

Caer Cherafir

As a royal castle located in a major city, Cherafir is always bustling with activity. Members of the Royal Family, Royal Ministers and officials, Foreign Ambassadors, and other Nobles are constantly coming and going from the castle.

A typical day in Caer Cherafir starts at dawn. Shortly after waking, a quick meal is followed by the morning cleaning of the castle. Most members of the royal household, as well as many of the Guards, will attend an hour long Laranian service in the Chapel. On some days, a Peonian and even a Save-K'noran service will be held afterward. Around 11am, the midday meal is held in the great hall until noon. In the afternoon, the Royal officials will conduct meetings and other official business; soldiers will hold exercises, squires and pages will receive training and servants will gather / butcher food and do the day's laundry. Once or twice each tenday, some knights of the Royal Household will exit the city for a hunt (most often led by Prince Jervas). Around sunset, a large evening meal is eaten; in the Great Hall entertainment is provided. This will last for a few hours, after which people will retire for the evening.

Inhabitants

The backbone of the castle is its servants, who do all the cooking, cleaning and other necessary menial chores. A hierarchy in the serving staff exists. At the bottom are the serfs, who serve as bonded workers to the Royal Household. They are always given the most menial or undesirable chores. Next are the free servants, many of whom are cooks or cleaning staff on lower levels. Many also double as spinners, and are responsible for repairing clothes, blankets and shoes as necessary. At the top of the hierarchy are the chamber servants, who are hand picked by the Chamberlain and members of the Royal family (in the case of personal servants). The chamber servants clean the rooms each morning and also do the day's laundry.

The castle has two military organizations protecting it. The Cherafir Garrison is assigned the responsibility of protecting the castle and city from attack, and the Royal Guard is responsible for the protection of the King and members of the Royal Household. These duties can overlap, causing some friction between the garrison troops and the Royal Guardsmen. The Royal Guard look down upon the garrison almost as common mercenaries, while the garrison look upon the Guard as overpaid and underworked.

The Royal Family

The castle is home to the Royal family of Melderyn, Clan Toron. King Chunel, his wife Queen Trilime have five grown children, three of whom live at Caer Cherafir. One of Chunel's sisters, Alys, also makes her residence here.

Two of the King's daughters have married and live with their husband's families. The King's eldest daughter Princess Thaelika lives in Emelrene with her husband the Baron of Leidras. The youngest daughter Daedrie is married to Sir Wedern Deard and resides at Shebra Manor near Cherafir.

Members of the Royal Family that reside in Caer Cherafir are profiled on the next page.

Caer Cherafir is the principal fortification of the city of Cherafir. It also serves as the royal residence for King Chunel of Melderyn and his household.

The Keep was designed to be a grand Royal Palace, built to rival the Royal Castle in Berema. Consequently, it has one of the largest Keeps on Hârn and has served well as the Royal seat for nearly six centuries.

The castle's foundation contains some Earthmaster construction, which is used for the meeting place for the Council of Eleven (see page 17).

CREDITS

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King Chunel

King Chunel is an intelligent and thoughtful man in his late fifties. He is probably the most well read of all Kings of Melderyn, and has amassed a sizable library of



collected written works. He also speaks five languages fluently.

Chunel eschews much of the pomp and ceremony befitting a King, preferring to live as simply and unassumingly as possible. He never wears jewellery or any other mark of

office, and has worn his crown rarely during his 36-year reign. He always listens intently to conversation, and when he speaks it is always in a direct and blunt manner. King Chunel often wanders the castle deep in thought while wearing a simple linen robe. He has even been known to preside over the royal court while dressed in this manner (some in the castle consider the King to be eccentric). His appearance is so humble that on a few rare occasions he has been pointed out to visiting foreigners as the King.

Queen Trilime

Queen Trilime is a stern and serious woman, known to be as devoted to etiquette, tradition and proper procedure as the King is indifferent to it. The queen is devoutly Laranian, and ensures the King attends all services held in the Keep's Chapel.

Despite their outward differences, King Chunel and Queen Trilime have always been a devoted couple. Chunel is content to leave the business of managing the household and family matters to Trilime, and the Queen leaves matters of government to Chunel.

Crown Prince Jervas

Jervas is very different from his father, and in many ways is similar to his grandfather King Etobron. While Chunel is intellectual and contemplative, Jervas is athletic and adventurous. While intelligent, he enjoys tournament and sport as his principal activities. He spends much of his time away hunting and visiting his Uncle, the Earl of Elorin, on the mainland.

Crown Princess Eriel

Prince Jervas' wife is sister to King Andasin IV of Kanday. A deeply devout Laranian, she has been openly critical

of the activities of the Order of the Lady of Paladins in Solora. Eriel is very close with both Queen Trilime and Princess Erynia, with whom she shares some intellectual pursuits.

Princess Erynia

Princess Erynia is a member of the Guild of Arcane Lore, and is a Shenava Astrologer. As such, she spends much time on the roof examining the stars. Her occasional predictions have so far been quite accurate. Her expertise in the matters of astronomy and astrology are already impressive.

As studious as her father, Erynia is shown little interest in marriage, despite the best efforts of both her mother and her Aunt Alys to introduce her to suitors. As she is in her late twenties, she is fast leaving marriageable age.

Princess Shaela

Impulsive and generous, Princess Shaela is a devout Peonian (unlike her parents) who has devoted much of her time to help the temple in the City. Queen Trilime thinks Shaela to be erratic, and often chastises her.

She has recently been betrothed to Sir Osna of Maradyne, a Knight of the Royal Guard and the younger son of Baron Nethan Maradyne of Gosus.

Princess Alys

Princess Alys is the King's younger sister. At the age of 45, she has lived in Cherafir Castle all her life, and has never married.

