

Campaign Information Package: ArdaMaster Campaigns

by Andrew C. Durston

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'Intro to ArdaMaster
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1. Various info for ArdaMaster

This document contains various info for my Arda Rolemaster campaign. Nicknamed "ArdaMaster," the Arda campaign has been running since January of 1988. Set in the far future of Earth, on a world removed from our reality, Arda is a land of High Fantasy and adventure. It is full of very real and present deities, a myriad of native and nonnative races, continual intrigue and politics.

This missive contains a brief history of Arda, a brief discourse on Arda's geography, the races of Arda, the deities of Arda, and the specific details on the continent of Tarna, home of most of the campaigns on Arda.

2. PHYSICAL OVERVIEW

The following section provides an physical overview of the Arien Star System, including major celestial objects, a description of Arda, the only normally habitable planet in the system and other realms accessible from the system.

2.1 Arien Star System

The Arien Star System is a binary system consisting of Arien, a yellow G type star, and Tilion, a white dwarf in orbit about Arien at a great distance. Tilion is visible in Arda's atmosphere and is often mistaken for a moon. There are seven planets in the star system. The two closest to Arien are hot and barren worlds of molten rock. The third planet is Arda, an inhabitable planet with a significant atmosphere and water content. The fourth planet is further from the sun and marginally habitable. Far from the sun orbit three other planets, one great gas giant and two smaller worlds of frozen rock and gas.

The Arien Star System exists in a pocket universe separate from the normal known universe within which it once resided. Where the system once existed is naught but a vortex of energies labeled a known navigational hazard. The border of the universe is the Maelstrom which begins just beyond the orbit of Tilion. The system lies at a nexus of physical, magical and spiritual planes of existence. This conjunction allows the widespread use of magic within the realm.

2.2 Arda the World

Arda, the third planet from Arien, is an inhabitable world with a circumference of approximately 20,000 miles and a density slightly greater than that of Earth. Surface gravity is close to Earth normal and temperature variations tend to be within Terran means. Four major continents, several subcontinents and many chains of islands dot the surface of the world. Polar icecaps are evident, both concealing additional land masses. Volcanic and tectonic activity are present on the world, as well as a wealth of Earthnodes and other magical phenomena. It takes Arda 364 days to circle Arien. An Ardan day is 24 hours long.

2.3 The Maelstrom

The Maelstrom appears from Arda as a sphere of dark swirling colors only visible in the night sky and around Tilion the companion to Arien. The Maelstrom is more correctly the realm outside of the Arien system and inside of the borders of the "navigational hazard" in the known universe. Between these spheres lies the realm of the elements. The Maelstrom is best described by a personality of Arda, Telengard a researcher of magics with the Arcane Guild.

"Imagine, if you would, a globe of vast proportions surrounding Arda as well as Arien, the Sun, and Tilion, the Companion. Within that globe is our world, the gods and their realms. Outside of that globe is the Maelstrom. Now imagine another globe, bigger than the first but centered on the same point, Arien. I propose that the Maelstrom fills the gap between the first globe and the second while outside the second is what we call the Astral realms. Yet also outside the second is what we call the Ethereal regions. And also the realms of the Spirits. From Arda we can access all three realms yet they do not exist in the same place. We occupy what might be called a Nexus between the Astral, Ethereal and Spirit realities, subject to the influence of all yet affected by none."

"The Maelstrom is a thing of matter, energy and magic, insulating us from the Astral, the Ethereal and the Spiritual. Yet for what its name implies, one can find stable structures within it and there is a flow or method to its existence. There is a continual flow of Essence, of a vast power, from one point in the Maelstrom to another point directly across the spheres from the first. The ability of the first source to generate Essence (or more precisely the more basic Arcane form of magic/mana) never wavers and the ability of the second point to absorb or drain Essence never fails. Yet the Sorcerers, the Entropy Mages, tell us that perpetual processes can not exist, things tend to end or randomness. Are we in an anomaly, a cycle of magic which should not exist. What if the cycle were to end, would we return to whence we came or would the Nexus of Arda be snuffed like the candle I now snuff?"

In normal space, the Maelstrom is a large gravitic anomaly and has been classified as a navigation hazard by local spacefaring cultures. It is also a potent emitter of some forms of radiation much like a large star. Every couple of years or so, an expedition is mounted into the Maelstrom. So far, none have returned. In actuality the expeditions are most likely destroyed by the Boundary Regions or by impact

into Elemental matter.

“The Maelstrom is a region between two spheres of great size, encompassing our world and the realms of the Gods as well. The borders of the Maelstrom is a hellish region of flows of time, gravity and nexus affecting the unprepared traveler with shifts into the past or future, crushing stresses or slips to other realities. The “top” and “bottom” of the Maelstrom are the source, a region of expanding primal energy and condensing matter and elements, and the sink, a region of decaying matter and energy and absorbed primal energy. The realms of the elements are arrayed throughout the walls within the borders, fed by the source and drained by the sink.”

2.4 Other Planes

Other planes/planets can be reached from the Arien system in several ways. Normal travel through astral/normal space is difficult especially due to the hazard that the Maelstrom presents. Travel through the Ethereal Realms can be accomplished directly by Ethereal Travel or indirectly through Ethereal Gates. Only plane(t)s where magic is present can be reached through the Ether. Some choose to travel through the realms of the Spirits. Worlds whose spirits are active and present can be visited in this matter.

Many of the Deities of Arda are also rulers of alternate plane(t)s and may draw help from those worlds. Extraplanar entities are commonly called demons and may be of good or evil intent. Many powerful Mages have determined the spatial coordinates of a variety of worlds and catalogues of such alternate plane(t)s can be found in the Arcane Guild. Mages commonly summon help from these worlds though certainly not with the ease of the Gods themselves.

2.4.1 Notable Alternate Planes/Demiplanes

The following is a brief list of alternate plane(t)s visited in the past by various explorers and adventurers -

- Plane of Fear - a portion of the Spirit Plane created to hold malignant persistent spirits
- Black Oaks - a portion of the Spirit Plane tainted by Darkness and populated with undead, led by a wraith-mage named Wulgreth (who once ruled the Enchanted Wood).
- Yashain - an alternate Plane(t) closely tied with the Elven race
- The Abyss - an alternate Plane(t) featuring at least 666 rock asteroids floating in a ring of atmosphere
- Ivash - an alternate Plane(t) whose lifeforms compose one planet-wide entity
- Cynosure - a nexus of alternate Astral planes where upon a multidimensional city appears
- The Ways - a construct of Ethereal space, created by the Ogier as a path between worlds. Once occupied by the Urlocs and now abandoned to most. Three WayGates are on Arda; one in Beren-Ur east of Hepmonland, one in Middenheim between Oerdi and Azeryia and the last is in one of the Jeweled Cities of the lost Dwarven Bright Realm near Scorti.

There exists, known to Arda, at least one complete alternate universe, whose inhabitants, the Natharl, have made contact with Arda in the past. The Natharl attempted to conquer Arda during the First Age but were driven off by the combined might of the Lords of Light and Dark.

3. TIMELINE & HISTORY

3.1 Pre-Changes History

- about 2300 AD - Terrans encounter members of the Hani, Mahendo'sat, Kif and Stsho races as well as the Tc'a, Chi and Knnnn races (methane breathers)
The Terrans, Hani, Mahendo'sat, Kif and Stsho later become known as the Young Races.
- 2657 AD - Terran, Hani and Mahendo'sat representatives sign the Ashellan Accords forming the Second Compact
- 2743 AD - The CSS (Compact Survey Starship) Shenandoah discovers the Arien/Tilion system on the edges of known space. The ship's head scientist was a fan of ancient Terran fantasy writings, particularly those of John Ronald Reuel Tolkien. The system is a binary, composed of Arien, a G type star, and Tilion, a white dwarf, orbiting a parsec out. One habitable type M planet, named Arda, is discovered and found to have native lifeforms.
- 2746 AD - After studying Arda for 2 years, representatives are sent down to meet the Khudzul and Sindarin, the two native races.
Nicknamed, almost immediately, 'dwarves' and 'elves.' Also called the Old or Elder Races.
- 2761 AD - First colony settlement on Arda
- 2805 AD - Koranth starport opens, first of 4 on the planet, all rated at Class A
- 2814 AD - Compact allows Stsho and Kif to trade with and establish communities on Arda

- 2830 AD - First 'official' visit of a methane species (the Tc'a) to Arda
- 2850 AD - First census of Arda, estimated populations: Khudzul, 50,000,000; Humans, 2,100,000; Hani, 1,800,000; Mahen, 1,700,000; Kif, 800,000; Stsho, 550,000; Sindar, unknown (estimates near 10,000,000)
- 2947 AD - Travel records indicate Jonathan Simon Eru, a theoretical physics researcher associated with General StarDrives and the Terran University arrives on Arda
- 2951 AD - Eru publishes a paper in the Journal of StarDrive Physics, "A New HyperDrive System Unperturbed by Gravity Wells"
- 2953 AD - Eru invited scientists and media from across the galaxy to a test run of his'revolutionary' new drive system
- 2954 AD - Sept. 9, 2954 - **The Night the Lights Went Out**
The entire Arien-Tilion system is 'yanked' from the Universe into its own pocket universe, surrounded by an area of warped and dangerous space nicknamed the Maelstrom.

3.2 Change History

- 2955 AD (1 AC) - The Fall begins, the Change evident but not the changes
The Change refers to the new physical nature of the pocket universe. The Fall refers to the slow breakdown or Change of high level technologies and the rise of paranormal or magical abilities.
Approximately 20,000 years pass
During this time Empires rise and fall, the Lords of Light and Dark ascend, magic and technology cycle and history is written.

The Sindarin have always claimed that magic existed on Arda but everyone but them were blind to its nature. Now it was plain for all to see but the vision came into focus for some before others. The Changes were a time of upheaval and clash. Those within the system desperately attempted to escape only to see starships destroyed by the Maelstrom or fail mysteriously. Eru's HyperDrive was destroyed and presumably its inventor as well. Many who were planet bound became desperate and others began to adapt, preparing for the long night ahead.

The fragile psyches of the Stsho failed en masse and all Stsho phased (changed personalities) within several weeks of The Change. Kif groups waged interfaction battles to control remaining resources. Other people struggled to make the best of a bad situation and the Sindarin were content to watch. As The Fall continued, technology levels slowly dropped to those evident on the world before the Young Races arrived. In parallel, paranormal activity skyrocketed and the first Mages appeared. They were simply people, who by force of will, used the ambient energy of Arda, the Ardane (later Arcane), to do their daily tasks. The first healers were Doctors and Nurses. The first alchemists were Engineers and Technicians.

3.3 Post-Change History

The history of Arda can be divided into several great Eras. These Eras begin and end with a noteworthy global event of some nature. The First Era began with the Change and a new reckoning of dates. This was the Era of the rise of Magic, ascendancy of the Gods and ended when the Compact was signed between the Deities of Light and Dark. The Second Era featured a decline in magical powers and the rise of the Technomancers. It ended when the Sunder Wars came to an end and the Technomancers were defeated. The Third Era featured a rise of magic and ended with the ascendancy of the Demigods of Magic. The Fourth Era was one of magic and technology and ended with the Cataclysm. Arda is now currently in the Fifth Age, an age of high magic.

4. RACES OF ARDA

4.1 Races of Arda

The races of Arda can be divided into two groups, those originally native to the planet and their descendants and those who came to the planet and their descendants. The natives, consisting of the Sindarin/Elves and Khudzul/Dwarves, are known as the Old or Elder Races. Orcs and Trolls, having achieved (or been granted by other powers) sentience, are sometimes considered Elder Races as well being native to Tarna.

The colonizing races, Human, Hani, Mahendo'sat, Stsho and Kif, are known as the Young Races. Since the time of the changes some of the Young Races have spawned or created variations of their own race (Humans and High Men, Kif and Sohleugir for example) which survive to this day as well. The following tables details all the major races of Arda.

4.2 Human Races

Humans have changed little since Arda became as it was. They exhibit the widest variety among all races of Arda and are able successfully mate with Arda's native races.

The High Men are a warrior race whose origins are shrouded in Arda's past. Also known as the Dorsai, the 12 fathers of the High Men were created by Measse, at the lake Glimmermere, to combat great evil in the First Age. They are taller and fiercer than normal Humans though not as quick. Most are of a dark and dour countenance.

The Neanderthal tribes are groups of humans who have fallen from civilization. Most live in small nomadic clans who roam the countryside hunting, gathering and trading for supplies. They are small and doughty people, close to nature and magic but not brilliant. Their nature is gentle and quiet, eschewing the noise and activity of the cities and towns for the dales and valleys.

The Bear Tribes are small groups of Humans who bear the unusual heritage gift/curse of shapesharing, a magical ability with a monthly cycle causing the change between human form and that of an animal. They are strong and imposing yet are closed and lonely folks only happy within their own clans.

Known Bear Tribes include Panther (Northwest Telor), Bear, Wolf (North Tarna), Fox, Squirrel (Timeria), Lion (Telumar in Torca), Eagle (Schooner Isles), Lynx (Kooselan), Mouse (Timeria).

Associated Deities

Humans - Manwe, Lord of the Skies, Sun and Weather

High Men - Measse, Mistress of Swords, Lady of Paladins

Bear Tribes - Orome, Master of Animals and the Hunt

4.3 Elven Races

The Elven races, of the Sun and the Moon, have existed on Arda since its creation. Some are even said to remember the Changes. The Light or Sun Elves enjoy and revile in the sunlight of the Ardan days while the Dark or Moon Elves prefer the moonlight and underground places. Both races are extremely long lived and some may be immortal. Light Elves have excellent day vision (beyond that of men) though are usually nightblind while Dark Elves see at night as in day, but are blinded by the sun. There exists a great enmity between the two races from some incident deep in their racial history, neither talks of it or the Changes.

Half-Elves are the result of the unions between either Elven race and the many Humans of the planet. Half-Elves (A) with a High Man parent, (B) with a Common Human parent and (C) with a Bear Tribe parent. (B) is the most common (70%) with (A) rare (20%) and (C) rarer (10%) still. They are fertile and show many aspects of their Elven parentage. The even rarer crossbreed of Light and Dark Elf, commonly called Mixed Elves, maybe totally blind or possess vision beyond normal ken in all lighting conditions.

Another type of elf, very rare and unusual, is the Fair Elf, said to be the descendents of the Elves before they split into Light and Dark. All Elves, or Half-Elves raised by Elves, are members of one of the 17 Great Houses of Elvenkind, basically a set of huge clan/families which have existed for many thousands of years. The greatest concentration of Elves is within the great Azeryan Empire on the continent of Lythia. The Azeryan Empire is currently ruled by Zerika, the Phoenix Empress.

Associated Deities

Light Elves - Orome, Lord of the Hunt and Forests; Vana, Lady of Spring

Dark Elves - Melkor, Lord of Darkness and Night Skies

4.4 Dwarven Races

The Dwarves have also existed from the beginning of Arda, yet they are somewhat short-lived (compared to Elves) and remember less of the time before the Changes. However the Dwarves have remembered more of the secrets of the Changes and the items associated with such. The Dwarves are strong and doughty people, fascinated with items and item magic. Dwarves do not see as well as humans, as a race they are nearsighted, but see equally well in day or night. All Dwarves are members of the seven Houses of Dwarvenkind springing from the Seven Fathers of the Dwarves (Durin the Deathless, Bavor the Swift, Dwalin, Thrar the Cold, Thelor, Druin the Proud and Barin the Scarred) who lived in ancient times. The Half-Dwarves are the result of the unusual mating of Dwarf with Human.

Associated Deities

Dwarves - Aule, the Smith, the Maker; Yavanna, giver of Fruits

4.5 Kif and Kif-created Races

The Kif have existed on Arda for as long as the Human races. Few are seen on Tarna these days, preferring to deal through their brethren races; the Lizardmen (Sohleugir) and Snakemen (Sstoi'isslythi). The Kif are taller than humans with long thin faces of a grayish shade. They have small orange eyes and little body hair except for a ridge along the skull and back. Probably warmblooded reptiles, their mouths have many sharp teeth and they are carnivorous. Although thin, the Kif are very tough, agile and have little body fat. They have retractable claws and prefer dim light or night, most are color-blind. They are excellent linguists and mimics.

The Sohleugir are larger and stronger, though not as cunning. They tend to brown and green scaled skin and many have tails (while the Kif do not). They are amphibious, can breathe underwater and prefer wet climates. The Sstoi'isslythi are smaller than the Kif and are not as strong or agile as either race but make up for it in cunning and in some sheer viciousness. They are very serpentine in appearance, their skins hues of gold, yellow and tan. They prefer dry environments and possess a poisonous bite. The Snakemen are more prone to magic and items, while the Lizardmen tend to be warriors and the like. The Kif are very clan-oriented and have a highly developed social system where prominence is based on the amount of Sfik or 'face' one possesses. The Kif groups do not have royal lines or inheritances as such, title to possessions depends on who is in charge due to his/her 'face' value. All three races are hermaphroditic.

