

THE CITY OF SHIRAN

Inhabitants

The population of Shiran is almost exclusively of mixed Harnic stock similar to that found in the rest of western Harn. A few local clans have Jarin names, although personal names are almost invariably Harnic and centuries of intermarriage have erased any distinct cultural identity. Shiran has a relatively large merchant class, and includes many of Harn's most prosperous citizens. This prosperity by no means extends to the whole population, however, although those who are poor but possess genuine talent or political cunning perhaps have a greater chance of bettering their station in society here than in any of Harn's other cities.

Slavery is not only legal in Shiran, but is relatively common compared with Coranan or Golotha. While opportunities exist for the talented here, those who fall into debt may have to sell themselves or their family into slavery to pay it off, although in practice the majority of slaves in the city come from the long-standing slave clans used for labour in the countryside across the Republic. A significant minority, especially among those fighting in the Pamesani Arena, are Tulwyn tribesmen captured during raids along the country's southern border. Tulwyn women are too headstrong and violent to make useful slaves, so that any which are acquired are most likely to end up as victims in the Arena rather than have money wasted attempting to train them for more profitable purposes.

While all Harnic cities have at least some women holding influential positions in their own right rather than through their husbands, Shiran has more than most, probably due to the local importance of the Halian Church. None the less, the city is far from being a matriarchy, and most of the masters in the various guilds are men, not women.

History

The religion of the Shira tribe had centred around a hedonistic fertility deity, naturally associated with Halea by the first missionaries of that church, who reached the area in the mid fifth century. The old Shira religion had survived to this date, and even had its own temple. When the local priestesses were accepted into the Halian fold, Shiran became a natural base for the religion, and when a Harnic primacy was eventually created in 473 TR, it was based here.

When Horahnam was assassinated, Shiran was swept by riots, which sacked the Morgathrian temple and took the lives of many of those suspected to have supported the regime, including the last of the old noble families.

Government

The Shiran district legar, Zulor Dethale, effectively administers only the surrounding rural areas, and has no interest in the city itself.

The aldermen's council sits as the city court, trying all civil and criminal cases within the city, except for those relating to or committed in privileged areas, such as the castle precincts or the temples. Trials are held in Serdis Hall, as are the monthly council meetings, which are always held in closed session, with only the magistrate permitted to attend (which she rarely does so unless a matter of personal interest is being discussed). The aldermen are also responsible for local administration, and advise the magistrate on the appointment of other civic officials, such as the bondmaster and harbourmaster.

The local council of the Mangai is especially powerful in Shiran, with the aldermen's council at times acting as little more than an executive arm for carrying out its decisions. Shiran government is characterised at all levels by endemic corruption and bribery, with the salaries of its officials being low to nonexistent. As a result, little ever happens without the appropriate wheels being greased.

Religion

While Haneanism is dominant among Shiran's middle and upper classes, most of the poorer inhabitants follow Peoni, although the church avoids any political entanglements. The only other numerically significant religion is Agrikanism, which has adherents among all classes, but is especially popular amongst legionnaires. While two Agrikan orders exist, the female dominated Order of the Eight Demons is by far the most significant and the most vigorously proselytising and politically active.

The local Laranian temple is reasonably wealthy, but most of its congregation comes from patrician clans living outside the city. Shiran is also the gathering point for all Ilviran pilgrims travelling to Misyn from western Harn, but the religion is insignificant among the inhabitants of the city itself. The temple of Save K'nor has a similarly minuscule popular following, although it is more influential among the government than is generally realised.

Although not strictly banned, there has been no Morgathrian temple in the city since the fall of the Theocracy. Serdis Hall stands on the site of the old temple, and although supposedly deconsecrated since, many whisper that hastily constructed catacombs may still exist beneath it, which, although now sealed off, would doubtless be haunted by all manner of evil.

DISTRICTS OF THE CITY

[Half-page map showing an outline of the city, with the six districts marked and the locations in the 'outer districts' marked]

For convenience, this module divides the city of Shiran into six districts; aside from the first, these are entirely arbitrary divisions, none of which are actually recognised by the inhabitants. The six districts are:

- A) **Caer Shira** - the castle precincts, including the magistrate's palace.
- B) **Malian Square** - the main market of the city, and the buildings surrounding it.
- C) **Shorka Way** - the southwest corner of the city, around the Laranian temple.
- D) **Peden Gate** - the wealthiest part of the city, including the Pamesani Arena and Serdis Hall.
- E) **Tharda Way** - the central part of the city, including the Hanean temple.
- F) **The Undercut** - the poorest parts of the city, bordering the breach in the walls.

The Outer Districts

A sizable village extends beyond Shiran's western wall along the ends of the Parnan and Peden roads. Most of the inhabitants are poor, and a high proportion grow vegetables and other foodstuffs for sale in the city. However, retired members of the Shiran Legion, who are the local landholders here, own some of the buildings. Administration is in the hands of the Legion and the district legar, not of the city aldermen. The city guard does not patrol this area.

