therefrom, is one reason why the king likes to summon parliament as often as he reasonably can. Many of the nobles of Shorkyne maintain secondary households in Quarelin.

Major expenditures are made on public works in and around Quarelin. The Shorkyni capital is one of the cleanest, most attractive towns in western Lythia.

The fractional nature of Shorkyni politics makes severe demands on the Quarelin bureaucracy, which is generally undermanned and overworked. Nevertheless, the government is developing a style of pluralistic efficiency, which indicates a promising future.

QUARENA, Castle [sL9]

An esuaren in KITALIN held by Elgar Iras Porinin for clan Tabin.

QUARPH

The inhabitants of Quarphor, including Hurisea (its western part). The Quarph are a Pharic people, who began arriving in the region c.1700 BT. They are a tall, fair, light-eyed people. They dwell in nomadic clan groups of twenty to sixty related individuals, but often form larger groups and build palisaded villages, and there are Quarph towns here and there. Quarph families may have cattle for milk, and practice some agriculture, but they mainly subsist by hunting, trapping, fishing, and gathering. The Quarph tend to object to foreigners in their huge territories and are adept with spear, shortbow, axe, and shortsword, especially from ambush. Less civilized Quarph tribes can be found in the CHALEO HILLS.

Quarph is also the name of the language primarily spoken in Quarphor. It is, probably, the purest surviving form of *Quar*, the tongue from which Quarph, Old Trierzi and SHORKA are descended.

QUARPHOR

The huge region stretching from the Gulf of Shorkyne east to Reksyna and from Lankor north to Altland. Quarphor remains mostly wilderness, but there are also a number of small civilized states.

R**REALEN, River [sG8]**

A river in the Shorkyni malniren of Loala flowing north into the Gulf of Shorkyne.

REGONA, Castle [tG1]

An esuaren in MONTIVEL, held by Elgar Juven Dalame for clan Dalame. Located near the Trierzon frontier, Regona is one of the best fortifications anywhere, a stone castle atop a craggy bluff overlooking a bridge over the Quanter. The 3rd Cohort of the Royal Army is permanently stationed here, and the garrison is often larger with troops of the feudal levy. A monastery near Regona produces a dark liqueur, with a hint of mint, called *Caras Regona*, highly prized by connoisseurs.

RESHAAL, Castle [sH3]

One of two thranaals in the Harbaalese kingdom of LYTHEIM. The stronghold is held by Vargan Rustel, who pays tribute to his elder brother Kanden Rustel.

RIGENOS, Castle [sM9]

An esuaren in NISTONE held by Elgar Losaka Tabin, a nephew of Telkor Kordus Tabin. Rigenos is the malniren seat of Nistone.

ROKE, Mount [sN0]

A peak (8,256') in the Nadami Mountains.

RUSHE, Keep [sI0]

An esuaren in VADONE held by Elgar Avnis Bilatren for clan Medaro.

RUSTEL, Clan

Gyrony sable and azure, a goat rampant argent. Crest: A molet of five points pierced argent.

The ruling house of the Harbaalese kingdom of LYTHEIM. Clan Rustel served the Elendys as warrior retainers for generations until 688, when their long service was finally recognized by Tralis Elendy who granted Kanden Rustel the vacant throne of Lytheim. The elevation of a common soldier to such high status, however loyal, infuriated some Elendys and other great clans, some of whom still will not even allow the name of Rustel to be spoken in their presence. Kanden is fifty-one.

S

SABIN, Town [tK1]

Population: 9,600. The malniren seat of SABINIA, held by Malnira Bryna TELTHAEL. The town is divided into wards, each of which elects one alderman. Suffrage is universal among heads of property-holding households. Apart from their normal judicial functions, each alderman is responsible for "governing" his ward and serves on an advisory town council. The town council elects one of its own as mayor to liaise with the malnira. The town is famous for its brasswares.

SABINIA, Malniren [tK1]



Malnira: Bryna Telthael
 Elgar: None
 Seat: Sabin
 Esuaren: 12 (5%)
 Naloren: 220 (5%)
 Population: 96,400

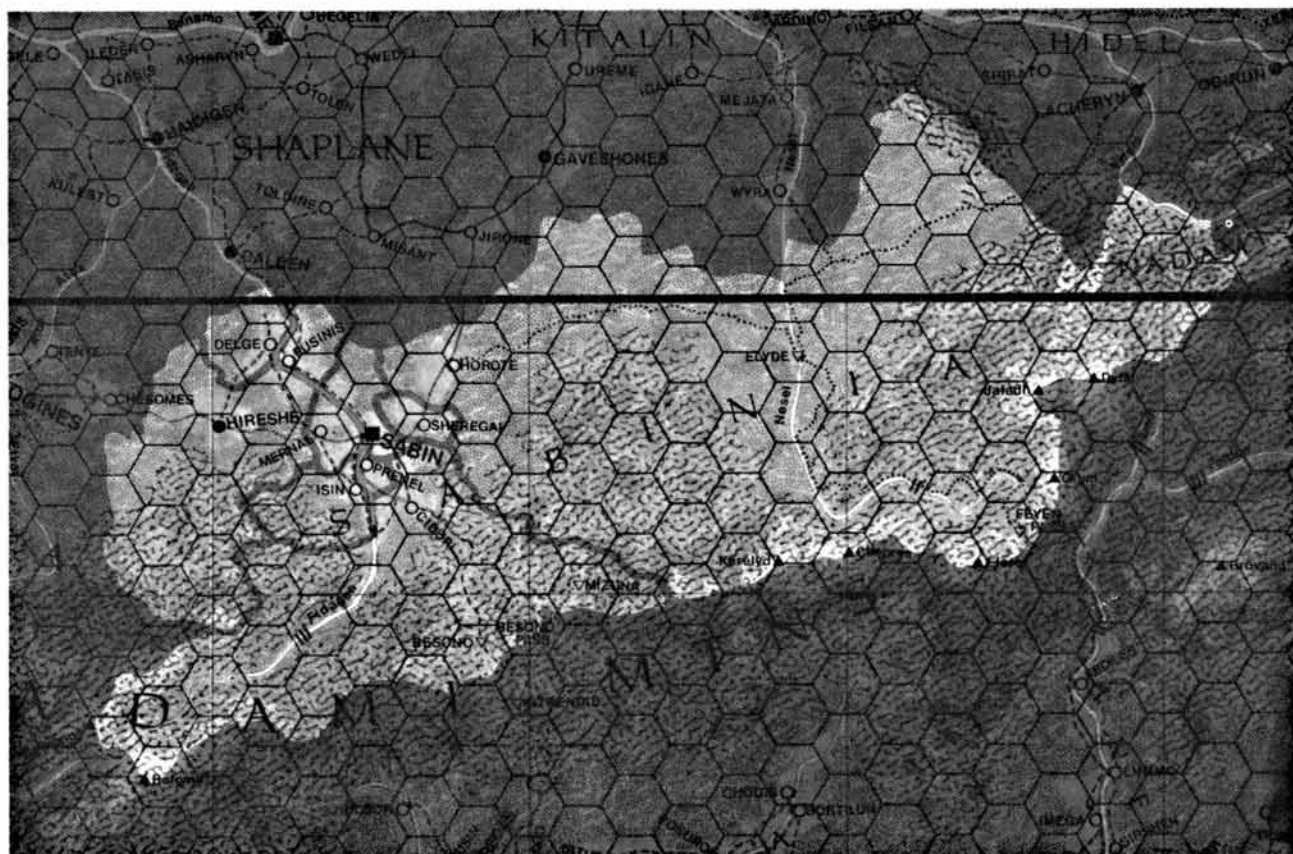
A Shorkyni county nestled against the Nadami mountains along the Trierzi border. The Sabinian passes are often fought over, but the terrain is too difficult for a serious campaign so most military activity is in the form of raids. Most of the settlement is in the western part of the county.

