

Noor Neld'Haran

Racial Breakdown: 45% High Elf, 35% Dark Elf, 15% Wild Elf, 3% Fae, 2% Other.

Major Industries: Magic, Alchemy, Weapons.

Population: 412,000

Cities: Nocte Spira (The Night Spire) and Flèche d'Aube (The Dawn Spire)

Capital City: Nocte Spira (Autumn-Winter), Flèche d'Aube (Spring-Summer).

Military: The Harani Army is 20,000 strong. Military service is mandatory for elves between 50 and 75 years of age, unless permission is otherwise given by a prefect. The force is comprised of a wide variety of highly specialized forces which run the gamut from Light Longbowmen, to Heavy Infantry, to their elite and world renowned Battle Magi. The Harani War Marshals believe in a measured response and using the right tool for the job. The limited Harani Navy is comprised of small lightning fast ballista and fire ships accompanied by a handful of ramming and boarding triremes. It is chiefly through Harani efforts that piracy is kept to a dull roar.

Government: Technically a Triumvirate of Rulers, but only two currently occupy the thrones. The sovereigns are elected to serve for a century by the Senators of their respective race (i.e. dark elves by the dark elven senators, etc).

Current Rulers

: Sovereign Lucius Magnus, and Sovereigna Allaria Argenta. A third throne is prominently displayed at all ceremonies and represents the Wild Elven Kingdom.

History

Elves have lived on Noor Neld'Haran for since time immemorial. Some, especially the Harani wild elves, claim that it was on this island that the original elves were created, (much to the consternation of their mainland brethren), from the very earth itself by the Goddess Llyandra, mother of all elves. They say that no matter how far Harani travel from the island their soul will always long to return to the land it sprang up from.

Harani take pride in the fact that despite strife amongst the various races of elves elsewhere in the world, peace reigns on their island. For as long as anyone cares to remember, respect and accord has reigned under the watchful eyes of the Senate and the Triumvirate. Even the great schism between the three sovereigns was one of relative calm.

Talorgan Nechtan, last sovereign of the wild elves, split company with the other Triumvirs over an issue about the origin of the elven peoples. This was the public face of the dispute. It has come to light recently however, that Talorgan was frustrated by the blossoming alliance between Kalidor and the Harani. He believed it was the destiny of the elves to drive the humans back to the mainland and restore the Lowgarynn Isles to their “rightful state.” He proclaimed to his fellow sovereigns that the advance of man brought the destruction of the natural world and upset the balance of all things in it. Talorgan further argued that with their incessant industry, greed and ambition humanity would soon turn an avaricious eye to Noor Neld’Haran itself. The other sovereigns saw little need in a preemptive war of aggression and vetoed Talorgan’s plans. Talorgan would not be undone however and led a mass exodus of the wild elves to the Bay of Storms, across the Wolvenmyst Highlands, through the Deymourne mountains and into the Ebon Wood, where he joined his people to the wild elven woads who fight humanity to this day. Whether or not Talorgan still leads them remains a mystery, he would be nearly 900 years old if he still lives. The few wild elves who remain behind on Noor Neld’Haran are staunch nationalists and while they might pay lip service to the cause of Talorgan Nechtan, they still send their young mages to be trained at the College of the Arcanum in Kalidor.

At the moment, the two active Triumviral thrones are occupied by the dark elf Lucius Magnus and the high elf Allaria Argenta. Magnus, as he is most often referred to is sometimes called “the Kind,” somewhat derisively by his dark elven kin and with great respect by his high elven cousins. He is a celebrated Harani War Marshall, the highest rank in the army. Magnus’ latest exploit was the destruction of the “Fleet of the Black Hand,” the pet project of Korlavan Velnus, a powerful necromancer from Tiefanue. Korlavan, being a cleric of Malagant, staffed his vessels with undead crews, captained by vampires. He raided coastlines throughout the Isles, satiating the vampires’ blood lust and filling his coffers with treasure. Magnus caught and annihilated the Fleet of the Black Hand off the coast of Kalidor not far from Wyndholme. For his bravery and skill in battle, King Brytnoth II named Magnus an honorary Duke of Kalidor. Though Magnus has a reputation as a mighty warrior and mage of considerable skill, his long years spent awash in blood and the deaths of thousands of young elves serving under his command over the years, has left him heavy-hearted, and softened him to the suffering of those around him. He is

compassionate and forgiving to a fault, a fact which has almost led to his assassination on more than one occasion.

