

H

Hadur

God of warriors and war. He is a son of the Empress of Death and, as a special favour from Her, He is permitted to determine the fates of those who perish in battle. He or one of His handmaidens is therefore present at all battles, to conduct the souls of the brave fallen to his fortress in the underworld. He is one eyed, since his other eye was shot out by Elysia after He tried to ravish Her. There are three deities who have warlike aspects, Kandarian, Hadur and Niyl, but of these three only Hadur exists for the fight itself, and not fighting for a purpose, like Kandarian or Niyl (if once can say Niyl has a purpose). On the battlefield Kandarian's aid is besought by those who see their cause as just, while Hadur's favour is sought by those who merely desire victory over their enemies. Only the insane call upon Niyl's attention before battle.

Hadur is shown as an armoured, helmed figure with an axe in one hand and a sword in the other. He is often depicted with one or more of His handmaidens flying above his shoulders. Hadur the Lord of Battles, has many followers among professional soldiers and other warrior types. There are usually shrines to him located in most forts and castles, and also on the sites of major battles. Unlike the Kandarites, the holy places of Hadur are not normally permanently staffed. This is less true in Imperial lands, where Hadur has long been the main war-god. There one can find some temples to him, but still fewer than to the Mother. He may be the Castrovians' main war-god, but that does not mean that people like him much.

Hair Styles

Montese men typically wear beards, with the poorer people usually having the longer and the nobles the shorter styles, though young nobles are increasingly likely to be clean-shaven in the Vallioran manner. Noblemen, being able to look after it better, grow their hair longer than the peasants, but still no longer than to the shoulders.

Montese women wear their hair as long as they can manage, since well-kept long hair is a sign of prosperity. Noble hairstyles change frequently, while peasant women usually make do with simple braids, buns and ponytails, only letting it down loose at festival time and in private.

Thestrian men usually go about clean-shaven, and old Castrovian custom, still followed by many, says that the head must also be shaven. If they have hair they keep it in Montese style.

Thestrian women do not let their hair grow as long as the Montese, but still it normally passes the middle of the back. It is usually kept in a single long braid and kept covered by a kerchief. See also [Clothing](#).

Halfling

Halflings are an oppressed and downtrodden people. They claim that they once had their own kingdoms and rulers, but were conquered and enslaved by the dwarfs in ancient times. Certainly there is a deep loathing between most halflings and dwarfs. When the Castrovians came to Thestria

they found the halflings living in the foothills around the dwarfen cities, farming the valleys for the dwarfs. Hence the Castrovian name for halflings - gully dwarfs. Short lived, widely credited with a lack of intellect, and too small and weak to maintain any sort of independence, halflings have become an underclass in whatever society they have lived in, usually congregating in slums and ghettos in the towns. They eke out a living in whatever way they can, usually by doing those occupations that the bigger and better off folk do not want to or cannot do. Many turn to lives of crime, but they lack the height to effectively pickpocket a human, so their crime is often cruder and less sophisticated. Laughable as individuals, a gang of feral halflings can still be intimidating. Apparently a Megaduke of Thestria, in the aftermath of the Orcwar, gave a depopulated region to a group of halflings for their own, and this region is now a halfling Principality. Of course, the idea of the poor, stupid creatures being responsible for themselves is ludicrous.

Halflings stand about 3 feet tall and are usually quite scrawny (this is probably due to malnourishment - there are enough really fat halflings around to show that thinness is not a racial trait). They have high-pitched little voices. And they breed! They must have litters twice a year, considering how big their families are.

Handmaiden of Hadur

Harcor, Lord

(b.305) An illegitimate son of Michael III. Lord Harcor served for some years as King's Vicar of Thestria (353-357) before being recalled by Prince-Regent Erling to serve as Treasurer.

Harloc

Harsigny, Sir William de

(b.305) Lord Admiral.

Helcarax the Black

Voorish wizard. Little is known about him, except that he bears scars on his face allegedly caused by druids who cast him out of Voorish society for his abandonment of traditional ways. He dwells somewhere in the forest below the Rakrast Spur, and is rumoured to have a dwarf familiar.

Helene

(b.329) Princess. Daughter and youngest child of Princess Melissa the Elder and the exiled Lord of the Isles. Raised in luxury, Helene nevertheless rebelled from her upbringing and left Court to live incognito in the world. She took the identity of a young man named Andrey and served as a mercenary soldier in Valliore. She served as a common soldier in Erling's Restitution, and from there entered the service of Sir Mordoc Torsilley.

In 357 she revealed to Sir Mordoc that she was in fact a woman, and claimed to be a certain Lady Francoise Orimarr (actually a lady-in-waiting to her mother). She agreed to marry Sir Mordoc. Shortly thereafter she was the subject of a abduction attempt by Sir Godemar du Fay (acting on the instructions of Count Hugo of Tharkad). When Godemar was on the verge of being acquitted of the crime Helene revealed her true identity and demanded he be tried for a crime treasonous. This entailed a return to Court and a reunion with her mother and family.

High Constable

One of the great Offices of State. The High Constable is responsible for the recruitment and maintenance of the King's soldiers, and the upkeep and supply of the King's Castles.

Hills of Graam

These hills, located in the heart of Breakingdale, are the spiritual centre of the Voor's druidic religion. In Voor legend this is the place where Graam called on the powers of the Old Ones to shatter the forces of the enemy. The Hills were once the mighty volcano whose activities carved out the valley and gave it its rich soils, but it has long since eroded, with only a rugged central peak, Graam's Throne, remaining. The small tarn at the top of this peak is the most holy place in Voor religion. A small Montese fortification was erected here early in the occupation and its commander captured and executed the Voor druid Dhun Greenrocks, who has become a martyr in the eyes of many Voors. The fort has been abandoned and subsequently partially demolished by the druids. The Throne stands about 400m above the plains, with the surrounding hills averaging 2-300m.

Horsetamer

A powerful Voorish tribe, living in the hills to the west of Breakingdale. The Horsetamers have adopted several customs from the Keska people living to their north, including the widespread use of horses. The Horsetamers have long-standing rivalries with both the White Keska and the Blooddrinkers. For some time in the early 4th century the Horsetamers paid tribute to the Kings of Karakiraz, but regained independence in the aftermath of the Gel conquest in 342. However, renewed pressure from Yum Kax encouraged the King, Golem, to seek external assistance, in the form of Daniel de Vabre and his followers. De Vabre was able to bolster the Horsetamers for some years, but eventually the forces of Yum Kax succeeded in re-establishing Karakirazi authority in 356-7.

From:

<https://www.curufea.com/> - **Curufea's Homepage**

Permanent link:

<https://www.curufea.com/doku.php?id=roleplaying:campaign:montour:cyclopediah>

Last update: **2013/03/18 19:55**

