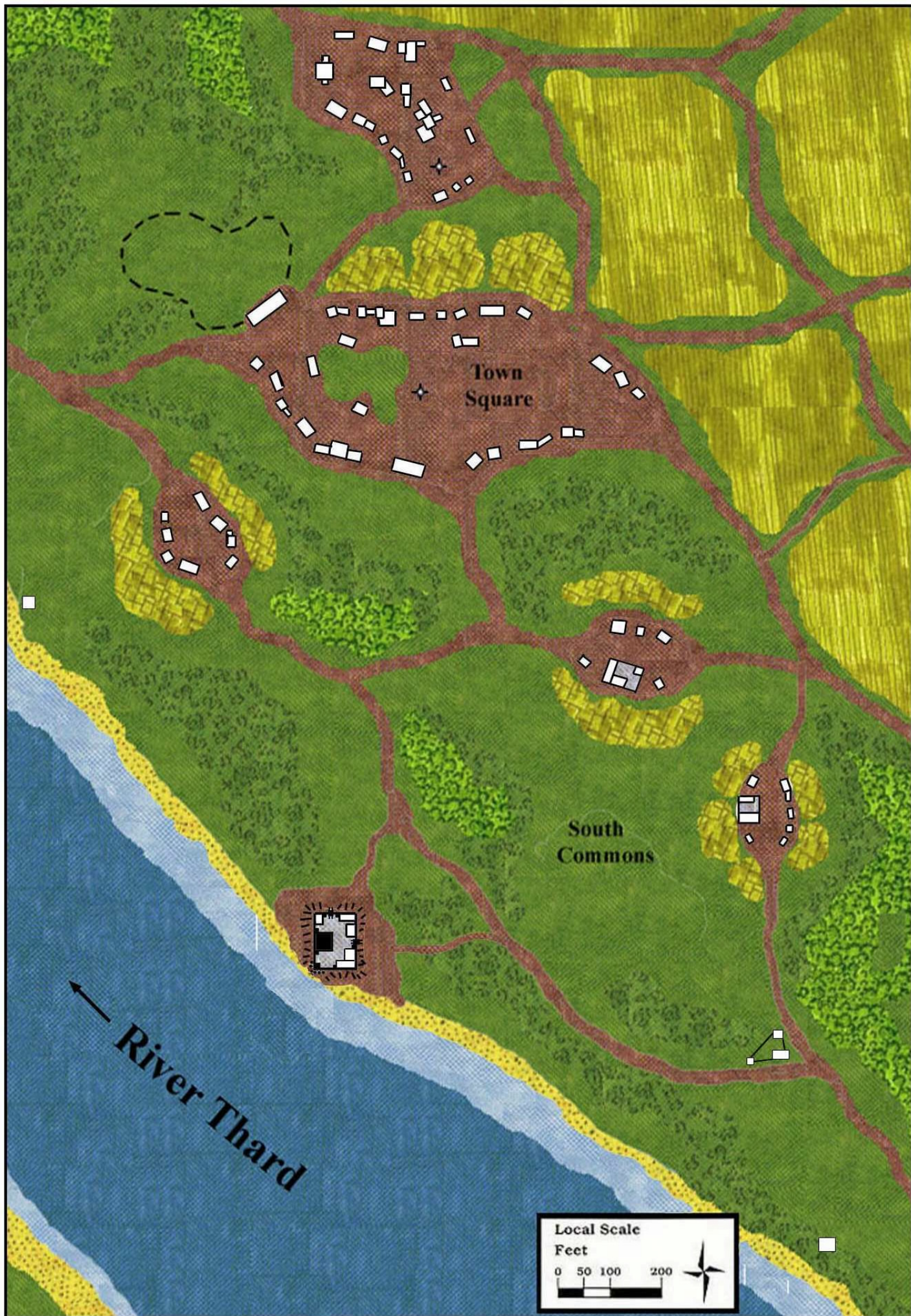
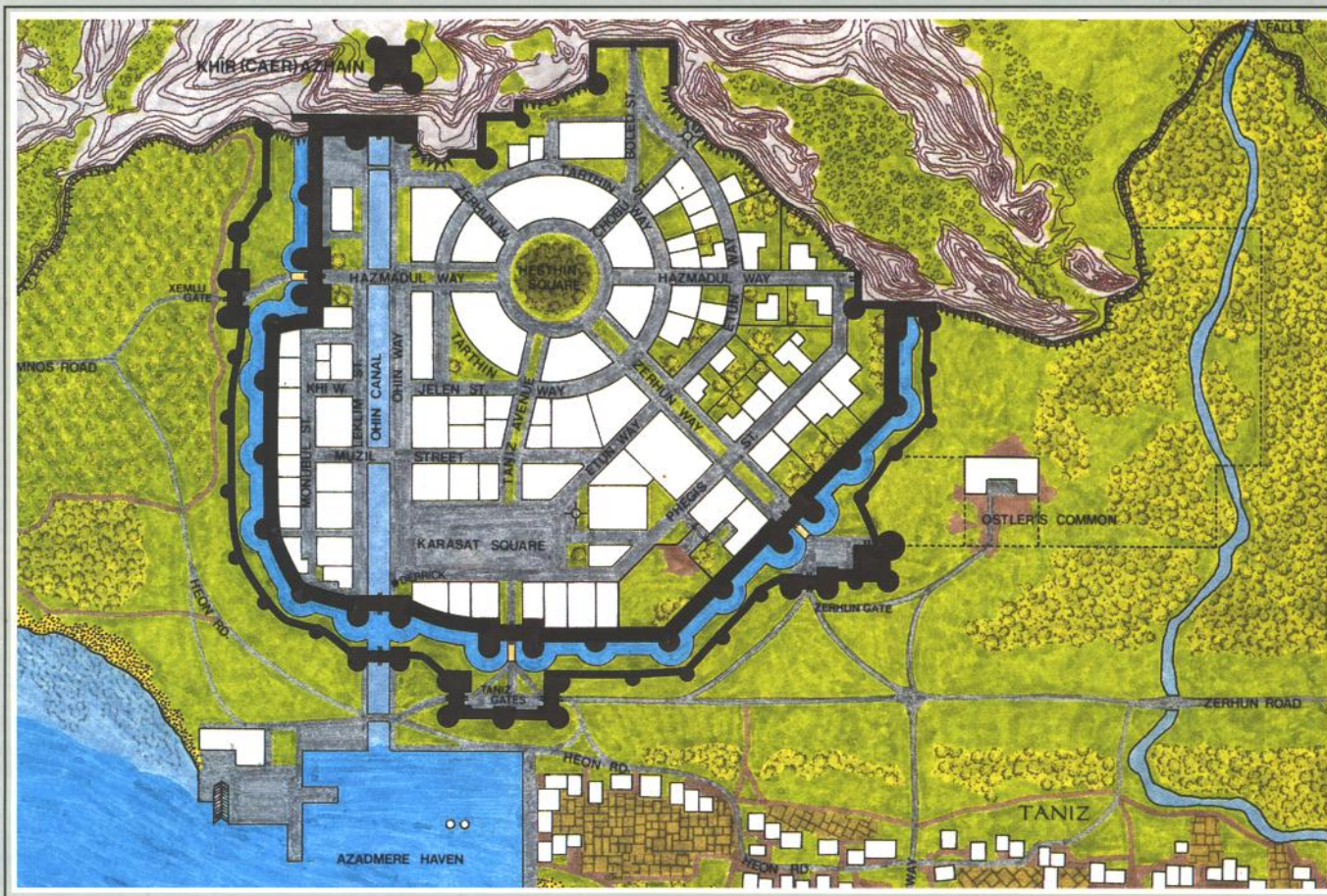