[63] BROTHEL (Erebene of Wesin)

[G-2] OSTLER'S COMMON

Size: 12 Quality: *** Prices: high

Horses may be stabled here by any of those not wishing to use the smaller stables within the city. Otherwise, it serves as a place for the buying and selling of horses, and as a meeting place and cheap hostel for guild members. The local guildmaster is Sinter of Nalen, who only recently obtained the position and is unusually young for such a post, although both handsome and well liked by his colleagues.

[5] JOLDA LAKE

CURRENT SITUATION

Shiran has been a largely peaceful city for a long time, and its rulers have shown little interest in Harn-wide politics. Thus, its attentions have turned inwards, and in particular tend to focus around Serdis Hall and on the creation of wealth for the privileged elite. Indeed, such is their growing power that the local Mangai are considering petitioning the Senate to have the city's business property taxes lowered. There is near-unanimous agreement among the council that this would be a good thing, but the question of precisely where the large amounts of money required to pay the requisite bribes is going to come from is proving more contentious with each Guild hoping that another will pay the lion's share. The situation is further impeded by the fact that Magistrate Dethale is, unsurprisingly, opposed to the idea. Even if the reduction was eventually made, it might well mean rises in other taxes to compensate.

But all is not entirely rosy among the city's tradesmen. Because bribery and corruption is so endemic, those who have lost out tend to feel a good deal of bitterness towards those who outbid them. Many patricians or other wealthy inhabitants of the city and surrounding area have particular favoured craftsmen who they tend to support against others, often creating rivalry within some of the guilds as a result of

this 'unfair' advantage. Naturally, the Mangai has no interest in doing anything about the problem, which only serves to increase the suspicions of poorer guildsmen that they are being discriminated against. The advantages accruing to those successful in bribery stretch beyond just business; the brother of government-sponsored salter Karabis of Sarhend was recently charged with having raped a number of young women over a long period of time, all daughters of less wealthy and influential families. When he was cleared of any crime and released by the courts, many suspected an unfair trial. Less than a week later, he disappeared while returning home from the Red Face Inn; foul play by relatives of his victims is naturally (but inaccurately) suspected.

Despite obstacles to the contrary, a sizable black market is suspected in the city, with many merchants suspected of bypassing the hawking tax and secretly selling goods outside of the market with the connivance of the Lia-Kavair. While this problem exists to some extent in most Harnic cities, Shiran is widely believed to be one of the worst. Yet, when the Magistrate last ordered a search for evidence of significant black market presence in the city, mysteriously none was found. Was the evidence hidden after a tip-off, or did Serenema merely not look 'too hard' in return for various favours? Public opinion is divided.

CAER SHIRA

Local Map

[Half page map of the castle precincts, including the whole of the bailey and the buildings within it]

District Map Index

[1] CAER SHIRA

[2] PALACE OF EWAIR

Also the official residence of Serenima's younger brother Zulor, the district legar. He is generally unconcerned with city politics, deferring to his sister when such matters come up, but is an enthusiastic promoter of the interests of both his family and the Halean Church.

[a] WEAPONCRAFTER (Torik of Firbel)

Size: 3 Quality: **** (bonded)

Senior weaponcrafter to the Shiran Legion, Torik is a cheerful man, popular with the troops, although capable of being highly focused when his skills are required. He is less relaxed with his journeymen, and demands nothing but the best from them.

[b] OSTLER (Keldis of Asane)

Size: 2 Quality: *** (bonded)

The Legion's chief ostler, Keldis is something of a snob, socialising only with the officers and having as little to do with the common legionnaires as possible. Although married, he spends as much time as he can away from his wife and young son and is widely known to be infatuated with Chandra of Canar (see *[page ref]*), despite her total lack of reciprocal interest.

[c] CASTLE GRANARIES

[d] BARRACKS

The quarters for most of the common legionnaires stationed at the castle, currently around 50 men.

Caer Shira

[Plan of the ground floor of the castle, including guardroom for main entrance and access to cellars]

Ground Floor

This level is occupied mainly by the kitchens and servants quarters, along with living quarters for legionnaires stationed for guard duty in the castle rather than in the legionary barracks in the bailey. The northeast tower room is the living quarters of Endril of Hamidros, the legionary quartermaster. Endril is a mean-spirited man, but frequently open to bribery and 'turning a blind eye' to goods going missing. He is also in charge of the castle servants, most of whom are slaves.

The stairs down from the kitchen lead to the main cellar, which has enough space to store food for a lengthy siege, although in practice it is rarely full except in times of significant unrest. The stairs down from the guardroom lead to another part of the cellar, containing the castle armoury and an interrogation area. Deeper still, in a sub-basement beneath the southeast tower, is a dungeon for low status prisoners.