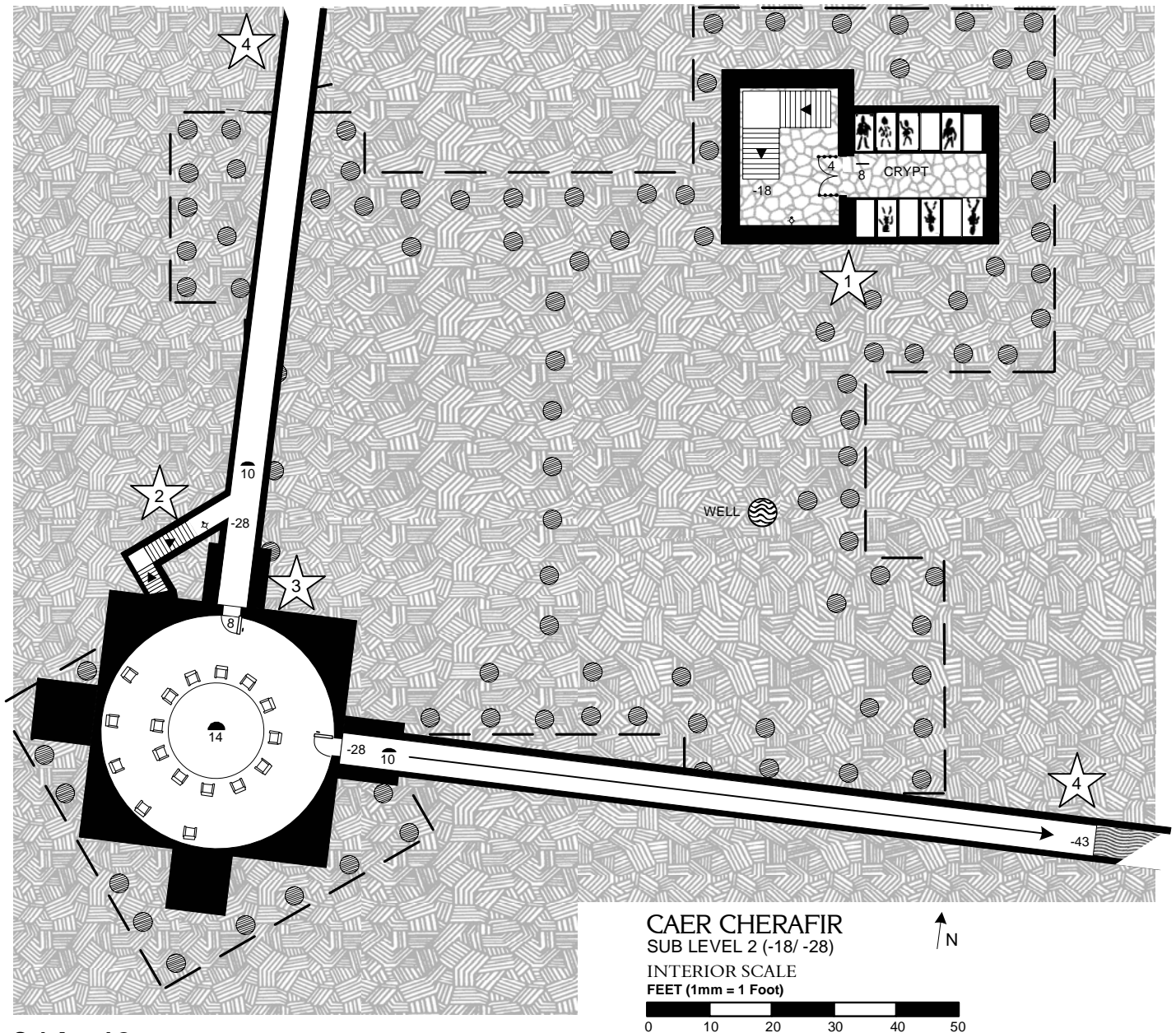
Princess Alys is well known to all the inhabitants of the castle. Indeed, she knows each and every person, from

kitchen serf to Chamberlain, by name. She greatly enjoys acquiring romantic gossip on everyone, and has a well-earned reputation for prying into personal affairs.



Princess Alys occasionally voices opinions on the affairs of the royal government (she has

often criticized the Lord Chancellor, who she sees as self-serving). King Chunel has always held a great tolerance of his sister's opinions.



Sub Level 2

(1) This part of the level contains the crypts of all 14 Kings of Melderyn, as well as 13 Queens and nine additional family members. Other family members are interred in a family crypt in Chyrefal castle. It is the only remaining part of the Old Keep that used to sit on this site, and the masonry in the walls is clearly different from the rest of the castle, dating from second century BT.

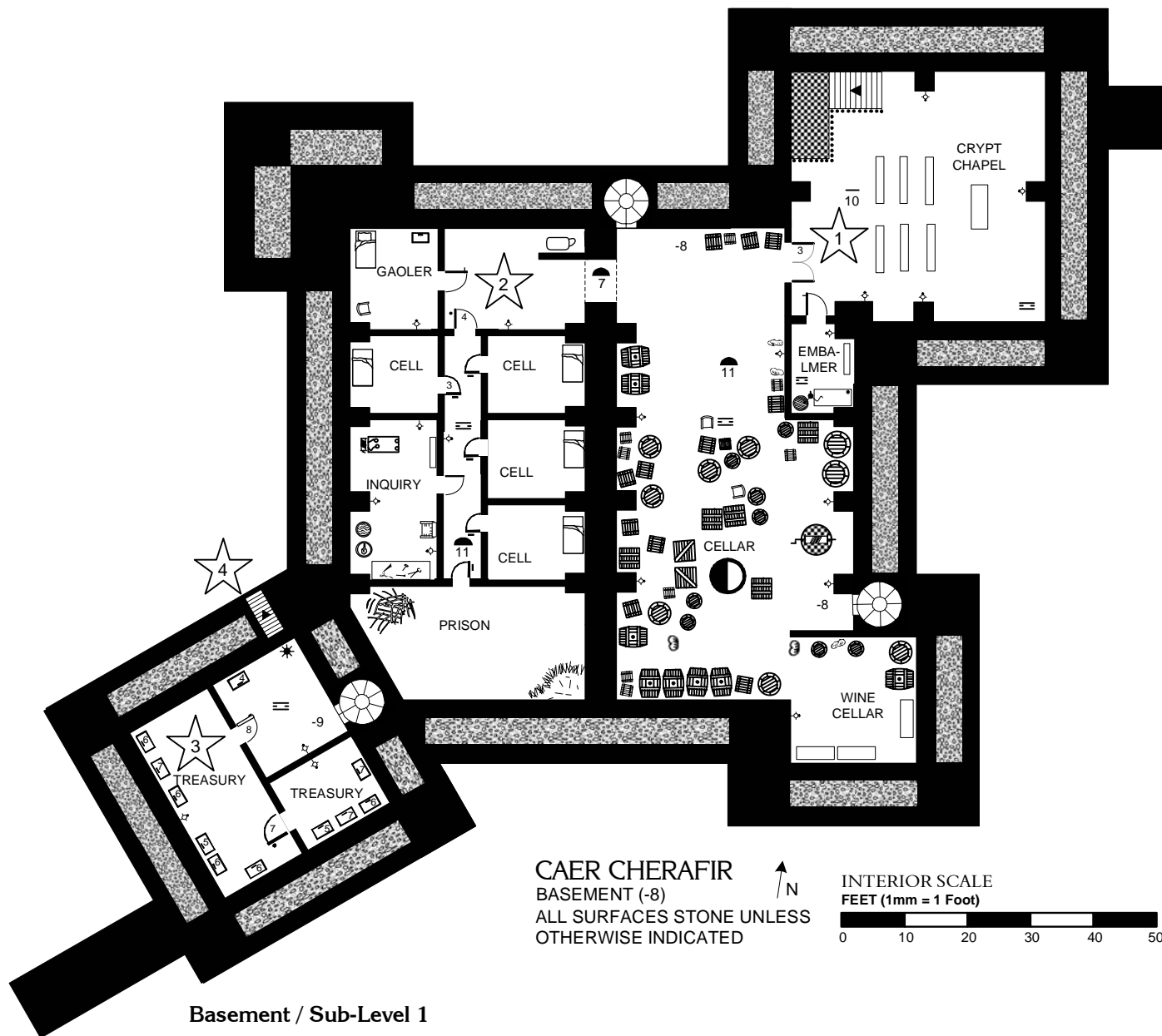
(2) This staircase is the access from the Castle above, through the magically hidden secret door (see page 18).