ENCYCLOPEDIA HARNICATM

1



AZADMERE
The city of the
Khuzdul on Harn
By: N. Robin Crossby

ATLAS HARNICA
Lake Arain and the
Kingdom of Azadmere
By: Ron Gibson

THE KHUZDUL
Their history, culture,
religion and economics
By: N. Robin Crossby



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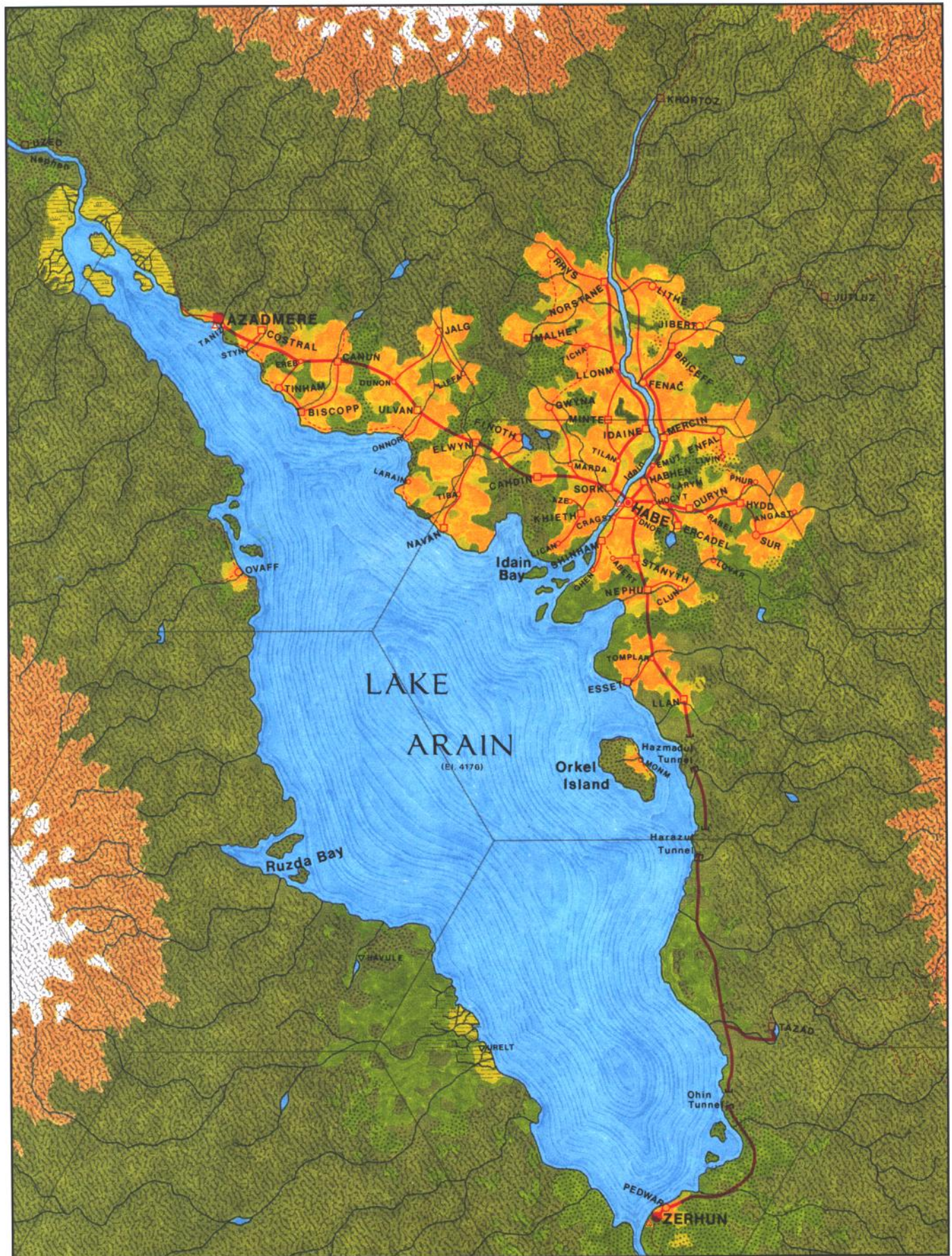
#6001

AZADMERE



LEAGUES

0 1 2 3 4 5



RON GIBSON

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AZADMERE



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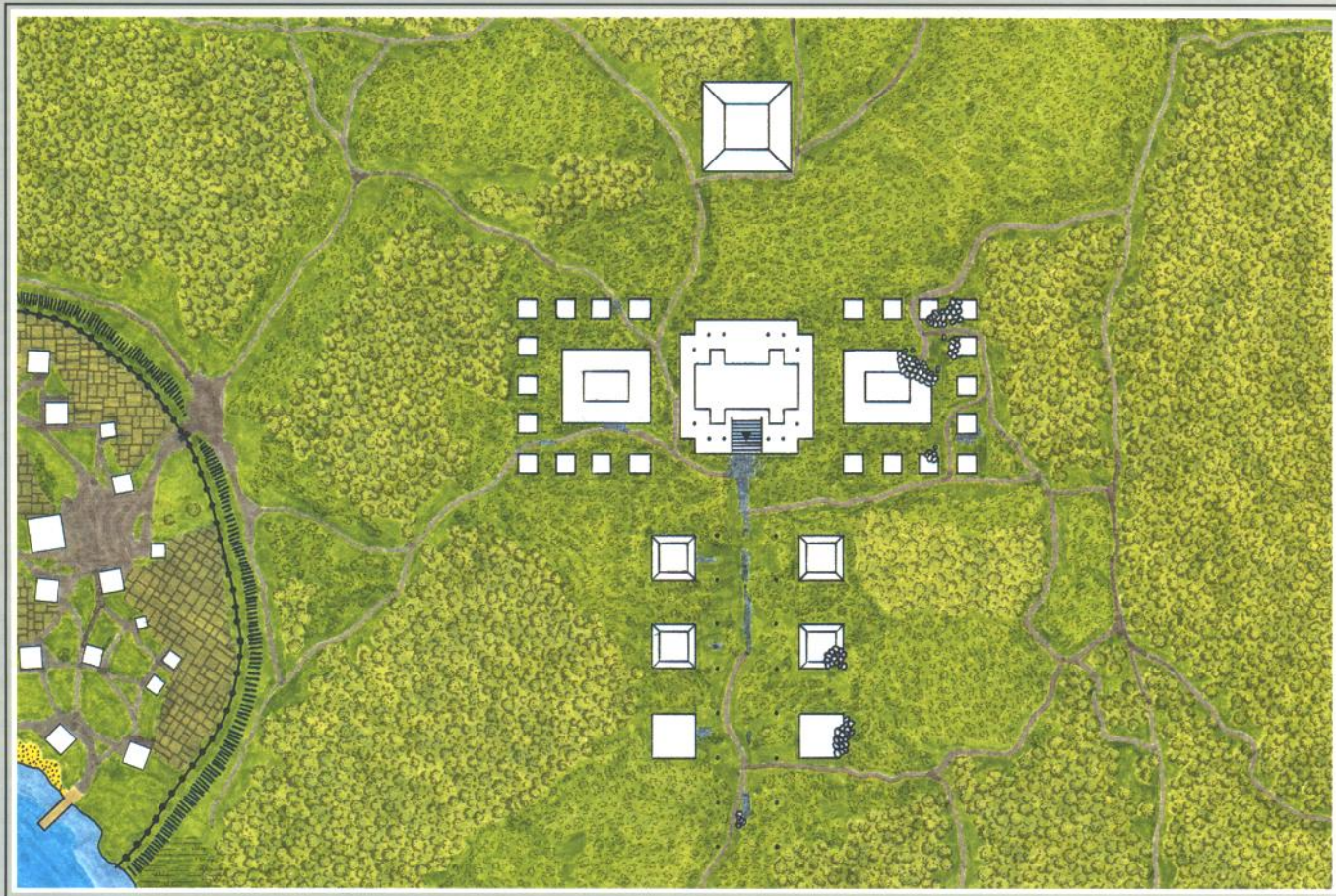
ATLAS HARNICA



	ICE, SNOW OR ROCKFIELD		RIVER		WALLED TOWN
	ALPINE VEGETATION		FORD		CASTLE
	NEEDLELEAF FOREST		RAPIDS		KEEP
	MIXED FOREST		CATARACT		RELIGIOUS INSTITUTION
	MIXED WOODLAND		BRIDGE		FIGHTING ORDER (CHAPTER HOUSE ETC.)
	HEATH		STREAM		MANOR/VILLAGE (STONE FORTIFICATION)
	CROPLAND AND PASTURE		CANAL		MANOR/VILLAGE (WOODEN FORTIFICATION)
	WATER		PAVED ROAD		MANOR/VILLAGE (UNFORTIFIED)
	PEAK		UNPAVED ROAD		SHIRE MOOT OR PROVINCIAL CAPITAL
	MOUNTAINS		TRAIL OR RURAL TRACK		HUNDRED MOOT OR DISTRICT CAPITAL
	HILLS		NATIONAL BOUNDARY		TOLLHOUSE (ROYAL OR STATE)
	MARSHLAND		SHIRE OR PROVINCIAL BORDER		MINE OR QUARRY
	REEF		HUNDRED OR DISTRICT BOUNDARY		POINT OF INTEREST