Allaria Argenta, the Silver Lady of the Dawn Spire, is known far and wide as the most powerful mage in the Lowgarynn Isles. She is graceful, beautiful and wise. Just days after her birth she was orphaned in a wolver attack. She then became a ward of the state, raised communally by the elves of the Dawn Spire. Because of her great aptitude with all things arcane, Allaria never served a tour with the Harani Army. At the young age of seven when her talents were noticed, she was sent to the College of the Arcanum at Delsworth in Kalidor, where she amazed the wizardly sages with her innate magical knowledge. She spent the next century studying at first, but gradually becoming the teacher of her teachers. Upon her graduation she was immediately named to the college's Council of Sages, an honor never given before, or since. A short decade later she was named High Sage of the Council. After hundreds of years honing her skills, Allaria now weaves magic the likes of which very few other mortals can comprehend, and even fewer could ever hope to duplicate. She was chosen as Sovereign by the High Elven Senators of Noor Neld'Haran for her magic gift, her wisdom and the esteem in which she is universally held by sentient creatures. Those who do not greatly adore her, greatly fear her. Allaria proved her mighty reputation on the eve of her coronation nearly 100 years ago. A Lich Lord disguised as a living elf dared to interrupt the regal proceedings with a pretense to claim the High Elven Throne for himself. With a wave of her hand Allaria revealed his true form. A short almost imperceptible incant from her lips seemed to bring life back into his rotting flesh. Bone, sinew and muscle reformed under newly softened and revitalized skin. The former lich, shocked, fell to his knees, while Allaria readied his punishment in but a few seconds time. She called forth a devouring fire from inside the wretched creature's body. He collapsed writhing in agony until the fire consumed him entirely. None have dared challenge her since. Despite her might, Allaria rarely uses her magics to attack another. She prefers to spend her time bringing forth magic that improves the lives of her subjects and preparing to defend them should the need arise.

Government

The Harani Senate is an ancient and powerful institution in Noor Neld'Haran. Its membership is comprised solely of the individual elders of the 60 high noble families of the nation. The three races of the Harani, the high elves, the dark elves and the wild elves are each given 20 seats and votes within the senate. Out of the many noble families of the island, the 60 who have power in the senate are called High Noble. When a high noble house falls out of favor in the senate, or fails to provide a suitable elder as a candidate for office, that noble family is stripped of its governing privileges by the others and a new noble house is elevated in its place.

Once every hundred years, the senators of the three races elect the Sovereigns of the Triumvirate to sit on the thrones of the nation. One sovereign is chosen by each race. No Wild Elf however, has taken the throne in the more than 400 years since the Great Schism and Talorgan Nechtan's exodus. It has become something of a point of honor among the remaining Harani Wild Elves to keep the throne vacant in honor of Talorgan and their displaced people. The Triumviral rulers govern their individual people independently, but share power on a national level. When a senator proposes a measure or course of action for the country as a whole, the senate votes. If the measure passes it is then sent to the Triumvirate. The three then cast their own vote, if two of the three approve then the measure becomes the law of the land. In the absence of a wild elven king, the senators of that race choose a new proconsul for every proposal, (to avoid even the semblance of a sovereign). That proconsul is then granted the triumviral voting power of the wild elves for that one measure only.

In Spring and Summer, the Dawn Spire serves as the nation's capital and all Triumviral and Senate business occurs there. In the Autumn and Winter, the Night Spire takes over the duties of hosting the government and the capital moves there. The wild elves view this outdated balancing as foolish and wasteful. Nearly every year they introduce a measure to build a permanent capital city between the two which serve now, and every year the measure is voted down.

The Sovereigns of Noor Neld'Haran count as their ally the King of Kalidor, Brynth II. On land and at sea, the armed forces of both nations maintain friendly relations and aid one another when necessary.

Religion

A variety of religions are practiced on Noor Neld'Haran, though Llyandra holds a special place in the hearts of most Harani. She is the mother of all elves, and they consider their island the birthplace of elvendom. As such, official functions of the government and nation are presided over by the Clerics of Llyandra. Salam, Kaelyn, Dylan and Savaniana are also popular deities in high elven society. Wild elves have been known to favor Tempus and Dunarthos. Harani dark elves tend to be more samplers of religions than devotees, though some follow Alakasha and Fracus with great reverence and more than a few of their priests have been noted among their number. It is also whispered that a Cult of X has formed deep below Nocte Spira and is gaining in popularity, most dismiss this rumor as nonsense.

Societal Views

The Harani are more than one race of people. Though they are all elves, they tend to follow the societal views of their individual sub-races. What they do share as a whole is a steadfast love of their island nation. Though elsewhere in the known world elven races may keep to themselves, the Harani mingle freely. It is as common a sight to see a high elf on the dark roads beneath Nocte Spira as it is to see a dark elf admiring the beauty of the Dawn Spire. Socially they maintain their racial identities, but rather than revulsion or fear, a difference in culture among them will bring little more than a head shake or a laugh. Where true and lasting differences are present, a mutual respect and a polite ignoring occur amongst the various peoples.

Exports

Magic: The High Elves of Noor Neld'Haran produce and sell the finest scrolls and items of arcane use in the Lowgarynn Isles.

Alchemy: The Dark Elves of Noor Neld'Haran are the largest purveyors of alchemy in the Isles. They sell both the everyday useful variety and the sort which tends to be merchanted in the corners of dark alleys.

Weapons: Harani wild elves are fletchers of the highest caliber and they produce longbows which are highly valued throughout the world.

Ranks in Noor Neld'Haran

Sovereign/Sovereigna - One of the three Triumvirs.

Proconsul - Head of one of the three Senate factions.

Senator - Any Elder of a High Noble House elected to the Senate.

Consul - Any official given power to act on behalf of the Sovereigns or Senate.

Prefect - Official in charge of a settlement, town or city. Usually an officer of the army.

High Elder - Matriarch or Patriarch of a High Noble House.

Lord Elder - Matriarch or Patriarch of any Noble House.

High Lord/Lady - Any member of a High Noble House.

Lord/Lady - Any member of a Noble House.