[Plan of second floor of the castle, including portcullis winch room above main entrance]

Second Floor

The great hall occupies most of this floor of the castle, and is used as a mess hall for officers and important guests. The southeast tower is occupied by a chapel, administered by Chandar of Canar, a heruchai of the Order of the Eight Demons. Theoretically a chapel to all faiths, in practice it is essentially Agrikan, reflecting the dominant religion among the legionnaires. Being the only free woman living in the castle is a situation made even more potentially problematic by the fact that Chandar is very attractive, although her prestige as an Agrikan priestess helps deter many potentially unwelcome advances. Indeed, she has become adept at playing the various officers of the Legion off against each other when it suits her ends, and more than one is convinced that she harbours genuine romantic feelings for them. Her living quarters are in the southwest tower.

[Plan of third floor of the castle, including a void over the great hall, surrounded by a balcony]

Third Floor

The third floor is occupied by quarters for the junior officers of the Legion stationed at the castle. The north east tower is the quarters of Gerund of Tydrich, the captain of the city guard. Technically appointed by the Marshall, the city council more or less dictated his choice, and the Legionary officers, especially given his undistinguished former career as a sergeant, consequently look down on Gerund. However, having been appointed in the hope of being too concerned with lining his own pockets to cause any real headaches for civilian officials, once in office he has proved alarmingly conscientious, to the dismay both of his underlings and of the authorities, who he keeps pestering with detailed status reports and demands for greater funding. Worst of all, he is no respecter of rank, and as eager to investigate illicit dealings by his superiors as anybody else. He tends to arrest commoners who try to bribe him.

[Plan of fourth floor of the castle, including access to tower rooms above]

Fourth Floor

The large room is used as a council chamber by the Legion's officers, and the smaller eastern room for more private meetings with senior officials of the Republican and Provincial governments. The north west tower contains the quarters for the Commander of the Shiran Cohort, Nolar Seris, who also acts as castellan of Caer Shira. An ambitious and determined man, his dedication to Agrikanism makes him unpopular with the local civic officials and may have stymied any chances of further promotion here in Shiran. The Deputy Marshall, Hanoral Sudanava, whose quarters are in the south west tower, is an overweight balding man, who has long ago lost the dedication and military zeal of his youth in favour of relaxing and spending his commission on luxuries and women rather than taking any real interest in the running of the Legion. The north east tower is a guestroom for important visitors. Marshall Quarlid Jeredosta's (see *[page ref]*) private quarters are in the southeast tower.

The stairways up lead to the uppermost levels of the towers, from which the main roof can be accessed.

City Walls and Gates

The city walls are twenty feet high, and were originally broken by four gates (and now also by the Undercut). The Malian Gate and Mejenes Gate allow access to the dockyards and are normally only manned by a couple of guards each, whose main task is to ensure that goods are not allowed into the city without the relevant taxes having been paid. Few, if any, of the guards ever stationed here are not open to bribery, provided that such can be achieved without the city's bonding officials noticing (and demanding, at best, much larger bribes of their own).

The two main entrances to the city are the Peden Gate in the west and the Arna Gate in the east. Like the dockyard gates, these are open dawn to dusk and travellers arriving at night will have to wait outside, no matter what the weather conditions. These two gatehouses are better equipped than those at the dockyard, with two portcullises each and murder holes overlooking the entrance passage. Bribery of the guards is rather more difficult, partly because customs officials are permanently stationed here (rather than spending some time examining ships, as those at the docks do) and partly because there are normally four of them present, doubling the amount of money required.

The moat along the west wall is only around seven feet deep, largely because it has silted up and become clogged with weeds since it was dug and is only rarely maintained. The drawbridge at the Peden Gate is raised at night when the gates are closed. The Arna Gate is accessed via the Mandain Bridge, for which a toll is charged. Since the river changed its course, it has been possible to jump down from end of the bridge onto the sandbank, and then reach the dockyards by a narrow ledge beside the Mejenes Gate; however, especially during daylight, doing so without being observed by the guards would be problematic.

The Shiran city guard is drawn from a separate pool than the Shiran Legion, and is commanded by Gerund of Tydrich (see [page ref.]). By comparison with other Harnic cities, they are particularly open to bribery, since their pay is rather poor, but they are generally conscientious about patrolling and will respond rapidly to shouts for help in the wealthier parts of the city.

The Aldermen's Council

Jerian of Tredath: The current chairman of the council, Jerian is an elderly master litigant, whose arthritis tends to make him crotchety and ill tempered. He supports the *status quo* and dislikes innovation. He is too stubborn to retire.

Dina of Tanresi: An ambitious master litigant, Dina is the youngest of the aldermen. She hopes to increase her support among various guildsmen by pressing for renovation of parts of the city (and awarding the contracts that would bring).

Enedar of Ainis: Regarded as a puppet of the metalsmith's guild, but actually open to bribes from anyone and with no policies of his own. Nominally an Agrikan, but rarely attends worship ceremonies.

Keliran of Horbin: A conscientious alderman, but strict when acting as a judge. She believes in promoting business in general and often consults with the Mangai before reaching political decisions. She is in the best position to replace Jerian when he eventually retires. (See also [page ref.])