The predecessors of the Orcs and Trolls may have existed on Arda before the changes, it is not sure. The Kif however have had some sort of hand in bringing sentience to both races possibility through an ancient forgotten process call 'uplift.' Both Orcs and Trolls were used extensively by the Kif in the past as warriors, scouts and the like. The gradual retreat of the Kif from Tarnan society has left these peoples to fend for themselves. The Orcs are very tribal and warlike, preferring to live and raid in the hills and mountains of Tarna. Their communities resemble hives of insects in terms of organization and hierarchy. Most Orcs avoid civilization except for some who live as bandits and raid caravan routes. The Trolls are solitary creatures who shun all contact and may have regressed to pre-sentience (rumors exist of great Troll kingdoms somewhere in the mountains of Arda). Half-orcs come from the most likely violent mating of Orc and Human.

Associated Deities

Kif - Sauron, Lord of Lies and Deception; Mandos, Lord of the Dead; Vaire, Lady of Fate.

Sohleugir - Osse, Lord of Lakes and Seas

Trolls - Mahal (Aule), Lord of Rocks, Stone and Mountains

Orcs - Makar, Lord of War; Morgoth, Lord of Bloodshed

4.6 Mahe Races

The Mahe are as old as the Humans and Kif on Arda. All three Mahen races are furred with simian-like faces. The Greater Mahe are tall and fierce warriors rivaling the High Men and the Trolls in ability though they are not as smart or controlled as the Human races. The Lesser Mahe, though they will not admit it, usually run most Mahe clans. They are of Human height and stature though strong and very quick and agile. The Sea Krals are near relatives of the Lesser Mahe but tend to prefer living on or near the sea, hence their name. They are natural sailors and swimmers and man many of Tarna's Naval vessels. All three groups are usually short on memory and have similar cultures. They are seemingly very flashy and outgoing, dress in bright and fancy apparel much like the gypsies and pirates of Earth but they are very closed, prejudiced against strangers (especially those of other races, the Kif most of all) and somewhat xenophobic. The Mahen have non-retractible finger-nails like men, though longer. They have alot of problems with language as there is no one coherent Mahen tongue but many clan dialects. Most contact uses either Tarnan or a trade pidgin tongue. They are great collectors especially of natural art, rare plants, trees and flowers and exotic pets. The Mahen also deal in mysticism, religion, symbols and hidden meanings. Each clan is run by a male/female head called the Person[age] who controls all clan activity including disposition of children. Mating is apparently at random though the results are overseen by the Personage.

Mahe = Mahen = Mahendo'sat

Associated Dieites

Greater Mahe - Makar, God of War and Battles; Morgoth, the Destroyer

Sea Kral - Ulmo, Lord of the Oceans; Osse, Lord of Seas and Rivers

4.7 Hani Races

The Hani as well have been on Arda for as long as the other major races. The Hani are unusual in that the males and the females are distinctively different in terms of abilities and character, thus leading to many aspects of their society. The Male Hani is large strong and almost uncontrollably fierce. Most have little patience for arts, crafts and magic until later in life when not concerned with gaining a clan. The Female Hani is smaller though quicker and not prone to destructive rage. Female Hani relatives run the clans that a Male Hani

creates and/or seizes by combat. Females are more adept at magic and skills than combat. The Hani race is feline in appearance, of many colors and hues and slightly taller than average Humans, though they have no tails. Their society is centered about a Dominant Male, Female relatives and preadolescent children. Males without clans either retire to monastery-like retreats (or go adventuring) when old or seek their own clan when young. Females either work within a clan, seek to promote a new clan/male or work outside of Hani clan society. Males who adventure or work steadily and do not seek clan holdings are respected by clans because they've been able to avoid their more base instincts. Clan heads are usually skilled warriors though it has not been unknown for a wielder of magic to take a clan (some clans frown on magic though, which has caused some conflict in the Hani race).

Some Hani titles -

- Ker - a high-ranked clan female [such as Ker-Pyanfar or Ker-Girra]
- Na - a clan lord [such as Na-Khym]
- Par - maternal daughter [such as Par-Hilfy]
- Nef - an ex-clan lord [such as Nef-Teran]

The Vulfen are fierce degenerate tribal Hani having little contact with civilization. They're closer appearance and features to Terran/Hanic wolves speaks of some sort of magical manipulation during the race's past. Little is known of this. Vulfen are shunned by Hani in general and vice versa. They have a great rapport with the land, mysticism and associated magics. Vulfen exist in packs rather than clans and may have multiple dominant males (a heresy by Hani standards). Vulfen packs select a leader each year by determining which Male has the most support among the Females of the tribe, in particular how many wish to be his mate. However, any male who finds/gains a mate may Speak in pack meetings.

Some Vulfen titles -

- Ca' - mage/spellweaver (Ca'Hunya)
- Ga' - male priest (Ga'Nutimdim)
- Ka' - warlord (Ka'Tiean)
- Ma' - technician, craftsman (Ma'Chelltech)
- Na' - a warrior male (Na'Xenkian, Na'Tiean)
- Ra' - Priestess female (Ra'Tiane, Ra'Seiya)
- Sa' - sage/wise one/learned one (Sa'Kelt)
- Ta' - a warrior female (Ta'Xiou)
- Va' - follower,servant,bondsman,under protection,vassal (Va'Derin)
- Za' - dead or noted warrior, honorific
- A' - diety, god or god-figure (A'Nubis = Mandos, A'Utum = Yavanna)
- I' - apprentice to another (I'Sa'Kelt, I'Ka'Herrol) before gaining one's own name

Associated Dieties

Hani - Tulkas, Lord of Strength and Friendship; Nessa, the Dancer & Wind

Vulfen - A'Goliant, Queen of Unlight or A'Saragain, the White Winter Wolf

4.8 Stsho Races

The Stsho are the last of the five younger races of Arda. They are a tall, thin, pale and gentle folks meddling little in the affairs of civilization. They have bald heads with large sensitive eyes and hands with long delicate fingers. The Stsho are trisexual hermaphrodites who usually form mating groups known as Triads. However, a member of one triad may serve a different purpose (in the mating cycle) in another. Their body structures are fragile and their bones are easily broken. During times of great stress or emotional overload a Stsho may 'Phase' and undergo a change of persona. Stsho are irrational and impossible to deal with during 'Phasing' and it is impolite to mention a previous persona or identity. Some Stsho even change apparent sex during a Phase. They are brilliant craftsmen and artisans who enjoy subtle distinctions in taste and sight (much like the Kif's enjoyment of tactile sensations). Most fine jewelry and art is created by the Stsho but sold by clients as there are few Stsho who can drive a hard bargain.

The Hira'razhir may be a relation or creation of the Stsho but neither race mentions such. The Hira'razhir have the same build as the Stsho but are hardier and not as nimble. They are unusual in that they are the only race that can fly, each member having a fully developed set of wings which can fold behind one's back. They are taught to fly from birth and may carry up to almost their body weight while flying. Most live in the mountains where they build great eyries and are adapted to the high altitudes. However the inability to fly

whether due to birth or accident is a crippling psychological blow to either the parental triad or individual. Most triads will quietly kill the deformed young while older avians either go mad or commit suicide if crippled permanently. They can easily find employment due to their unique abilities. Much of their culture is like the Stsho's though directed towards the skies and clouds (many fanatically worship Manwe).

Associated Diets

Stsho - Nienna

Hira'razhir - Manwe, Melian, Nessa

4.9 OTHER RACIAL CHARACTERISTICS

For the heights and weights of the unique races to Arda, use the following -

- Neanderthals - Use Common Men with a -50 modifier to the initial roll
- Bear Tribes - Varies based on "animal" shape, bigger folk use Elven heights and Common Men weights, others use Common Men for both
- Half Dwarves - Use average of Common Men and Dwarves height and weight
- Kif - Use Elves for height and weight
- Sohleugir - Use Elves for height at +50 to the roll and use Common Humans for build/frame variations and multiply resultant weight by 1.5
- Sstoi'isslythi - Use Common Men
- Greater Orcs - Use Elves for height, Orcs for build/frame and multiply resultant weight by 1.25
- Greater Mahendo'sat - Use Trolls at +40 to initial roll
- Lesser Mahendo'sat - Use Dwarves at +50 to initial roll
- Sea Kral - Use Dwarves
- Hani Females - Use Common Men
- Hani Males - Use Elves for height and Trolls for build/frame variation
- Vulfen - same as Hani Males
- Hira'razhir - Use Elves for height, Elves-female at -50 for build/frame variations
- Stsho - Use Elves for height, Elves-female at -25 for build/frame

Visual capabilities vary significantly between races as well. The following table shows the day and night sight abilities of the races on a 1 to 10 scale where 1 is poor/bad and 10 is excellent.

Racial Visual Capabilities								
Race	Day	Night	Race	Day	Night	Race	Day	Night
Human	8	3	Hani	9	5	G.Mahe	6	4
HighMan	7	3	Vulfen	7	7	L.Mahe	8	3
Neand	7	3				SeaKral	9	2
BearTr	8	4	LtElf	10	1			
			1/2 Lt	9	2	Dwarf	5	5
Kif	7	5	Mixed	10	10	1/2 Dw	6	4
Sohlgr	5	5	1/2 Dk	4	7			
Sstoi	5	5	DkElf	1	10	L.Orc	4	6

						G.Orc	6	4
Stsho	5	3	Troll	2	10	1/2 Orc	7	3
Hiraz	10	2						

All "1/2" races assume a mating with Common Humans. Mixed Elves (of Light and Dark parents) have a 50% chance of being blind at birth. Bear Tribes may vary with the animal form of the person.

5. MAGIC OF ARDA

Arda's position at a nexus of Ether, Astral and Spirit realms allowed the free use of magic on the world. The first users of magic based their efforts on the gross manipulation of the Arcane energies ambient in the world. As magic theory was developed, this was refined into the three well known realms of magic; Essence, Mentalism and Channeling, developed in roughly that order. Most societies on Arda have created a variation of an Arcane Guild to regulate and promote the spread and learning of magical techniques. This applies primarily to Arcane, Essence and Mentalism based magics as Channeling is primary the domain of the many churches of Arda. Arcane Guilds provide centers of learning, tomes and teachers for those with magical talents. They also provide services and items to those societies that support the Guilds. Most work closely with the local social government structure whether on equal terms, such as the Arcane Guild on Tarna, or presumed subservient, the Bloodring on Scotti, or independent, the Darkhold of Telor.

One other form mental powers remains, that a carryover from the times of the Changes. A few people, almost all humans of Terran stock, possess psionic ability as well. The greatest concentration of psionics on Arda is in the four ruling families of the Barony of Torca on the continent of Tarna. All four fields of psionics, self mastery, alteration, control and Visions are present.

5.1 Some notes on Channeling, Gods and Power: Mysteries

The mysteries are a series or collection of religious exercises/prayers which are regularly used by devotees of a diety to perform what can be called either spells or minor miracles. The ability to do certain mysteries depends upon the level of devotion, exposure and worldliness of the prayer/penitent (i.e. they pick up powers by buying spell lists in between levels). Unlike Essence or Mentalism, Channellers do not have formalized 'spells' or 'spell books' though devotees of different churches will find the mysteries of their churches to be similar in most cases (one heal 1-10 is much like another). Channellers can teach each other the mysteries though one will usually not teach one who is not of his church or related group if churches (such as a devotee of Manwe teaching an advocate of Melkor unless in a special circumstance). Some clerical magic is much more formal than others especially for the church 'officers', those such as Clerics (Dark and Light) and Druids who serve as a direct functional representative to others. For those of a god, but perhaps not of a formal practice or teaching, such as those following or wielding their will like Paladins, Rangers and Dervishes, things are much more fluid. A diety grants power (or enables access to personal power, it is hotly debated which is the case) to those who do his/her bidding, follow his/her thoughts and by doing such perhaps they grant that diety power as well (another complex subject).

The mysteries available to one who worships a diety depend on that diety's circle or aspect of power/control. For example a forest or nature god (such as Orome or Yavanna) would be unlikely to be concerned with mysteries of a great destructive nature (such as sorcery). Note that one's mysteries can vary, in words and gestures, from time to time unless very formalized such as the prayers of clerics and priests. This makes the manipulation of such mysteries tough (i.e. spell mastery) but the application to/creation of rituals (i.e. magic ritual) easier. The more amorphous the magic structure the harder the standard change but the easier the on-the-fly summing/creation/ritual or such.

The mysteries than can be accomplished are either taught formally through the church/diety's teachings/writings or is revealed to the seeker of the knowledge through prayer and experience by the diety. The process varies from person to person and diety to diety. The easiest way for worshippers to pass powers/mysteries back and forth is by channelling (the skill) or channelling-oriented mysteries (the channels list).

6. DIETIES OF ARDA

The many Dieties of Arda are a real and powerful influence on the daily lives of its inhabitants. As the First Era of the Changes and post-Change history progressed, there arose a group of beings of vast power claiming to be gods. They possessed great magics and the ability to pass those magics to their followers and servants. The names and races of the original ascendants, if they ever existed, are lost to history. The images, faces and aspects of the gods varies across the face of Arda. A Diety represents one or more emotional (love, anger, laughter) or physical (war, magic, plants) concepts as defined by their followers.

Some suppose that a Diety may simply be a manifestation of the concentrated will of their followers however their power is all too real.

The powers that were the Dieties came to form in the First Era of the Change. Some were good of intent and others were evil and thus they began to war against each other. Turmoil and devastation engulfed Arda and the world was almost laid to waste. Finally they realized that killing all their followers would kill them as well. The Lords of Light and Dark, the opposed pantheons of good and evil Dieties, agreed to the Compact wherein the Dieties of each pantheon were forbidden to step upon the face of Arda unless equal numbers of their opposites were present as well. Thus the pantheons retreated to the skies, the Lords of Light to Tilion, the white dwarf, and the Lords of Dark to the gas giant, Urthwas.

This ended the First Era of the Change and Channeling came into being. The Dieties worked their plans through their followers on the world. The Dieties are many and varied, a change from place to place upon the world. They present the primal natural forces of the world (wind, storms, light and darkness), the primal forces of the spirit (life, death, fate and time) and the primal emotions of the people of the world (love, anger, friendship, hate, fear and terror).

6.1 Lords of Light

- Manwe, Husband of Varda
 - Lord of the Breath of Arda (Storms, Weather, the Sun)
 - Patron god of Humans and Hira-razhir
 - Humanoid or amorphous aspect
 - Mages, Common Folks, Sailors
 - (Sulimo,Kuor,Phaon,Jaynor), Blue, A Hawk or Eagle, A Spear, Light and Electricity

Manwe, God of the Sun and Skies, is the head of the Pantheon of the Lords of Light. In AD&D terms, Manwe and his followers are Lawful Good. He represents the forces of overall Good and leads in the fight of Good versus Evil. His is the drive to eliminate all evil from the land, no matter the cost.

- Varda, Wife of Manwe
 - Lady of Stars, Light, Hearing, Insight
 - Human[oid] female
 - Mystics, Astrologers, Navigators
 - (Elbereth,Arianna), White, A Gold Globe or a Silver Orb

Varda, Goddess of the Moon and Night Skies, is the second within the Pantheon of the Lords of Light. In AD&D terms, Varda and her followers are Lawful Good. She is a force of Good, protects those in the night from the forces of Evil. Varda, with Manwe, fights constantly versus Evil, her drive tempered with insight and intuition (craftier than Manwe).

- Ulmo
 - Lord of Waters, Oceans, Seas, Rains, Springs
 - Patron God of Dolphins, Sea Kral
 - Humanoid or Dolphin aspect
 - Sailors, Fishermen, Sea Kral
 - (Shaal),Sea Green, A wave, a conch

Ulmo, God of the Oceans and Water, is third, alongside Tulkas, within the Pantheon. In AD&D terms, Ulmo and his followers tend to Chaotic Good. Ulmo is the natural forces of the Ocean, life giving water and the destructive nature of storms, King of the Oceans. Ulmo fights Evil, from the Domains of Water, usually in concert with the other Lords of Light.

- Aule, Husband of Yavanna
 - Lord of Earth, Making, Crafts, Materials
 - Patron God of Dwarves
 - Dwarven, aged
 - Dwarves, Farmers, Craftsmen, Smiths, Alchemists
 - (Mahal,Iorak), Brown, A Rock, Mountain or Hammer

Aule, God of Earth and Crafting, stands alongside Manwe in the Lords of Light. In AD&D terms, Aule and his followers are Lawful Good-Neutral. Aule is the creative building process, taking raw materials and fashioning items. Aule opposes wanton destructive forces, particularly Morgoth, but tolerates natural destructive forces (weather and the like).