There are important copper deposits in the Nadami mountains and Sabin has a thriving bronzewares industry. There is a significant EMELA minority in the mountains. For the most part they respect the Malnira, but tend to remain politically neutral, and cross back and forth between kingdoms at will.

Sabinia	C	G	Esuar	N	MHB	PT	LQ	MFee
Besono	F	tK2	(Telthael)	0	3/-	-/4	0.93	-/-
Ciduri	K	tK1	(Dalasa)	20	3/9/1	7/5	0.97	-/-
Delge	K	tK1	(Aduro)	22	2/8/1	8/6	1.00	12/2/30
Elyde	F	tL1	(Telthael)	0	2/-	-/5	0.93	-/-
Hireshe	C	tK1	(Paulis)	40	3/9/1	8/6	0.99	-/-
Horote	K	tK1	(Telthael)	24	2/8/1	7/5	0.98	-/-
Isin	K	tK1	Malagas	16	2/8/1	7/6	1.00	13/2/30
Mernal	K	tK1	(Birendys)	17	2/8/1	7/6	0.99	-/-
Prenel	K	tK1	Leyeta	10	2/9/1	8/6	1.02	20/3/30
Pusinis	K	tK1	(Penadari)	29	2/8/1	8/6	1.01	18/3/30
SABIN	T	tK1	TELTHAEL	28	5/11/1	8/7	1.03	22/4/60
Sheregal	K	tK1	Nadori	14	2/8/1	8/6	0.97	-/-

SAGORA, Town [sH9]

Population: 11,300. The second largest town in MALPYNIA, Sagora is a major port and a major producer of glasswares. The esuaren is held by Elgar Vaklir Suredara for clan Suredara, but there is an advisory body of aldermen who do most of the actual governing.



SALIOM, Kingdom [sJ2]

Tanal (King): Bjar Stahlin
 Royal Seat: Anstal
 Thranaals: 2
 Freeholds: 53
 Population: 39,900

One of Harbaal's poorest and least developed kingdoms. Saliom is the most "Ivinian" of Harbaalese kingdoms; its thranaals are culturally indistinguishable from those in Seldenbaal or Menglana. The STAHLINS, who claim to be distant relatives of the *Stahlers*, the royal clan of Menglana in Ivinia, have urged the pendragon of Harbaal to assist Menglana in her war against Ibanvaal. Since Harbaal and Ibanvaal also have a past history of conflict, and the Stahlin's are loyal to the Elendy, the plea has generated considerable support among key advisors to the pendragon. The plan, suggested to King Bjar Stahlin by his sister Mjena, is a ploy which she hopes will result in the king and much of her opposition going off to war.

Thranaal	C	G	Holder	F	MHB	PT	LQ	MFee
ANSTAL	V	sJ2	Bjar Stahlin	42	3/10/1	6/4	0.97	15/4/50
Feredis	H	sl2	Bildan Stahlin	11	2/10/1	6/5	0.97	15/2/50

SCRIPTS

The dominant script of the Shorkyne Region is Lakise, but Runic is also used, especially in the north, and *Selenian* enjoys some use among the EMELA.

SEBERON, Castle [sC9]

An esuaren in MELODA held by Elgar Tovat Baloth for clan Pelanby.

SEDONA, River [sL6]

A tributary of the Gadel.

SEDREN, Mount [sN8]

A peak (7,924') in the Nadami Mountains.

SEDYN, Keep [sF9]

An esuaren in NETELA. The office of elgar is traditionally attached to the office of Deputy Grandmaster of the Order of the GUARDIANS OF DOLITHOR.

SEGBY, Keep [sD8]

An esuaren in PELODIA held by Esuar Rupal Chusen from clan Pelanby.

SELTINES, Keep [sF9]

An esuaren in PILATHA held by Esuar Berdon Avandes from clan Odalin.

SERD, River [sJ8]

A short river rising in the Chaleo Hills and flowing northwards into the Gulf of Shorkyne.

SHAPLANE, Malniren [sK0]

neMalnir: Calam Valdinoren
 Elgar: Kalstir Valdinoren
 Seat: Antiome
 Esuaren: 13 (5%)
 Naloren: 269 (6%)
 Population: 122,100

A county in Shorkyne held by clan VALDINOREN. The clan has elected the 18 year old Calam Valdinoren neMalnir (heir to the malniren), but then chose his uncle, Kalstir, to act as elgar until Calam's majority (age 21).