Pinel of Dyr: A master mercantyle and one of the city's wealthiest businessmen, Pinel is a good friend of Keliran and generally supports her in the council. He also has many contacts in the Halean Church, and is unofficially understood to speak on their behalf.

Yaros Ferester: A bonded master litigant and junior member of a local patrician clan, Yaros is a supporter of the Agrikans and hands down harsh sentences when acting as a judge. Often an opponent of Keliran and Pinel, Yaros hopes to become the next chairman of the council.

SERENIMA DETHALE (Magistrate of Shiran)

The effective head of the powerful Dethale clan (her uncle is the nominal head, but is now senile), Serenima is a former senator and a supporter of the expansionist faction in the Republic. She has always been closely associated with the Halean Church, in which her niece and two of her cousins are priestesses. It is well known that a large proportion of the tax revenues she collects and the swingeing fines which she inflicts on those who pass through her court are diverted to temple coffers, and most of her personal wealth comes from clan estates rather than from the many bribes she collects. None the less, she is an active and competent administrator who takes a keen interest in events in the city.

Serenima is single, and, in true Halean fashion, has taken many lovers as well as owning two male pleasure slaves. She has acknowledged her illegitimate sixteen-year old daughter Elwene and officially adopted her into the clan in order to groom her as a future successor; Elwene is very beautiful and frequently uses this fact to her own advantage and that of the mother she is intensely loyal to.

SERENIMA DETHALE

Height: 5'6" **Weight:** 130 lbs **Age:** 42

ATTRIBUTES

STR	06	EYE	12	INT	15	END	10
STA	10	HRG	10	AUR	09	MOV	10
DEX	11	SML	08	WIL	14	DGE	50
AGL	10	VOI	13	MOR	11	CML	12

SKILLS

Physical: Climbing/36, Dancing/50, Jumping/36, Stealth/48, Throwing/40

Communication: Awareness/60, Intrigue/104, Lovecraft/36, Musician (harp)/20, Oratory/78, Rhetoric/78, Ritual (Halean)/26, Singing/12

Languages: Harnic/98

Scripts: Lakise/83

Craft & Lore: Agriculture/40, Heraldry/60, Law/56, Mathematics/45

Combat: Initiative/60, Riding/60, Unarmed/27

CLOTHING & ARMOUR

Cloth: Fine clothing only (no armour value)

QUARLID JEREDOSTA (Marshall of Shiran)

A senior member of the wealthiest clan in the Republic, Quarlid proved a capable warrior in his youth, but showed less interest in clan politics. Appointed as an officer in the Shiran Legion, he proved a capable leader of men, but had little intuitive understanding of strategy. Fortunately, he was well aware of his own shortcomings, although not particularly worried by them, and simply decided that if he always followed orders, then hopefully he wouldn't get in trouble if anything went wrong. His combination of physical bravery and a complete lack of the moral courage to take decisions on his own, or the comprehension to realise when his orders were either suicidal or just plain stupid was a very dangerous one for those under his command, but at the same time exactly the qualities many of his commanding officers were looking for, a fact which undoubtedly helped his career. Eventually, his family bought the position of Marshall for him, but now that he no longer has military superiors he instead looks for advice from his immediate subordinates and from the provincial magistrate.

QUARLID JEREDOSTA

Height: 5'11" **Weight:** 182 lbs **Age:** 45

ATTRIBUTES

STR	13	EYE	08	INT	11	END	11
STA	14	HRG	12	AUR	09	MOV	10
DEX	11	SML	10	WIL	07	DGE	50
AGL	10	VOI	11	MOR	10	CML	09

SKILLS

Physical: Climbing/55, Dancing/30, Jumping/44, Stealth/36, Throwing/44

Communication: Awareness/50, Intrigue/36, Musician (Horn)/24, Oratory/60, Rhetoric/60, Ritual (Halean)/10, Singing/33

Languages: Harnic/80

Scripts: Lakise/80

Craft & Lore: Agriculture/55, Animalcraft/27, Heraldry/54, Law/40, Physician/30, Survival/24, Tracking/40

Combat: Axe/48, Dagger/50, Initiative/72, Riding/60, Shield/60, Spear/60, Sword/70, Unarmed/55

CLOTHING & ARMOUR

Cloth: Tunic & leggings under armour, or fine clothing (no armour value) at other times

Leather: Calf boots

Mail: Cowl, hauberk, mittens

Plate: Great helm, ailettes, kneecops

SELARA DEBRYNE TILRY (Halean Primate of Hârn)

As the head of the Halean church on Harn, Debryne is almost as influential in Shiran politics as her friend and ally, Magistrate Serenima Dethale. Her mother was a devout Halean mercantyle, who encouraged her to enter the Church from an early stage. Her father is generally believed to have been a solithar (temple guard), but had no part in her upbringing. Debryne proved an able student at the temple, learning a wide variety of skills and showing an unusual (for a shenasene) talent for academic subjects. With the backing of the then Selara, her talent brought her to the attention of no less a figure than the Pontiff herself, who appointed her to the Council of Fragrant Gold at Helas in Karejia. She lived there for ten years, and still maintains contact with her former colleagues there as well as some influential local merchants. On her return to Harn to take up the primacy, she undertook a project to raise the Church's importance in Shiran still further, and imported many Karejian luxuries for the temple. Although she would like to return to Helas some day, for the present she is very contented with her job and she remains popular with the priestesses. For further information, see [page ref].