- Yavanna, Wife of Aule
 - Giver of Fruits

- Dwarven female, buxom, hearty, cheerful
- Farmers, Brewers, Taverns
- (Kementari, Iloura), Deep Green, A Basket

Yavanna, Goddess of Earth and Growing Things, compliments Aule's position. In AD&D terms, Yavanna and her followers are Lawful Good. Yavanna is the gift of the earth, the growing process and the harvest of bounties (more Fall than Spring). She shares Aule's opposition to wanton destruction, particularly of living things.

- Mandos, Husband of Vaire
 - Lord and Keeper of the Dead and Spirits
 - Patron God of the Kif and Stoi'isslythi
 - Kif, tall and sparse, dark
 - Kif, Clerics, Sorcerors [some], Dark Mages, Morticians
 - (Namo, Eissa, Vult, Klysus), Black, An Oblong tablet or headstone

Mandos, God of Death, is neutral but aligned with the Lords of Light. In AD&D terms, Mandos and his followers are Neutral-Lawful Neutral. Mandos is the end of existence, the orderly progression from life to afterlife and thence to dissolution or reincarnation. He judges and shelters spirits in their journeys beyond the mortal coil. Mandos' opposes the misuse of spirits, creation or self-creation of undead to some extent, hence siding with the Lords of Light. His power is greatest in the Realm of the Spirits.

- Vaire, Wife of Mandos
 - The Weaver: Time, Fate, Memory, Tales
 - Female Kif or Human
 - Mystics, Seers, Fortune Tellers, StoryTellers
 - Purple, A Pool, a figure with two faces, looking back and ahead

Vaire, Goddess of Fate, Past and Future, is also neutral but aligned with the Lords of Light. In AD&D terms, Vaire and her followers are Lawful Neutral. Vaire is the keeper of the Pattern of Existence, what is past and what is yet to come. She keeps the past and sees the future. She opposes those who meddle with the future or the past, in fact she, in one aspect, prevents travel to the Past.

- Lorien, Husband of Este
 - Master of Dreams and Visions, Desires, Love, Visions, Peace
 - Human, pale, ethereal
 - Illusionists, Mystics, Drug-takers/sellers, Lovers
 - (Irmo, Reann), Deep Blue, A cloud/vapor

Lorien, Lord of Wishes and Desires, sides with the Lords of Light. In AD&D terms, Lorien and his followers are Chaotic-Neutral Good. Lorien is the potential of the future through dreams and wishes. He supports those who seek to change themselves, by fate or luck, or avoid life, by distance. Lorien seeks a good, peaceful and quiet future for those who dream such. His power is greatest in Tel'Arion'Rhiad, the realm of Dreams.

- Este, Wife of Lorien
 - Healer of Hurts and Weariness, Rest, Renewal, Peace
 - Human female, petite, tired
 - Clerics, Healers, Apothecaries
 - (Peoni), Grey, A Plain Gold Band

Este, Lady of Healing, strongly sides with the Lords of Light. In AD&D terms, Este and her followers are Neutral Good. Este is the healing of all manner of woes and injury, the end to hurt and pain. She despises those who cause indiscriminate or deliberate hurt or pain. Este's powers are greatest in Healing of Life.

- Nienna
 - Lady of Grief, Pity, Suffering
 - Patron God of the Stsho
 - Stsho Female, tall, thin, sad
 - Those who grieve, Clerics, Penitents[?]

— (Baeris), Red, A Teardrop

Nienna, Lady of the Hurt, sides with the Lords of Light. In AD&D terms, Nienna and her followers are Neutral Good-Neutral. She is the Lady of Pain and Suffering, shouldering the burdens of those who are hurt til they find help of healing. Nienna opposes those who cause mass or individual suffering, especially by acts of cruelty. She succors those who are hurt, providing respite and temporary relief.

- Tulkas, Husband of Nessa
 - Lord of Strength, Sport and Wrestling, Friendship, Loyalty, Laughter
 - Patron God of the Hani
 - Male Hani, tall, strong and vital
 - Fighters, Warrior Monks & Monks
 - (Sarajin, Astaldo, Cay), Red Gold, A Fist/hand, A Lion

Tulkas, Lord of Friends and Strength, also stands third in the Lords of Light. In AD&D terms, Tulkas and his followers are Chaotic Good. He is the Lord of the Good Fight and Adventure, rising versus challenges, particularly those of evil and adversity, defeating them with strength and a laugh. He opposes evil on a man to man level but sometimes can not see beyond the combat at hand. Tulkas favors Justice done, while Manwe is the Law. Both Tulkas and Ulmo may not favor all of Manwe's goals, Varda mediates such, but they do not sway versus evil.

- Nessa, Wife of Tulkas
 - Lady Swift, Maiden of Dancing, Joy, Celebration, Happiness, The Wind
 - Female Hani, small, quick, nimble
 - Thieves, Dancers, Racers, Other Monks [in conflict with above], musicians
 - (Talarawe, Nerika), Orange, A Scarf or Hankerchief, A Breeze

Nienna, Lady of Smiles, follows Tulkas firmly with the Lords of Light. In AD&D terms, Nienna and her followers are Chaotic Good-Neutral. She is the Lady of Fun and Joy, bringing happiness to all, racing with the winds. Nienna spits in the face of evil and races away, always a daredevil, taking risks for fun or pleasure. She will stand with her companions, especially Tulkas of course, when the chips are down.

- Orome, Husband of Vana
 - Lord of the Hunt, Nature, Forests and the Wild
 - Patron God of Elves
 - Elven, tall, regal, distant
 - Elves, Rangers, Fighters, Trappers & Hunters
 - (Siem, Aldaron), Silver, A Silver Tree or Arrow

Orome, Lord of Animals and the Hunt, stands with the Forces of Light. In AD&D terms, Orome and his followers are Neutral-Good. Orome, the Lord of the Beasts, is the master and patron of animals. He takes all aspects of the animal world from the largest hunting carnivore to the smallest rodent, both fierce and sly. Orome opposes monsters, warped creations, some elementals and constructs, mistreating or evilly enslaving creatures. He fights the Lords of Evil who do such.

- Vana, Wife of Orome
 - Lady of Spring and Life, Youth, the Wild, Birth, Fire, Flowers & Song
 - Elven Female, vital, sensuous
 - Farmers, Prostitutes, Clerics, Some Healers, Lovers, Singers
 - (Halea, Oriana, Quen), Spring Green, A Golden Flower or Wreath

Vana, Lady of Life and Growth, stands with Orome and the Lords of Light. In AD&D terms, Vana and her followers are Neutral Good. Vana, the Lady of Spring, is the essence of growth of both animals and plants. She represents the rebirth after winter, raising of the young, growth of flora from seed to flowering. She is also the rites of spring, the need to reproduce and the urge to mate. Vana opposes disease and pestilences that affect or warp the growth and spawning of the young. She fights the Lords of Evil who produce such darkness.

- Makar, Husband of Measse
 - Lord of War and Combat
 - Patron God of the Mahe
 - Male Mahe, dark, brooding, powerful

- Mahe, Warriors, Generals
- Maroon, A Sword Upraised in a Clenched Fist

Makar, the Lord of Battles, sides mostly with the Forces of Light. In AD&D terms, Makar and his followers are Chaotic Neutral. Makar is the Lord of War and Conquest, the drive to conquer, fight battles and win land, properties and rewards. The drive to fight is little tempered by consideration of consequences (outside of tactical or strategic elements) unless influence by Measse. Makar fights wars for fighting sake but does not relish slaughter, destruction or rapine like Morgoth. Makar supports the generals of Armies of the world, those not committed to Dark Dieties.

- Measse, Wife of Makar
 - Lady of War and Combat, Mistress of Paladins, Lady of Swords
 - Patron Goddess of the High Men
 - Female Mahe, tall, dark, cunning, quick
 - Warriors, some Nightblades
 - (Larani,Laia), Royal Purple, Two Crossed Swords

Measse, Lady of Paladins, sides with the Lords of Light (and brings her husband with her). In AD&D terms, Measse and her followers are Lawful Good-Neutral. Measse, the Way of weapons, represents skill in the forms of personal combats with and without weapons, particularly swords. Her's is the way of chivalrous combat, by duels or by groups. Measse opposes the ways of Evil, strong dominating the weak, treachery and ambushes. She combats all of the Lords of Darkness.

- Ilmare
 - Varda's Handmaiden
 - Human Female
 - Servants, Blue Collar Workers, Healers
 - Ivory, A Dish

Ilmare, Varda's Lady in Waiting, firmly follows her mistress in the Lords of Light. In AD&D terms, Ilmare and her followers are Lawful Good. Ilmare is the patron goddess of the working class, especially servants and some healers. She favors ordered hard-working people and opposes chaos and destruction.

- Eonwe
 - Herald of Manwe: Arms, Judges
 - Hani female, armored
 - Musicians, young hani, Heralds, referees/Judges, Duelists
 - (Teris), Yellow or Gold, A Trumpet or Horn, A Lance

Eonwe, Manwe's Squire and Herald, firmly follows his master in the Lords of Light. In AD&D terms, Eonwe and his followers are Lawful Good. Eonwe is the patron god of both judges of sport, heralds and some musicians (bands and martial music). He favors the fair execution of contests, trials and the like. Eonwe opposes snap judgements, torture, kangaroo courts and trial without representation (whether in court or on the field or honor).

- Osse, Husband of Uinen
 - Lord of Seas, Lakes and Rivers
 - Patron God of the Sohleugir
 - Humanoid/Reptilian
 - Fishermen
 - Brown and Green [Irrescent], A Trident

Osse, Lord of Inland Waters, sides with the Lords of Light. In AD&D terms, Osse and his followers are Chaotic Neutral-Good. Osse is the waters of the continents, from springs and pools to the great lakes and rivers of the land. He feels he is in the shadow of Ulmo and the oceans, and contests the coasts and deltas with the Ocean Lord. Osse favors those who live and dwell upon the inland waters, providing bounties from the lands. He opposes those who would be foul, dry or poison those waters that he watches over.

- Uinen, Wife of Osse
 - Lady of Seas, Lakes and Rivers
 - Humanoid/Reptilian
 - Fisherwomen

— (Neela), Silver and Blue [Iridescent], A pearl or oyster

Uinen, Lady of Seas and Inland Waters, sides with the Lords of Light. In AD&D terms, Uinen and her followers are Neutral-Neutral Good. Uinen, like Osse, is the waters within the lands. She, unlike Osse, is content to be bound within the coasts and is close to Yavanna of the land and Vana of Life. Uinen favors the flora and fauna about pools, streams and lakes. She also opposes those who deny lifegiving water to those who wish it.

- Melian
 - Tender of Wisdom, Protection, Birds
 - Ancient though beautiful human female
 - Seers, Astrologers, Questers
 - (Valris), A Small Songbird

Melian, Lady of Wisdom and Sight, sides with the Lords of Light. In AD&D terms, Melian and her followers are Neutral. Melian is the patron of Wisdom and Knowledge, favors protections of all sort (especially for the weak and unskilled) and is also the Goddess of Birds. She favors those with insight and intelligence (or those who seek such), who protect others. She opposes Evil on all terms.

6.2 Demi-Gods of Crafting and Magic

The five Demi-Gods are neutrals though all are differently aspected. In AD&D terms, Curunir is Neutral, Olorin is Lawful Neutral, Aiwendil is Chaotic Neutral, Alatar is Neutral Good and Pallando is Neutral Evil. These Gods favor technical and academic pursuits and are little involved with the world at large. Curunir has the most interest in the activities on Arda.

- Curunir [DG]
 - Crafts, Items
 - Stsho
 - Alchemists
 - The Multi-coloured
- Olorin [DG]
 - Wisdom, Knowledge
 - Human male
 - Sages, Pilgrims
 - Save-k'nor, White
- Aiwendil [DG]
 - Animals
 - Hani male
 - Druids, Animists
 - Brown
- Alatar [DG]
 - Battle Magic, Hunting, Tracking
 - Female Mahe
 - Monks, Rangers
 - Blue
- Pallando [DG]
 - Sorcery, Mind Magic
 - Kif Male
 - Sorcerers, Mentalists, Travelers
 - Dark Blue

6.3 Lords of Darkness

- Melkor

- Lord of the Dark, the ShadowMaster, Master of the Five Darks
- Human Male, cloaked, blank & black face
- Dark Clerics and Mages
- (Morgath,Orgiana,Kesh'ta'kai), Black, A Black Circle, A Black Hood, Crows

Melkor, the Lord of the Night, is the head of the Lords of Darkness. In AD&D terms, Melkor and his followers are Lawful Evil. He is the master of the Night's evil; cold, darkness and creatures of the shadows. Melkor favors the considered deliberate applications of evil to an end, usually domination or victory. He opposes most, if not all, of the activities of the Lords of Light.

- Morgoth
 - The Destroyer: Destruction, War, Bloodshed; The Blood Lord
 - Armed and armoured Male Mahe
 - Fighters, Hordes
 - (Agrik,Z'taar,Akalan), Blood Red, A Fist Crushing an Orb

Morgoth, the Lord of Destruction, is part of the Lords of Dark. In AD&D terms, Morgoth and his followers are Chaotic Evil. He is the Lord of Wasting; Death, War and Bloodshed for the simple sake of doing such. Morgoth favors the unsubtle evil of the crushing fist or overwhelming strength. His evil is overt and uncontrolled. Morgoth would destroy all who stand in his path.

- Sauron
 - Lord of Lies and Deception, Schemes and Cunning
 - Short Kif male
 - Thieves, Politicians :-), Perverse Theatre
 - (Naveh,Inis), Grey, A Mask, A Pair of Masks (One Smiling, One Frowning)

Sauron, Lord of Falsehood, is part of the Lords of Dark. In AD&D terms, Sauron and his followers are Neutral Evil. He is the God of Scheming and Deceptive Evil. Sauron favors plans and secrets, the stealthy knife in the back, the hidden path to wealth and power. His ways are concealed and not obvious, the means to an unknown end. Sauron would work with anyone and anything to further his own ends.

- Gorthaur
 - Lord of Pain, Torture and Fear
 - Robed and armed Hani Male
 - Torturers, Nightblades
 - (Scalu,Moralis),Midnight Blue, An Iron Spike

Gorthaur, Lord of Agony, is part of the Lords of Dark. In AD&D terms, Gorthaur and his followers are Neutral Evil. He is the God of the Weakening Soul, made so by pain, torture or fear. Gorthaur favors victory by collapse or submission of your enemy, pain for pain's sake or for a purpose. Similarly with torture and fear. Gorthaur condones any methods and plans as long as pain or fear result.

- Gothmog
 - Lord of the Balrogs: Hate and Terror, Monsters
 - Dark troll
 - Balrogs
 - (Ilvir,Morgu), Bright Flame Red, A Flaming Whip

Gothmog, Lord of Monsters, is part of the Lords of Dark. In AD&D terms, Gothmog and his followers are Chaotic Evil. He is the God of the Foul Beasts, things that are spawned or perverted by evil. Gothmog is also the Lord of the Balrogs, greatest of monsters/demonic servants. His creations inspire both hate and terror in others. Gothmog follows anyone who would use monsters, or allow him to turn others into monsters.

- Lungorthin
 - Lord of Silence and Vigilance
 - Ashen Dark Elf Female
 - Morgoth's Guard Commander
 - (Andaras,Onir),Brick or Off-White, A Single Lidless Eye

Lungorthin, Lord of Waiting, is part of the Lords of Dark. In AD&D terms, Lungorthin and her followers are Lawful Evil. She is the Silent Companion of Melkor, supported and defending his plans. Lungorthin favors stealth and silence, careful planning, to achieve dark ends - assassination the usual method. She is the unknown evil, the factor that can't be divined or defined.