ENCYCLOPEDIA HARNICATM

2



ANISHA

The Earthmaster ruins
in Harn's Felsha Mountains

By: Brian Clemens
N. Robin Crossby

ATLAS HARNICA

Tashal region in
the Kingdom of Kaldor

By: Ron Gibson

HARNIC LAW

Harnic codes, crimes,
and punishments

By: N. Robin Crossby



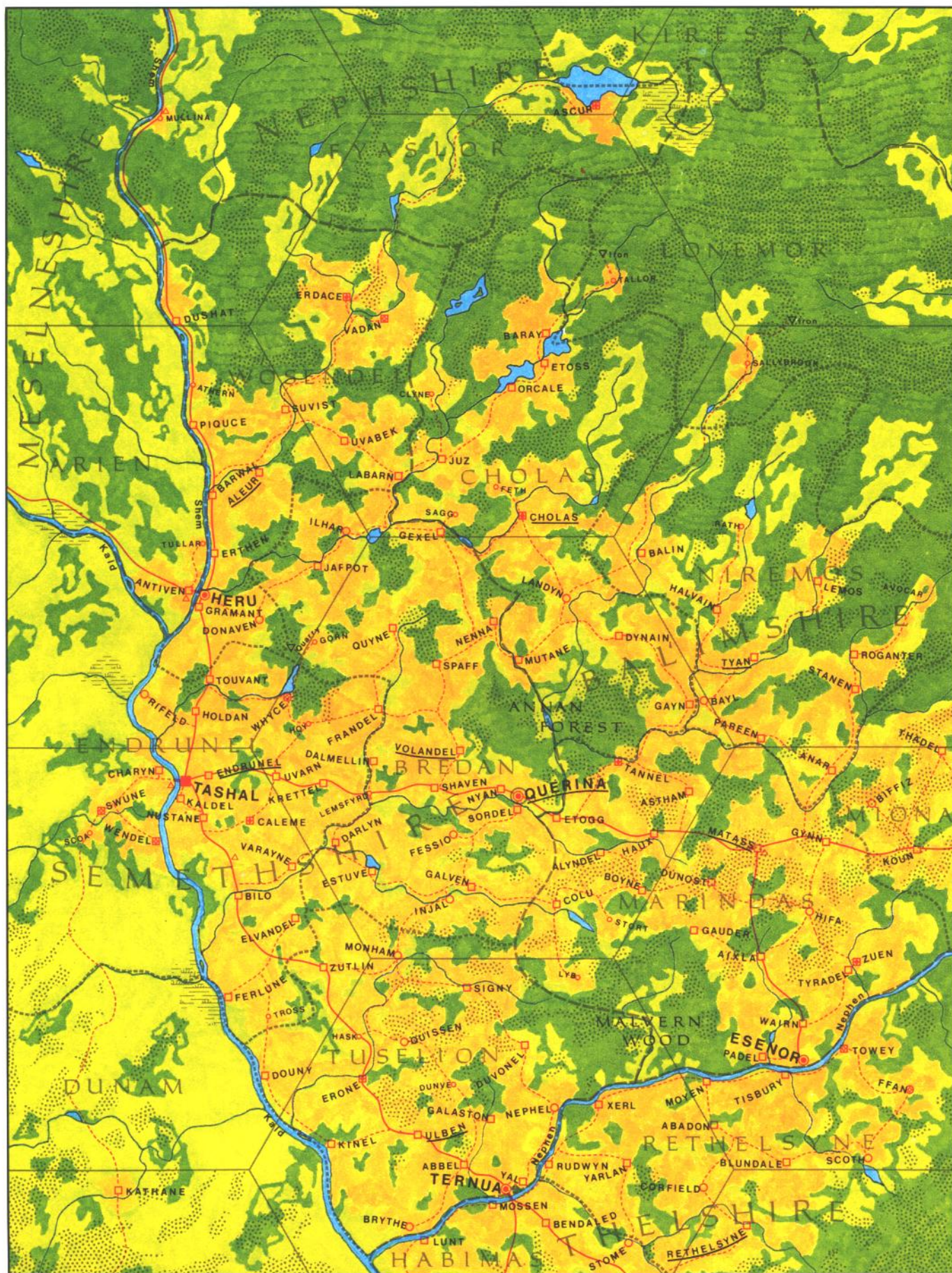
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#6002



BRIAN CLEMENS

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HARNTM

THE DAWN OF A NEW FANTASY WORLD

STATE OF THE ART

HARN is a breakthrough in FRP play aids. More than five years of R&D has gone into creating the most detailed logical comprehensive, and consistent fantasy world yet published; an authentic "medieval" environment of unsurpassed quality, specifically designed for fantasy gaming.

HARN is compatible with any rule system you may now use. You can now create and plan your campaigns, adventures, and quests within a complex and realistic background, confident that this world will unfold as it should.

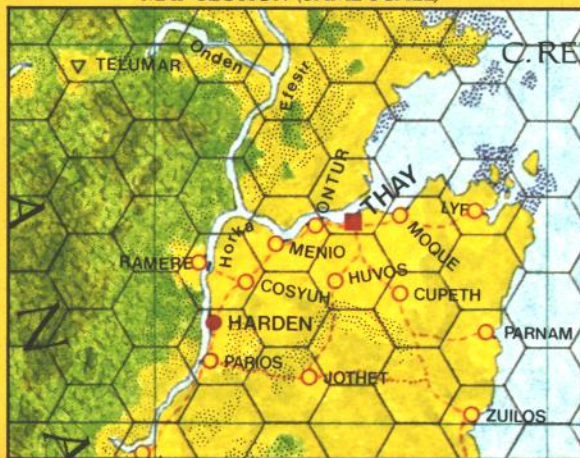
HARN is a time-saving machine! Veteran gamemasters know how much time and effort is needed to develop a detailed, consistent campaign world. Everyone who desires the best possible environment for fantasy role playing, needs HARN.

HARN gives vast scope to your creativity; it is not a programmed adventure module, leading you by the nose. Your creative efforts will be supported with a series of expansion modules, each providing additional consistent material, and each a carefully crafted part of a larger **ENCYCLOPEDIA HARNICA**.

MASTER MODULE

REGIONAL MAP A beautiful full colour map (22"x 34") of Harn, an island approximately the size of Madagascar. This is a useful and detailed technical map, with a 1cm (3/8") hex grid, and a location grid for easy reference.

MAP SECTION (SAME SCALE)



HARNVIEW A 32 page overview of Harn including a historical narrative plus gamemaster tables on birthing characters on Harn, weather generation, and hazards/encounters.

HARINDEX A 64 page alphabetical reference, describing almost 1000 entries on the history, geography, religions, cultures, politics, and economics of Harn. Harindex also includes numerous maps and illustrations.

EXPANSION MODULES

The first two expansion modules for Harn are now available. We must stress that these are not programmed adventure modules. They are re-usable environment backdrops which allow the gamemaster to add custom adventure details within a consistent framework. Gamemasters should also note that Harn is both a "magic-weak" and "money-tight" world where non-stop "hack and slay" is discouraged in favour of creative and realistic adventuring.

CITIES OF HARN A module detailing the seven major human cities of Harn: Aleath, Cherafir, Coranan, Golotha, Shiran, Tashal and Thay. Included in this module is a full colour map of each city (keyed and described for gamemaster use), a B&W player map of each city (unkeyed with permission to photocopy), and a 48 page gamemaster guide to the cities of Harn, including floor plans (scale: 1mm = 1 foot) of the most important buildings.

ENCYCLOPEDIA HARNICA A monthly publication designed to be kept in a standard three-ring binder. Each issue contains text, maps, charts, interior plans, etc. on a wide variety of Harnic subjects. **ENCYCLOPEDIA HARNICA** will gradually build into an impressive reference work for gamemasters.

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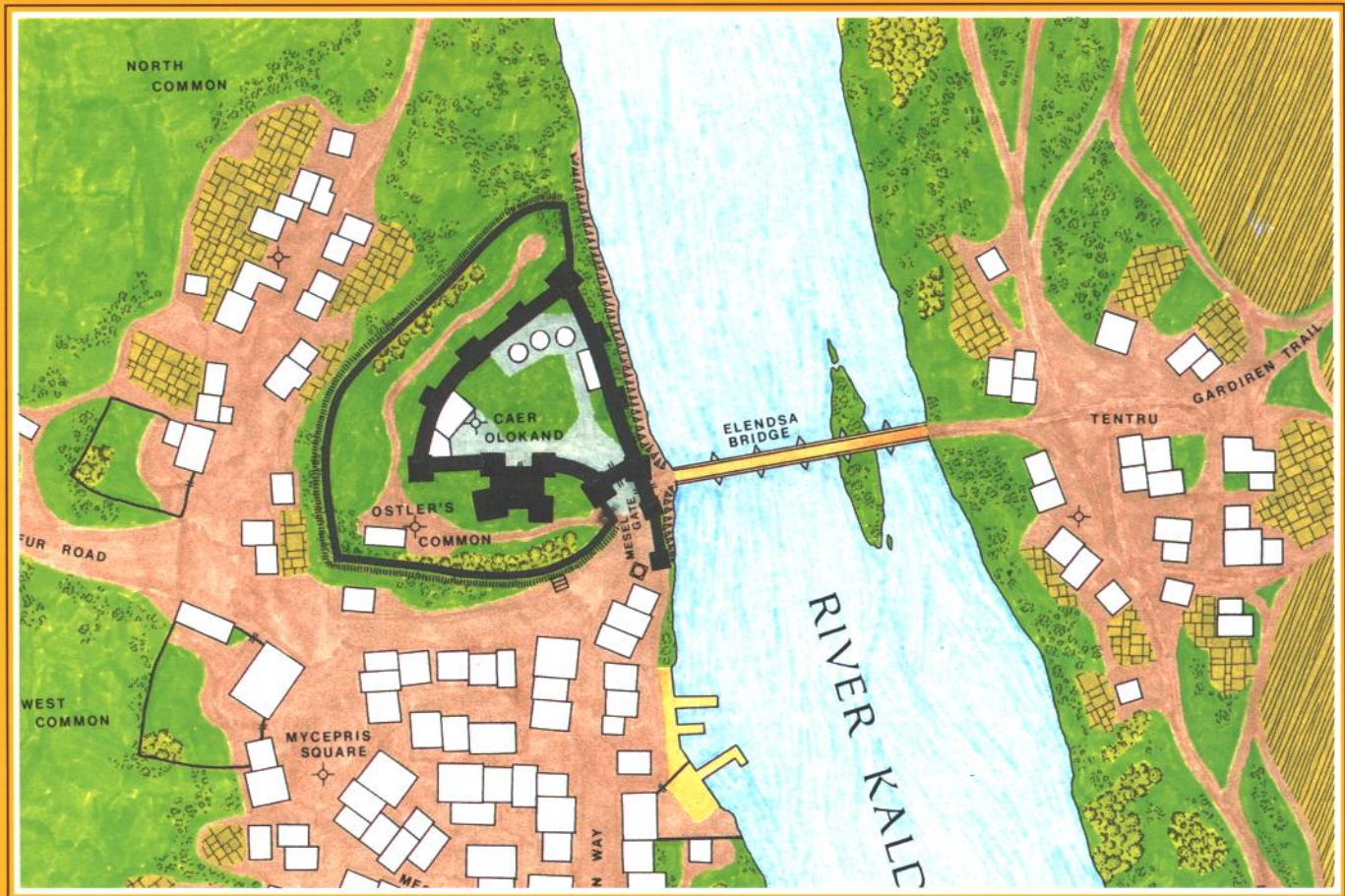
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ENCYCLOPEDIA HARNICA