(3) This chamber is of earthmaster construction (see page 27) and the psuedostone provides its own illumination. It has always been used as the meeting room of the Council of Eleven. The eastern door in the meeting room is rarely opened and leads to a flooded tunnel. A great oak round

table dominates the room. Some astute visitors have wondered how such a large object made of a single piece of wood could exist in a room with such narrow entrances. The table was in fact grown magically by the Fyvrian Mage and former Council Member Dynath as a present to King Erebir III upon the castle's completion in 132 TR.

The twelve Council member's seats are at the great table. The chairs against the wall are for guests and observers.

(4) The two eastern chambers are underwater and were flooded some time ago, when a tunnel was damaged by earth movement. The northwest chamber is in the basement of the house of Ronis of Merkenos, one of the members of the Council of Eleven.



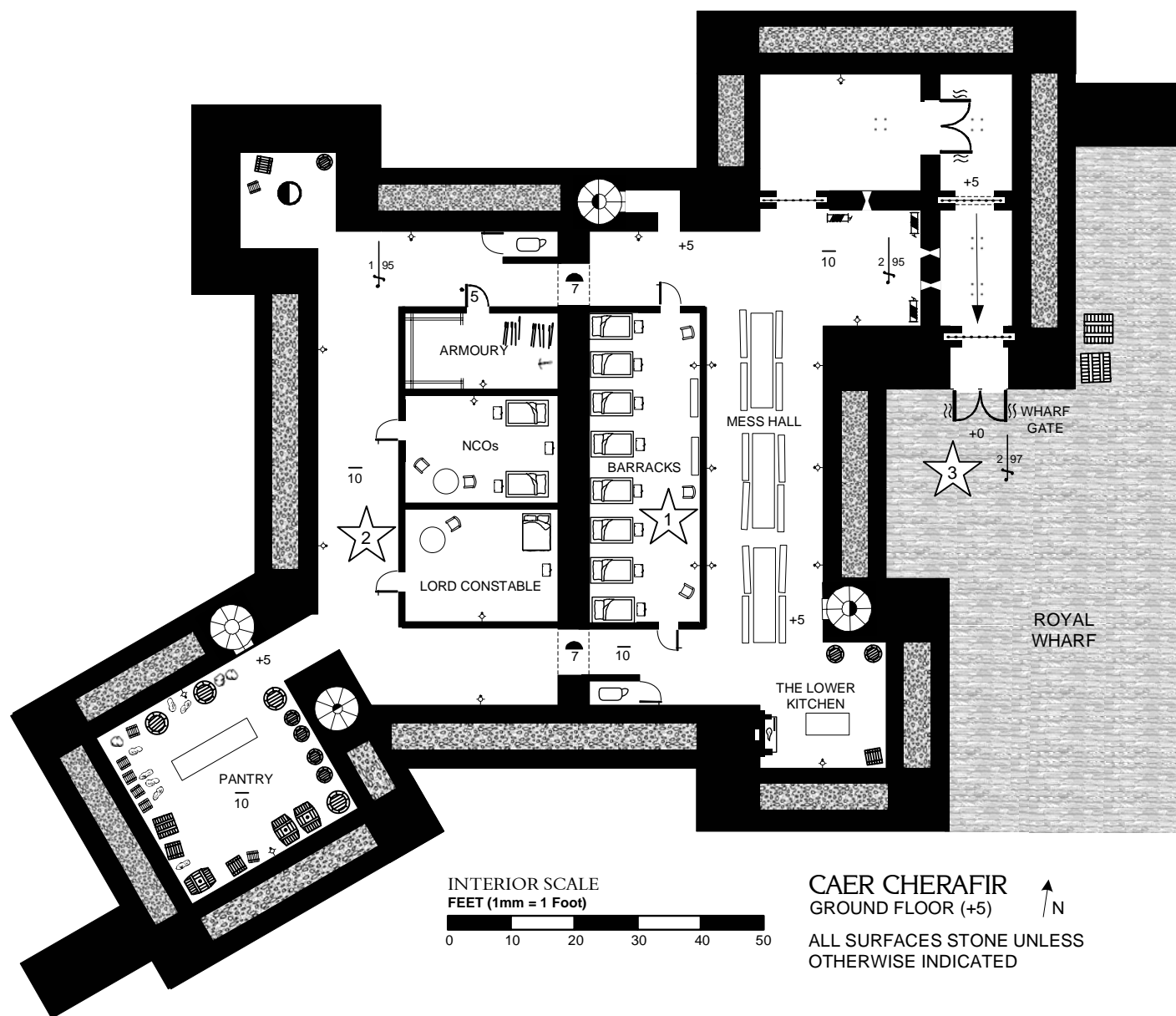
This level contains the main castle stores, as well as the prison.

(1) A special chapel for the Royal Crypts is in the northeast tower. As it is used only for immediate Royal family, it is seldom used and often very dusty. The last time it was cleaned and used was for King Chune's father, King Etobron in 684. A workroom for a Master Embalmer (hired when needed) is adjacent to the Chapel.

(2) The Gaol is not heavily used, but boasts rather luxurious accommodations compared to most. The Gaoler, Redryk of Salane, is a very eccentric fellow who talks to himself much of the time and rarely interacts with the other castle staff. He keeps four rats as pets in his quarters.

(3) The Treasury room's existence is only known to a few select people. The larger room contains the Royal Treasury with chests containing around a thousand pounds in coins of various denominations. The smaller chamber contains chests with royal jewellery and gems worth a similar amount.

(4) The Magical secret door is known only to the King and members of the Council of Eleven. When one touches the stone (on either side) and speaks "Genin's Eye" the stone will vanish and an entrance will open for fifteen seconds. Anyone or thing still standing in the doorway when the fifteen seconds is up will be entombed...