6.4 Other Dietsies

- Ungoliant
 - Spirit of the Void: Chaos and Entropy
 - A Giant Spider or as Queen of Unlight, or Those Who Are Not Seen
 - Demons, a few Dark Elves, Vulfen and Maazhat
 - A'goliant, Black, A Spider or a Web, 8 Pointed Arrow or Star
 - In AD&D terms, pre-4379 Chaotic, post-4379 Chaotic Evil.
- Koragarok
 - Master of the Maelstrom, Emperor of Elements
 - Two Hovering Balls of Light, a Two-faced humanoid
 - Scattered elementalists, elementals
 - Grey or equal parts of White/Black, The Yin-Yang, Sun-acra, Arcanus

In AD&D Terms:

- Koragarok - Neutral
 - Arcanus (creation) - Lawful (Good); Chaos, Plasma
 - Sun-acra (destruction) - Chaotic (Evil); Nether, Umbra
 - Neptanus (Water) - Lawful Good
 - "Ice" (Air+Water) - Neutral Good
 - Brimstorat (Fire) - Chaotic Evil
 - "Heat/Magma" (Fire+Earth) - Neutral Evil
 - Carborundum (Earth) - Lawful Evil
 - "Ooze/Inertia" (Earth+Water) - Lawful Neutral
 - Pegasin (Air) - Chaotic Good
 - "Smoke/Wind" (Air+Fire) - Chaotic Neutral
-
- Ivashu
 - Empress of Blood, Lord of Ivash
 - A huge conglomerate structure/creature
 - The Bloodring Assassin Cult
 - Blood Red, A red circle

In AD&D terms, Lawful Evil (in the drive to grow and exist), Chaotic Evil in appearance to others.

- Eru
 - The One Lord, the Creator, the High-father
 - A pale humanoid or human male with a glowing nimbus
 - Common folk and clerics in South Tarna
 - God, Jaweh, A gold cross on white

In AD&D terms, Lawful Good. In 4379 this church collapsed when the Good & Neutral portions of Ungoliant departed the Arien system

7. TARNA

The following section considers the continent of Tarna, part of the world of Arda. A physical overview is considered, covering the geography, geology, biology, weather and herbal regions of the land. A historical overview, covering the most recent Era of Tarna's history, the 4300 years since the Cataclysm, is presented. A social overview of the population, society, guilds and a detailed look at the Royal Family of Arda, follows. Finally the eleven Baronies of Tarna are covered in detail considering their nature, racial distributions, notable places and personalities.

7.1 REGIONAL DESCRIPTION

Arda is a planet slightly small and denser than Terra, 20,000 miles in circumference. The eastern hemisphere is dominated by one major (Oerdi/Lythia) and two minor continents (Hepmonland and Narkast). The western hemisphere is shared by two small continents (Tarna and Scorti) and a large island chain joining the two (Telor and the Schooner Isles). Tarna in the west stretches from the northern polar caps in a south-south easterly curve towards the equator and the island chain.

The continent of Tarna is the home to the Arda Campaigns (note that Mike Mullin's Arda Campaign was set in Timeria, a nation on the southern coasts of the Lythian/Oerdi continent)(Paul-Allen Bixler's Arda Campaign is set in Harn, an island nation on the western border of Lythia). Tarna is a monarchy currently ruled by members of House Hanover. The current king (as of 4379 PS) is Amrin II, grandson of Amrod. Tarna is composed of eleven Baronies each ruled by a Baron responsible to the King and the King is responsible to the eleven Barons. Each Barony is composed of various Earldoms, Viscounties, Counties and Shires.

From North to South the Baronies are; Miritius, home to Dorsai, military governorship after the rebellion; Veritani, full of fjords and forest; Callisippi, home of clerical seat at Tarcannon; Holsfrin, Dwarven ruled Barony; Slartan, ruled by Elves of House Dragon; Tremirith, home of the capital of Tarna, Roim and home to House Hanover; Kooselan, east of Roim and home to the mystical Palace of Ontocle; Despa, ruled by the squabbling House and Clans of Mahen, home to Sohleugir; Hules, plains state and home to religious intrigues; Torca, southern plains state, shares the revived Shard Plains with Hules; and Tarn South, Hani Barony, ruled by Clan Shirlan.

Major cities of Tarna include Roim, Shiran and Aleath in Tremirith; Felda and Corinth in Tarn South; Asrath in Torca; Despa'an in Despa; Hulesport and Sip in Hules; Dyrisa and Fellport in Kooselan; and Shallahifan in Slartan. Unusual features include the Shire of the Enchanted Woods and the Temple of the Jade God in Despa; the Shard Plains in Hules and Torca; the volcanic caldera at the Palace of Ontocle in Kooselan; the great marshes of the Tesien delta in Tremirith; the Black Forest in Holsfrin; and the Barrowlands of Callisippi.

7.2 HISTORY

7.2.1 The Cataclysm

The Fourth Era ended with the Cataclysm of Morgoth the Destroyer. His minions attempted to bring the Twelve Swords of the Apocalypse together at the SpinDrift Isles (in the north central portion of the Ariatic Ocean between Tarna and Scorti) and summon him to wield the Swords. The Earthpower used in the ritual reacted violently at the Cataclysm ensued. The islands were shattered and the Swords and minions scattered. Magical Energy, amplified by other Earthnodes, radiated across Tarna, Telor and Scorti making the lands unviable. The surviving populations fled and the lands lay fallow. Some called upon the Dieties to restore the land. The Fifth Age began, somewhat later, as Elves from the west landed and resettled Tarna.

7.2.2 Post-Catalysm History

The following is a timeline of Tarna history since the resettlement.

- pre 0 PS

Tarna abandoned, bare and desolate as a result of the Cataclysm. A few scattered tribes make a living in and about the revived land of the continent. Other areas are prowled by monsters and beasts of all descriptions. It is known as the Wild Times. It is said that even the Gods help re-make and re-fertilize Tarna through magic and machines of their own making.

During this time Ungoliant comes to Arda as a flaming spear striking the ice fields north of Tarna. Karsus, demigod warrior of Measse, sacrifices his life to save several tribes of humans from floods caused by the Cataclysm.

- 0 PS

Elves and Dwarves sail from the western isles of Rocaim's Watch and land on Tarna. They venture over the mountains and settle in modern day Slartan and Holsfrin. They find a wild and untamed land full of promise and danger. Elves begin the reckoning of time with High Summer day and note the years as PS: Post Settlement.

- 741 - 837 PS

Dwarven expeditions encounter tribes of Orcs in the depths of the mountains and a series of long wars begin. Most battles are fought in the darkness beneath the earth. It is unknown whether the Orcs survived the Cataclysm and made Tarna their own or landed or were brought there sometime afterwards.

- ~1340 PS
Several Hani clans sail east from Hepmonland and make their homes in the southern half of Tarna and upon Telor.
- ~1900 PS
Other groups of traders, explorers, exiles and adventurers mostly Human, Hani, Mahen and Kif begin to resettle Tarna.
- 2046 PS
Stsho enclave built in the middle of the prairies in what is now the Shard Plains in Hules and Torca.
- 2046 - 2594 PS
Pax Stshan, Democracy in Tarna. A culture flourishes in the southern plains around the Stsho city of Gessen. The Stsho encourage the spread of knowledge and building of roads and cities. Four major cities and four large towns mark the borders of Stsho land.
- 2594 PS
Outside pressures such as border clashes with Angash Imperialis (on Telor) cause the Stsho to form the Federated Republics of Tarna and withdraw from the government in general.
- 2594 - 2803 PS
Various border wars and minor invasions by Kif forces of the Empire of the Night. Republic supports the Hani resistance on Telor. Incidents end when the Kif ruling clan and Empire disintegrate.
- 3091 PS
Trontorian Empire invades Tarna from the east after overrunning Telor.
- 3099 PS
Ritual of Descration enacted upon the Republic capital at Gessen in response to repeated demands for surrender of rebels harbored within Stsho enclave boundaries. Shard Wastes blasted out of the prairies. (The magical residues last until 4376 PS)
- 3100 - 3300 PS
Rampant guerrilla and resistance activity as Trontor attempts to hold Tarna and lands beyond. The Trontorian Empire encompassed most of Arda at its height in 3200 PS.
- 3301 - 3348 PS
Succession wars begin in earnest as Alabaster Nelrissa becomes the leader of Tarnan resistance forces.
- 3348 PS
Nelrissa forces Trontorian forces back to Telor and beyond. Nelrissian monarchy begins its rule on Tarna.
- 3603 PS
Nelrissian monarchy collapses due actions of the agents of the Samite order (in existence since the end of the war).
- 3603 - 3624 PS
Civil war in Tarna between the various nobles and remnants of the Nelrissian Royal family.
- 3625 PS
Pact of Sanity signed. Individual Baronies and States established. Royal family exiled to Rocaim (sparsely inhabited at the time).
- 3640 PS
By vote and decree the Unified Republic is formed consisting of states on Tarna, Telor and as far east as Scorti.
- 3738 PS
Gorlath Baron becomes Republic president.
- 3740 PS
Gorlath Oathbreaker becomes Emperor discarding the Republic. Centered in Telor, his Hani Empire flourishes for nearly a century, conquering the exiles in Rocaim and the isles and contacting the Hepmonland Hegemony.
- 3842 PS
Orbin Gorlathson assassinated by agents of the Gordonin clerical cabal with the help of Scorti's Dwarven population.

- 3842 - 3855 PS
The Empire collapses and the Gordonin Papacy and the Khudzul Bright Realm divide the lands, Tarna and Telor to the former and Scorti to the latter.
- 3897 PS
Rocaim receives independence.
- 4026 PS
Tarnan Republic formed when Pope Orbin the Fifth abdicates in favor of such.
- 4096 PS
Kai the Merciless seizes power in the Republic. Begins the Interregnum including the conquest of Scorti from the independent states.
- 4143 PS
Kai defeated by Olorin the White in the halls of Tarcannon.
- 4143 - 4145 PS
Interregnum collapses.
- 4145 PS
House Anacan, the Wolves, comes to power in Tarna.
- 4175 PS, 0 DT (Dominator Time) - The Dominator rises on the isle of Scorti and begins to forge his Empire. Some say he is Kai the Merciless reborn.
- 4178 - 4183 PS
Civil War erupts over the succession of Telor and the Schooner Isles.
- 4184 PS
Spindrift Accords give Telor its independence under Hani rule.
- 4243 PS
Plague at Ontocle leaves House Anacan without a strong heir. Ontocole abandoned and later consumed by forest.
- 4243 - 4245 PS
Civil War in Tarna.
- 4245 PS
House Hanover achieves power in Tarna through treaty and marriage to the last heir of House Anacan (Amrir Hanover and Arianna Anacan). Capital moved to Roim.
- 4248 PS
Last rise of the Spider Cult defeated at Sarn Keep in Torca. The Creature of Unlight sealed within the central keep.
- 4299 PS, 124 DT
Scortian Empire (formed in 4175 PS) begins westward expansion. The "Ten Who Were Taken" lead the Dominator's armies.
- 4300-05 PS
Darkwood Rebellion in Tremirith
- 4345 PS
Hani Clan feud on Telor
- 4354-57 PS
Horse Clans Uprising in Torca
- 4357 PS
First Buccaneer War between Torca and the Buccaneer Keys
- 4359 PS
Pestilence hits the northern Baronies. It is a cover for an attack by Spider Cult elements. Dwarves declare a Holy War and defeat the Giants and Ogres involved.
- 4367-4371 PS
Kif rebel in Miritius. King Amrod's son and heir Prince Amrin slain at the gates of the last Kif citadel in 4369 but fighting continues afterwards. Amrod makes the Barony a military protectorate.

- 4372 PS
Second Buccaneer War between Torca and the Buccaneer Keys
- 4373 PS
The Queen discovers King Amrod's affair and dies of grief. The Queen's Swords disbanded for the time due to their inability to conceal the affair.
- 4375 PS
Telor and Scorti declare war.
- 4376 PS
The enchantment that maintained the Shard Wastes is broken by a group of mercenaries who entered the citadel at the center of the desert. Fire Demons take over the ruins at the old capital of Ontocle. Prince Amlor "killed" by Prince Teraphas, who is exiled to Telor. Orc tribes of Tarn South attempt to secede from Tarna.
- 4377 PS
Adventurers find Prince Amlor alive and in the hands of the Spider Cult. Anna Ashford becomes Baroness of Torca when her father is revealed as a Spider Cultists. King Amrod subdivides Tarna into three principalities to be ruled by his squabbling grandchildren, Princes Amlor and Teraphas and Princess Elanor. The darkness over the Enchanted Woods in Despa is lifted. Scorti takes Clen and nears coast of Telor. Melkor manifests over the Sea of Dust on Telor upon High Winter Festival
- 4378 PS
Scorti attacks Riln and Tarna declares war on Scorti. Sea of Dust, on Telor, vanishes due to the actions of an adventuring party. Takka-kit, the resurrected Kif Sorcerer, becomes due of the remnants of the Empire of the Night revealed under the Sea of Dust. The Lords of the Maelstrom prepare to invade Arda and take it from the Lords of Light and Dark. Civil War in Slartain involving forces opposed to Morrolan E'Drien the Baron.
- 4379 PS, 204 DT
King Amrod slain by Scortian Mages in Roim. Barons name Prince Teraphas as the new king, Amrin II. Scortian forces invade Tarnan soil, at the Isle of Trin, but are later driven back to the sea. Elanor and her Scortian allies attempt to kill Amrin and fail, Elanor escapes to Scorti and is disavowed. War between the Lords of Light and Dark and the Lords of the Maelstrom is averted in a secret conference at Nexus, the citadel of the Navigators.
- 4380 PS, 205 DT
The Dominator invades Telor in force. Takka-kit's Sfik causes the Second Exodus of Kif, from Miritius to Telor, to begin. The war rages at the borders of Tarna.
- 4381 PS, 206 DT
King Amrin II marries Baroness Anna Ashford. The Taken Bonegnasher is killed when he attempts to kill the King and Queen at a Baronial wedding in Hules. Rumor suggests that the Taken Soulcatcher was present as well.
- 4382 PS, 207 DT
Queen Anna gives birth to quintuplets. The young babies are later kidnapped and used to attempt to frame the Kif Duke Takka-kit. Adventurers rescue the infants and save Takka-kit from being Taken. Takka-kit closely aligns with the Teloran Hani versus the Dominator.

7.2.3 Detailed Baronial Histories

The following table shows increased detail in the Baronial History for years 4381 PS and later.

Table 1: Baronial Histories (part 1)

Month	Veritani	Miritius	Calisippi	Holsfrin
High Spring 4379	Many strange happenings occurred around High Spring 4379 but noone can put a finger on them. The wilds got wilder. The government edict concerning religions is seen as perhaps a backhanded appeasement of the Dominator, a weak move to allow him to take Telor and little else. It does give the Maelstrom a chance to expand its worship. Small temples to elemental worship are built in Tarcannon under the sponsorship of Manwe and Varda. Perhaps an ally versus Morgoth? Unusual ambassadors to Tarcannon abound.			

Table 1: Baronial Histories (part 1)

Month	Veritani	Miritius	Calisippi	Holsfrin
1-3 4380				
4-7 4380	Veritani, across the mountains, is quiet and peaceful except for the usual political struggles between Baron and Jarls (Count-equivalents).	In the far north, the exodus of Kif from Miritius completes and the Barony is quiet for a while. When the height of winter passes, various factions emerge from their hibernation and contest for power. A group of young warriors, The Swords of the Word, make their presence known as a force for High Man unity.	Callisippi continues to be a bastion of religious strength. Local army elements, with religious support, probe the giantish stronghold, postponing attack til after the height of winter	Holsfrin is quiet and the Dwarves gear for war.
8-12 4380	Veritani quiet in the north except for minor DarkFriend activities and other Jarl explorations.	The departure of the Kif from Miritius leaves a freedom and a void. Some struggle to convince the Army that the time has come for a new Baron of their choosing, of course. It is Dorsai Clans vs the Cityfolk vs the Dwarves. (and smaller factions) Some Dwarves with old titles reappear with claims. Land reclaimed, sometimes violently. Political struggles to defame other parties. Some Dorsai try to use the Swords of the Word as a symbol ("see what we are doing for the crown!"). The military holds firm but increasingly sees no need to retain forces in the north. Veterans sent home and local conscripts are left in charge. All sorts of intrigue, including Darkfriends.	Despite being the seat of religion in Tarcannon, it is not free of danger. In fact, the Dark Lord's eye turns there often. An earthquake rocks the city in the 8th month, causing moderate damage. Part of the cliff of the upper city collapses revealing ancient catacombs within, filled with dangers and the like. DarkFriends quickly explore the place and send its inhabitants out against the city. Skirmishes follow. Interesting times.	Holsfrin continues as norm, a small gold rush to the west. But in the summer, the skies open upon the ocean near the capital - a meteorite impact floods part of the city. However the industrious dwarves find the remains, study its secrets and learn of new materials (an infusions of precious Eog).
1/81				
2/81			Calisippi - Scandal erupts as a Maelstrom representative to the Tarcannon Council is named.	
4/81	Miritius & Veritani - Bad weather and local storms prelude the coming of winter	Miritius & Veritani - Bad weather and local storms prelude the coming of winter		
5/81	Veritani - More flooding and blizzard like conditions.			