Shaplane	C	G	Esuar	N	MHB	PT	LQ	MFee
ANTIOME	T	sK0	VALDINOREN	41	4/10/1	8/7	1.06	20/6/80
Asharyn	K	sK0	(Viara)	18	3/9/1	8/6	1.02	16/3/30
Beson	K	sK9	(Piretta)	7	2/8/1	8/6	0.98	12/2/30
Dalben	C	sK0	Kumarle	23	3/7/1	8/6	0.97	14/3/50
Haidigen	C	sJ0	(Valdinoren)	17	3/10/1	8/6	1.01	18/2/60
Hegelia	K	sK0	(Karla)	43	3/8/1	8/6	1.02	12/2/40
Ileden	K	sJ0	Feander	16	2/8/1	7/6	1.00	12/2/40
Jirone	K	sK0	(Belan)	32	3/8/1	8/6	0.98	-/-/-
Misant	K	sK0	Sinisalo	11	2/8/1	8/6	0.96	-/-/-
Tasis	K	sJ0	Uel	16	2/8/1	7/5	1.00	20/2/30
Toldine	K	sK0	Ivanor	21	2/8/1	8/5	0.96	-/-/-
Tolen	K	sK0	Wesenor	14	2/8/1	7/5	0.97	-/-/-
Wedel	K	sK0	(Valdinoren)	10	2/8/1	7/5	0.94	-/-/-



Shaplane contains some useful iron ore deposits and significant metalworking industries. Shorkyne's only east-west highways pass through Shaplane, as does the River Benamo, the principal water route. Because of its strategic location, Antiome is an active market.

By controlling the major east/west communications, Shaplane is of vital importance to the Telkoren of ENSEL. The Valdinorens, who must ever be wary of the machinations of the House of Tabin, have tended to side with the Pelanby faction in the past. If, however, Telkor Kordus Tabin decides to offer one of his daughters to young Calam, the balance of Shorkyni politics could be fundamentally altered, a fact which the elgar hopes will soon bring a Pelanby daughter to Shaplane.

SHARL, River [sI5]

The longest river of Harbaal, the Sharl rises on the southeast flank of the Harbalese Alps, and flows southward through the kingdom of Ledenheim to the Gulf of Shorkyne. The river waters a rich fertile valley, and the city of Leden lies at its mouth.

SHATRAH, Ruin [sH8]

A once-prosperous town destroyed in 507 by the same vikings who sacked TREPURA. The settlement was originally founded by the Jarind and continuously inhabited for two millennia. Most of the structures are now difficult to identify, but the main town square is in reasonable condition and surrounded by some excellent statuary. Some unknown sculptor keeps adding new, finely detailed, realistic statues at the rate of two or three a year. Since few people visit the site, the mysterious sculptor must be working mainly for his own pleasure.

SHEREGAI, Keep [tK1]

An esuaren in SABINIA held by Esuar Horin Nadori from clan TELTHAEL.

SHEVAL, Keep [tG1]

An esuaren in MONTIVEL held by Esuar Namos Treparian from clan Dalame.

SHIRAT, Keep [sM0]

An esuaren in HIDEL held by Esuar Ivas Isheresen from clan Tabin.

SHOMES Keep [sE8]

An esuaren in AVAN held by Elgar Pyren Sontain for clan Misyr.

SHORKA

The principal language of Shorkyne. Shorka is a member of the Pharic language family, descended from Ancient Phari and Quar.

SHORKYNE, Gulf of [sG7]

An arm of the Sea of Ivae separating Harbaal from Shorkyne. The waterway is a busy trade route and a relatively safe haven.

SHUMOL, Keep [sG0]

An esuaren in QUARELD held by Esuar Bargas Tarin from clan Dalame.

SIDEN, Keep [sG0]

An esuaren in KEMOL held by Elgar Giren Galaresena from clan Dalame.

SIGETO, Keep [sH9]

An esuaren in MALPYNIA held by Esuar Madred Belesen from clan Suredara.

SISOM, Keep [sI0]

An esuaren in VADONE held by Elgar Frydas Garen for clan Medaro.

SONEGE, Fort [sM2]

One of three holdings of clan PELSTROM of Jarenmark. Sonege is held by Tal Pelstrom. Tal's primary concern is a recent upwelling of tribal unrest arranged by Panaga, known locally as Indan. See: HLEN.

SONISE, Keep [sH7]

An esuaren in LOALA held by Elgar Bulen Hethara for clan Hethara.

SOWIDH, Thran [sH6]

A thranaal in the Harbaalese kingdom of GELTHEIM held by Dyved Geltsen from Kaivi Geltsen of Gelt. Prince Dyved is a loyal supporter of his brother the king.

STAHLIN, Clan



Sanguine, a lion dormant gold. Crest: a trefoil of the field.

The ruling house of the Harbaalese kingdom of SALIOM. The present king, Bjar, came to the throne in 703 when his insane father, Kymal, was deposed and banished by the Stahlin *thrangaad*. He is thirty-two, a brilliant warrior, but not particularly intelligent. The real ruler of Saliom, is his younger, unmarried sister Princess Mjena, who is quite capable of governing the kingdom. Unfortunately, several members of the Stahlin *thrangaad* are not prepared to be ruled by a woman, however capable. They resent Mjena, and Bjar for giving her so much power.

STEMELES, Keep [sE8]

An esuaren in AVAN held by Esuar Talban Estray from clan Misyr.

STURETEMA, Keep [sI9]

An esuaren in CHOMU held by Esuar Ival Boleda from clan Bideles.

SUDHETEMA, Mount [sD0]

A peak (8,030') in the Jerinalian Mountains.

SUREDARA, Clan

Party per saltire, azure and vert, a cross-formy-quadrant, argent. Crest: an arm embowed to the dexter, tenne.

by joining clan Suredara (a distaff branch of the royal clan Andrana) to the remnants of the deposed royal clan Byrlesen. While Varinel's intent may have been to install a friendly clan in Malpynia, the Suredaras were, within a generation, pursuing their own interests.

The present Malnir and clanhead is Tenesal Suredara, a cunning diplomat of thirty-six, and a student of history who likes to recall the former glory of Malpynia. Tenesal succeeded his less competent father who died following a bout of stomach cramps. Unvoiced suspicion of poisoning still lingers, although this would be true with any stomach ailment. Still, the question of the old count's death causes most people to tread carefully around Tenesal.

The Malnir has pursued an unaligned policy within the Shorkyni political structure, where his undoubted diplomatic skills serve him to advantage. Despite his unsavory reputation, Tenesal managed to win appointment as Chancellor of Shorkyne. It is an office he has held with some success, despite his general inability to manage people under his authority, and despite the fact that the king does not like him personally.

Tenesal is in the early stages of negotiating a secret alliance with the king of Chelemby, but it is not clear whether he is acting on his own behalf, or at the instructions of King Gerlens.