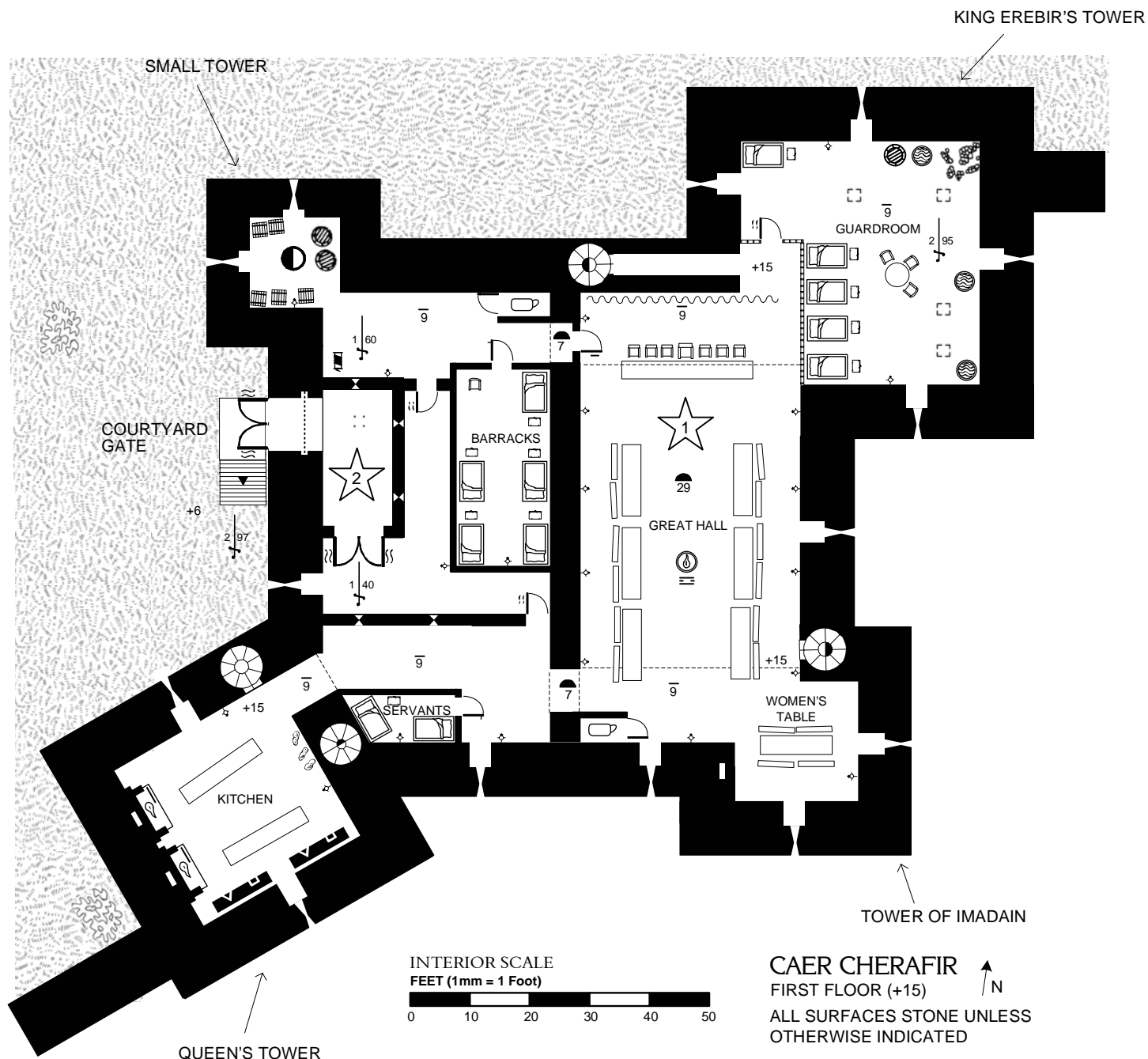
Ground Floor

This level contains the barracks for most of the Castle Garrison. There is also a mess hall where the soldiers and the servants dine.

(1) The Barracks has quarters for sixteen guards. Four NCOs (Arkalin and Neldar) have a separate room.

(2) The Lord Constable of Cherafir, Sir Fraulgrin of Etenach, keeps his quarters on this level near his men. Sir Fraulgrin is from Trierzon, and still has a thick accent despite living in Cherafir for almost twenty years. He is very devoted to his men, and is very popular.

(3) The Wharf Gate is used for access to the Royal Fleet. The Royal Fleet of Melderyn currently has four vessels based in Cherafir, and another three in Thay. The ships are used largely as troop transports; on the rare occasions when the King travels, he uses his personal Dak, the *Royal Maiden*.



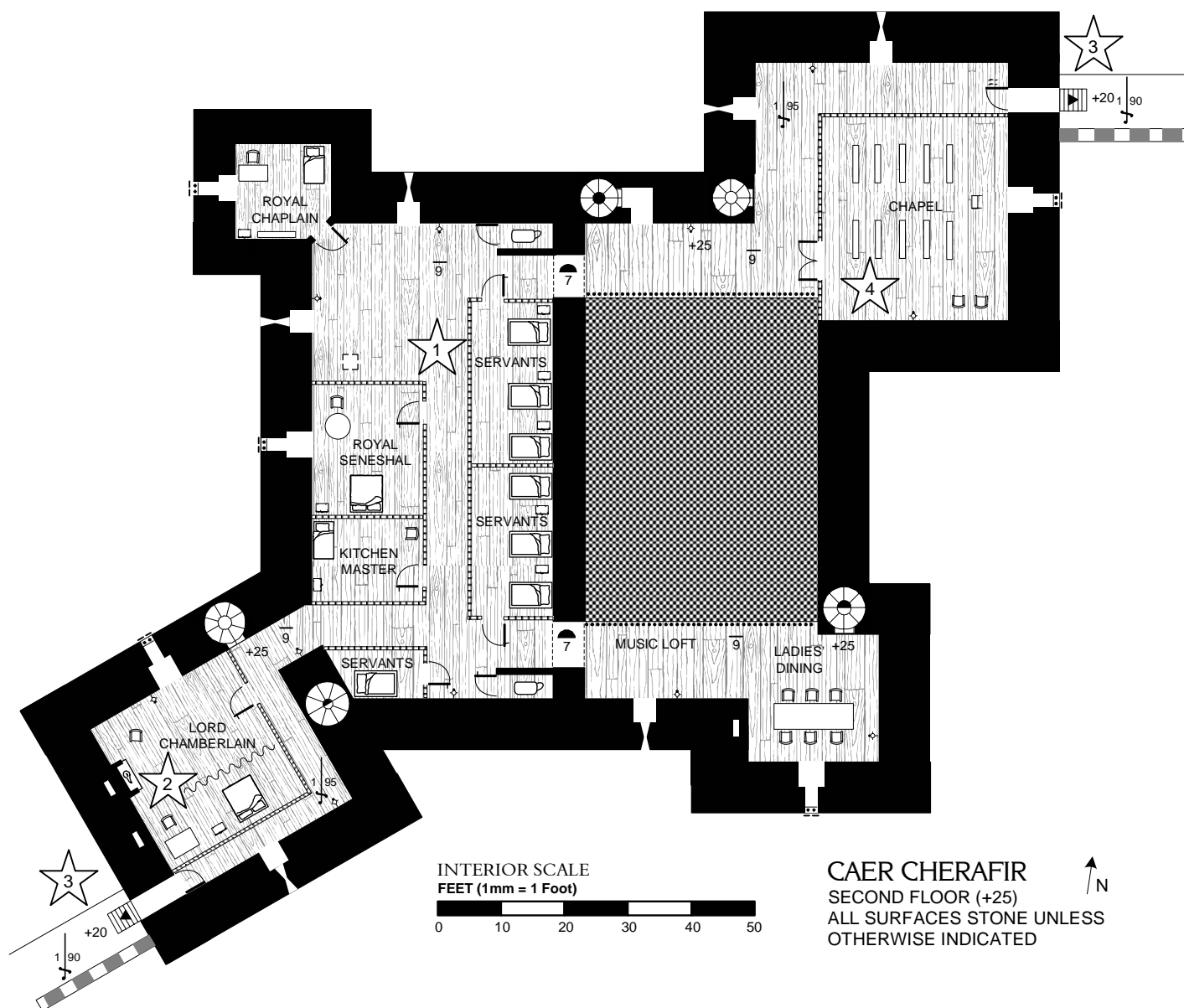
First Floor

The names of the four towers of Cherafir keep are marked; these are commonly used by the inhabitants to describe a location within the keep.