3



OLOKAND The Royal Castle in Northwest Kaldor

By: N. Robin Crosby
Garry Steinhilber

ATLAS HARNICA Olokand region in the Kingdom of Kaldor

By: Ron Gibson

MANOR Manorial economics and fief management

By: N. Robin Crosby
Tom Dalglish



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#6003

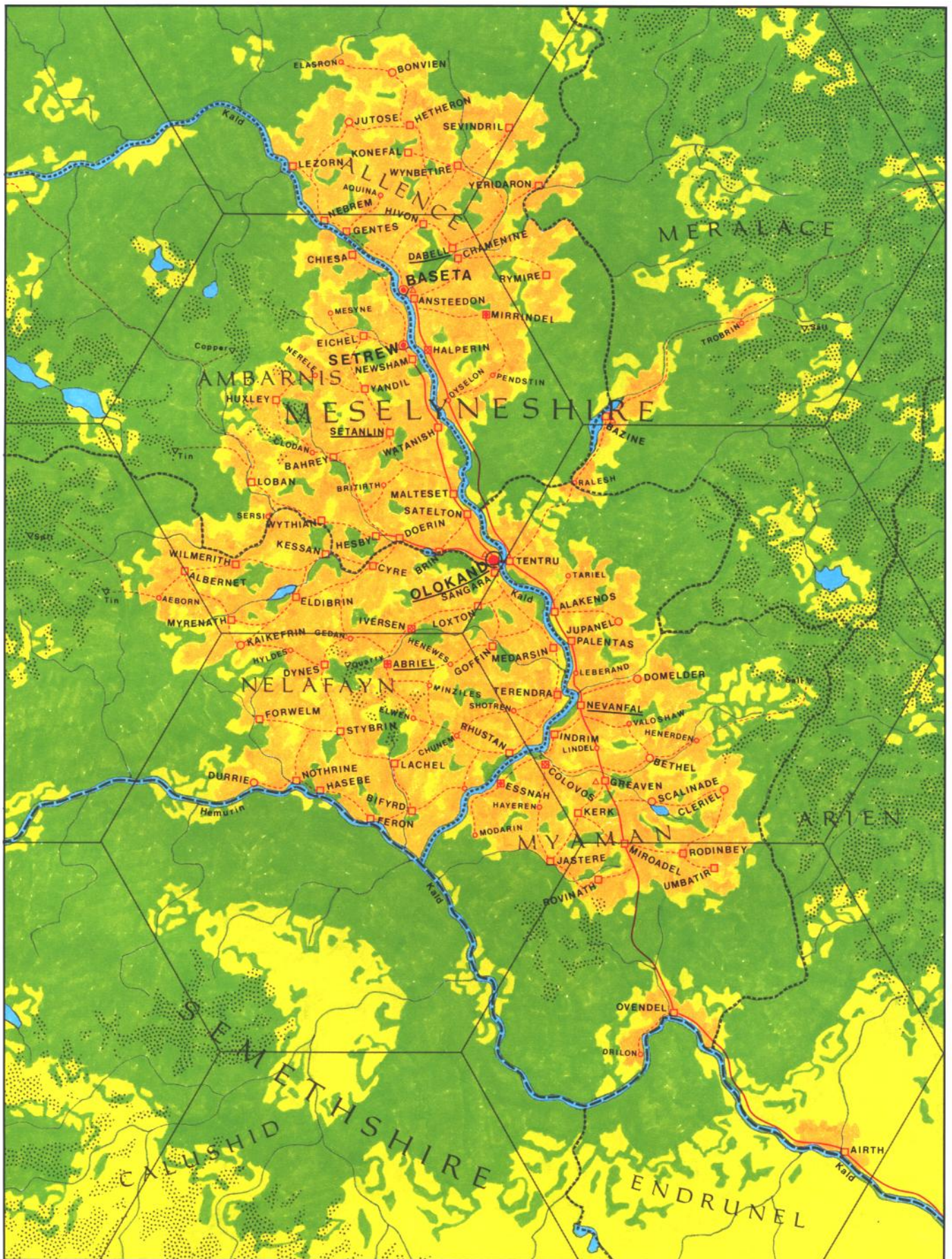
OLOKAND COMMON MAP

LOCAL SCALE
FEET
0 50 100 200



RON GIBSON GARRY STEINHILBER

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ENCYCLOPEDIA HARNICA

4



TROBRIDGE INN

The traveller's haven
on the Salt Route

By: N. Robin Crossby
Garry Steinhilber

ATLAS HARNICA

Hutop region in
the Kingdom of Kaldor

By: Ron Gibson

KELESTIA

A gamemaster's
guide to the galaxy

By: N. Robin Crossby

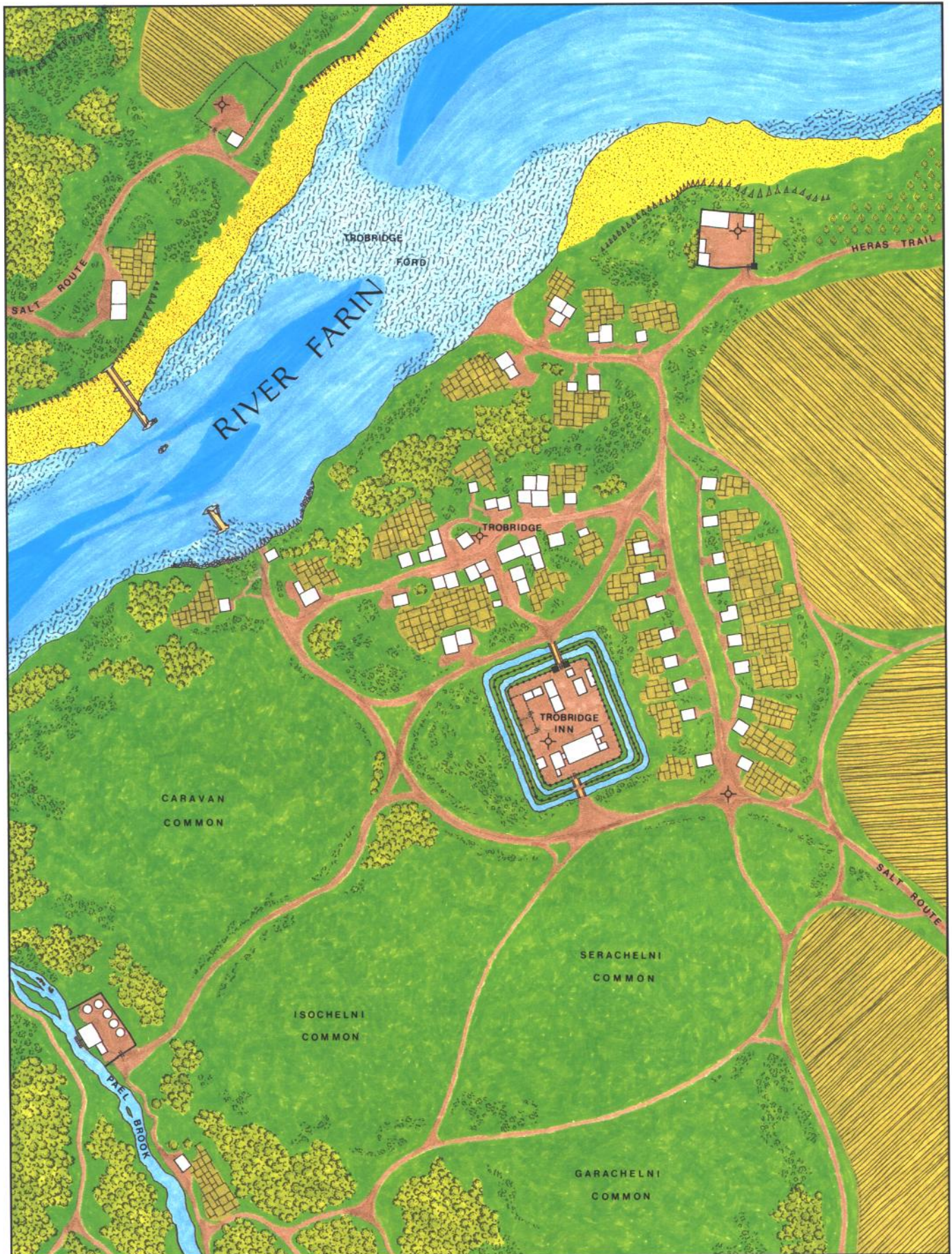


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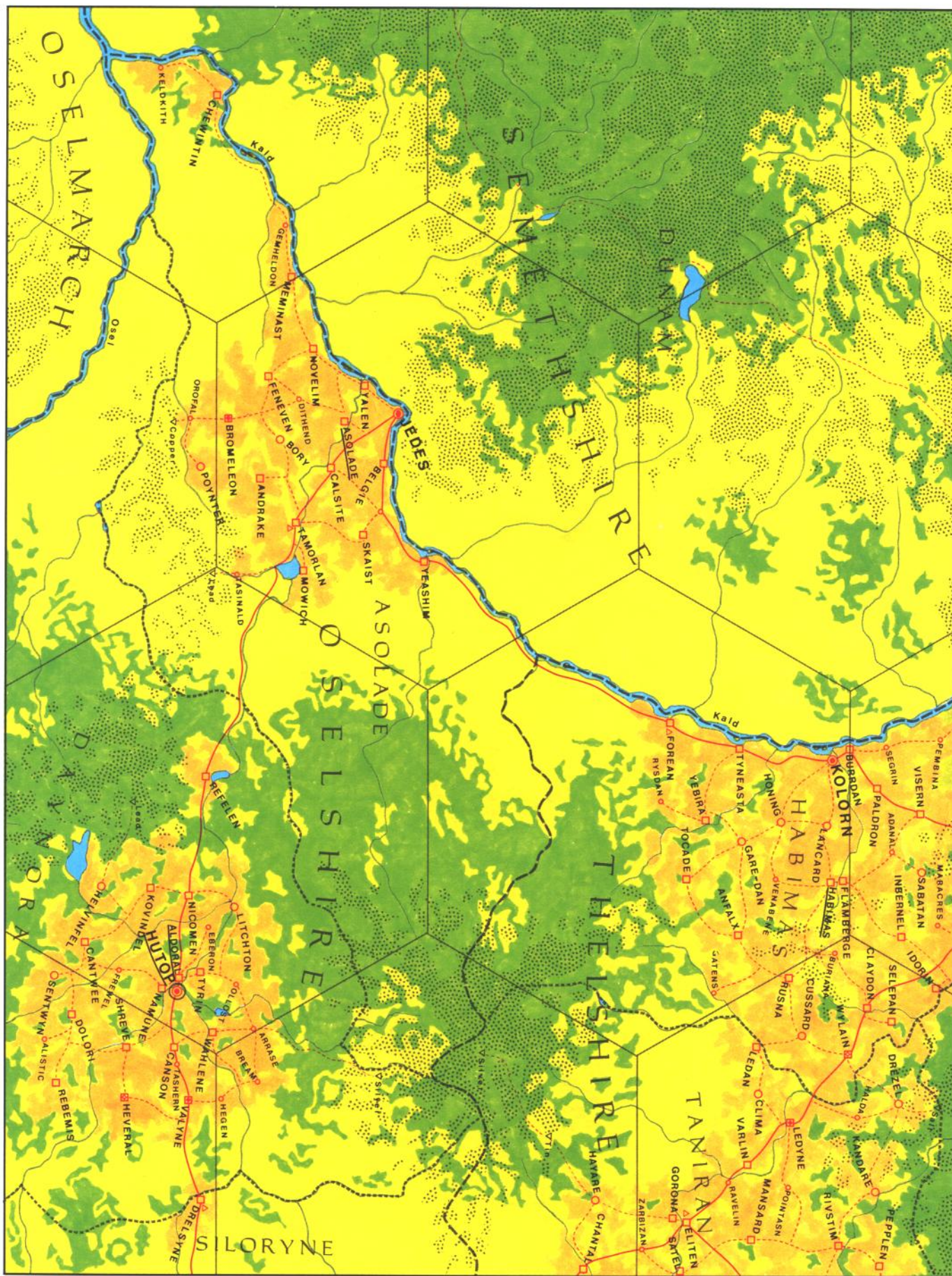
TROBRIDGE INN