Tenesal has never married, but has several dozen mistresses. He is a small man, prone to allergic attacks and/or asthma. It is also (falsely) rumored that he has falling sickness. His most outstanding features are his almost black eyes; he has cultivated a penetrating gaze able to daunt the noblest warrior. Some call him the *Demon-Lord of Eilyria*. Tenesal never displays ill-temper, but his quiet words are deemed capable of withering the bravest will. Tenesal has dabbled in several of the arcane arts and possesses the psionic talent Mental Bolt.

The present ruling house of the Shorkyni malniren of MALPYNIA

When king Varinel Andrana (566-581) assumed the throne, he found himself in possession of Malpynia and Tharia, and thought it wise to divest himself of one or the other (before his barons could do it for him).

Since his ancestral homeland was Quareld, he chose to grant Malpynia to a friendly clan and keep Tharia. So in 567, Malpynia's new ruling house was formed

SUVAS, Castle [sD9]

An esuaren in BODOE held by Esuar Dasen Queridona from clan Pelanby.

SWADH, Mount [sN1]

A peak (6,922') in the northern Harbalese Alps

SYMON, Keep [sL9]

An esuaren in NISTONE held by Esuar Varnel Stetar from clan Tabin.

T

TABIN, Clan

Vert, a tower gold. Crest: a bear's head erased and muzzled, sanguine.

The ruling house of ENSEL, Shorkyne's largest duchy.

The pedigree of the Tabins, which can be traced unbroken to the Kings of Ensel, has helped fuel the feud with the upstart, immigrant PELANBYS for generations, but the most significant cause of the rivalry is the perceived betrayal of the "cause of freedom" by Bjan Pelanby when he changed sides in 540.

The present clanhead and Telkor is Kordus Tabin, an extremely stubborn 51 year old. He has five sons, three daughters, nine grandchildren, and twenty three nieces and nephews, scattered all over Shorkyne and neighboring kingdoms for political and dynastic reasons.

The Tabins have a long-term goal for expansion northwards into HURISEA. The clan already holds the keep at CHEGEN and are actively involved in the maelstrom of Hurisean politics.

Kordus wisely fears assassination and places each of his relatives with care. He usually keeps one or two of his relatives in the Principality of LANKOR where clan Tabin is a major player. Kordus' main hope is for a political marriage with one of the Lankorian princesses.

TALIG, Mount [sL2]

The second highest peak (10,140') of the Harbalese Alps.

TANAL

The Harbaalese/Ivinian word for King.

TAREPIN, Keep [sC9]

An esuaren in BODOE held by Esuara Imela Waselen from clan Pellanby.

TARLEN, River [sE8]

A river of northwest Shorkyne, the border between Alagon and Avan.

TARPEL(A), King/Queen

The Shorkyni TITLE for the ruler/sovereign of a *Tarpelen* (Kingdom). A "king" is a *Tarpele*, and a "queen" is a *Tarpela*.

TARPELEN (Kingdom)

The Shorkyni word for kingdom. In theory, all land in the Tarpelen is owned by the TARPEL (king) who grants it to tenants-in-chief (MALNIRI and TELKORI) who in turn grant it to their tenants (ESUARI), who grant it to theirs' (NALORI) and so on. In Shorkyne, the feudal link between the Tarpel and his tenants in chief is defined and regulated by parliament, which holds the right to elect and depose monarchs. All acts of the government are made "in the name of the Tarpel", but in practice Shorkyne is a constitutional monarchy.

TASIS, Keep [sJ0]

An esuaren in SHAPLANE held by Esuar Hodin Uel from clan Valdinoren.

TAZELA, Castle [sH5]

One of four thranaals in the Harbaalese kingdom of TONANBY. Tazela is held by Marger Halinon, who pays tribute to clan Guline.

TECHEL, Island [sF6]

The second largest island in the Kingdom of Chelemby at the mouth of the Gulf of Shorkyne. Techel is mostly uninhabited and is the site of the earthmaster site, Dinibor.

TEDERO, Keep [sH9]

An esuaren in MALPYNIA held by Esuar Gorith Vaden from clan Suredara.

TEGORBY, Vathran [sJ3]

A thranaal in the Harbaalese kingdom of KETANIA held by Darin Tegas. Clan Tegas pays tribute to clan Paraden. Darin Tegas, through his son and heir apparent Lya, have an unusually good trading relationship with the Gargu-Kyani cave complex at HLEJIS. See: NEVEL.

TELEGED, Castle [sI8]

A vacant esuaren in KOLARE.π

TELEKUR, Castle [sE8]

The seat of Aba MISYR, Malnir of AVAN in the Kingdom of Shorkyne. Telekur is the principal market, but the county lacks the facilities and vessels to have much maritime influence.

TELKOR(A), Duke

The highest Shorkyni TITLE of landed nobility below royalty. A *Telkor* (female: *Telkora*; plural: *Telkori*) holds two or more MALNIREN which are collectively termed a *Telkoren*. The closest English equivalent to the term is "Duke".

TELKOREN (Duchy)

The hereditary fief(s) of a TELKOR (or Telkora) consisting of two or more MALNIREN of which the Telkor is also MALNIR. The word "Telkoren" is both singular and plural. Shorkyne includes five telkoren: ALAGON; ENSEL; KOLARE; THARIA; and VADONE. Fourteen of the kingdom's twenty-four malniren (the others being independent) are included in the five duchies.

TELTHAEL, Clan

Party per chevron azure and argent, a lion's head erased proper in chief.
Crest: a male gryphon statant, or.

The ruling house of the Shorkyni malniren of SABINIA. Malnira Bryna Telthael is often reckoned Shorkyne's most beautiful woman. Her administrative skills are average, but she has a talent for selecting competent ministers. She is twenty four, unmarried, and inherited the county from her father in 711. Bryna is eagerly courted by nobles from Shorkyne and Trierzon.

Through her mother, Bryna should inherit the Trierzi malniren of Faldin and Baldime. A good match would make her one of the

greatest landholders in western Lythia. In the last few years, Bryna and her mother have grown apart

TENEDE, Fort [sL8]

A fort on the Penom river in GILEND esuaren in the Shorkyni malniren of ISTEBINIA. The fort guards the main supply line to northern Istebinia, so it is of vital strategic importance to the Tabins. The commander of the fort is Lisard Makala, a retired Azeryani general who saw service on the Shurama against the Reksyni. He usually has at least four companies under his command.

TENYE, Keep [tJ1]

An esuaren in VADONE held by Esuara Kyliya Chesaer from clan Medaro.

TEPRAS, River [sL5]

A minor tributary of the Tirga in southern Hurisea.