(1) This level is dominated by the Great Hall of Cherafir, which boasts a thirty foot high domed ceiling. A tapestry, made during the reign of King Lodros in 597, depicts the history of Clan Toron.

Men and women dine at separate tables. The Queen and other female members of the Royal family dine in the ladies loft (see next page).

(2) The Courtyard Gate is protected by a deced of garrison troops. The other half of the garrison company is quartered in the guardroom over the Wharf Gate.



Second Floor

(1) The main servants quarters are also contained on this floor. The northern room is a dormitory for the male servants, and the southern room is for female servants.

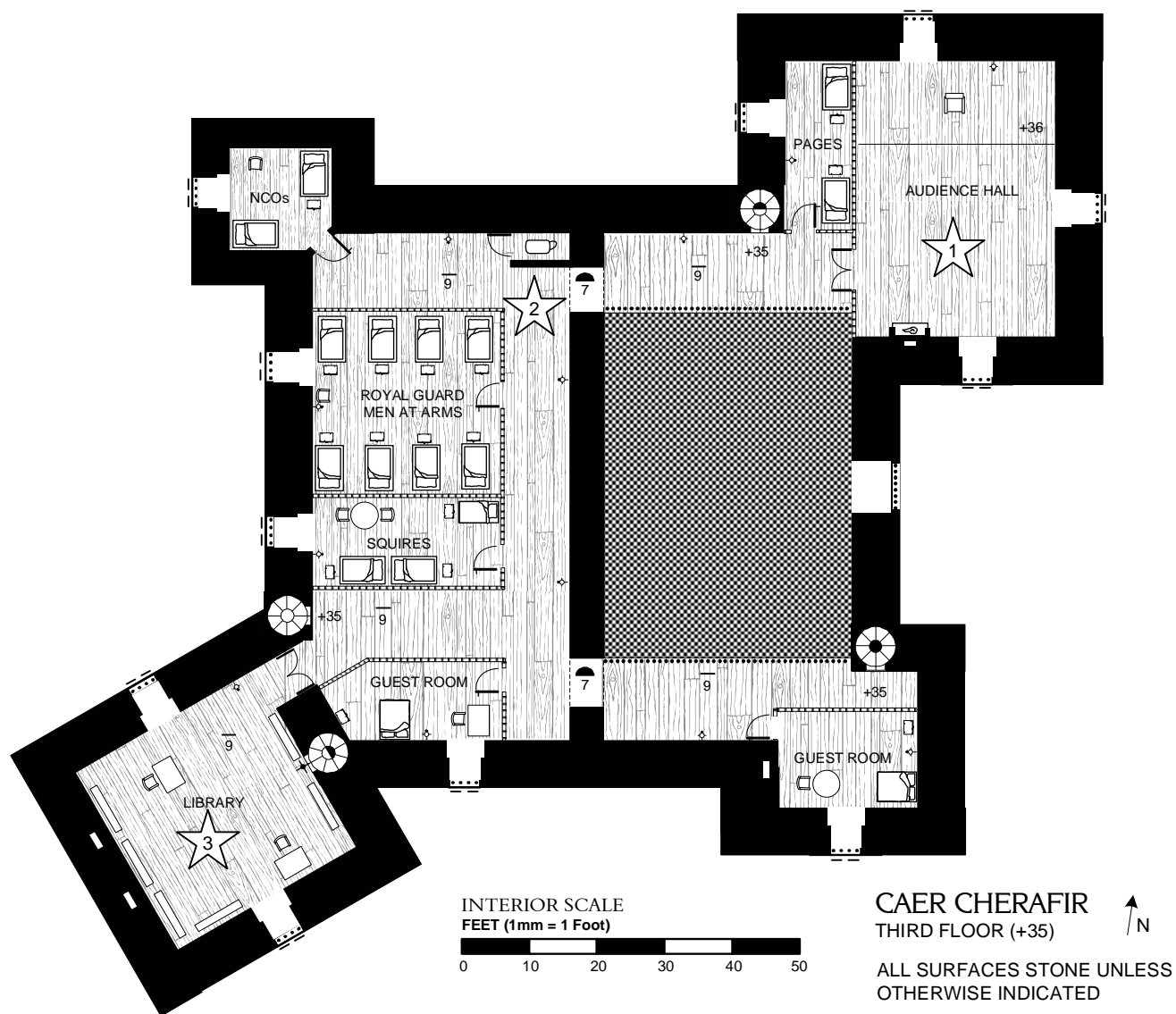
The Royal Seneshal, Hasta of Saled, is a quiet woman of 39. She is the chief of all the chamber and kitchen servants, and the close assistant to the Lord Chamberlain.

The Kitchen Master, Margus of Enfil, is a tall and talkative man of 30. He is also the Royal Chef, and is responsible for all food preparation.

(2) The quarters for the Lord Chamberlain, Sir Lesel Vonath, a cousin of the Earl of Karveth. Sir Lesel is stern and unforgiving with his staff, and is not well liked. He is, however, a favourite of Queen Trilime.

(3) This level contains gates leading to the tops of the walls. Entry to the keep is by thick oaken doors reinforced by iron bars.

(4) A chapel serves the Keep. The Royal Chaplain, Harven of Nottic, is a Matakea of Larani, and conducts Soratir each tenday for the King and Queen. Occasionally, the chapel is used for Peonian or Save K'noran services as well.