COMMON MAP



RON GIBSON GARRY STEINHILBER

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ENCYCLOPEDIA HARNICA

5



ELKALLANUZ

The ruined city
of Lothrim

By: N. Robin Crosby
Brian Clemens

ATLAS HARNICA

Gardiren region in
the Kingdom of Kaldor

By: Ron Gibson
Tom Dalglish

PRICES

A comprehensive
list of Harnic prices

By: Tom Dalglish
Lance Gutteridge

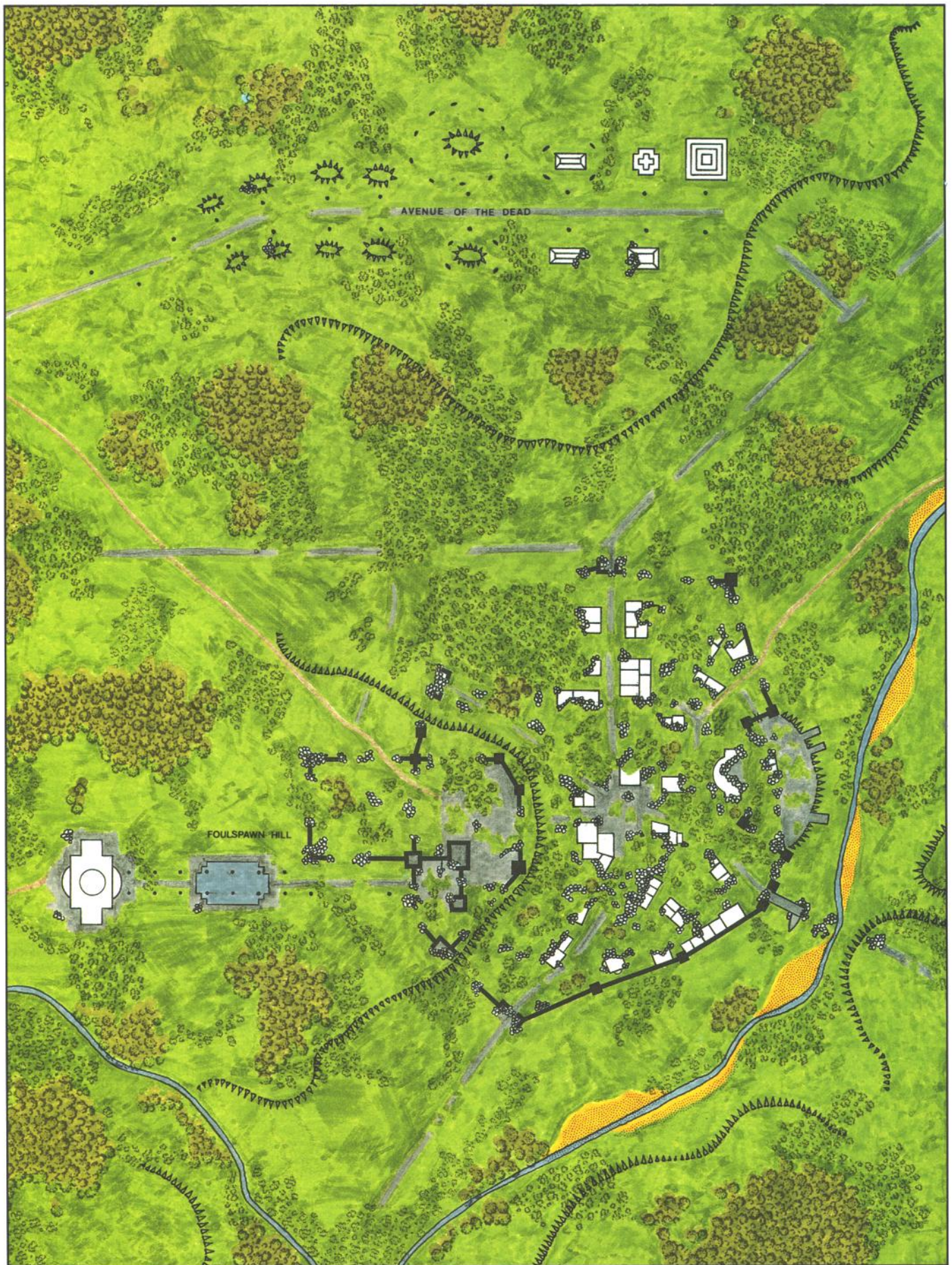


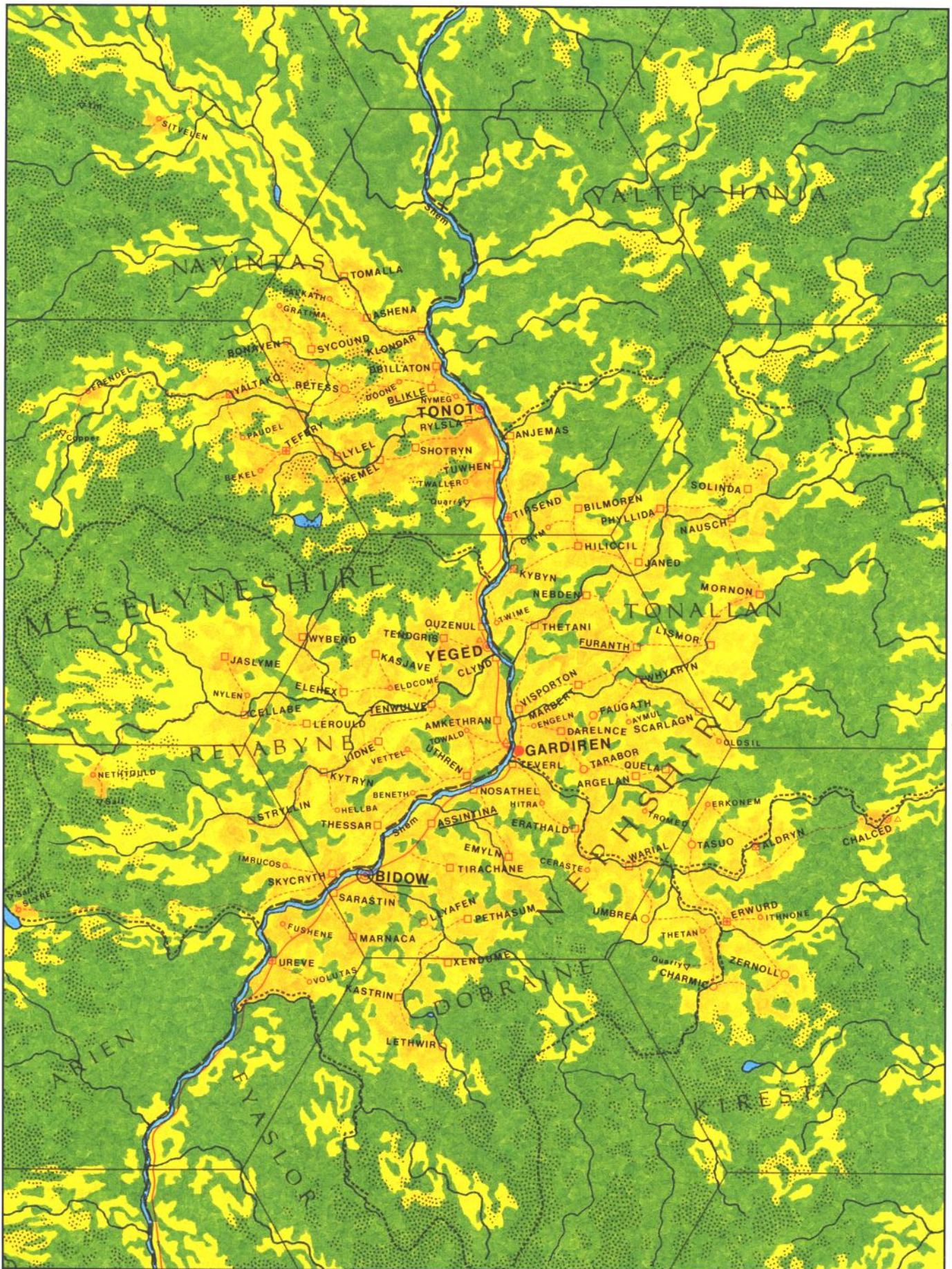
