

INTRODUCTION

What follows is a brief summary of what your character knows about the world around them. Most of this material has been taken from “HårnPlayer: A Player’s Guide to HårnWorld” by Columbia Games. Do not share this material with other players. While most of this material is common knowledge, part of it is specific knowledge of your character and others may have a different point of view.

NATURE OF THE SINDARIN

The elves of Harn are immortal. Immune to human diseases, they will live forever, barring accidents or violence. This fact alone accounts for much of the “other world” quality of Sindarin life. Sindarin immortality profoundly influences their nature.

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

Sindarin are a very moody folk, often depressed by what they regard as the shallow world view of beings with fleeting life spans. They tend to avoid becoming close friends among non-Sindarin, aware of the pain that would follow a friend’s inevitable death. Although elves seem immune to many of the follies of humankind and Khuzdul (greed, lust, overweening pride, envy, etc.) they are distressed by the appearance of these flaws in others. Their awareness that the age of the Sindarin is past recall and that Harn is forever in the grip of quarrelsome, foolish humans is another cause of their sadness.

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

GOVERNMENT

When compared to other kingdoms Evael seems to lack structure. There are no slaves or serfs, and the enlightened nobility is served out of love, respect, and tradition, instead of fear, legal coercion, and obligation as in most human states. Individual Sindarin are free to do as they wish, providing, of course, that they do not take inimical action against other elves. The Sindarin world view and the nature of their culture generally preclude such action with the result that Evael is by far the most peaceful nation on Harn. For obvious reasons there is little in the way of a judicial system. Elves tend to use a form of vendetta law but almost never exercise the bloodier aspects of the code. The few disputes are usually settled amicably between the persons involved.

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

To a large degree the human population of Evael is left to govern itself. The humans residing in Elshavel have a small advisory committee that serves to present their concerns to the Valpalen.

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

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

ECONOMICS AND TRADE

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

The economy of Evael is almost entirely barter. The kingdom does not mint coins and there is very little foreign coinage available. The major exception to this is the Homeward Sail Inn at Ulfshafen which accepts foreign silver in payment for food and lodging. Transactions between citizens of Evael are trades or outright gifts. To foreigners, the internal economy of Evael seems to be a confused and inefficient tangle on the verge of chaos. Most outsiders are unable or unwilling to believe that the system of mutual trust, honor, and generosity can possibly work. In fact, the nature of the Sindarin and the Jarin of Evael would make “normal” economics difficult to administer. The kingdom is unique on Harn in that it does not require taxes or fees from its citizens. Hawking, bonding and other fees are charged only to foreign traders.

The elves do not mine, and must import their metals and minerals. Lead is imported from Chybisa to be implemented in their glasswork, producing crystal. Amber is brought in from Orbaal, and is worked to produce exquisite forms of sculpted jewelry. Gems and jewelry of Azadmere are imported for use in elven

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artwork, as are silver, gold and platinum. Iron is obtained from bot Azadmere and the Thardic Republic for weaponcrafting and metalworking.

THE GODS OF HÂRN

The inhabitants of Hârn (and most of Lythia) are pantheistic; they believe in the existence of ten major (and hundreds of minor) deities, but most worship only one of these. The ten major deities are named below:

Agrik (AG-rik): *Lord of the Four Horsemen*

Halea (ha-LEE-uh): *Mistress of Hearts and Loins*

Ilvir (il-VEER): *Prince of the Fatherless Multitude*

Larani (la-RAH-nee): *The Lady of Paladins*

Morgath (MOR-gath): *Lord of Chaos*

Naveh (NAH-vay): *Lord of the Pitch Shadows*

Peoni (pee-OH-nee): *Lady of Truth and White Virtue*

Sarajin (sah-rah-YEEN): *King of the Icy Wind*

Save K'nor (SAH-vay-kuh-NOR): *Keeper of the Var-Hyvrak*

Siem (see-EMM): *Lord of the Blessed Realm*

THE CHURCH OF SIEM

Master of the Lords of Dream

Bringer of Meritorious Dreams and Blessed Forgetfulness

Lord of the Starlit and Thrice-blessed Realm

King of the Uttermost West

Master of the Sundered Ones in Exile

Spirit of the West

Never-changing Lord of the Azure Bowl

The Lord of the Starlit Realm most often appears as an elvin lord garbed in a mantle of flowing green and silver, with a wreath of stars upon his head. His face and body bear no clue of age, but his eyes project wisdom, and his aura projects confused feelings of strength and longing. Siem is surrounded by an air of sadness, of "otherworldness"

Siem is known for his sending of pleasant and oracular dreams, and for the gift of forgetfulness, the salve of unpleasant memories. His actions are subtle, effective, more apt to confuse than harm.

Siemist Belief

While there is no true church of Siem, there is a body of beliefs common to worshippers of Siem defining acts which are considered reverent and actions which are abhorrent. Most worshippers of Siem delve into Natural Mysteries, ancient secrets about the ordering of life, that extend back to the time Siem resided on Kethira. Once these mysteries are mastered, the adherent may act to protect the natural order from that which would destroy it. It is considered improper to act in ignorance. The sincere adherent is a moral entity, compassionate, trustworthy, and one who strives towards greater wisdom and patience. Siem is forgiving; those who fail are not condemned, only those who do not try.

Sindarin Belief

Most Sindarin accept that Kethira is primarily for mankind. Though, Siem preserves parts of it for a short time (in Sindarin terms), the destruction of nature is inevitable and lasting peace is possible only in the Blessed Realm. Elsewhere the elves are in

the twilight of their days. The elves pray to Sweldre, Siem's divine servant.