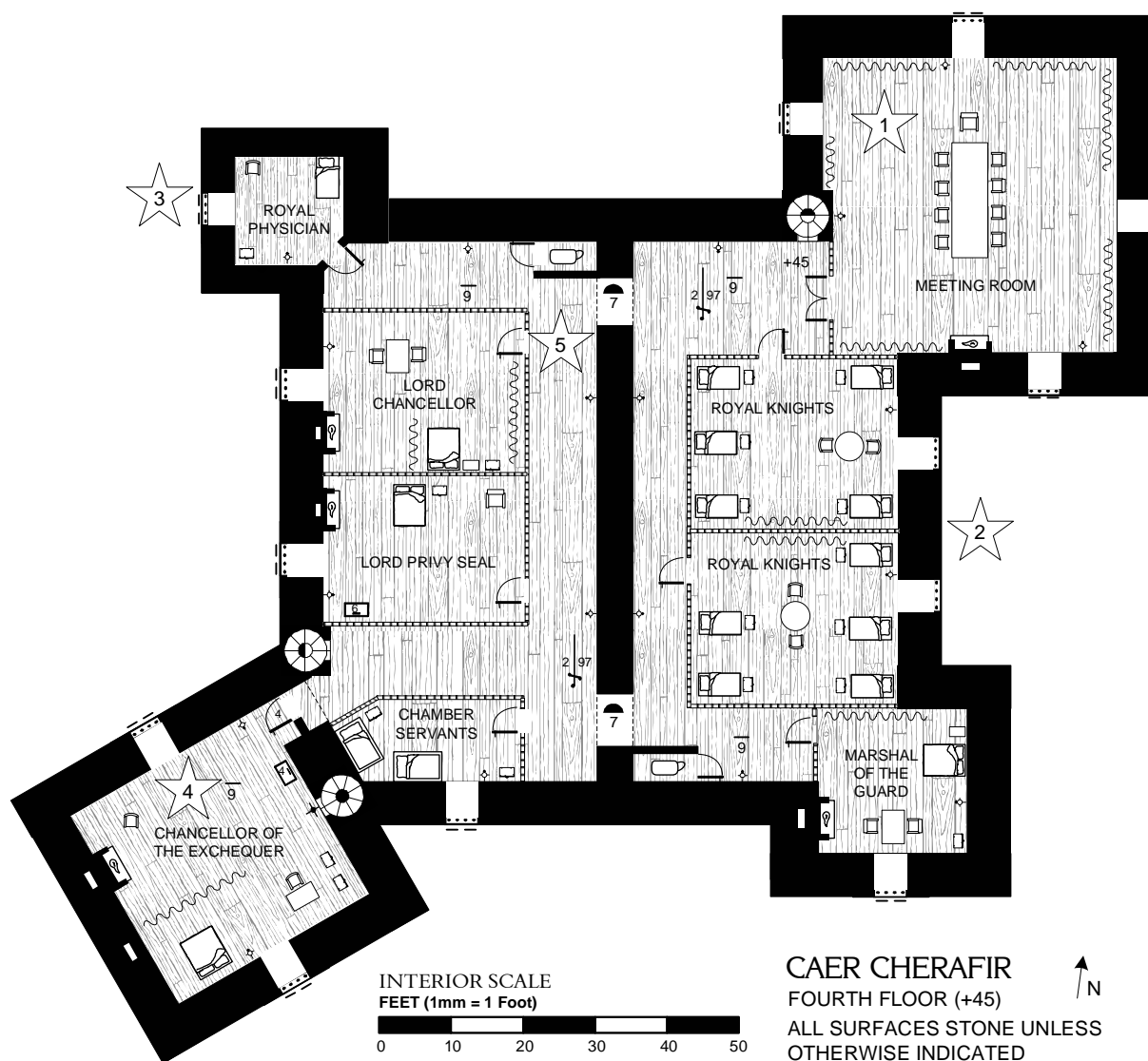
Third Floor

(1) The Audience Hall is used to conduct Royal Court each tenday; afterwards, the King will also hear appeals and give audience to his subjects.

(2) A company of 20 Men at Arms of the Royal Low Guard keep their quarters here. While the castle garrison has primary responsibility for security up to the second floor, the Royal Guard is responsible for the higher floors.

Quarters for the Squires (knights in training) are next door. A Royal Guard Knight, 22 year old Sir Vonas of Felem, is the Master of Squires.

(3) The Royal Library contains King Chuneil's collection of written works. The Library contains approximately eleven hundred written works, some from foreign lands in strange languages. A secret entrance provides access to a secret staircase, leading to the royal treasury in the Basement. The secret entrance is opened by removing a loose brick in the wall near the floor, then pulling a lever to unlock the door.



Fourth Floor

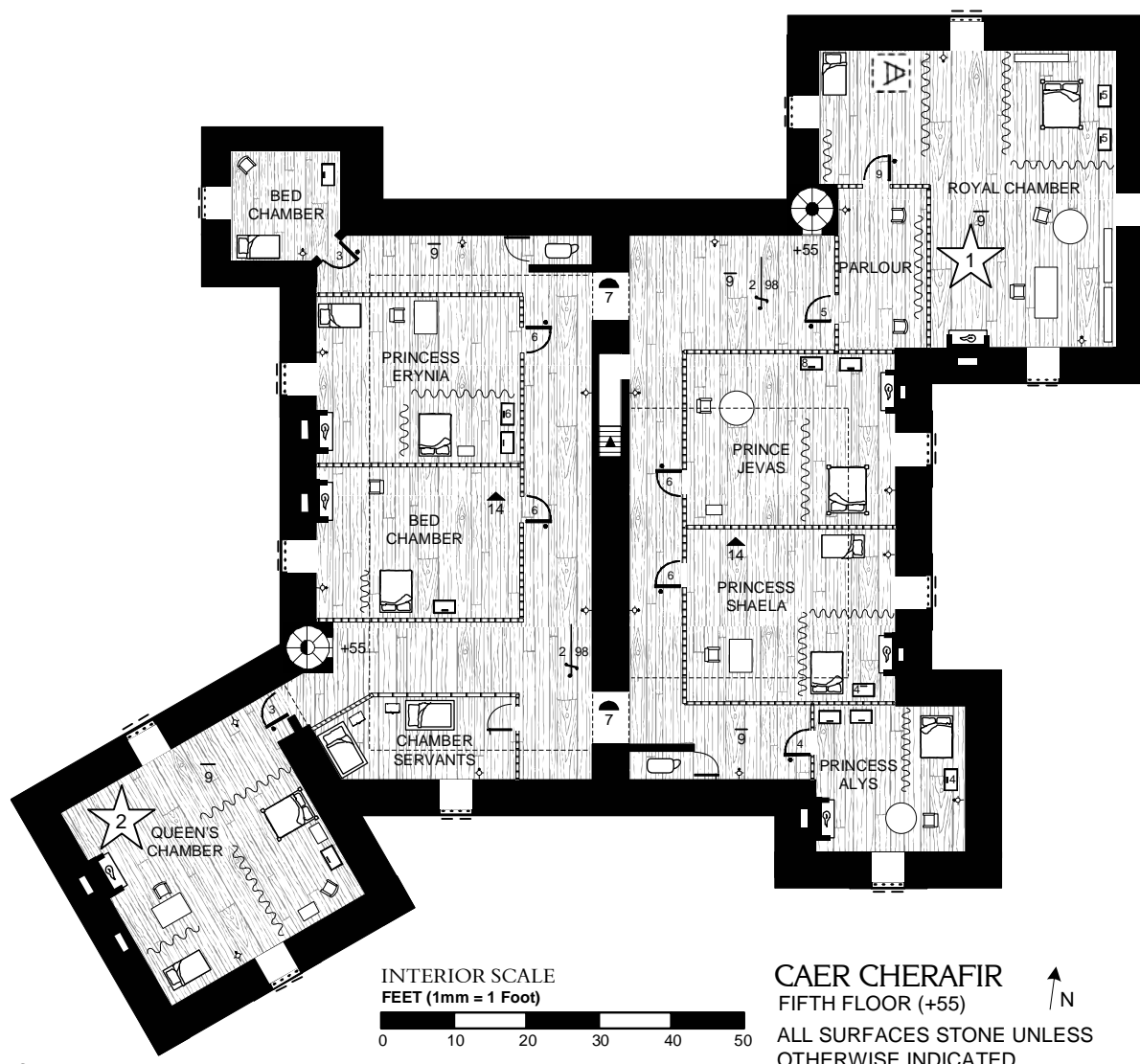
(1) The meeting room is where the King meets regularly with his ministers and senior officials. He also is known to use the room for private meetings.

(2) Ten Royal Knights that are the King's close bodyguard are quartered here. The remainder of the Royal Guard is quartered in the towers of Caer Cherafir. The quarters for the Marshal of the Guard, Sir Jerge of Smeley, are adjacent.

(3) The Royal Physician, Dolnir of Wesekyne, has been a close friend of King Chuneil for almost fifty years. A skilled Master Physician, he cares for the health of the Royal Household.