COLUMBIA GAMES INC.

#6005

ELKALL-ANUZ

COMMON MAP





ENCYCLOPEDIA HARNICA

6



KIBAN

An emerging walled town in Kaldor

By: Lance Gutteridge
Garry Steinhilber
Ron Gibson

ATLAS HARNICA

Kiban region in the Kingdom of Kaldor

By: Ron Gibson
Tom Dalglish

GODSTONES

Those enigmatic Earthmaster monoliths

By: N. Robin Crossby



COLUMBIA GAMES INC.

#6006

KIBAN COMMON MAP



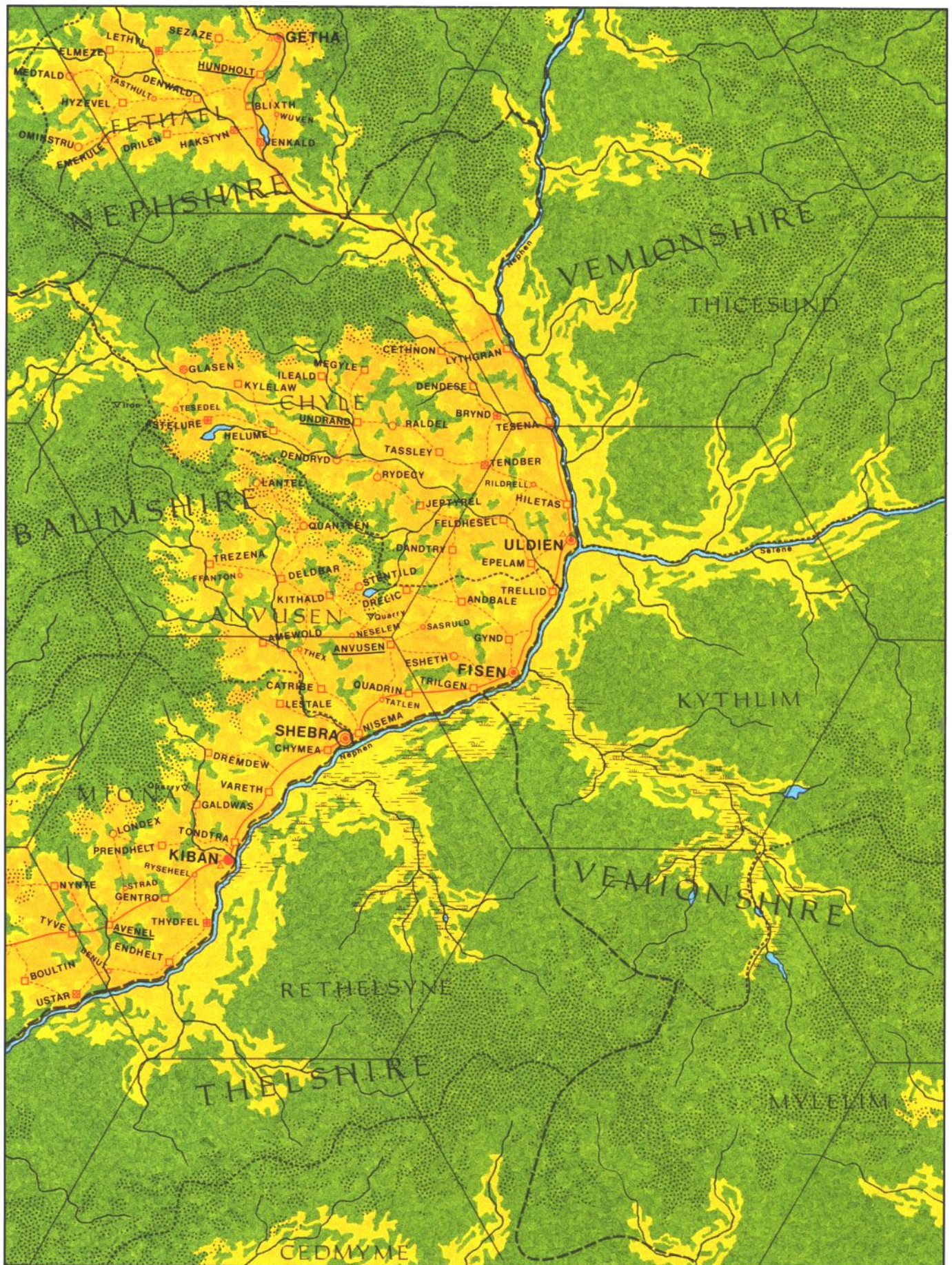
KALDOR (KIBAN)