Table 1: Baronial Histories (part 1)

Month	Veritani	Miritius	Calisippi	Holsfrin
6/81		Miritius - more very bad winter weather.		Holsfrin - problems with Kif bandits left behind by the Exod
7/81		King Amrin visits Miritius to discuss the state of the military occupation	In Callisippi, the churchs again organize adventurers to help versus the Giants	
8/81	Pierre LeGlaive, noted bandit, is rumored to be in both Kooselan and Veritani	Following the King's visit, rival factions skirmish in Miritius. Actions confined to remaining Kif, young rebellious Dorsai and Terran elements		
9/81	In Callisippi, bands of Ogres raid south from Giant lands along the river	Kif Bandits raid into Slartan from Miritius but are routed by the Ranger Pierre LeGlaive, noted bandit, is rumored to be in Miritius		A Grand marriage, between Dwarven clans Durin and Barin, is announced in Holsfrin. Dwarves from across Tarna travel to the event
10/81	An ancient Dorsai Clan-lord found frozen in the ice in the mountains north of Miritius. The woman visits both Veritani and Miritius. Claims and counter-claims arise.	In Miritius, as the Swords of the Word grow in popularity and scope, the first troop of Swords is sent to Telor to join the war versus Scorti		Kifish bandit activity rises in Holsfrin during the grand wedding celebration and afterwards
11/81			In Calisippi, small orc bands raid westward out of the Giant enclave, suggesting the orc hives are growing	Dwarven population & adventurers strike back at Kif bandits in Holsfrin
12/81	Pierre LeGlaive, notorious bandit, rumored to be in Veritani and Miritius	Pierre LeGlaive, notorious bandit, rumored to be in Veritani and Miritius		A vengeful stranger strikes back at the Kif in Holsfrin in return for innocents harmed in prior months
1/82		Dwarven factions in Miritius claim that the military government is unfairly biased towards Humans and Dorsai		Jubliant Dwarven clan leaders in Holsfrin announce that the united Clans are expecting an heir
2/82	Briannia MacGregor, the Dorsai woman of the past, revisits Veritani and the Baron, rumored to be disaffected with Miritius	In Miritius, the rises costs of occupation force tax hikes.		.
3/82	Fishermen, in the northern seas off of Veritani, project a poor fall harvest.	A prominent Kif politician in Miritius, dies in a mysterious accident and is martyred by the few remaining Kif.	Calisippi grants a Parish, in the old Hill Giant lands to the Elemental Churches.	Dwarven miners report things stirring in the mountainous depths of Holsfrin.
4/82	Poor weather, storms and ice floes, further hamper the northern fishing fleets of Veritani	Rumors suggest the involvement of the Swords of the Word in the death of Pir Lek Gek, the Kif businessman		

Table 2: Baronial Histories (part 2)

Month	Tremirith	Kooselan	Despa	Slartan
High Spring 4379	Many strange happenings occurred around High Spring 4379 but no one can put a finger on them. The wilds got wilder. The government edict concerning religions is seen as perhaps a backhanded appeasement of the Dominator, a weak move to allow him to take Telor and little else. It does give the Maelstrom a chance to expand its worship. Small temples to elemental worship are built in Tarcannon under the sponsorship of Manwe and Varda. Perhaps an ally versus Morgoth? Unusual ambassadors to Tarcannon abound.			
10-12 4379	King Amrin II returns to Roim as the fighting ends and Trin is firmly back in Tarnan hands. He is not happy with the religious edict, but his counselors and the politicians attempt to placate him. There is still surprising sentiment towards some sort of political solution which leaves Tarna out of the war. A group called the Stewards (named after Alistair Lethbridge Stewart) of the Realm arises, dedicated to preserving Tarna			Surprisingly, Baron Morrolan E'Drien of Slartan comes to Roim for the summer. It is speculated that he is keeping an eye on things in light of the government edict and other information that he has received. Some are nervous
New Years 4380	Night of the Stars (Varda/Maelstrom make the stars visible to the world).			
1-3 4380				
4-7 4380	Tremirith, and the capital, Roim, is a busy state during the fall and winter. The fear of the Dominator drives many to seek out Darkfriends in their midsts. There is unrest and riots. Innocent and guilty are persecuted alike. Some abandon the entire pantheon of Light and Dark for the new Gods of the Maelstrom, seeking solace in the soothing Waters or backed by the strength of Earth. The Eithicor in Shiran scares many for the Dominator brings his destruction to Tarna's heart.	Kooselan struggles to deal with the affects of the war and the Kif exodus. There is much confusion in the coastal cities (Fellport, Dyrisa and the like).	In the Enchanted Wood in Despa, Karsus the Demigod of Measse manifests. Suggesting to some a call to Arms and to others than another Cataclysm approaches. Many petition the Dwarves of Revelstone to allow them to live at the top of the Pillar of Karsus	Elven border patrols of Slartan skirmish with some land-based elements of the Kif exodus Many Kif are bottled up at the border to Slartan til they can find water or air travel around the forest Barony. A blight, of possible Dark origin, strikes some southern orchards in Slartan.

Table 2: Baronial Histories (part 2)

Month	Tremirith	Kooselan	Despa	Slartan
8-12 4380	Tremirith, the capital especially, is a hotbed of various activities. The population is worried, unrest and near riots abound. More Dark-friend activities including demonic incursions (from sewers and basements) bandits and beasts from the hills. The crown holds a major summer joust to bring together knights for the war. A preliminary is held in Despa and other locales before High Summer.	Kooselan, as well, suffers from the curse of interesting times. The elemental philosophy flows from the north by message and from the south by pilgrims (from Torca thence to Hules). But the exodus of Kif passes through as well and troubles come of it - banditry and such caused by and versus the Kif	Otherwise Despa is a quiet land. Sohleugir continue to expand their city. Miners find gold in the southern hills. Dark activity seems to be limited to small local events.	Slartan to the north is quiet and there are few points of news (though there were some strange incidents with crime and weather)
New Years 4381	King Amrin II announces his engagement to Baroness Anna Ashford of Torca. The wedding is to take place at Fall Festival in Corinth			
1/81	Tremirith - Attempted kidnapping of Taurin, Anna Ashford's (Amrin's fiance) companion, fails. Queen's Blades intervene	Kooselan - Fires on Mt. Ontocle's slopes.	Despa - Sohleugir inmates released (escaped) by Mahen to discredit Sohleugir.	Slartan - Morrolan E'Drien embroiled in a plot to discredit him.
2/81	Tremirith - A popular knight is accused of being a Dark-friend but is vindicated.		Despa - Riverfriend's Sohleugir capture the escapees.	Slartan - The plan vs Morrolan fails and there is fighting in the province.
3/81		Kooselan - Onto River floods in the late winter rains.		
High Fall 4381	With great pomp and circumstance, King Amrin II and Baroness Anna Ashford are wed in the cleared ruins of Corinth, showing Tarna's defiance of the Dominator. Many nobles are present with the notable exception of the White Rose, Telor's Defender, who is assassinated in the weeks beforehand.			
4/81	Tremirith - A manifestation of a DemiGod of the Maelstrom is reported			
5/81	Tremirith - Meteor strike in the northern hills.	Kooselan - Mt. Ontocole erupts but surprisingly the old palace is not affected. Hules - Maelstrom zealots appear.		
6/81		Kooselan - Eruption of Ontocle stopped by Darras Anthon, Fire cleric of the Maelstrom		Slartan - further repercussions of the E'Drien affair

Table 2: Baronial Histories (part 2)

Month	Tremirith	Kooselan	Despa	Slartan
7/81	King Amrin II decides to name a Baron of Tremirith, to handle the duties of the Barony, so he, the king, may concentrate on the war. A marriage is arranged between 2 noble families, Hanover and Wundagore, so an inlaw becomes Baron Tremirith Rumor suggests the Tesien Bandits have been reformed			
8/81	Rumors of a monster, spawned from the Black Moors, spread through southern Tremirith	Pierre LeGlaive, noted bandit, is rumored to be in both Kooselan and Veritani.	Mysterious Sohleugir in north Despa threaten Mahen clan. The Trailing Sword, an astrological phenomena associated with times of troubles, appears over Despa, specifically the Temple of the Jade God	
9/81		Duke Amlor, Amrin's brother, disappears under mysterious circumstances, from Dyrisia in Kooselan. Foul play is suspected,		Kif Bandits raid into Slartan from Miritius but are routed by the Rangers.
High Spring 4381	Bonegnasher the Taken undertakes an elaborate ritual to kill the King and many nobles at the wedding of the Baron Hules' son. It fails due to the actions of notable adventurers.			
10/81	Bad harvests proliferate in Tremirith due to fields ruined by plagues introduced by Darkfriends. Paranoia fills the farming communities	Pierre LeGlaive, noted bandit, is rumored to be in Kooselan	In Despa, a ranking Clan Minwanabi elder is killed, intensifying inter-Clan strife.	
11/81		The plague of bad harvest's spreads to Kooselan	Rumors of the Black Moors Beast spread into Despa	A revelation from Slartan suggests that some sort of Magical plague struck the Elven aristocracy at Castle Black. Word comes to light when a group of young Dzur warriors attempt a rebellion and fail.
12/81	An incident involving a Count from Tremirith at the Despa/Tremirith border raises tensions between the two Baronies. It is seen as a test of new Baron of Tremirith	The volcano at Ontocle rumbles, small eruptions causing local forest fires	An incident involving a Count from Tremirith at the Despa/Tremirith border raises tensions between the two Baronies. It is seen as a test of new Baron of Tremirith	

Table 2: Baronial Histories (part 2)

Month	Tremirith	Kooselan	Despa	Slartan
1/82	Pierre LeGlaive rumored to be leading the reformed Tesien bandits.	Bad weather along Tarna's eastern coast forces a rise in warehousing fees as many vessels are trapped in Fellport and Dyrisia.	A monster from the Swamps attacks the City of the Jade God. It is defeated by Mir'acht Jadegodsman and the recently arrived Stang brothers (Drankar, Kerrang and Sir Sharack).	Hunting accident claims a House Dzur elder in Slartan, Morrolan E'Drien claims no knowledge of foul play.
2/82			Mysterious deaths afflict the sohleugir population in and around the City of the Jade God. It is rumored to be related to last month's incident.	Taxes in Slartan, primarily on Dzur dominated businesses, rise.
3/82	As word leaks out of the kidnapping of the King's heirs locals in Tremirith riot demanding all out war vs Scorti Anna's babies are rescued by adventurers from Kelly's Heroes, the Silver Blades and the Swordquest.	Plague breaks out among the huddled fishing vessels in Fellport, Kooselan.		
4/82	Tesien bandits stirring, rumors suggest alliances with Sol'Kantar and the Dusk Elves	Baron Haskil Ameranth, of Kooselan, assassinated in an ugly conflagration consuming the palace in Fellport. Rumors say forces of Elemental Fire are rising		Sethra Lavode visits Morrolan E'Drien, in Slartan and reportedly "has a word" with rebellious Dzur elements

Table 3: Baronial Histories (part 3)

Month	Hules	Torca	Tarn South	Telor/Scorti
High Spring 4379	Many strange happenings occurred around High Spring 4379 but noone can put a finger on them. The wilds got wilder. The government edict concerning religions is seen as perhaps a backhanded appeasement of the Dominator, a weak move to allow him to take Telor and little else. It does give the Maelstrom a chance to expand its worship. Small temples to elemental worship are built in Tarcannon under the sponsorship of Manwe and Varda. Perhaps an ally versus Morgoth? Unusual ambassadors to Tarcannon abound.			
10-12 4379	The Church of Eru in Hules suffers an apparent collapse of faith and falls out of favor. Other religions set about winning back the "lost." This includes agents of the Maelstrom			The campaign comes to an end in 10.79. Scortian forces withdraw to consolidate their gains. They are poised on the border of Telor itself. Telor continues to build, train, recruit for their defenses.

Table 3: Baronial Histories (part 3)

Month	Hules	Torca	Tarn South	Telor/Scorti
1-3 4380				In the fall of 4380 (spring below the equator) the Scortian Empire launches a full-scale invasion of southern Telor. A feint is launched towards Trin, Tain and north Telor to draw the attention of Tarnan forces. Several planes are used to transport an army which appears along the coast. Naval support and supply lines are soon to follow
4-7 4380	Hules continues to struggle in the aftermath of the collapse of the Church of Eru, political struggles abound. A comet is seen over the Shard Plains, another portent of Doom.	The populated towns of Torca suffer from maladies of various kinds unleashed by Darkfriends and accident alike.	Tarn South is tense and gears for war with the Scortian Juggernaut.	The Scortian invasion of southern Telor deepens as the enemy troops strengthen their holdings on the island nation. The Teloran resistance deals some set backs, using their familiarity with the local land to their advantage, but the tide can not be stemmed. The rest of Telor begins to feel the pinch and drain of the war as more soldiers are recruited or called up and resources become scarce. Rumor has it that the Dominator is unhappy with the speed of the invasion and several of the Taken are moving to take a personal hand in the war.
8-12 4380	In Hules, there is a major fire near Hulesport - destroying the manor at Jeru-Salem (more aftermath of the collapse of the Church of Eru). Summer storms come early to the coast, freak squalls are noted. An epidemic hits the western cities. More political struggles between the Lords of Light, ex-Eru cultists, Elementalists and Anti-Elementalists (with Spider Cult active in the background).	Asrath, in Torca, has an incident of demons in the 8th month (a circle of clerics) and a mysterious explosion that shatters windows in a block or two. Tem sees an outbreak of plague and later there are brushfires in the Shard Plains.	Tarn South, closest to the war, suffers the most. A meteor strikes in the northern Dwarven County and later one hits the ocean near the capital at Corinth, causing major damage and flooding. Chaos and demons are almost commonplace occurrences, such as a gate that appears in Dilva.	Winter comes below the equator and the war on Telor grinds to a halt. It is a fierce cold that covers the land, as fierce as the fighting that proceeded it. Now is a time for adventure and intrigue. The combatants take measure of each other by overt and covert means. Telor and Tarna conference on the situation and Tarna mobilizes more help. Scorti resupplies as well and rumor has the Taken on the move. The Dominator has turned all eyes to the conflict in the west.
New Years 4381	King Amrin II announces his engagement to Baroness Anna Ashford of Torca. The wedding is to take place at Fall Festival in Corinth			

Table 3: Baronial Histories (part 3)

Month	Hules	Torca	Tarn South	Telor/Scorti
1/81		Torca - taxes rise		
2/81	Hules - bad weather in the area, Galilee leveled by a Tsunami.		Tarn South - Maelstrom devotion spreads	
3/81			Tarn South - A plan to replace some Counts and one Earl with Chaos-augmented Hani males ("leashed") is discovered and foiled.	The White Rose is killed in her quarters in Telport. Scortian agents suspected.
High Fall 4381	With great pomp and circumstance, King Amrin II and Baroness Anna Ashford are wed in the cleared ruins of Corinth, showing Tarna's defiance of the Dominator. Many nobles are present with the notable exception of the White Rose, Telor's Defender, who is assassinated in the weeks beforehand.			
4/81			Tarn South - An Eithicor appears in Corinth but is defeated.	
5/81	Hules - Maelstrom zealots appear.	Torca - Scortian raiders harass coastal areas.	Tarn South - brush fires become a problem in the northern counties.	
6/81				
7/81			A Volcano erupts in Tarn South, near the demense of Rakhir Redbeard, the Firemagedrake, in the Sarandon Hills. Bad weather and harvests follow in the region.	New regiments of Scortian Imperials are landed on Telor and the Dominator's forces probe Golotha's defenses. The city prepares for a seige.
8/81				
9/81				
High Spring 4381	The wedding of Catherine and Alphonse Sarducci is interrupte by a vast ritual of Bonegnasher involving a stolen sword and 4 kidnapped elementals. The assembled adventurers dispell the ritual and manage to kill Bonegnasher. The wedding party, and the King & Queen present as well, survive and the wedding i postponed. <ul style="list-style-type: none"> - Soulcatcher, another Taken, was present, disguised as a Brightblade knight, but escaped at the end of the event. - Catherine, the bride, was discovered to be possessed by a demon of the Spider Goddess Ungoliant 			
10/81	A Dragon is rumored to have made its home on the western border of the Zulu lands in Hules.			
11/81	In Hules, Beduoin Earl Salamar's mistress has a child, who he declares to be his heir.	The Torcan Baronial Regent, McGraw Ashford, is killed by a rival Family. Queen Anna Ashford returns Torca to see if Ray Ashford is ready to become Baron Torca	Telor's Grand Duke visits Tarn South to confer with Baron Shirlan and King Amrin II.	Telor's Grand Duke visits Tarn South to confer with Baron Shirlan and King Amrin II.