TESELUS, Keep [sE8]

An esuaren in DUMALA held by Elgar Hain Bizantes from clan Dasendis.

TEVOREL, Keep [sD8]

An esuaren in PELODIA held by Esuar Balan Chaasen from clan Pelanby.

THANRIN, Castle [sF9]

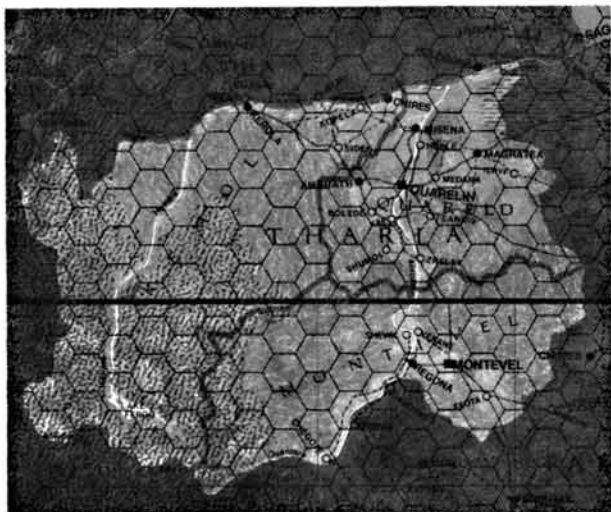
The malniren seat of PILATHA held by Malnir Medal Odalin.

THAREN, Keep [sA0]

A stronghold in western Quandas.

THARIA, Telkoren [sF0]

One of five duchies in the kingdom of Shorkyne. The Telkor of Tharia is also the King of Shorkyne, so Tharia is also the royal domain.

**TILAME GAP [sN7]**

A valley between the TILAME and NADAMI mountains, the principal overland route between ENSEL and HURISEA.

TILAME, Mountains [sM7]

A rough, mountainous area on the northeast frontier of Shorkyne. The area is home to nomadic EMELA and QUARPH tribesmen, and to some outlaws. The Quarph often journey west to the ANTIAG MARSH in summer to fish and hunt wildfowl. The outlaws prey on travelers, especially those using the Tilame Gap.

TIRGA, River [sL5]

The greatest river of northwest Lythia. The Tirga system drains Quaphor and surrounding regions, emptying into the eastern Gulf of Shorkyne in a huge marshy delta known as the ANTIAG MARSH.

TIRGOLIS, Castle [sK6]

An esuaren in ANEOLA held, in his own right, by Kaslon GAVARINES, the eldest son of the Malnir. Tirgolis is an important trade depot for Quarphorian products. Honey, amber, furs, hardwoods, and even horses from far away Reksyna, are brought down the Tirga to Tirgolis, then taken by barge, ship, or caravan, to the family seat at

Eslon. Kaslon, is not expected to inherit his father's title. He is a pompous wastrel. His mother, the real power in the county, does not regard Kaslon as her most able child.

TITLES

The Shorkyni and Harbaalese titles of nobility are given on the tables below along with their nearest English equivalents. In several cases, the English terms are not very close at all. Baron/Baroness/Barony in particular are very ambiguous terms with too many Terran connotations to be of any real use. Similarly, while English "equivalents" may be given for *Telkor*, *Malnir*, etc., they should not be taken too literally.

TITLES		FIEFS	
English	Shorkyni	English	Shorkyni
King/Queen	Tarpel(a)	Kingdom	Tarpelen
Prince(ss)	Hatal(a)	Principality	Hatalen
Duke/Duchess	Telkor(a)	Duchy	Telkoren
Count(ess)	Malnir(a)	County	Malniren
Baron(ess)	Esuar(a)	Barony	Esuaren
Manor Lord	Nalor(a)	Manor	Naloren
Governor	Elgar(a)	n/a	n/a

English	Harbaalese	English	Harbaalese
Pendragon	Vatanal	Pendragondom	Vatanalaar
King/Queen	Tanal(a)	Kingdom	Tanalaar
Prince(ss)	Akar(a)	Principality	Akaal
Clanhead	Valhakar	Domain	Thranaal

For each title, the masculine term is rendered feminine by the "a" suffix. Hence, a lady duke is a *Telkora* and a lady governor is an *Elgara*. The plural form of a title is the male form with an "i" suffix. Hence, there are 24 *Malniri* in Shorkyne. The prefix "ne" indicates apparent; a *neTelkor* is the heir apparent to a duke.

The name of the fief may be derived by adding the suffix "en" to the male form of the title, hence *TelkorEN*, *MalnirEN*, etc. Fief names are both singular and plural, hence one *malniren* and two *malniren* (not *malnirens*).

TIVARA, Keep [sL9]

An esuaren in KITALIN held by Elgar Maedar Dysen from clan Tabin.

TOLDINE, Keep [sK0]

An esuaren in SHAPLANE held by Esuar Charsin Ivanor from clan Valdinoren.

TOLEN, Keep [sK0]

An esuaren in SHAPLANE held by Esuar Daben Wesenor from clan Valdinoren.

TOLKYT, Mount [sN8]

A peak (9,933') in the Nadami Mountains.

TONANBY, Kingdom [sG4]

Tanal (King): Temaryn Guline
Royal Seat: Gulinheim
Thranaals: 4
Freeholds: 80
Population: 59,000

One of the twelve kingdoms of HARBAAL. Tonanby is the ancestral homeland of Clan GULIME, as famous for its family curse as for anything else.

Thranaal	C	G	Holder	F	MHB	PT	LQ	MFee
GULINHEIM	C	sG4	Temaryn Guline	28	3/10/1	7/5	1.02	15/3/55
Byrgen	K	sG4	Catlin Guline	27	2/8/1	7/5	1.01	18/4/60
Oneon	H	sH4	Pares Davalen	13	2/7/1	6/5	1.02	13/2/50
Tazela	C	sH5	Marger Halinon	12	2/6/1	6/5	1.03	13/3/40

The kingdom has long been under the influence of more powerful AVASTRAN to the north; this, with the introspective nature of clan Guline, has tended to retard Tonanby's development.

TREPURA, Ruin & College [sH7]

Until it was sacked by the vikings in 507, Trepura was one of the greatest ports in the Gulf of Shorkyne. Most of the town was burned, but the attackers left the compound of the famous Lado College intact. Lado College remains the largest, most prestigious Pilot's College north of Azeryan, rivalled only by the College at Nurisel on Melderyn.