DEBRYNE TILRY

Height: 5'3" **Weight:** 120 lbs **Age:** 42

ATTRIBUTES

STR	09	EYE	12	INT	15	END	11
STA	12	HRG	10	AUR	13	MOV	11
DEX	13	SML	11	WIL	13	DGE	55
AGL	11	VOI	14	MOR	11	CML	14

SKILLS

Physical: Climbing/44, Dancing/48, Jumping/40, Stealth/36, Throwing/44

Communication: Awareness/55, Intrigue/86, Lovecraft/65, Mental Conflict/52, Musician (flute)/55, Oratory/84, Rhetoric/56, Ritual (Halean)/112, Singing/65

Languages: Harnic/98, Karejian/70, Karuia/42

Scripts: Lakise/96, Ayaran/83, Zerin/83

Craft & Lore: Astrology/26, Brewing/24, Cookery/48, Drawing/24, Embalming/36, Folklore/45, Heraldry/39, Law/42, Mathematics/56, Perfumery/48, Physician/26

Combat: Initiative/60, Unarmed/33

Invocations: all circle II, Consecration, Cure Disease, Divination, Endure, Enhance Sense, Excommunication, Exorcism, Halea's Apple, Revelation, Sardura's Rash, Tania's Pleasure, Thalia's Luck, Tongues, Truesight, Truthsense

CLOTHING & ARMOUR

Cloth: Fine clothing only (no armour value)

Leather: Shoes

GABRUT OF KULODRU (Slave Gladiator)

A Tulwyn by birth, Gabrut was captured as a young man during a raid on a village in the south of Shiran Province. Unfortunately, a detachment of the Shiran Legion happened to be close by at the time, and managed to catch up with the raiding party before they had entirely disappeared into the forest. Gabrut was taken prisoner and later sold for training as a gladiator. His embarrassment at being captured alive precludes any attempt at escaping back to his homeland and, like most slave gladiators, he can move freely about the city so long as he does not leave it. He has proved a skilled gladiator, as ruthlessly determined as many of the professional Agrikan freemen he fights with. A rising star, he is owned by clan Seris, who sometimes bet large sums on his victory. He is saving up the nominal fees the Arena pays him for attendance, in the hope of buying his freedom. If he comes close to doing so, his owners may realise they have little to lose by his suitably dramatic death.

GABRUT OF KULODRU

Height: 5'10" **Weight:** 160 lbs **Age:** 26

ATTRIBUTES

STR	13	EYE	12	INT	10	END	13
STA	12	HRG	12	AUR	09	MOV	13
DEX	13	SML	11	WIL	13	DGE	65
AGL	11	VOI	08	MOR	09	CML	09

SKILLS

Physical: Climbing/48, Jumping/48, Stealth/48, Throwing/52

Communication: Awareness/60, Oratory/18, Rhetoric/30, Ritual (Kekamar)/10, Singing/27

Languages: Harnic/70

Craft & Lore: Fletching/26, Folklore/27, Foraging/36, Hideworking/24, Physician/24, Survival/36, Tracking/48, Weatherlore/33

Combat: Initiative/97, Axe/78, Bow/39, Dagger/39, Net/52, Shield/78, Spear/65, Sword/52, Unarmed/72

CLOTHING & ARMOUR

Cloth: Tunic, leggings (worn when out of the Arena)

Leather: Shoes

Kurbul: Vambraces, greaves

Ring: Byrnie

Plate: Halfhelmet

HERTH OF XYRIN (Slave Trader)

Herth is the most versatile of Shiran's professional slave traders, although his primary business is with the Pamesani Arena. He employs Ulred of Kedan, himself a former gladiator, to train the slaves in the requisite combat skills. He also dabbles in the pleasure slave business, although, as he cannot hope to compete in this field with Pinel of Dyr (31), it is rumoured he does so as much to sample the goods as to make a profit. Although not a cruel man, he views slaves like any other commodity and cares nothing for their humanity or well-being, so long as they remain fit enough to sell.

A less than devout Haelean, he has no qualms at all about selling fighters and victims to the Octagonal Pit, but has no interest in the fate of his wares once they are out of his hands, and rarely, if ever, actually visits the Arena. He shows even less attention to his mousy wife, Lysa, the daughter of an Agrikan knight he married for her connections. So little attention in fact, that he has no inkling of her ongoing love affair with local mason Tharain of Erelun (49).