Table 3: Baronial Histories (part 3)

Month	Hules	Torca	Tarn South	Telor/Scorti
12/81	In Hules, dissident Beduoin factions react negatively to Salamar's proclamation of a heir.		Miners and Orc Tribes report strange creatures prowling the valley depths in the Sarandon Hills of Tarn South	Hani forces on Telor strike southward in the dead of winter, relieving the seige of Golotha. Dominator is rumored to be livid about the "winter surprise." Swords of the Word unit reported to have been successful in the engagements.
1/82	Alphonse and Catherine Sarducci, heirs of Hules, witness a manifestation of Neptanus apparently to bless their wedding	Baron Ray Ashford of Torca is betrothed to Susanne Briscoe in an effort to consolidate the 4 Families.	Winter crop failures in Tarn South lead to small riots among refugees in Dilva and Corinth	Duke Takkakkit rumored to be hosting a mysterious visitor from the far east.
2/82	Catherine Sarducci, wife of the heir to the Baron of Hules, rumored to be expecting.	The usually empty Hooks manor in Asrath, capital of Torca is damaged by fire. Oscar Hooks returns and takes up residence.		Takkakkit, said to be in seclusion, is rumored to have slain his visitor in preparation for a grisly ritual.
3/82	A warrior, Karan Ironblade, declares to the Baronial government of Hules, his intent, with his fellows, to cleanse the Devil's Cauldron.	The Simpson family, of Torca, rebuffs approaches of Ashfords & Briscoes, claiming need of recompense for "prior injustices."		Takka-kit formally supports Telor versus Scorti after the Dominator attempts to frame him for the kidnapping of Tarna's heirs and attempts to Take Takka-kit. Skirmishing erupts in the mountains south of the Sea of Dust.
4/82	Karan Ironblade reportedly cleanses the Cauldron in Hules. Local officials traveling to inspect the land.	A new wave of coastal raids, which appear to be either the Buccaneers of Scortians, strike the Torcan coast between Felda and Kulas	Part of the Dilva bridge collapses, in Tarn South, sabotage suspected	Weather-related and magical conditions lead to an accidental skirmish between Hani & Kif forces on Telor

7.3 Social Overview

This section ponders the social aspects of Tarna including the races who comprise her peoples, their varying roles in society, the guilds that they work for and the Royal family which rules them all.

7.3.1 Populations of Tarna

Tarna features members of all the races of Arda in varying numbers. Most numerous are the Human, Hani and Mahendo'sat peoples. Less present are the Kif and Stsho. Dwarves and Elves are rare except in their "home" Baronies. Orcs and Trolls are present in the wilds.

The largest city of Tarna is the capital Roim with a population of 25,000. A normal large city (Asrath and Felda in Torca, Corinth in Tarn South, Despa'an in Despa for example) usually has a population of 5-15,000. Towns feature populations in the 2-4,000 range. There are innumerable villages, thorps, hamlets and collections of farms. Major roads tend to feature Inns spaced a day's travel (about 30 miles) apart.

7.3.2 Society of Tarna

Tarna possesses a typical feudal society. The Royal family of House Hanover rules from Roim with the support of the Barons/Baronesses of the eleven Baronies. Baronies are subdivided into either Shires, run by Sheriffs appointed by the Baronial government, or Counties, rules by Counts/Countesses who inherited/were granted the title. Counties and Shires may be further divided into Viscounties or Reeves/Hundreds respectively. These may be ruled/run by a Viscount or Baliff/Reeve. Parishes, land granted to the Churches, are

typically the size of Reeves, though may be as large as Counties in some Baronies. An Earl rules several Counties (which may or may not have Counts), greater than a Count but less than a Baron. Major towns and cities may have either appointed or hereditary Mayors/ Lord Mayors.

House Hanover grants three ranks of Knighthood; unlanded Knights Batchelor of the Hawk and landed Knights of the Falcon and Knights Exemplar of the Eagles. The titles of Duke, Marquis and Prince are reserved for members of the present or past Royal families. See section 7.3.5 on page 31.

7.3.3 Guilds of Tarna

Tarna has a strong guild structure, The Guild of Guilds (commonly simply called the Mangai or Merchant's Guild) is the overGuild for all other Guilds and provides points of contact and interacts with the local government. Major Guilds represented by the Merchant's Guild include the Arcane Guild, the Mercenaries Guild, the Specialist's Guild and the various merchants themselves.

- Arcane Guild
 - House Arcanum
 - The Agency (Sorcerors Guild)
 - The Mage's Guild
 - Halls of Mentalism
 - House Channellerum
- Mercenaries Guild
 - Adventurer's Guild
- Specialist's Guild
 - Amita K'un
 - Bloodguard
 - Doomknights, Dusk Foxes, Arvinae and others
- Harper's Guild
- Sailor's Guild
- The Navigators

7.3.4 Royal Family of Tarna

Amrin Hanover became king in Tarna in 4245 PS after marrying Arianna Anacan daughter of the late Garis Anacan, last king of House Anacan. After the marriage, the minor succession war was ended and the Baronies repledged their alliance to the new royal house.

Hanover family of Tarna, Current Year is 4382					
Name	Born	Start Rule	End Rule	Died	Notes
Amrin	4215	4245	4275	4275	First Hanover, Queen barren
Arianna	4221	4245	4275	4320	Amrin's queen, widowed and abdicated
Amrir	4225	4275	4297	4340	Brother of Amrin
Moira	4229	4275	4297	4342	Amrir's Queen
Amrod	4257	4297	4319	4358	1st Son of Amrir
Leanna	4260	4297	4319	4355	Amrod's Queen
Amras	4279	4319	4350	4376	1st Son of Amrod, abdicated when Doria died
Doria	4280	4319	4350	4350	Amras' Queen
Luthien	4281			4359	1st Daughter of Amrod

Unrath	4285			4326	the 'Black', 2nd Son of Amrod
Amrod II	4305	4350	4379	4379	1st Son of Amras, slain by Scortian forces
Helena	4306	4350	4373	4373	Wife of Amrod
Selene	4307			4360	1st Daughter of Amras, Duchess
Anrac	4312				2nd Son of Amras, Duke of the South, Duke Anrac Hanover's daughter Lady Ebersol married Lord Grume Hanover, Count Trin - fathering Lord Orlando Hanover, now Count Trin
Amrin	4329			4369	1st son of Amrod, slain by Kif
Nessa	4331				Wife of Amrin, Dowager Princess
Altain	4332				2nd son of Amrod, Marquis
Camlan	4334				3rd son of Amrod, Marquis
Ahlia	4339				Daughter of Amrod, Marquess
Amrin II	4355	4379			Illegitimate Son of Amrin, King
Anna	4352	4381			Queen of Amrin II, Baroness of Torca
Elanor	4352				1st Daughter of Amrin, disavowed
Amlor	4356				2nd Son of Amrin, Duke of the North
Nessa	4382				1st Child of Amrin and Anna
Amrod	4382				2nd Child of Amrin and Anna
Helena	4382				3rd Child of Amrin and Anna
Amras	4382				4th Child of Amrin and Anna
Doria	4382				5th Child of Amrin and Anna

In 4379 PS it was revealed that Elanor had connections with the Scortian Empire and Amlor had connections with the Cult of the Spider. Thus when Amrod was killed, his illegitimate son, Teraphas, was named King Amrin II. Elanor attempted to seize power, failed, was captured and subsequently escaped to Scorti. Amlor lives in seclusion in the Barony of Kooselan, as Duke of the North.

7.3.5 Other Titles on Tarna

The following titles are recognized by House Hanover and the Nobility of Tarna -

- King - Amrin the II currently, addressed as "Your Majesty"
- Queen - Amrin's wife, Anna Ashford, Baroness Torca, addressed as "Your Royal Highness"
- Prince/Princess - Sons and daughters of the current King, addressed as "Your Royal Highness"
- Duke/Duchess - The brother or sister of a current or past king. As of 4382 there are 2, Duke Anrac Hanover, brother of Amrod and Duke Amlor Hanover, brother of Amrin (Elanor is disavowed). Addressed as "Your Grace" and referred to, for example, as Duke of the North or Duke Hanover (never Duke Amlor).
- Marquis/Marquess - Sons and daughters of a past King, who did not become King/Queen by succession. As of 4382 there are 2 Marquis Altain and Camlan and one Marquess Ahlia. Addressed as "Your Grace" and referred to as Marquis Hanover.
 - Baron/Baroness - Ruler of one of the eleven Baronies of Tarna. Addressed as "My Lord" and referred to, for example, as Baron of Veritani or Lord Veritani (not Lord Wundagore or even Lord Magnus).

- Earl - Ruler of a large portion of a Barony, either a collection of Counties and Shires, or a large stretch of land - for example, Tarn South is divided into 5 Earldoms, each ruled by a Hani clan. One of the Earls is also Baron. Addressed as "My Lord" and referred to, for example, as Earl of Lallar or Lord Lallar.
- Baronet - Inherited title within a Barony, equivalent to an Earl, that usually does not have a set piece of land attached to said title. Addressed as "My Lord" and referred to, for example, as Baronet Blackmoor or Lord Blackmoor.
 - Count - Hereditary rulers of a County within a Barony. Addressed as "My Lord" and referred to, for example, as Count Trin or Lord Trin (not Lord Hanover or Lord Orlando).
 - Sheriff - Appointed ruler of a Shire, equivalent to a County, within a Barony. Addressed as "Sheriff" and referred to, for example, as Sheriff Felda.
 - Lord Mayor - Hereditary or appointed ruler of a City or Large Town within a Barony. Addressed as "My Lord" and referred to, for example, as Lord Mayor Roim or Lord Roim.
 - Viscount - Hereditary ruler of a Viscounty within a County. Addressed as "My Lord" and referred to, for example, as Lord Ronquieres.
 - Baliff/Reeve - Appointed ruler of a Reeve within a County. Addressed as "Reeve" and referred to, for example, as Reeve River's Fork.
 - Mayor - Hereditary or appointed ruler of a Village within a County. Addressed as "Mayor" or "Sir" and referred to, for example, as Mayor Dilva.
 - Knight Exemplar - landed Knight, Lord of a Manor. Referred to as "Sir."
 - Knight (of the Falcons) - landed Knight, Householder. Addressed as "Sir."
 - Knight Errant (of the Hawks) - unlanded Knight. Addressed as "Sir."

7.4 The Baronies

This section provides an overview of the eleven Baronies of Tarna, the major political subdivision of the nation. An overview of the major aspects of each Barony is given along with a population distribution for the nation and a brief list of notable places and people in those Baronies.

Each Barony is divided into a score or more Countries or Shires (perhaps a large Parish or two). An Earldom might consist of several Counties or Shires. Each County or Shire is divided into many Viscounties or Reeves. Small towns are usually ruled at the County level and large Towns/Cities at the Baronial level.

7.4.1 Overview

Tarna is a monarchy consisting of allied Baronies numbering eleven at the present time. They include (from north to south): Miritius, Veritani, Calisippi (home of the religion citadels at Tarcannon), Holsfrin (a dwarven realm), Slartan (home of the reclusive Elves), Kooselan (containing Fellport), Tremirith (containing the capital Roim), Despa (consisting mostly of jungle), Hules (containing Hulesport), Torca (the city of Asrath and sharing the Shard Plains with Hules) and Tarn South. Each Barony sends representatives to a National Congress in Roim. A Baron controls each state, the position being hereditary, with the support of various feudal counts or lords. There are roads and trade routes spread throughout Tarna except where not practical as in the depths of Despa's jungle or the Shard Plains. Here the roads keep to the coast or in the band of fertile land in the hills of the borders.

7.4.1.1 Miritius

Miritius is the northernmost province in Tarna. It is a land of glaciers, tundra and mystery. Most of the people in this state are either highlands Dorsai (High Man) clans, Dwarves and a few huddled Kif in the cities or military personnel. Miritius is currently under the direct rule of the King via the Royal Army due to the Kif rebellion of 4369 PS. For whatever reason lost deep in the past, there is a great deal of magic in and about the peaks, crevasses and ice fields. Hunters have discovered the remains of several great cities now buried in the ice. Some come north to study the remains while others come to wrest the magic buried there as well. The Sorcerer's Guild is based in the capital, located near the southern border, of Frome. The peaks are home to many mystical beasts including wild ice drakes and giants of stone, snow and ice. Most of the Kif population, there for many centuries, departed in a 2nd Exodus due to the Sfik of Takkakit the Teloran Kif Duke and Sorceror.

7.4.1.2 Veritani

West of Miritius, Veritani is like Miritius a cold land but one of a warmer and more enjoyable people. The main businesses in the prov-

ince are the mining of the hills for ores, conversion of those into iron and steel and hunting and fishing in and around the ice floes at sea. Veritani produces a fair amount of rare bone, shell and ivories that craftsmen of all Tarn hope to work with. The people are basically barely civilized groups of tribesman, their cultures steeped in magic, superstition and mysticism. They are however a happy and warm people who welcome all those who travel so far north. There are few fell beast or dead ruins in this province.

The current Baron is Magnus Wundagore, grandfather of Amrin II, the King (via Magnus' first daughter Alicia).

7.4.1.3 Calisippi

South of Veritani and south-west of Miritius, Calisippi is a land of rolling hills and grasslands. There is little industry here, most concentrate on the raising of livestock or the farming of wheat and oats. Like Slartan, Calisippi is a quiet province except for several crowded busy trading towns, in the south, along the roads to the capital. North of the border, amongst the sleepy dales of the lowlands, the major religious academies are situated. Clerics, of any god in the pantheon, can come here to gain knowledge, seek wisdom or enlightenment. The power of the church is strongly felt here and religious edict one issued from the halls of the Tarcannon Palace can shake the land all the way to the King's throne in Roim.

The Baron/Baroness of Calisippi is usually the selected/elected religious leader of the combined Churches of Light, for the land is essentially a Parish.

7.4.1.4 Holsfrin

Holsfrin is warmer and less sparse than Miritius to the north. The mountains are greater and closer to the coast. Most here are Dwarves and make their living in the mountains prospecting, mining and trading. Holsfrin produces much of Tarna's jewels and precious metals. The dwarves here are a very untrusting lot and so most of the metals are smelted and worked within the borders. The jewelers and gemmers guild are located in the spartan capital of Selsfrin. Many come north to shop in the small stores along the cobbled streets of the city. There is also a great deal of trading in furs, trophies and magic hewn out of the cold of Miritius.

The Baron of Holsfrin is invariably a Dwarf on one of the Seven Houses of Dwarves.

7.4.1.5 Slartan

South of Holsfrin, Slartan is a relatively quiet and sleepy province. It is covered with majestic mountains and silent forests of spruce and pine. Slartan's inhabitants are mainly Elves. When permitted the Young Races engage in some minor logging, but most concern themselves with trade with the Elves for fine wood carvings and furniture. Many who dabble in magic live in this nation. The mage and druid's guilds are headquartered deep in the hills away from prying eyes.

Slartan, being an Elven Barony, selects its leader from one of the many Houses of the Elves. Currently (4381 PS) it is Morrolan E'Drien of House Dragon.

7.4.1.6 Kooselan

Kooselan is a small but fairly active state south of Slartan and east of the capital. Fellport is the home to most if not all of the shipbuilding in Tarna. Wood is imported in great amounts from the forests of Despa or the hills of Slartan and then is milled, cured and sent to the yards along the coast. Tarna's navy is based here and the Naval Academy overlooks the large harbor at Tellim's Point. Kooselan is the smallest state but whose Baron wields a fair amount of power in the Congress due to the support of the Navy and the ship owners. Most maritime guilds are either centered here or in Hulesport. The great trading fleets from the south and the far east, headed for the capital, dock here as well. Fellport is a bustling and cosmopolitan city, all types of vices and pleasure are bought, traded sold or killed for. Kooselan is currently home to Prince Amlor, Amrin's disgraced brother.

The Baron is Haskill Ameranth, a human and close friend of Duke Amlor Hanover. **Haskill Ameranth was slain by Fire Elementals in 4382 PS.**

7.4.1.7 Tremirith

South of Calisippi, along the western coast, Tremirith contains the capital of Tarna, Roim. Tremirith is the most populous Barony due to the presence of the capital and its many outlying suburbs. Many academies and guilds are based in and around Roim. Most major roads cross into this state at some point headed towards the seat of power. In and about Tremirith's rolling hills there are many manors, palaces and homes of various nobility of Tarna. Most prefer to stay within an easy day or two ride to the King's court. There are many inns and small towns nestled along the roads to provide various services for the many travelers passing to and fro during the year. The state depends mostly upon commerce for its income since there are little goods produced in the state except for some large wheat farms, horse trading by several tribes of nomadic cossacks in the south and some small amounts of mining in the north.

The Baron of Tremirith is traditionally the Head of House Hanover, currently Amrin II, King of Tarna. In 4381 Amrin II made Avar

Wundagore, Baron of Tremirith via an arranged marriage to Catherine Hanover, sister to Count Orlando Hanover of Trin.