Trepura has a small community among its ruins, and work has begun restoring the local gardens and orchards to reduce the district's dependence on imported food. Trepura's current status is not recognized by any government – the Malnir of Loala would be entitled to collect taxes here, but has not done so. Instead, taxes are collected by the College.

Trepura's special neutral status is unlikely to last forever because the town has one of the finest harbors in northwest Lythia. The port of Trepura consists of a lagoon linked to the sea by a well-engineered canal. Manmade hills and a natural ridge surround the harbor, and give the settlement a unique plan. The Ivinians were able to breach the town's impressive defences only by treachery.

TREVECHEL, Island [sG6]

An island near Chelemby at the mouth of the Gulf of Shorkyne.

TULIMA, Keep [sD8]

An esuaren in PELODIA held by Esuar Hagan Dasen from clan Pelanby.

TULON, Castle [tJ1]

An esuaren in VADONE held by Elgar Berlis Lodaro for clan Medaro.

TUREN, Keep [sC0]

An esuaren in MELODA held by Elgar Vandamin Kelyth for clan Pelanby.

TURESGAL, Town [sE8]

Population: 13,200. The seat and principal settlement of the Shorkyni malniren of DUMALA, held by Malnir Anfla DESENDIS. Turesgal provides three vessels to the royal Shorkyni navy. Anfla is a seafarer and Turesgal has excellent port facilities.

TURG, Mount [sI4]

A peak (8,323') in the Harbalese Alps.

TUSIMES, Keep [sJ0]

An esuaren in CHOMU held by Esuar Varbis Rausa from clan Bideles.

TYARGHA, River [sK6]

A major tributary of the Tirga.

U

ULMIS, Keep [sL9]

An esuaren in ISTEINIA held by Esuar Kastres Midori from clan Tabin.

ULNA, Mount [sK3]

A peak (9,322') in the Harbalese Alps.

UNTEN, Fort [sM3]

Unten, the northernmost settlement in HURISEA proper, is governed by Binen PELSTROM. Binen is an indifferent administrator and of slightly less than average intelligence. He often seeks and receives the advice of Alsas Pelstrom of FIGEND.

UREME, Keep [sL0]

An esuaren in KITALIN held by Esuar Gavan Pelade from clan Tabin.

URUPLA, Monastery [sM9]

An esuaren in HIDEI attached to the office of Abbot of Urupla Monastery. The present abbot is Albran Tabinsen, a distant relative of Telkor Kordus.

USTETH, Thran [sI3]

One of two thranaals in the Harbaalese kingdom of GATENLUND. Usteth is held by Myel Firdin and pays tribute to clan Gathsen.

V

VADONE, Castle [sIO]

The main seat of VADONE. Held by Telkora Estir Medaro. The castle is one of the most impressive fortifications in the kingdom.

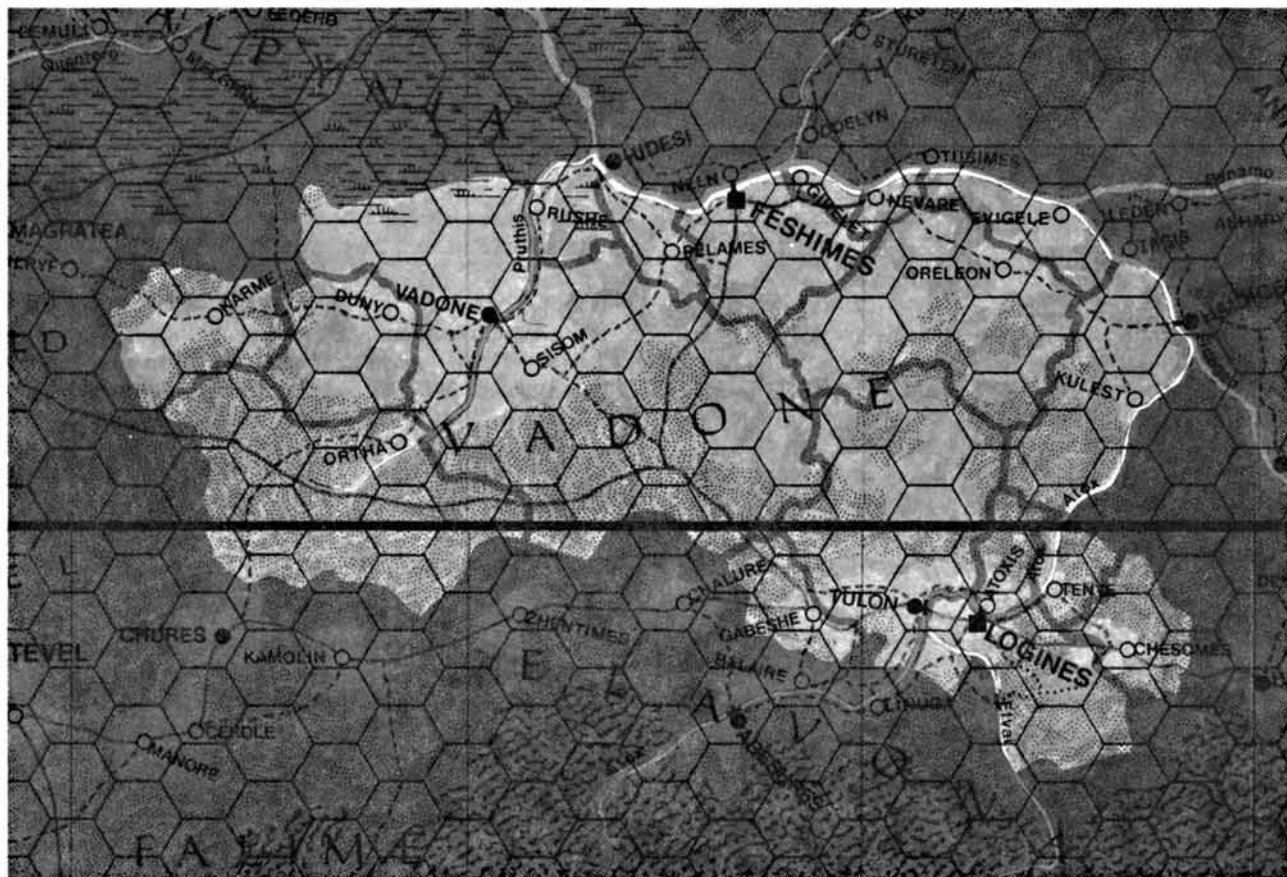
VADONE, Malniren [sI0]