HERTH OF XYRIN

Height: 5'6" **Weight:** 182 lbs **Age:** 36

ATTRIBUTES

STR	08	EYE	10	INT	12	END	10
STA	11	HRG	12	AUR	09	MOV	07
DEX	10	SML	09	WIL	12	DGE	35
AGL	07	VOI	10	MOR	07	CML	08

SKILLS

Physical: Climbing/32, Jumping/28, Stealth/40, Throwing/36

Communication: Awareness/40, Intrigue/55, Oratory/60, Rhetoric/77, Ritual (Haelean)/10, Singing/33

Languages: Harnic/82, Ivinian/33, Jarin/33

Scripts: Lakise/81

Craft & Lore: Law/44, Mathematics/60, Physician/44

Combat: Initiative/50, Unarmed/32, Dagger/40, Whip/20

CLOTHING & ARMOUR

Cloth: Tunic, leggings

Leather: Shoes

KELIRAN OF HORBIN (Alderman)

Besides being an alderman, Keliran is also the guildmistress of the local Perfumers Guild. She is probably the single most highly regarded perfumer on the island, and her creations are exported to locations as far away as Aleath and Tashal. Her large business produces primarily scented waters and incense, leaving local soap production to fellow guild member Himen of Haradel. She is a stern, but talented, teacher and her many journeymen are all highly skilled themselves as a result.

In the last few years her wealth has enabled her to 'purchase' a seat on the aldermen's council, but she uses the position conscientiously to further the interests of her guild and the Mangai in general, believing that what is good for business is also good for her. Despite many suitors attracted by her wealth rather than her looks or personality, she has taken no lovers since her husband Dyven died of a fever last year, and her lifestyle is considered scandalously ascetic by Halean standards (which is to say, only mildly so compared with followers of other faiths).

KELIRAN OF HORBIN

Height: 5'10" **Weight:** 128 lbs **Age:** 39

ATTRIBUTES

STR	06	EYE	13	INT	15	END	09
STA	09	HRG	10	AUR	12	MOV	11
DEX	12	SML	16	WIL	11	DGE	55
AGL	11	VOI	11	MOR	12	CML	08

SKILLS

Physical: Climbing/40, Dancing/33, Jumping/36, Stealth/33, Throwing/40

Communication: Awareness/52, Intrigue/65, Oratory/66, Rhetoric/70, Ritual (Halean)/11, Singing/33

Languages: Harnic/84

Scripts: Lakise/83

Craft & Lore: Alchemy/52, Brewing/45, Cookery/60, Embalming/28, Herblore/84, Law/48, Perfumery/96, Physician/13, Weatherlore/45

Combat: Initiative/55, Unarmed/30

CLOTHING & ARMOUR

Cloth: Fine clothing only (no armour value)

Leather: Shoes

LISSONA POLIVAR (Shenasene)

Lissona was born the granddaughter of a local Thardic Senator, her good looks destining her as the prize in a key political marriage. The intended suitor, however, was not to her liking, and the headstrong young girl defied her family and wrecked the arrangement by upsetting her husband-to-be with a well-placed kick to the privates. The suitor was eventually married off to her plainer older sister, and Lissona's family persuaded the Haleans to take her off their hands whilst gaining an ear inside the Church into the bargain.

Lissona has found she enjoys the life of a priestess, and has discovered a particular talent for music. Following her ordination, it was decided that her forthright and undiplomatically expressed views on the position of women in society made her less than suited as a chaplain to most patrician clans. Instead, she assists Keryne Aquil, the Mistress of Harmonies, at the Shiran temple. She has many times rebuffed the sexual advances of Linete of Akuhn, preferring the company of men - so long as they are clear who's in charge, of course!

LISSONA POLIVAR

Height: 5'1" **Weight:** 127 lbs **Age:** 28

ATTRIBUTES

STR	08	EYE	12	INT	12	END	11
STA	10	HRG	13	AUR	14	MOV	11
DEX	12	SML	11	WIL	14	DGE	55
AGL	11	VOI	12	MOR	10	CML	15

SKILLS

Physical: Climbing/40, Dancing/55, Jumping/40, Stealth/48, Throwing/44

Communication: Awareness/60, Intrigue/56, Mental Conflict/56, Musician (Flute)/65, Oratory/65, Rhetoric/52, Ritual (Halean)/65, Singing/60

Languages: Harnic/83, Jarin/52, Karuia/13

Scripts: Lakise/82, Zerin/82

Craft & Lore: Cookery/44, Drawing/24, Embalming/24, Heraldry/26, Folklore/36, Law/39, Lovecraft/65, Mathematics/26, Perfumery/22, Physician/24

Combat: Initiative/60, Unarmed/30

Invocations: Dulcia's Song, Ecstasy, Silver Tongue, Awe, Enhance Sense, Thalia's Luck

CLOTHING & ARMOUR

Cloth: Fine clothing only (no armour value)

Leather: Shoes

MERELE OF HETHA (Courtesans' Mistress)

Merele has been the owner of the Crimson Palace for over twenty years. Although her age is beginning to show, she is still notably attractive and skilled at the courtesans' arts. None the less, for the last decade or so she has confined herself primarily to administering her business, seeking out new talent and ensuring that the Palace retains its top-notch reputation. Despite her many lovers and other contacts throughout the elite of Shiran society, she has a reputation for keeping out of politics except where it concerns her or her business directly. A devout Halian, she attends most lay services at the temple, yet shows no favouritism towards fellow worshippers in her professional dealings. Her dedication to her employees is well known, such that she inspires great loyalty in all those who work for her. If any of her employees were ever harmed, she would use her considerable influence to see them brought to justice, but few people have ever been unwise enough to put this to the test. (See also [page ref] for further details).