(4) The Exchequer Royal, Hosgril of Yshale, keeps his quarters in the Queen's tower. His room has identical access to the secret staircase leading to the Royal Treasury in the basement. His quarters are somewhat bizarrely decorated with strange masks and costumes from the Rydequelyn.

(5) Sir Enos Slato, Lord Chancellor of Melderyn, keeps his quarters here along with the Lord Privy Seal, Sir Masryk of Synela. His offices and those of most of his staff are in the Chancery building in the City.



Fifth Floor

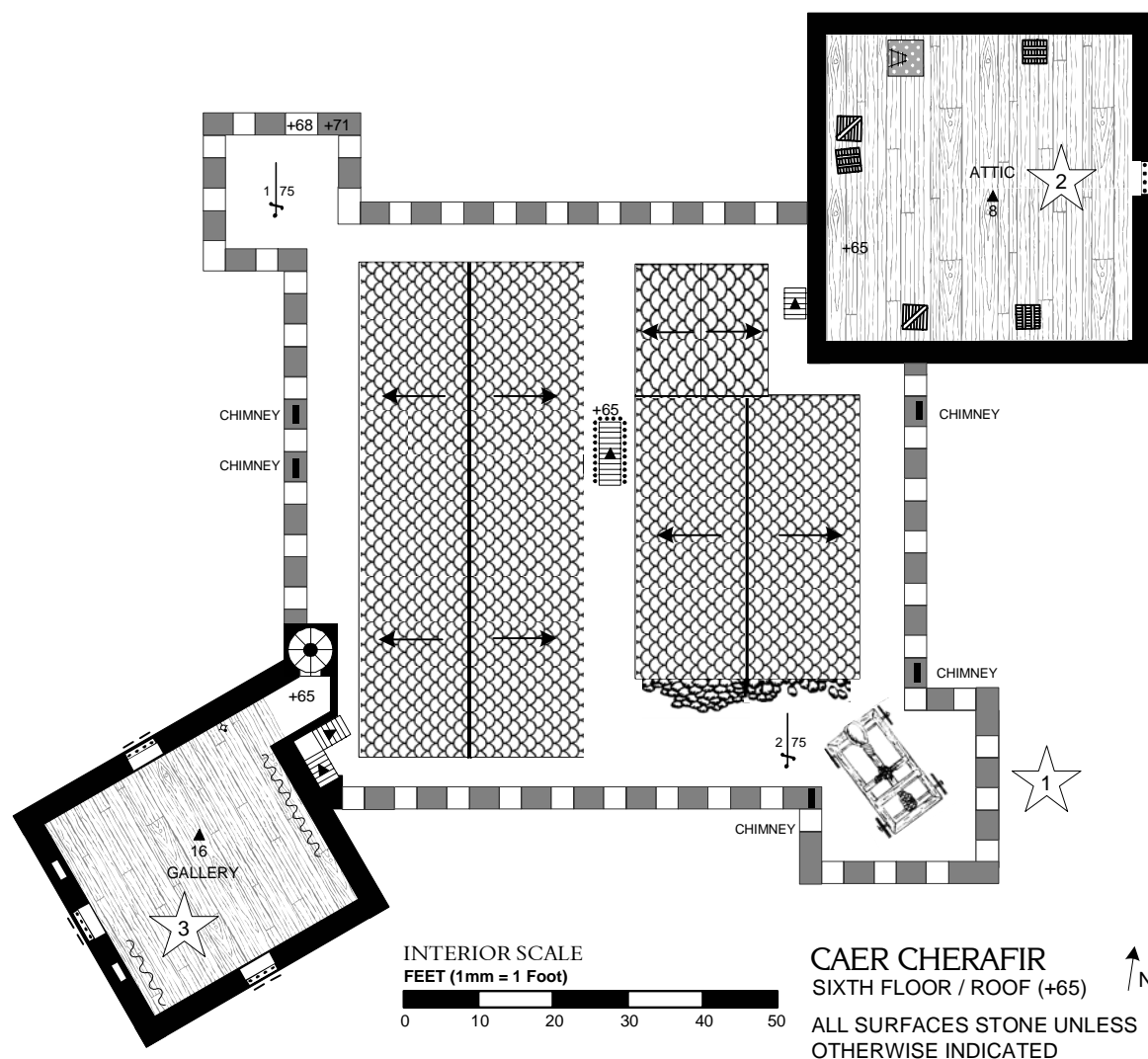
This floor contains the private quarters for the members of the Royal Family. Prince Jevas is only in residence about half the time in the Castle, but Princess Eriel is always in residence.

VIP guests or other members of the Royal Family use the spare bedchambers.

All guard positions on this floor are manned by Royal Guard Knights. At least one Guard Knight will escort the King wherever he goes in the castle.

(1) The Royal chamber is normally cluttered with books and scrolls that Chunel is studying. Aside from that, the quarters are fairly spartan. His personal servant looks to his rather light needs. Previous Kings of Melderyn would sometimes hold private audiences in their chamber; for that reason a waiting parlour was constructed. King Chunel rarely uses it, however.

(2) Queen Trilime lives in this chamber, the traditional quarters for Royal Queens. Unlike Chunel's chamber, this chamber is kept very clean and tidy. She is very close with her personal servant, Adaela of Rokryne.



Sixth Floor

The Royal Guard normally provides patrols for the rooftop, and 3-4 members of the low guard are always on watch.

The chimneys stand about 6 feet above the battlements. Nevertheless, it can be rather smoky up here on a cold winter's night.

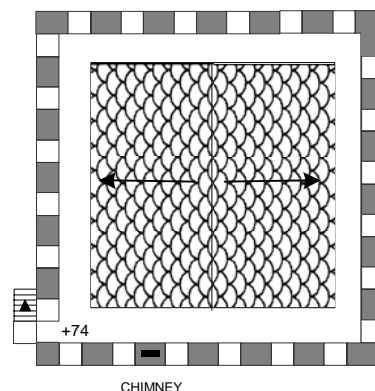
In case of attack or emergency, alarm bells are located on the battlements over the Small tower and the Tower of Imadain.

(1) A Naval catapult sits atop Imadain's tower, watching the harbour for enemy vessels.

(2) Over the King's quarters is an Attic, accessible by ladder. It is used to store some personal items, but even the King rarely comes up here.

(3) This room used to be a guest chamber for important guests. King Etobron converted it into a gallery, where he collected tapestries and sculptures. Queen Trilime preserves the collection and often visits here.

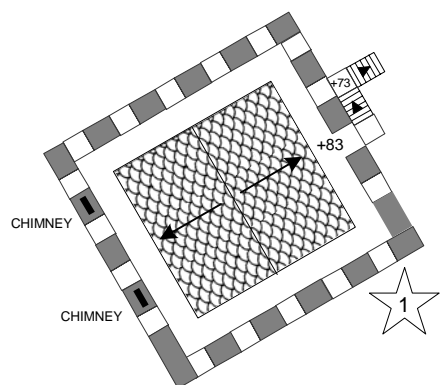
INTERIOR SCALE
FEET (1mm = 1 Foot)



CAER CHERAFIR

ROOFTOP (+74 / +83)

ALL SURFACES STONE UNLESS
OTHERWISE INDICATED



Rooftop

The roofs of the Queen's Tower and King Erebir's tower provide an impressive view of the City of Cherafir.