<i>Malnira/Telkora</i>	<i>Estir Medaro</i>
<i>Elgar:</i>	<i>None</i>
<i>Seat:</i>	<i>Vadone</i>
<i>Esuaren:</i>	<i>20 (8%)</i>
<i>Naloren:</i>	<i>438 (9%)</i>
<i>Population:</i>	<i>170,500</i>



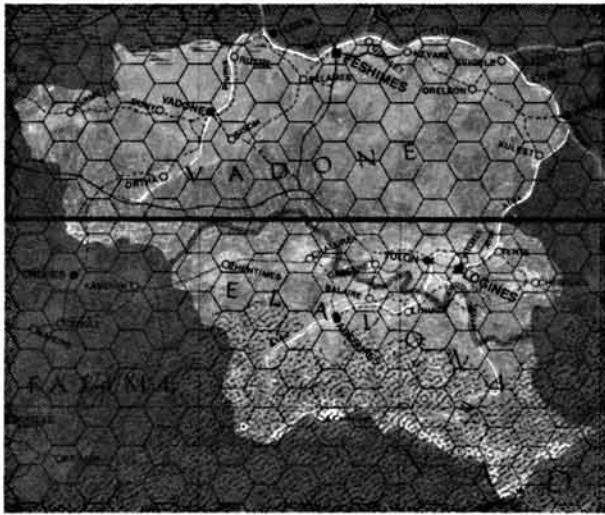
The principal county of the Telkoren of Vadone, held by the Telkora Estir MEDARO. She is the most powerful woman in Shorkyne and the third most powerful noble in Shorkyne, after the Telkori of ALAGON and ENSEL. Vadone controls two of the kingdom's most vital east-west corridors and contains several important trading centers. The fief is also the site of significant lead, tin, and zinc deposits, and a flourishing brasswares industry.

Vadone	C	G	Esuar	N	MHB	PT	LQ	MFee
Atoxis	K	tJ1	(Medaro)	13	3/9/1	8/6	1.02	20/3/40
Chesomes	K	tJ1	(Beshala)	22	2/8/1	8/6	0.99	--/--
Duny	K	sH0	Lukera	7	2/8/1	7/6	0.98	--/--
Evigele	K	sJ0	Mengeli	16	2/8/1	8/6	1.01	20/3/40
Feshimes	T	si0	(Bersen)	51	5/11/2	8/6	1.04	18/3/65
Gabeshe	K	tI1	Harben	13	2/8/1	7/6	0.99	--/--
Girelet	K	si0	(Astarni)	19	2/9/1	8/6	1.01	20/4/40
Karme	K	sH0	(Pel)	10	2/8/1	7/6	0.91	--/--
Kulest	K	sJ0	Basurdin	7	2/8/1	7/5	0.96	20/2/30
Logines	T	tJ1	Freetown	49	5/10/1	9/7	1.08	20/4/60
Nevare	K	sJ0	(Peranodar)	9	2/9/1	8/6	1.01	20/3/30
Oreleon	K	sJ0	Umedes	12	2/8/1	8/6	0.99	--/--
Ortha	K	sH0	Meledien	2	1/8/1	7/5	0.99	12/2/30
Pelames	K	si0	Enthosia	11	2/8/1	8/6	1.01	--/--
Rushe	K	si0	(Balatren)	8	2/8/1	7/6	1.02	18/3/40
Sisom	K	si0	(Garen)	38	2/9/1	8/6	0.99	--/--
Tenye	K	tJ1	Chesacr	9	2/8/1	8/6	1.01	18/3/30
Tulon	C	tJ1	(Lodaro)	46	3/9/1	8/6	1.03	20/4/40
VADONE	C	si0	MEDARO	48	2/6/1	9/7	1.03	15/3/40



VADONE, Telkoren [sI0]

Shorkyne's second largest and third wealthiest Duchy, consisting of the malniren of VADONE and ELAVONA.

**VAGLEDA, River [sN6]**

A tributary of the Gosereon flowing from the northern Nadamis to Hurisea.

VAGROS, Mount [sN0]

A peak (7,307') in the Nadami Mountains.

VALDINOREN, Clan

Argent, a chief embattled azure, in base a portcullis of the second. Crest: a buck's head couped, sanguine.

is disgusted by the young heir's conduct, especially with the delicate negotiations he often conducts with outraged fathers. The regent is trying to marry the boy off, but his soiled reputation is making the task difficult. There are rumors that a special council of Clan Valdinen might be convened to reconsider the inheritance.

VALOT, Keep [sL9]

And esuaren in KITALIN held by Esuar Charen Lisaar from clan Tabin.

The ruling house of the Shorkyni malniren of SHAPLANE. The present malnir is Calam Valdinen, a brash, 18 year old, more interested in wenching than in learning the art of good government. He is almost six feet tall with blonde hair and blue eyes. Because of his minority, he is a *neMalnir*.

The regent and acting clanhead is Kalstir Valdinen, the boy's uncle, a stern and uncompromising man, and a good administrator. Kalstir will act as regent until Calam comes of age on his twenty-first birthday. He

VANDEKON, Castle [sD8]

The rather isolated malniren seat of PELODIA. The elgar is Karal Pellanby, the younger brother of the telkor. Karal is a competent administrator, although something of an idealist. He is a qualified pilot and often goes to sea for extended periods. Karal has been called the most chivalrous knight of Alagon. His principal fault is daydreaming. This is usually not a problem as Vandekon is somewhat isolated.

VALHAKAR

An Ivinian/Harbaalese clanhead.

VANDIS, Keep [sM9]

An esuaren in NISTONE held by Elgar Borlsis Tabin for clan Tabin.

VARKEN, Clan

Azure, a canton argent. Crest: a tyger rampant gold.

The ruling house of the Harbaalese kingdom of ANVAL. The present royal *valhakar*, Holeni III is 48, and one of Harbaal's most devious underkings, with well-paid spies in Ifane, Chelemby, and several other strategic spots. Holeni III, came to power in 712 following the mysterious disappearance of his father, Holeni II. The old king's unexplained absence cast considerable suspicion on then prince Holeni, but nothing could be proven.

The king was married in 710, but his wife, Uruve, a former shieldmaiden from Seldenbaal in Ivinia, left him in 711, and is now living in exile on Hårn. Holeni is not aware that Uruve bore a son, Kvajl, in 712.