MERELE OF HETHA

Height: 5'7" **Weight:** 134 lbs **Age:** 49

ATTRIBUTES

STR	07	EYE	11	INT	13	END	10
STA	11	HRG	12	AUR	13	MOV	10
DEX	12	SML	13	WIL	12	DGE	50
AGL	10	VOI	12	MOR	13	CML	14

SKILLS

Physical: Climbing/40, Dancing/55, Jumping/36, Stealth/33, Throwing/40

Communication: Acting/36, Awareness/72, Lovecraft/72, Intrigue/78, Musician (Flute)/60, Musician (Harp)/72, Oratory/52, Rhetoric/60, Ritual (Halian)/26, Singing/72

Languages: Harnic/84

Scripts: Lakise/82

Craft & Lore: Cookery/52, Law/12, Mathematics/39, Perfumery/13

Combat: Initiative/55, Unarmed/30

CLOTHING & ARMOUR

Cloth: Fine clothing only (no armour value)

Leather: Shoes

MERELE OF KANTAR (Senesharil of the Eight Demons)

Merele was the only child of a Coranan legionnaire, who was disgusted with her for being female and for being sickly and weak. Through sheer willpower, she survived many life-threatening childhood illnesses and eventually abandoned her family to join the Agrikan order of Herpa the Mace. Despite her intelligence and ruthless cunning, her unsuitability as a warrior held back her advancement and when some priestesses in the order rebelled on theological grounds, she wholeheartedly joined them. The schismatic priestesses formed the Order of the Eight Demons, and her advancement was now more rapid, taking her to the top after the sudden death of the order's founder in 717.

Still skinny, with a sallow complexion, Merele is none the less vain about her appearance and tries to hide the fact that her formerly jet black locks are becoming decidedly grey. She intrigues to oppose the power of the Hlean Church, which she despises, and takes a keen personal interest in the torture of the order's prisoners, as well as in pure mathematics, history and languages.

MERELE OF KANTAR

Height: 5'8" **Weight:** 123 lbs **Age:** 43

ATTRIBUTES

STR	06	EYE	08	INT	14	END	11
STA	09	HRG	13	AUR	13	MOV	08
DEX	12	SML	10	WIL	17	DGE	40
AGL	08	VOI	14	MOR	03	CML	13

SKILLS

Physical: Climbing/36, Jumping/28, Stealth/60, Throwing/36

Communication: Acting/48, Awareness/60, Intrigue/105, Mental Conflict/75, Musician (harp)/26, Oratory/65, Rhetoric/75, Ritual (Agrikan)/88, Singing/42

Languages: Harnic/85, Azeryani/45, Surikal/60, Jarin/30, Ivinian/15.

Scripts: Lakise/81, Zeria/81

Craft & Lore: Drawing/18, Embalming/20, Engineering (torture devices)/39, Folklore/42, Heraldry/48, Herblore/20, Law/45, Mathematics/45, Physician/44

Combat: Axe/40, Initiative/72, Club/40, Riding/24, Shield/40, Unarmed/36

Invocations: All circle II, Command, Consecration, Curse, Excommunication, Ilpylen's Shield, Intimidation, Khamar's Spawn, Pameshlu's Curse, Pillar of Fire, Summoning, Thunder of Armahn, Torturer's Insight, Touch of the V'hir

CLOTHING & ARMOUR

Cloth: fine clothing only (no armour value)

Leather: shoes

Other: As senesharil, Merele has access to almost any armour she desires, but due to her low STR, rarely wears any unless she has to. While conducting Agrikan ceremonies she normally wears a quilt tunic, calf boots and 3/4 helm as part of her regalia.

NARLENE OF SWODELA (Haliki)

The daughter of a Melderyni knight, from an early age Narlene showed a natural academic aptitude and an inquisitive mind. Immediately seeing the advantages such a connection might bring, her father arranged for her to begin her novitiate in the Save K'norian temple in Thay. Arguably, the plan failed; Narlene proved such an able student that she was transferred to the order of the Rydequelyn and sent to the Shiran temple, far away from her father's estates. But he remains deeply proud of her accomplishments, and boasts of them to his peers; she sends regular letters despite the distance.

Narlene is currently employed as the temple Falorin, or acolyte's advocate, and is often called on to intercede when their pranks get them in trouble with the authorities. She hates pomposity and self-importance in political leaders and will deflate them whenever possible. Fair minded and honest folk remind her of her family, and so will find her far more amenable, and a charming conversationalist.