Religious Practices

There is only one important ritual gathering. It occurs at a Holy Grove or other consecrated place. Ideally, a simple cairn will be consecrated and covered with a soft cloth. Two candles are placed on the cloth and between them is a bowl (preferably blue) filled with water. After some time one silent prayer and meditation, the worshipper gazes within the waters of his bowl and may have visions. Such activities most often take place during the twilight. Families and close friends may worship together.

ASTROLOGY

LADO: The Galley

Morgat 2nd – Nuzyael 3rd

Lado symbolizes returning, a completion of the Pvaric cycle. Made from Ulandus, the product of the land, upon the sea, seeking land again after a long and difficult journey. In this sense, Lado is symbolic of fulfillment. In the depths of winter, lies the seed that will thrust forth in spring, bloom in summer, and perish in autumn. In winter it sleeps, but this is merely a stage, the last act before the circle is drawn. The sea is peril and death, but Lado floats upon it, even if the ship is wrecked, its parts will not be sucked into the depths. This is symbolic of one version of eternal aura or soul. Just as important is the manner of Lado's survival. The ship does not oppose the sea, it attempts to harmonize and unify the elements. It yields and triumphs.

Those born under Lado harmonize with their surroundings, seek to compromise and are tolerant of other viewpoints. They are brave, but also have a firm grasp of reality and are able to stay afloat or sink with equanimity. It is difficult to defeat a Ladoan; he will seem to sink, but rise again. He will yield rather than perish and in this way he may rise again.

PSIONICS TALENTS

HEALING [16]

This ability may be used in any of five ways. A healer cannot use his talent on himself. All five options require skin contact between the healer and patient:

[1] EMPATHY

An attempt to "diagnose" the patient's emotional state and/or physical well-being; detail(s) will depend on the level of success.

[2] RESTORATION

An attempt to remove fatigue; CS eliminates all FPs, MS removes 50%.

[3] HALT BLOODLOSS

An attempt to stop a single wound bleeding. CS stops bleeding completely. MS reduces bloodloss by 1 BP, which stops bleeding if now B0.

[4] HASTEN HEALING

An attempt to increase the healing rate of one identified ailment. CS increases healing rate by 2, MS by 1. If this brings healing rate to H5 (or more), any infection is defeated.

[5] REVIVICATION

An attempt to restore life to a dead patient. The healer accumulates double the normal fatigue. EML is reduced by the number of hours the victim has been dead. The victim is brought back to life with any success, but remains in shock with MS. Revivication does not heal injuries; this requires further treatment.

NEGATION [16]

The negator enters a trance for 14-index seconds and makes a success roll. Success creates a spherical psionic field, centered on the negator's head, whose radius is one foot times the negator's Will. The field will last for SI minutes, but may be dissolved at will by its creator. Any attempt at enchantment or psionics within, into, or out of the field, which results in CF, MF or MS is converted to MF; CS is converted to MS and eliminates the negating field. The field requires great concentration; the negator is limited to simple activities, like walking.

PRESCIENCE [13]

The ability to psychically determine the "fate" of a group, person, or item. Prescience is subject to passive triggering. There are two active forms:

(1) SENSE OF DANGER

An attempt to actively assess danger(s) in a specific location: the character enters trance for about a minute and asks, for example, "is this path safe?". MS will give a vague feeling of danger if there are traps or lurking dangers within index yards. CS improves detail. CF may give random true/false results.

(2) PRESCIENT VISION

The character specifies the subject of inquiry and enters trance for 12-index hours, during which time she has a prescient vision concerning the subject. Reduce EML if the subject is hidden by magic/etc. Normally, the dreamer lacks control over the dream, but with CS, it is possible to direct the enquiry somewhat.

CF/MF produce visions too vague to understand. Prescience can only reveal the GM's estimate of probable events; the future can be altered..

PSYCHOMETRY [13]

The ability to divine information about persons by touching an object with which they have been in contact. Psychometry requires a trance for 15-index minutes. One use is to determine a person's location from a piece of clothing. Psychometry may also be used to divine the history / properties of an object held by the talent user, perhaps to learn the identity of the artifact's maker or owner(s), the age or powers of an artifact, and so on. Psychometry can NEVER be used to divine the future. It works best when queries concern the present or recent past. EML should be reduced for inquiries in the distant past, or if knowledge of the artifact is magically hidden. MS will usually answer any reasonable yes/no question. CS tends to provide bonus information.

TELEPATHY [18]

The power to transmit thoughts or emotions. With MS, messages / emotions may be received by anyone with Sensivity talent. With CS, the message / emotions may be received by anyone whose Aura exceeds 11. A character who receives an emotion will feel it himself – this can have an interesting effect on him. Transmission range is index leagues, but clarity diminishes with range. If the sender's index exceeds 7, the message / emotion may be directed at, and only understood by, a specific individual.

TELEKINESIS [2 PER OUNCE]

The ability to move objects without touching them. The integrity of objects cannot be violated. Telekinesis cannot be used to move parts of objects. The stone in a ring cannot, for example, be moved without the rest of the ring. Solids/liquids cannot be made to occupy the same volume of space. MS allows objects to be moved up to index yards per second. CS allows instant transfer (teleportation) if desired. CF causes the object to be thrown or teleported in a random direction (possibly into another world). Objects to be moved must be within the index yards. The maximum range an object can be moved is ML x 10 yards.