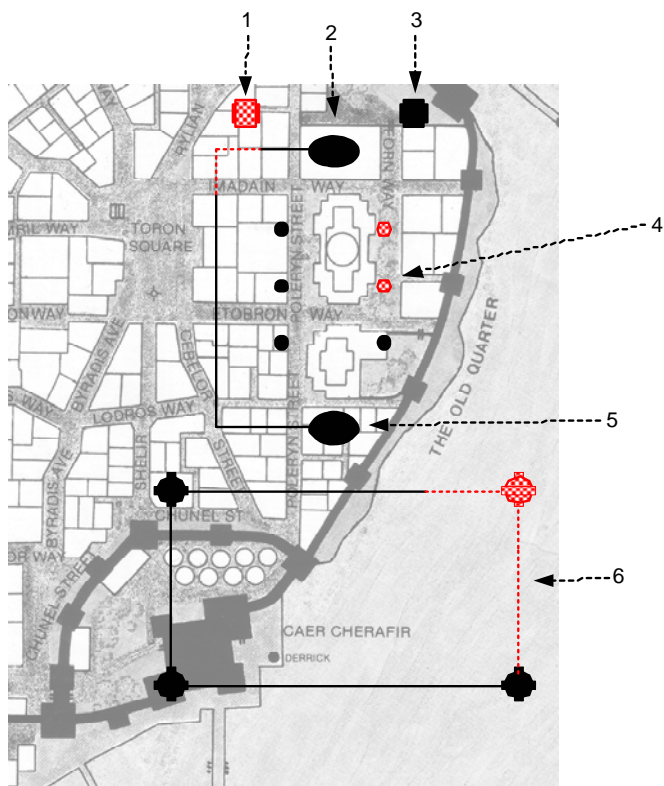
Few come all the way up here; guards often perform a cursory check during their rounds but few others like climbing so many stairs. Rarely, King Chunei will come up here to contemplate weighty matters of state.

(1) Princess Erynia can often be found atop the Queen's Tower here at night, taking observations in the night sky.

The Earthmaster Ruins

The map below details the remains of the Earthmaster site at Cherafir. Unlike most Earthmaster sites, the buildings at Cherafir were almost entirely constructed below ground level.

All of the buildings are constructed of thousands of grey (unless otherwise noted) pseudostone bricks that have been assembled with superb precision. In many cases, the original buildings have been damaged (noted in red pattern below) not because the pseudostone bricks have broken, but because forces acting on them over centuries have pushed them loose. In some cases, (such as #3), the bricks have been reassembled into their original shape.



#1 [35 feet below ground]

This building's pseudostone bricks have mostly disassembled, and it is now filled with earth and mud. This was originally a building with four ground level entrances and a clear pseudostone domed roof.

#2 [37 feet below ground]

This is the hall of the Godstone, as detailed in Cherafir Page 4. It is constructed from a single piece of pseudostone, and is therefore immune to damage. The sealed doorway in the western part of the godstone chamber leads to a tunnel with a steep slope downward (almost -1/5).

The tunnel has been damaged, and after about 100 feet is filled with earth. The tunnel originally turned sharply south after about 200 feet. The rest of the tunnel after Imadain Way is intact, and eventually leads to the chamber at #5.

Jmorvi Sorcerers have tried in vain with spells to find the other end of the tunnel from the Godstone room, believing it to be under Toron Square, or in the western part of the city.

#3 [35 feet below ground]

Identical to #1, except the damage to the building was less severe. The Mages of the Savoryan Chantry above have managed to restore the building over the centuries, and it is now largely intact. The entrance to the roughly square underground building is through the basement of the Savoryan Chantry, which uses it as its archives (see next page).

#4 [4 feet below ground]

A set of six solid cylinders of white Pseudostone, 38 feet high and 20 feet in diameter. Originally, these rose 19 feet above and below ground, but soil deposits and human activity over the centuries have buried them so that their top is 4 feet below ground.

Three buildings on the west side of Polern Street have the cylinders as prominent features in their basement. Two of the cylinders on the eastern side are in poor shape, and are partially broken.

#5 [226 feet below ground]

This deep chamber is an oval shaped chamber identical to the Godstone chamber at #2. It is constructed from a single piece of pseudostone, and is therefore immune to damage. It is so deep below the earth that the Mages of Cherafir have never detected it, much less figured out how to get into it. It contains a number of earthmaster artifacts, some of them unique.

#6 [28 and 68 feet below ground]

This set of four chambers is connected by a set of tunnels, forming a large rectangle. The four chambers are all identical, containing a circular room approximately thirty feet in diameter. The southwest chamber is the meeting room for the Council of Eleven (see page 17). The eastern and western chambers are at different levels. The two western chambers are at -28, the two eastern chambers are at -68, and the connecting east west tunnels slope down towards the east. Shifting earth moved blocks in the tunnels near the Northeast chamber some time ago, flooding both eastern chambers and much of the tunnels leading to them. The few mages that have explored the flooded chambers have found nothing of interest.

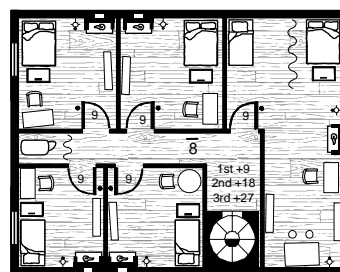
Chantry Of Savorya (#18)

UPPER FLOORS (1-3)

The upper floors provide quarters for most of the fourteen Shenava and four Virana of the Chantry.

All three upper floors are identical in layout. Each floor contains two small chambers, two medium chambers and one large chamber with apprentice space.

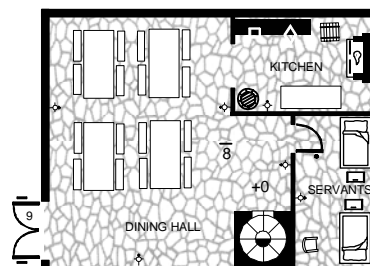
INTERIOR SCALE
FEET (1mm = 1 Foot)



GROUND FLOOR

All chantry inhabitants use the dining hall at mealtimes.

The building has four servants, two cooks and two people to do the cleaning. They report to the Chantry Seneshal.



BASEMENT

(1) These are the Quarters of Hunel of Tarfis, Virana and Seneshal of the Chantry. Hunel is a highly intelligent perfectionist, and is well respected for his abilities within the Shek P'var. Due to constricted space, this meeting room has been converted to his quarters.

LOWER BASEMENT

Only Shenava and Virana are normally allowed on this level. The chantry servants are not allowed in this area, and Mavari must have their master's permission.

(2) This is a treasury room, containing some monies used to maintain the chantry as well as some magical artifacts held in common. A few Masters also keep valuable personal items here.

(3) This is the quarters of Syshele of Lafris, a studious 45 year old Shenava of the Chantry. She functions as the Chantry's librarian.

(4) This hall is of earthmaster construction. Originally there were four entrances from the surface; three have been blocked off. The Mages of the chantry painstakingly repaired this room centuries ago, and now use it as a library and study hall. The Pseudostone gives off its own light to read by.