GM MAP



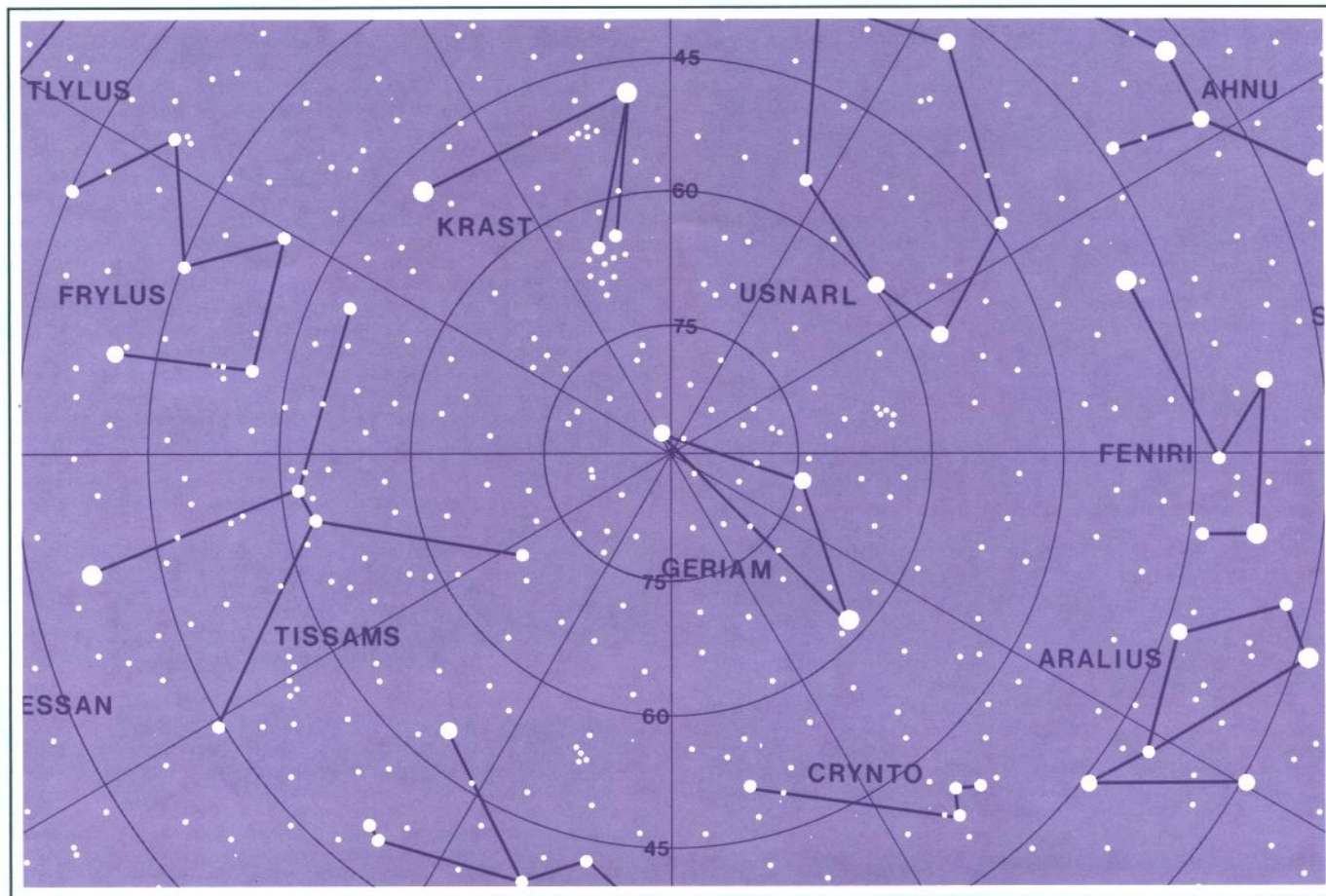
LEAGUES

0 1 2 3 4 5



ENCYCLOPEDIA HARNICA

7



ASTROLOGY I

A star gazers'
guide to the heavens

By: Lance Gutteridge
Ron Gibson

ATLAS HARNICA

Qualdris region in
the Kingdom of Kaldor

By: Ron Gibson
Tom Dalglish

HERALDRY

The rules of
Lythian Armory

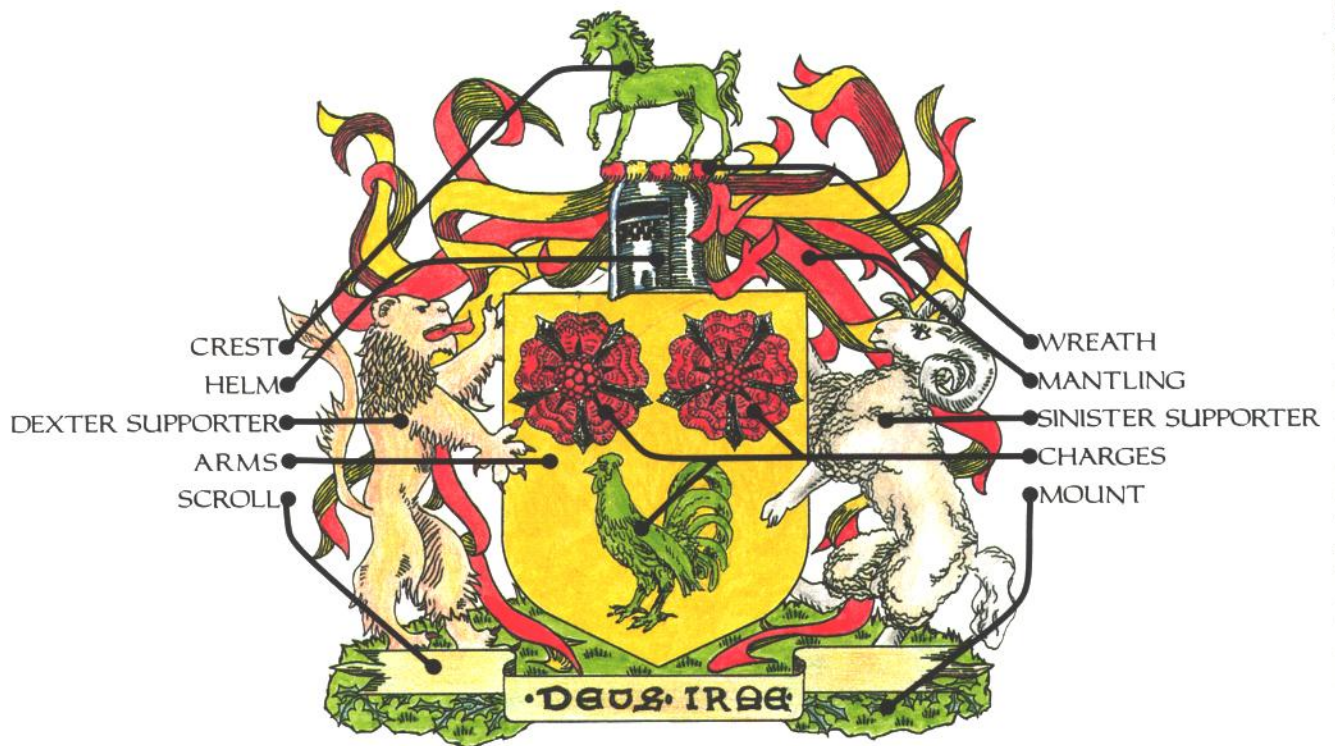
By: N. Robin Crosby



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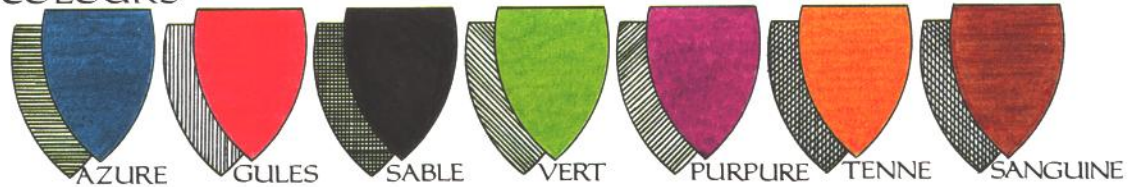
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THE PARTS OF AN ACHIEVEMENT