The king is over six feet tall with a large frame, but has such poor posture that he is often mistaken for a hunchback. Holeni III has light brown hair and blue eyes. He was an accomplished warrior in his youth. He is still competent with axe, sword, spear and shield, and remains an accomplished horseman. Holeni's forty-three year old sister, Ryesa, is an unnaturally beautiful woman, widely suspected of being a witch, not least because she looks no more than twenty.

VARKENHEIM, Town [sH6]

Population: 6,900. A town at the mouth of the Gemoro River in southern Harbaal. Varkenheim is the seat of the King of ANVAL, Holeni III. Founded in the third century and formerly called Avantis, the town was taken by Lyrdath Varken in 512, who renamed it for himself. Throughout the sixth and seventh centuries, Varkenheim has prospered from the region's rich maritime trade and the town is one of the greatest northern markets.

VENDAZ, Mount [sJ3]

A peak (8,789') in the Harbalese Alps.

VERANE, Keep [tG1]

An esuaren in MONTIVEL held by Esuar Efal Luneres from clan Dalame.

VESIRON, Keep [sD9]

An esuaren in BODOE held by Esuar Orden Urvelis from clan Pelanby.

VESTETH, Keep [sG8]

An esuaren in LOALA held by Elgar Bjors Vadelsen for clan Hethara.

VOGEDIN, Thran [sH3]

One of four thranaals in AVASTRAN. Vogedin is held by Brite Elendy.

VULDEN, River [sG6]

The only major river on the island of Chelemby.

VULEN, Mount [sJ3]

A peak (9,241') in the Harbalese Alps.

VYREM, River [sM0]

A minor tributary of the Benamo.

W

WEDEL, Keep [sK0]

An esuaren in Shaplane held by Elgara Soeli Valdinoren for clan VALDINOREN. Soeli is Calam's older sister, and far more competent. She has a following who would like to see her replace her brother as clanhead.

WELF, Mount [sJ4]

A peak (8,928') in the Harbalese Alps.

WILON, Fort [sN7]

A fort in KECHARIN esuaren, guarding a crossing of the Gosereon river in Tilame Gap on the northeast frontier of Istebinia. Wilon cannot prevent infiltration by the Quarph.

WURUNA, River [sL1]

A short turbulent river in northern Harbaal. A rough trail follows the river up to the Bovoni Pass through the Harbalese Alps.

WYLIDE, Mount [sL2]

A peak (8,264') in the Harbalese Alps.

WYRA, Keep [sL0]

An esuaren in KITALIN held by Elgar Hain Vadea for clan Tabin.

X

XEOTA, Keep [tG1]

An esuaren in MONTIVEL held by the Order of the GUARDIANS OF DOLITHOR from clan Dalame. The keep has been entrusted to the order because it is strategically located on the main road from Montevel south to Fedonele, both of which are headquarters for cohorts of the Shorkyni Royal Army.

XERADYN, Castle [sH6]

One of two thranaals in the Harbaalese kingdom of ANVAL. Castle Xeradyn is held by Makas Varken, the younger brother of Holeni III, of VULENHEIM. Unlike his elder brother, Makas is a man of unimpeachable honor, and many in the Varken thrangaad favour him to succeed the king. Makas has seven children, three of whom are successful warrior-sea captains.

XERIL, Keep [sN0]

An esuaren in IDEL held by Esuar Chamin Quermal from clan Tabin.

Y

YELABEN, Vathran [sG5]

One of three thranaals in the Harbaalese kingdom of GELTHEIM. Yelaben is held by Laidor Elendysen. Clan Elendysen is related to the pendragon's clan, and is a close friend of Krajen Geltsen, the young son of the *former* king of Geltheim. The friendship with Krajen, who was spurned by the succession council to succeed his father, may be a liability. Krajen is disaffected with the rule of his uncle, and has tried to involve Laidor Elendysen in his plot to seize the throne. King Geltsen knows that his nephew Krajen is disloyal, and fears Laidor's friendship and tacit support.

YUVRA, River [sC0]

A minor river in Quandas.

Z

ZAAL, River [sL1]

An turbulent river in northern Harbaal. There is a ford on the BOVONI trail, impassable during spring run-off, but just very dangerous at other times.

ZEBEN , Keep [sJ8]

An esuaren in ANEOLA held by Esuar Hadla Mendary from clan Gavarines.

ZHELET, Keep [sG0]

An esuaren in QUARELD held by Elgar Soenat Chosis for clan Dalame.

ZHENTIMES, Keep [tI1]

An esuaren in ELAVONA held by Elgar Pran Kostros for clan Medaro.

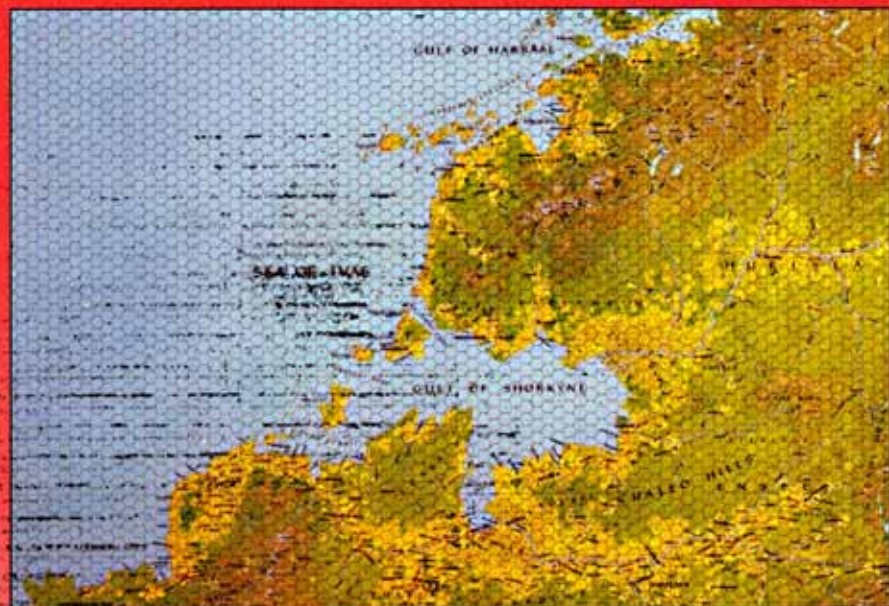
ZYNA, Castle [sI5]

One of three thranaals in the Harbaalese kingdom of LEDENHEIM. Zyna is held by Coen Ledensen one of the king's cousins. The castle is strategically located at the head of the fertile Sharl valley, and is the eastern terminus of the Medren Trail over the mountains to TONANBY.

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