7.4.1.8 Despa

Despa is much different than Tremirith or Kooselan. The heavy forests upon their southern borders cover most of Despa and if possible become much thicker. The southern half of the forest is a thick dense jungle teeming with exotic animals and plants. Many hunters risk their lives there hoping to catch or discover something valuable. There are even a couple of hidden cities and temples in various states of decay. The northern forest covers higher rolling hills and consists of oaks, firs, elms and the like. Despa receives most of its income from the great logging camps up in the hills. Raw wood is always in need especially in Kooselan. There are few large cities, except the trading capital of Despa'an, mostly there are small logging villages and hunting lodges in the forest and jungle, and towns along the coast roads.

Despa'an's coastal population is mostly Mahendo'sat, particular six major clans. These six clans select a leader of their House, the Personage and that person is the "Baron" of that Barony. In 4382, Clan Minnawanabi held power in Despa.

7.4.1.9 Hules

Hules, sitting along the northern edge of the Shard Plains, is the home to most of the fishing fleets of Tarna. Hulesport has a large natural harbor and congenial weather. Fleets set out for months at a time to catch the various migrations of fish throughout the Ariatic Ocean. West of Hulesport, along the coast, there lies a large sward of arable land in the low rolling hills east of the jungle and north of the wastelands. Here many crops such as rice and corn are grown and milled for trade. Hules also dabbles in a little mining or ores in the plains, most of which is traded to Tarn South. Hulesport is the capital and the Baron is nominally aligned with Tarn South, especially since increased trade with Telor would not hurt their return from fishing as well.

The current Baron is Guido Sarducci, his son and heir is Alphonse and his wife Catherine.

7.4.1.10 Torca

Torca, south of Hules and south-east of Despa, is separated from Hules by the recently impassable blasted and magical rock of the Shard Plains which covered the north border of this Barony. The rest of Torca, however, is a great savannah leading down to the coast. The thundering herds of Torca are a sight to be remembered. The people are a nomadic sort, much given to following the herds about the plains. During the fall the herds are driven to the markets and slaughterhouses for processing and trade. Torca, as well as Hules, produces a fair amount of rice and corn. The people here may seem a little distant from the affairs of the nation in general. There will probably always be a market for Torca's livestock and meats in the north.

The Baron of Torca traditionally comes from one of four Common Human families; the Ashfords, Simpsons, Hooks or Briscoes. Currently the Baroness is from the Ashford family, Anna Ashford, who is now the Queen of Tarna as well. In 4382, after McGraw Ashford the Regent was killed, Anna appointed her younger brother, Ray as Baron Torca.

7.4.1.11 Tarn South

This is one of the older nations in Tarna. Its main products include trade goods from Telor (a small Hani island nation to the east), metals mined from the hills and wrested by the brave from the Shard Plains. They are famed for Tarn Steel, which is probably the best upon the planet competitive with that forged in far-off Trinthia or found in the Forbidden Lands. Most Metalworking, Smithing and Alchemy guilds have their homes in the capital of Corinth. There is also a fair amount of arable land and many orchards in the hills near Sporet and Winct; as well as near the Lake Arain in the valley. Sporet produces a fine group of wines which are much enjoyed in the north. Tarn South is ruled by a strong willed group of Hani clan leaders who have often defied or ignored the Congress in Roim.

Tarn South is divided into five earldoms, each controlled by a Hani clan. The Counties within the Earldoms are ruled by the heads of smaller clans within the main clan or by others. The strongest of the Earls is also the Baron of the Barony, currently Geran of Clan Shirlan.

7.4.2 Population Distribution

The following table can be used for the random determination of the race of an inhabitant of a particular Barony. It also shows the relative density of the particular races across Tarna. Humans, Hani and Mahen make up the bulk of the population of the realm. The Hani nation of Telor and the Mahen Empire of Scorti are included for regional flavor.

Tarnan Racial Distribution								
Barony	Human	Hani	Mahen	Elf	Dwarf	Kif	Stsho	Other
Tarn South	20	40	20	5	5	5	3	2
	90 Hu 4 HM 3 BT 2 Ne 1 DT	95 Ha 5 Vu	80 LM 10 GM 10 SK	45 LE 45 DE 8 E 1 FE 1 ME	90 Dw 10 Dw	20 Kf 40 Sh 40 St	50 St 50 Hi	50 LO 20 GO 5 Tr 20 O 5 Oth
Torca	25	25	25	5	10	5	3	2
	90 Hu 4 HM 3 BT 2 Ne 1 DT	95 Ha 5 Vu	80 LM 10 GM 10 SK	45 LE 45 DE 8 E 1 FE 1 ME	90 Dw 10 Dw	10 Kf 20 Sh 70 St	50 St 50 Hi	50 LO 20 GO 5 Tr 20 O 5 Oth
Hules	25	25	25	5	10	5	3	2
	90 Hu 4 HM 3 BT 2 Ne 1 DT	95 Ha 5 Vu	80 LM 10 GM 10 SK	45 LE 45 DE 8 E 1 FE 1 ME	90 Dw 10 Dw	10 Kf 20 Sh 70 St	50 St 50 Hi	50 LO 20 GO 5 Tr 20 O 5 Oth
Despa	5	5	40	5	10	30	3	2
	85 Hu 5 HM 5 BT 4 Ne 1 DT	90 Ha 10 Vu	60 LM 20 GM 20 SK	45 LE 45 DE 8 E 1 FE 1 ME	90 Dw 10 Dw	5 Kf 90 Sh 5 St	20 St 80 Hi	50 LO 20 GO 5 Tr 20 O 5 Oth
Tremirith	30	25	20	5	10	5	3	2
	90 Hu 5 HM 2 BT 2 Ne 1 DT	95 Ha 5 Vu	70 LM 10 GM 20 SK	45 LE 45 DE 8 E 1 FE 1 ME	90 Dw 10 Dw	10 Kf 40 Sh 50 St	30 St 70 Hi	50 LO 20 GO 5 Tr 20 O 5 Oth
Kooselan	30	25	20	5	10	5	3	2
	90 Hu 5 HM 2 BT 2 Ne 1 DT	95 Ha 5 Vu	70 LM 10 GM 20 SK	45 LE 45 DE 8 E 1 FE 1 ME	90 Dw 10 Dw	10 Kf 40 Sh 50 St	30 St 70 Hi	50 LO 20 GO 5 Tr 20 O 5 Oth
Slartan	5	5	5	70	5	5	3	2
	85 Hu 10 HM 2 BT 2 Ne 1 DT	80 Ha 20 Vu	80 LM 10 GM 10 SK	45 LE 45 DE 8 E 1 FE 1 ME	90 Dw 10 Dw	40 Kf 30 Sh 30 St	40 St 60 Hi	50 LO 20 GO 5 Tr 20 O 5 Oth

Tarnan Racial Distribution								
Barony	Human	Hani	Mahen	Elf	Dwarf	Kif	Stsho	Other
Holsfrin	10	5	5	5	65	5	3	2
	65 Hu 30 HM 2 BT 2 Ne 1 DT	30 Ha 70-Vu	80 LM 10 GM 10 SK	45 LE 45 DE 8 E 1 FE 1 ME	90 Dw 10 Dw	70 Kf 10 Sh 20 St	20 St 80 Hi	50 LO 20 GO 5 Tr 20 O 5 Oth
Miritius	25	10	10	5	25	20	3	2
	30 Hu 65 HM 2 BT 2 Ne 1 DT	30 Ha 70 Vu	30 LM 10 GM 60 SK	45 LE 45 DE 8 E 1 FE 1 ME	90 Dw 10 Dw	90 Kf 5 Sh 5 St	20 St 80 Hi	50 LO 20 GO 5 Tr 20 O 5 Oth
Calissippi	30	20	15	5	20	5	3	2
	55 Hu 40 HM 2 BT 2 Ne 1 DT	60 Ha 40 Vu	60 LM 10 GM 30 SK	45 LE 45 DE 8 E 1 FE 1 ME	90 Dw 10 Dw	60 Kf 20 Sh 20 St	20 St 80 Hi	50 LO 20 GO 5 Tr 20 O 5 Oth
Veritani	30	20	15	5	20	5	3	2
	35 Hu 60 HM 2 BT 2 Ne 1 DT	60 Ha 40 Vu	30 LM 10 GM 60 SK	45 LE 45 DE 8 E 1 FE 1 ME	90 Dw 10 Dw	70 Kf 10 Sh 20 St	20 St 80 Hi	50 LO 20 GO 5 Tr 20 O 5 Oth
Telor	20	50	10	5	5	5	3	2
	90 Hu 4 HM 3 BT 2 Ne 1 DT	95 Ha 5 Vu	80 LM 10 GM 10 SK	45 LE 45 DE 8 E 1 FE 1 ME	90 Dw 10 Dw	10 Kf 20 Sh 70 St	50 St 50 Hi	50 LO 20 GO 5 Tr 20 O 5 Oth
Scorti	20	10	50	5	5	5	3	2
	90 Hu 4 HM 3 BT 2 Ne 1 DT	90 Ha 10 Vu	50 LM 30 GM 20 SK	45 LE 45 DE 8 E 1 FE 1 ME	90 Dw 10 Dw	10 Kf 20 Sh 70 St	50 St 50 Hi	50 LO 20 GO 5 Tr 20 O 5 Oth

Key - Hu - Common Human, Ha - Hani, LM - Lesser Mahen, LE - Light Elf, Dw - Dwarf, Kf - Kif, St - Stsho, LO - Lesser Orc, HM - High Man, Vu - Vulfen, GM - Greater Mahen, DE - Dark Elf, Dw - Half Dwarf, Sh - Sohleugir, Hi - Hira'razhir, GO - Greater Orc, BT - Bear Tribesman, SK - Sea Kral, E - Half Elf, St - Sstois'lythi, Tr - Troll, Ne - Neanderthal, FE - Fair Elf, O - Half Orc, DT - Dark Tribe, ME - Mixed Elf, Oth - Other/GM Choice.

Relative Baronial populations are as follows -

- High
Tremirith, Tarn South, Torca, Hules
- Medium
Calissippi, Kooselan, Despa, Holsfrin
- Low
Veritani, Miritius, Slartan

7.4.3 Notable Places

- The Enchanted Woods, Despa

In the north of Despa, a great red Basalt mesa rises above the woods. The mesa is said to be the form of Karsus, a demi-God of Measse. During the Catalysm at the end of the last age, Karsus, in order to save a large number of people under his protection, transformed himself into the Mesa and the people took shelter at the top. Surrounding this magical mountain, is a roughly circular expanse of woods, home to many of the Fae folk and a small village at the base of the mesa. The area, though, tends to be avoided by Sohleugir and Mahen alike.

For many years the Woods were under a spell of Darkness due to the Wizard Wulgreth. This ended in 4377 as Wulgreth was banished by Kelly's Heroes, with the help of Karsus and Shiallia, Queen of the Nymphs. The Woods are a Royal Shire, and the Sheriff is one Girundurangil, a Stone Giant Lay Healer.

- Shard Plains, Hules/Torca

Many years ago the lands of Hules and Torca were once part of a Stsho Realm known as Gessen. The Stsho refused to surrender fugitives and rebels, of a nearby empire, harbored within their border. A Ritual of Desecration was enacted up their lands in 3099 PS and it became the Shard Wastes, a land of wild Magic and monsters.

In 4376 PS a group of adventurers entered the wastes and managed to stop the Banefire, the magicks maintaining the Wastes. After a great storm, the land began to return to normal. The region is scattered with ruins of Stsho cities and tunnels. The reclaimed lands have been divided, by Torca and Hules, into a variety of Shires and Counties.

- Devil's Eye Caldera, Kooselan

The city of Ontocle in Kooselan was the capital of the reign of House Anacan (4145 to 4243PS). In 4243 a plague, of demonic origin, erupted in Ontocle killing most of House Anacan. The city was soon abandoned and fell to ruin. The Palace of Ontocle remained intact and was occupied, over the years, by bandits and the like.

In 4377, perhaps due to adventurers, Demons returned to Ontocle and turned the entire region into an active volcano. The Demons were eventually banished, in battles known as the Demon Wars, and the volcanic area became dormant. Only the Palace survived the eruptions that destroyed the ruins, the forest and rerouted the Onto River. The caldera is now known as Ontocle County and ruled by Count Radnar Ulric Battlemaster [4381 PS].

- Mt. Gundabad, Tremirith/Kooselan

In the mountains of the Spine of Tarna resides the last large refuge of Orcs on Tarna. Founded around, or perhaps before, the Cataclysm, Orcs have completely tunneled the rock of the three spires that make up Gundabad. The Gargun are usually content to war among themselves and small raids into the surrounding countryside, until the population becomes too great within the warrens and Orc swarms charge out to the countryside hoping to find new lands to occupy.

- "The Gauntlet," Holsfrin

On the western border of Holsfrin, in between the Spine of Tarna and the Iron Hills, resides a wooded passage between the Dwarven lands in the south and the glaciers of the north. This forest is the home to much magic and mystery and is avoided by all but the foolhardy. The Dwarves have built border forts along the Hills to specifically watch the forest below. Rumor suggests that the Cult of the Spider holds power in this region of the north.

- Earthhome/Glimmermere, North of Miritius

In the glacial wastes, far north of the borders of Tarna, resides the birthplace of the Dorsai. In the First Age, when warriors were needed, Measse came to this place and created the High Man race, the Dorsai. The fathers of their race rested here until summoned by Measse to fight for the Lords of Light at the end of the Age.

- CloudReach Observatory, Tarn South

Once home to Astrologers, then abandoned, CloudReach sits on the southernmost peak of the Sarandon Hills of Tarn South. The Observatory and surrounding county were given to the adventurer Khunya. After he was assassinated, his wife, Kalyn became Countess Khunya, and with her sisters, found a warrior Hani, Skarim, to be Count. Kalyn and Skarim work to bring life back to this once orc-infested land.

- Temple of the Jade God, Despa

In the jungles of Despa are many ruins of towns and cities from older times. The greatest of these was the legendary City of the Jade God, the Sohleugir city/temple to Osse, God of the rivers. That city, with its great tomes, central temple and plaza, resides in the deepest jungle in the south of the Barony. It is the home to Mir'acht Riversfriend, Shaman of Osse and spiritual leader of the Sohleugir. He holds the Jade God, the face of Osse, an artifact of power. The land is now titled to Sir Isska, adventurer, once leader of Kelly's Heroes, Sohleugir and Mir'acht's companion.

- The Black Moors, Tremirith

South of Mt. Gundabad is a realm of foul and dark moors. The rivers that race through Gundabad, deposit their filth and remains in this valley. Very little grows here, except for unpleasant flora and fauna. The many bodies that are deposited here, by the rivers, give rise to a fair number of undead as well. It is rumored the shade of Wulgreth the Black, having fled the Enchanted Wood, now resides here.

- Tesien Marshes, Tremirith

West of the Aleath and the capital of Roim, the waters of the Eryn River reach the ocean. But west of Aleath, the river's delta is a vast moor of channels, inlets and pools. Bandits, ruins and other dangers await the incautious traveller. Boat pilots stick to one or two major channels and avoid all else.

- Darkewood County, Tremirith

North-east of Roim, nestled against the coast, above the Eryn River, is the expanse of the Darkewood. It is home to one of the larger elven communities outside of Slartan. The forest is a Royal County and whose rulers take the name of the forest as their own. Along the western edge, near the sea, is the home of a group of Elves, living in self-proclaimed exile after failing to claim the County for their own during the Darkewood rebellion of 4300 PS

- Cravan County, Torca

Along the northern border of Torca, overlapping part of the Sharn Plains, is the Royal County of Cravan. Once home to a line of mages, who served the Kings of the land, it is now the centerpoint of the Church of the Maelstrom on Tarna. August Cravan, the last mage, was an Elementalist and willed his title to Girra, now Countess Cravan, who leads the Maelstrom's Church. A growing community, Craville, surrounds Cravan Keep in the center of the land. Girra became Countess in 4379 PS. In 4382 PS, in return for further service to the Crown, Countess Cravan was granted a second county across the border in Hules and earned the title of Earl.

- Weathertop, Despa

Overlooking the jungles of Despa, standing on the southern slopes of the hills that divide Despa from Tremirith, stands the now empty tower known as Weathertop. Its origins are shrouded in the troubled times following the Cataclysm and has been variously occupied over the years. Most recently it is used by some travellers attempting to reach the Enchanted Woods without going through the jungles to the south.

- Gessen & other Stsho Ruins, Torca/Hules

When the Shard Wastes, maintained by the Banefire, were returned to fertile form, the ruins of lost Gessen were brought to light. The Stsho lands were bordered by four entry cities; in the West, near the Bedouin city of Khalibar; in the South, at the mining boomtown of Landslide; in the East, at the small village of Kurin's Rest; and in the North, south of Shelas at the entry to the Devil's Cauldron.