NARLENE OF SWODELA

Height: 5'7" **Weight:** 134 lbs **Age:** 27

ATTRIBUTES

STR	10	EYE	12	INT	15	END	10
STA	09	HRG	10	AUR	10	MOV	13
DEX	12	SML	07	WIL	12	DGE	65
AGL	13	VOI	12	MOR	11	CML	13

SKILLS

Physical: Acrobatics/36, Climbing/48, Jumping/52, Legerdemain/36, Stealth/65, Throwing/44

Communication: Acting/52, Awareness/50, Intrigue/60, Mental Conflict/44, Musician (lute)/33, Oratory/52, Rhetoric/52, Ritual (Save K'nor)/70, Singing/44

Languages: Harnic/96, Orbaalese/52, Jarinese/39, Azeri/26

Scripts: Lakise/83, Runic/83, Tianta/83

Craft & Lore: Drawing/36, Embalming/20, Folklore/42, Heraldry/36, Law/52, Lockcraft/36, Mathematics/42, Physician/26

Combat: Initiative/60, Unarmed/36

Invocations: Truthsense, Light of Uhla, Argenon's Riddle, Bronduschithrin's Lie, Redira's Ease, Silence of Uhla

CLOTHING & ARMOUR

Cloth: Tunic, leggings, robe

Leather: Shoes

PELD OF PUTHENYA (Jeweller)

One of Shiran's two freemaster jewellers, Peld operates mainly as a silversmith, producing decorated and engraved jewellery for local sale. However, he prefers spending time at the Moon and Flagon to honing his art, and he is bitterly aware that he cannot match for skill and craftsmanship his guildmistress and principal competitor, Horbeth of Emylis. Because of Shiran's reputation as a centre for luxury goods, Peld feels that his adequate but not exceptional skills are looked down on by others, and lays the blame for these imagined slights firmly at Horbeth's door.

His jealousy and dislike of his fellow jeweller is well known, but what is not generally known is that, rather than practicing to produce better quality goods, Peld has taken to crime to supplement his income. When business is slack, he uses lower quality metal to mint counterfeit coins. So far, the authorities do not suspect him of wrongdoing, but he will be a prime suspect if a number of counterfeit coins are discovered to be in circulation.

PELD OF PUTHENYA

Height: 5'6" **Weight:** 131 lbs **Age:** 38

ATTRIBUTES

STR	12	EYE	13	INT	12	END	12
STA	10	HRG	10	AUR	08	MOV	11
DEX	12	SML	08	WIL	09	DGE	55
AGL	11	VOI	09	MOR	08	CML	10

SKILLS

Physical: Climbing/48, Jumping/44, Stealth/55, Throwing/48

Communication: Awareness/60, Intrigue/50, Oratory/20, Rhetoric/55, Ritual (Halean)/10, Singing/27

Languages: Harnic/70

Scripts: Lakise/82

Craft & Lore: Drawing/52, Heraldry/55, Jewelcraft/77, Metalcraft/66, Mineralogy/48

Combat: Initiative/60, Unarmed/33

CLOTHING & ARMOUR

Cloth: Tunic, leggings

Leather: Shoes (plus tunics and leggings when working with molten metal)

SHO-LEI (Courtesan)

Sho-lei was born near the city of Dengtu in Diramo, and raised as a pleasure slave. Four years ago, she was sold to a Karejian trader and taken across the continent, eventually to be sold, along with two other oriental pleasure slaves, to Merele of Hetha in 718. Merele freed her from slavery, and she is now a bonded journeyman of the Courtesan's Guild. Since the death of her fellow countrywoman last winter, she has become closer to her Shojunese companion, Kaidai Obunaku, even though they share no common language but Harnic which neither speaks with any fluency. She is currently being taught to read and write Lakise, but so far the spoken language barrier is making this difficult.

She is a quiet and reserved woman when not practicing her craft, still uneasy with Harnic society in general, and so rarely leaves the Crimson Palace and its garden. An expert and willing courtesan, she none the less often has difficulty remembering she is no longer a slave and instinctively acts with deference to all 'free' persons.

SHO-LEI

Height: 5'0" **Weight:** 99 lbs **Age:** 25

ATTRIBUTES

STR	06	EYE	12	INT	11	END	09
STA	11	HRG	10	AUR	12	MOV	15
DEX	13	SML	11	WIL	10	DGE	75
AGL	15	VOI	16	MOR	10	CML	18

SKILLS

Physical: Climbing/44, Dancing/68, Jumping/48, Stealth/39, Throwing/40

Communication: Awareness/55, Intrigue/55, Lovecraft/112, Musician (flute)/55, Oratory/30, Rhetoric/36, Singing/91

Languages: Diranese/72, Harnic/24, Karejian/12

Craft & Lore: Brewing (tea)/24, Cookery/48, Folklore (Diramoan)/39

Combat: Initiative/65, Unarmed/33

CLOTHING & ARMOUR

Cloth: Fine clothing only (no armour value)

Leather: Shoes

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