Smaller ruins lie along a network of tunnels which connected the "portal" cities to Gessen in the center and to each other. Gessen, once, according to adventurer's story, encased in a cavern of amber stone, now exposed to the skies above. The lands holding the ruins have been divided into various Counties and Shires by the Baronies of Hules and Torca.

- Sea of Dust/Empire of the Night, Telor

For more than 2 centuries (2594 to 2803 PS), the Kif ruled Telor and points beyond. Known as the Empire of the Night, for their adherence to the tenets of Melkor, Lord of the Night. One night the heart of the Empire vanished from the face of Arda, covered by the Sea of Dust. It is said that the rules of the Empire went beyond themselves and attempted to bring their Lord to the face of Arda. Said actions were stopped by a group of adventurers led by a young powerful sorcerer Takkakit. It seems Takkakit "died" but succeeded in stopping the Empire. His remains became the 'Sea of Dust' covering the subsided ruins of the 5 major cities of the Empire.

In 4378 PS, adventurers came to Telor and entered the Sea of Dust. They discovered the nature of the Sea and were able to resurrect Takkakit. He took control of his ancestral lands and rules there to this day. The 2nd Exodus of Kif, from Miritius to Telor, was his doing and brought many of his brethren back to the old lands.

- The Buccaneer Keys, South of Torca

About 600 miles south of Torca, is a chain of islands almost 300 miles long. Claimed by Tarna, but enforceable, it is home to a variety of natives, refugees and a large contingent of Pirates. The Pirates prey upon the locals, each other, Tarna and Telor. They have a society, of sorts, centered about the city of Highpoint in the middle of the chain.

- Bharain "Gateway to the West," Hepmonland

Bharain is the largest and easternmost of the merchant City-States along the Northern coast of the continent of Hepmonland. Typical of the other cities, Bharain is an enclosed and walled metropolis, to protect it from the dangers of the Amedio Jungle and ocean borne raiders.

7.4.4 Notable People and Group

- Amrin Hanover II, King of Tarna

Teraphas 'Terry' Hanover was born on Makarn, 7 4355 PS to Alicia Wundagore, Countess of Wundagore and first daughter of Magnus Wundagore, Baron of Veritani. He was also the bastard son of Prince and heir Amrin Hanover, first son of King Amrod of Tarna. Raised mostly along the cold bleak shores of the fjord laden coasts of Veritani, he traveled little except to the capital at Roim.

Teraphas became a squire to Solar Wundagore (Magnus' first son) at the age of 12. He distinguished himself during the Kif wars at age 14 when both Solar and Prince Amrin were slain. Prince Amrin willed his famed sword, Flarecore, to Teraphas causing quite a stir at court. Teraphas did not travel to Roim again until 4371 when at age 16 he went to Roim to claim his inheritance as first grandson of King Amrod. He stayed in Roim until 4376 when he was accused of murdering his younger brother Amlor with Flarecore.

Teraphas was cleared by the actions of Kelly's Heroes, when they found Amlor alive. He became Prince Regent of the Southern Principality in late 4377 by decree of King Amrod. He moved his court to Corinth, Baronial capital of Tarn South, and lived there. High Summer of 78-79, King Amrod was killed by Scortian mages. Teraphas was crowned King Amrin II, by the consent of the College of Barons, several months later. High Winter of 4379, Princess Elanor, revealed to be allied with the Scortians, attempts to kill Amrin, fails and was captured. High Summer, at the beginning of 4381, Amrin announces his engagement to Baroness Anna Ashford of Torca. They are married on High Fall of 4381.

Teraphas is big and strong, 6'3" and 220 lbs, with brown-red straight hair and deep hazel eyes. He is a quiet, conservative and traditional sort but he is strong-willed, impulsive, can be arrogant and prone to fits of towering rage. He is skilled with the hand and a half sword (both one handed and two handed styles), shield, bow and lance. He is correctly called - King Amrin Teraphas Hanover II, Count of Wundagore, Viscount of Neto, Knight Exemplar of the Eagles (and other ceremonial titles).

- Anna Ashford Hanover, Queen of Tarna, Baroness Torca

Anna is the daughter of Ballantine Ashford, the deposed Baron of Torca (it was revealed by Anna and Kelly's Heroes that he was a Spider Cultist (when such was still illegal). Anna became Baroness in his place in 4378 PS. After Teraphas was crowned Amrin II, he met Anna at court. They became good friends, but not lovers (each had a companion that they could not marry). A marriage was desirable to strengthen Amrin's rule and produce an heir. So Anna Ashford became Queen Anna Hanover at Fall Festival in 4381 PS.

Anna is of medium height and build, 5'8" and 140 lbs, with wavy black hair and green eyes. She is outgoing and adventurous, can be strong willed like her King. She is a very skilled warrior, favoring held and thrown hand axe, as possesses the psionic abilities unique to the human families of Torca

- Telenguard, Arcane Guild Researcher, Chelni
- Desdemona Silverthorn, "MageDrake"
- Morrolan E'Drien, House Dragon, Baron Slartan
- Geran of Clan Shirilan, Baron Tarn South
- Kurin the Bold, Commander - Swords of the Word
- Mir'acht Riversfriend, Sohleugir Priest, Holder of the Jade God
- Sir Jean-Paul DeGaulle, founder of the Adventurer's Guild
- The Sarduccis, Baron of Hules and his Heir
- Prince Amlor, Duke of the North

- The Personage, Baroness Despa
- Girra & Khym Cravan, Countess and Count Cravan
- Wulgreth, Master of the Black Oaks
- The Specialist Guilds
- The Spider Cult
- The Dominator, Lord of Scorti, Scion of Morgoth
- The Lady and The Ten Who Were Taken
- Takkakit, Duke of the Sea of Dust (Telor)
- Gedron Moonstone and other Pirates
- The Order of the Brightblade
- Phlemming and the Hanover Intelligence Service (HIS)
- Constructs
- The Chosen of Makar
- The Seventeen Houses of Elvenkind

1. Phoenix

Symbolized by the born and reborn bird. Phoenixes are rare, to be acknowledged as one a phoenix must pass over during your birth. They represent both decay and decadence as well as re-birth and renewal. Phoenixes do not have any particular features since like Jhereg they come from all other houses. The Phoenix Guard, the elven standing army, wears gold as their colour. Notable Phoenixes include Zerika, the elven Empress, who wields the imperial Orb.

2. Dragon

Symbolized by one the great Drakes. The Dragons are one of the noble houses of the Elves. They represent honor and nobility and produce great fighters, whether by arms or magic. A Dragon usually has a thin face, high cheekbones, a long nose, high foreheads and sharp chins. Black or very dark hair and eyes. Dragonlords fight for honor and acquire holdings and titles through military prowess. A Dragon cannot be bribed about anything substantial. Their colours are black and silver. Notable Dragons include Morrolan, who wields Blackwand; Alieria, who wields Pathfinder; Noranthar, who wields Kieron's Sword and Sethra Lavode (\ reputed to be 10,000 yrs or more old and a vampire \) who wields IceFlame.

3. Lyorn

Symbolized by a noble Lion. The Lyorn house is mostly concerned with the laws and judgements of the elven legal system. Lyorns are not usually involved in any plotting amongst elves but are good source of information for they write everything down. Lyorn nobles are usually landless knights. Their colours are red and gold.

4. Tiassa

Symbolized by a Gryphon or a winged cat. The Tiassa as a whole are plotters and dreamers, though more of the latter for they rarely implement their plans. Many Tiassa are seers, prophets and oracles for the elves. The Tiassa house is mid-level with some nobles, many magical practitioners and some merchants. Their colours are blue and white.

5. Hawk

Symbolized by the high-flying hawk or falcon. The Hawks are a noble family who are very aloof and flighty, stand-offish and do not interject themselves in elven affairs. Most Hawks have thin, sharply chiseled features and dark complexions. Hawks make good warriors and wizards when applied to the task at hand. Their colours are sky blue and black.

6. Dzur

Symbolized by a black panther. The Dzur house is, like the Dragon, a noble group of great warriors. Dzurlords are said to fight for fun and the sheer joy of combat. Quiet and swift moving, a Dzur is swift to anger and fearsome in a fight. Dark as a Dzur describes the colour of their hair while their features include upslanted eyes and very pointed ears. Their colours are black and steel (\ sometimes blood red \).

7. Issola

Symbolized by a praying mantis or a silent statue. The Issola represent an unsettling combination of courtly grace and deadliness. They are very skilled in the nuances of the social setting and make superior host(ess)es and entertainers. A low level noble house, the Issola have much experience in the plots and trials of society. An Issola usually has fair skin, perhaps with a bit of fire behind it, light coloured eyes and hair. Notable Issola include Lady Tedra, Morrolan's Hostess/Chamberlain at Castle Black. Their colours are green and white.

8. Tsalmoth

Symbolized by a Bull or Steer. The Tsalmoth are one of the largest elven merchant houses. Known for their stalwart outlook, long memories and record of business. A Tsalmoth usually has a very full face and round eyes. Their colours are brown and gold.

9. Vallista

Symbolized by a Beaver. The Vallista, a middle house of both merchants and nobles, represents both construction and destruction. They are famed for both their alchemists and weaponsmiths as well as their sorcerers. A Vallista is usually dark complexioned like a Hawk. Their colours are blue and red (\ water and fire\).

10. Jhereg

Symbolized by a mini-dragon (\ a Jhereg\). Although full of Noble sorts, Jhereg is looked down upon by other noble houses for they run the underworld of elven society. Within Jhereg is the Organization, an acknowledged but proscribed crime ring with vast connections. Non-elves can buy titles within House Jhereg and those from other Houses typically can find refuge there. Within the Organization is the Left Hand (\ also called the 'Bitch Patrol'\) an almost exclusively female group of sorceresses. Jhereg Lords fight for money and are quick to scavenge from other's misfortune. Jheregs do not have particular features being filled with outsiders and refugees from other Houses. Notable Jhereg include Vlad Taltos (\ a human\), wielder of SpellBreaker; Mario Greymist and the Demon, notable assassins. Their colours are grey and black.

11. Iorich

Symbolized by an owl. Iorich is a noble house famous for its scholars and noble aspect. Iorich nobles fight for justice with an almost fanatical dedication. Although similar to the Lyorn, Iorich pursues an ideal of justice rather the laws of the land. Their colours are yellow and black.

12. Chreotha

Symbolized by the spider within its web. The Chreotha is another minor house of elvenkind. Much like their symbol, they prefer a sly approach, weaving a net of plans and traps and awaiting their prey with great patience. Their plans are not out-going and pursuing like that of the Yendi. Chreotha noble titles are hereditary. A Chreotha usually has a long face but short stubby fingers. Their colours are black and red.

13. Yendi

Symbolized by a coiled Cobra ready to strike. Like the Chreotha, Yendi is a noble house of schemers and plotters. Always involved in court society and intrigue, they worm their way into advantageous positions and then strike with blinding quickness. Neither house commits their own violence, hiring from Jhereg or Orca to do such (\ whether assassinations, 'work', or battles\). A Yendi is usually thin and agile with a wide face and grin/leer. Notable Yendi include the Sorceress in Green. Their colours are gold and beige.

14. Orca

Symbolized by the sleek and lean Killer Whale. Another of the great merchant Houses, the Orca are sea-borne and bred, populating the coastal towns of elven lands. The Orca are most notable, other than as traders, for producing many young toughs who prowl the streets and work for Jhereg. Orca are usually dark haired with pale wide faces. Their colours are black and white.

15. Teckla

Symbolized by the populous and frightened Rabbit. The Teckla are the lower class and masses of the elven society. Outsiders can only become Teckla unless they buy a title in the Jhereg. Most of the service industries and labour is handled by Teckla families. Teckla also serve as the servants for upper class households. They have very little status and are almost equal to non-elves. Their colours are brown, green and yellow.

16. Jhegaala

Symbolized by the Cuckoo. The Jhegaala is the last of the three (\ Orca, Tsalmoth and Jhegaala\) merchant Houses of the elves. They are skillful at negotiation, deals, shifting alliances and playing one side against another. A Jhegaala usually has curly brown or black hair with a flat face with an inevitable snide grin. Their colours are silver and brown.

17. Athyra

Symbolized by an Eagle. Like the Phoenix and Hawk, the Athyra stand a little apart from elven society. Athyra is concerned with magic in all its forms especially mind magic, psychology and healing arts. Most Athyra are typical curious and investigative though many are superstitious as well. Many of the great elven wizards (\ combiners of magical crafts\) come from either Athyra or surprisingly Dzur. Athyra usually have florid faces and unusually heavy brows. Their colours are red and white.

- The Dragonlord of the Lands of the Mists (Hepmonland)

7.4.5 Notable Items and Artifacts

- The Swords of the Apocalypse

In the depths of the past, a God/Goddess of Destruction commanded his/her/its followers to begin a project of ultimate evil design. This was to forge a group of swords, each enchanted to slay a particular race of the world of the deity. The weapons were worked slowly and carefully over eons to prevent notice by forces of Law and Justice. The swords were to be brought together to be placed in the hands of the deity and the apocalypse would ensue. This, fortunately, was not to happen. The swords were scattered before they could be used to complete the dark design. Story and song suggest that the swords have been captured by members of the various races they were meant to slay.

The swords of the apocalypse are relatively unremarkable in appearance; but of magical forging (+10M). They are said to be able to change size from dagger, at smallest, to two-handed sword, at greatest. The swords glow when their intended victims come within 50' R, and can identify particulars of such 5 times a day. Each sword possesses a spell list designed to be effective vs. its target's race. Each weapon strongly desires to slay its target race.

EXAMPLE: Deadslayer, a +10M sword. Can assume 10 shapes/sizes (dagger to two handed sword). Slays Undead. Imbedded spell list Repulsions to 10th level, 20 PP inherent in the sword, 10th level effect for spells. Identify Undead 5 times per day. Detect Undead 50'R (Blue Glow). High Intelligence. Will: 50

In addition the swords can be combined into one entity of increased power. Add +5M to the base +10M bonus for each blade absorbed. Add +10 PP for each sword. Add +5' R to combined Detects for each sword. Add 1 to daily number for identification. Add +10 to will. All spell lists are available to the combined weapon.

**** NEW **** If four swords are brought together, the weapon does 2x Damage. If eight swords are brought together, the weapon does 3x Damage.

Should all twelve swords be brought together they form the mighty blade to be called **Apocalypse:** +65M, of Slaying all races, 4x Damager 12 lists to 10th, 130 PP, 105'R detects, 16x Daily Identify, Will: 160 The forces of Morgoth constantly work to that end.

HISTORY: On the world of Arda, followers of Morgoth, the Destroyer, forged the 12 Swords of the Apocalypse with the power of a major earthnode. The twelve swords were Deadslayer, Demonslayer, Elementslayer, Spiritslayer, Monsterslayer, Elfslayer, Dwarfslayer, Humanslayer, Hanislayers (Felines), Mahenslayer (Simians), Stshoslayer (Humanoids) and Kifslayer (Lizards). After the final sword was completed, the priests of Morgoth began the rituals to bring their Lord to Arda to wield the swords as one. Before this dark deed could be completed, a titanic burst of earthpower destroyed the ritual site and caused the catastrophe known as the Cataclysm. Morgoth's priests and the swords were scattered across the world. Five thousand years later eight of the swords have resurfaced.

- The Jade God

An artifact of the Sohleugir nation, the Jade God is said to be an embodiment of Osse, God of the Rivers. It is large (2-3' tall) Jade statue, inlaid with gold, resembling a sitting humanoid figure. Its powers are centered about those things familiar to Osse, water, rivers and streams. It currently resides in the City of the Jade God, a Sohleugir village, in Despa of Tarna.

- The Silver Spike

When the Company of the Flaming Sword returned from the Plane of Fear, they delivered to the Church of Manwe something that Father Tree called a Silver Spike. It is said to be a large spike or nail of True-Silver and rumored to be capable of capturing a soul of pure evil (such as that of the Dominator). If such can be done, then the Spike is to be returned to the Plane of Fear. A similar device was used to bring the mortal essence of Asagran the Ghoul from the ruins of Dyrisa to the Plane of Fear many years ago.

- Algrenan Crossbows

Developed by the deceased mage-chemist, Haldring Algrenan, based on Knnn/Mazhat design, Algrenan crossbows are designed with a magazine and a unique reloading mechanism. The weapons reload in one round less than conventional designs but are more prone to fumble. Algrenan Crossbows, founded by Sir Jean Paul DeGaulle of Kelly's Heroes fame in the memory of Haldring, manufactures these weapons on Tarna for sale in Tarna and Telor.