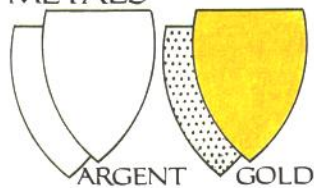


HERALDIC TINCTURES

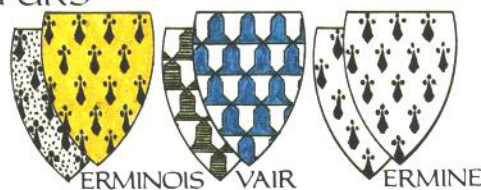
COLOURS

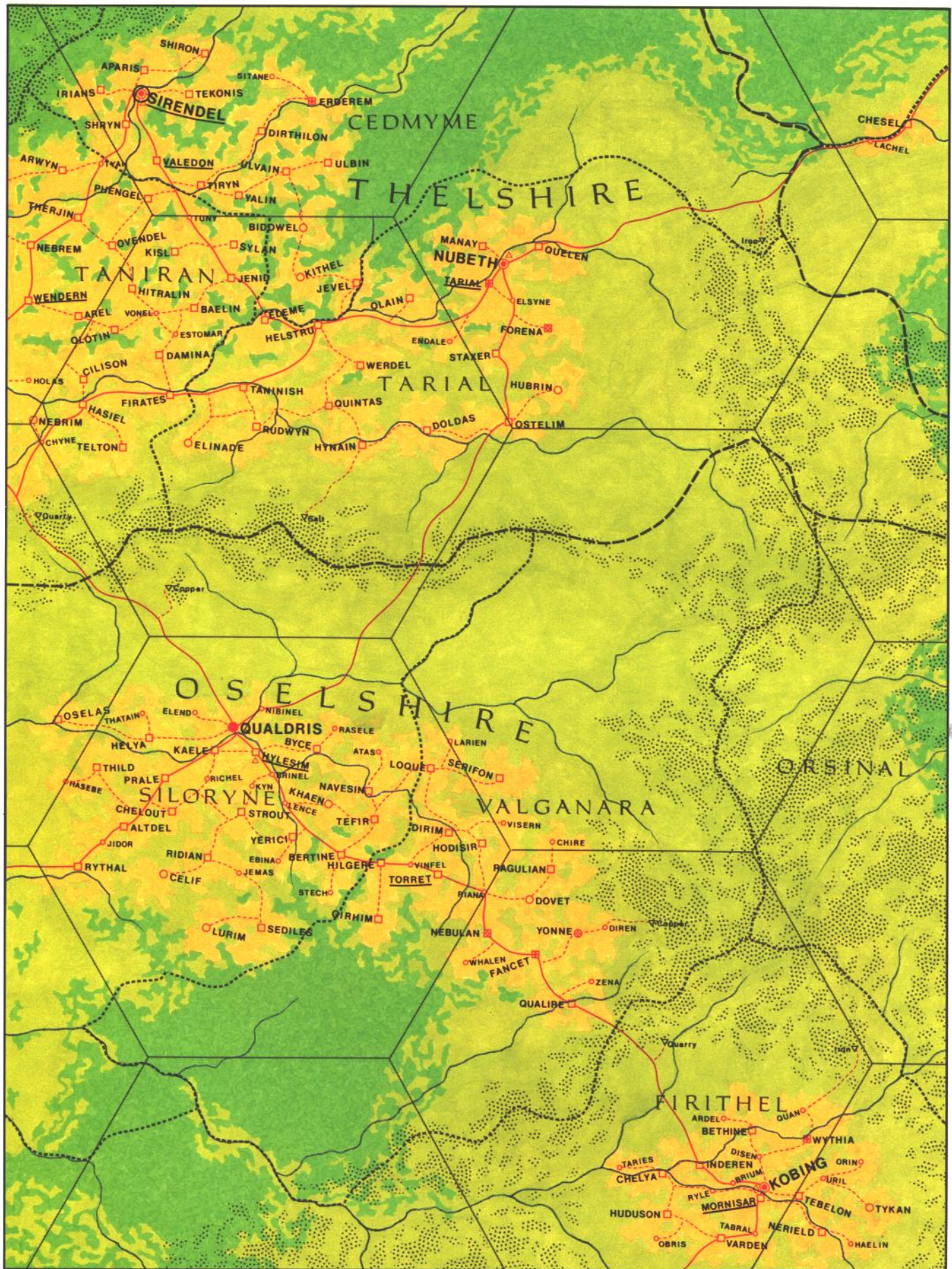


METALS



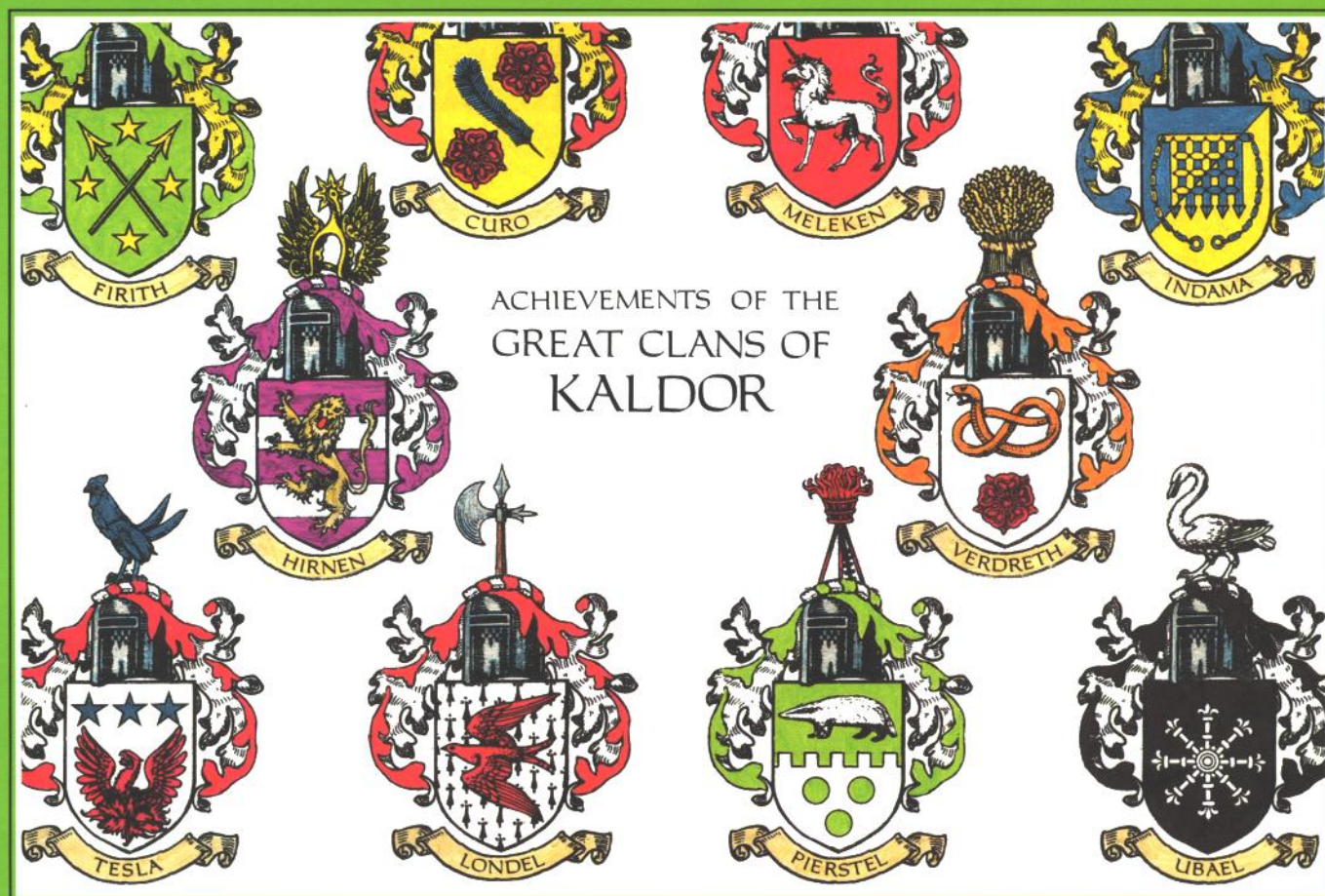
FURS





ENCYCLOPEDIA HARNICA

8



KALDOR

History, politics
and clans

By: N. Robin Crosby
Tom Dalglish

ATLAS HARNICA

Minarsas region in
the Kingdom of Kaldor

By: Ron Gibson
Tom Dalglish

ASTROLOGY II

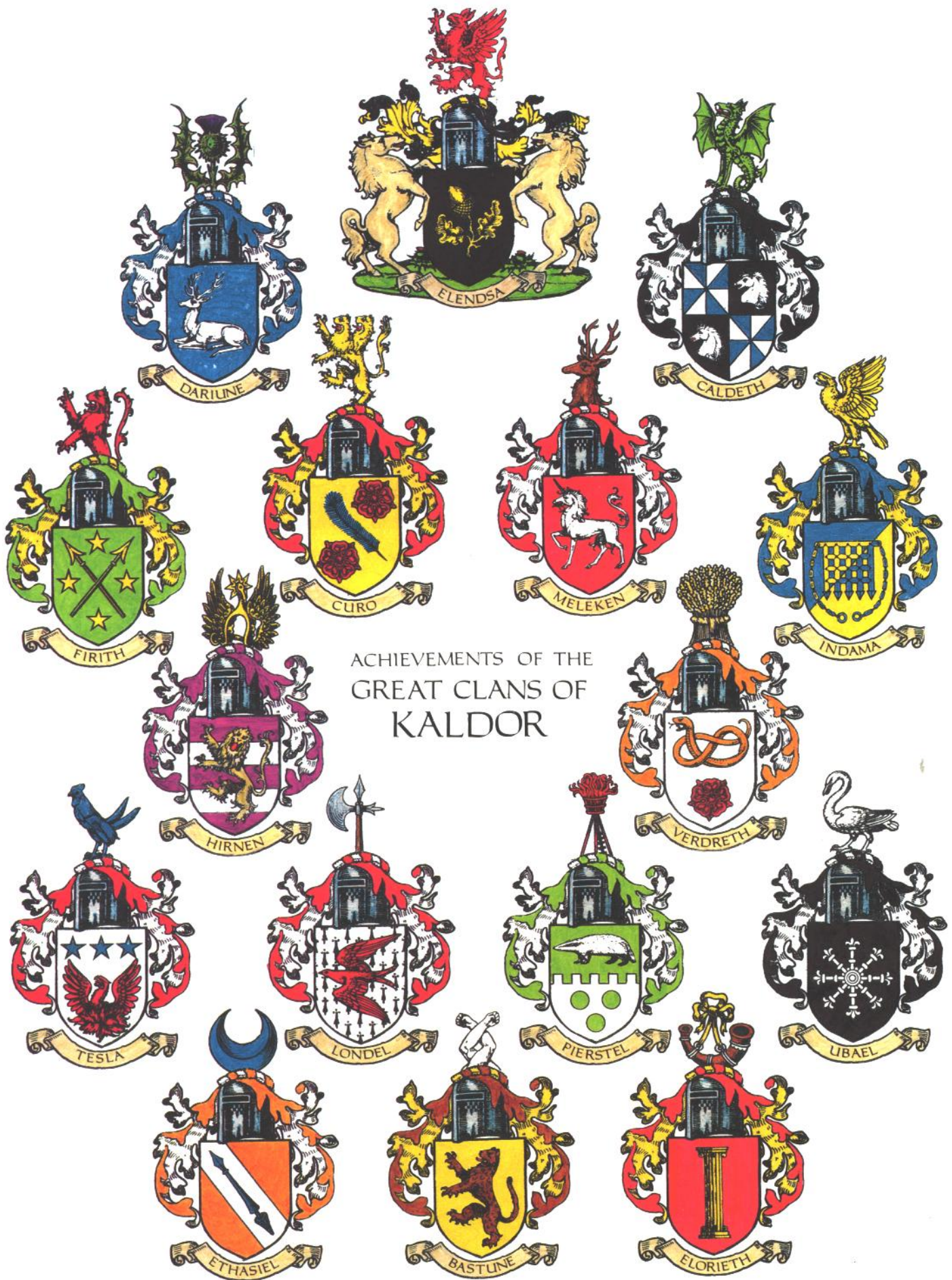
Prophecy and destiny
in the night sky

By: N. Robin Crosby
Lance Gutteridge



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#6008



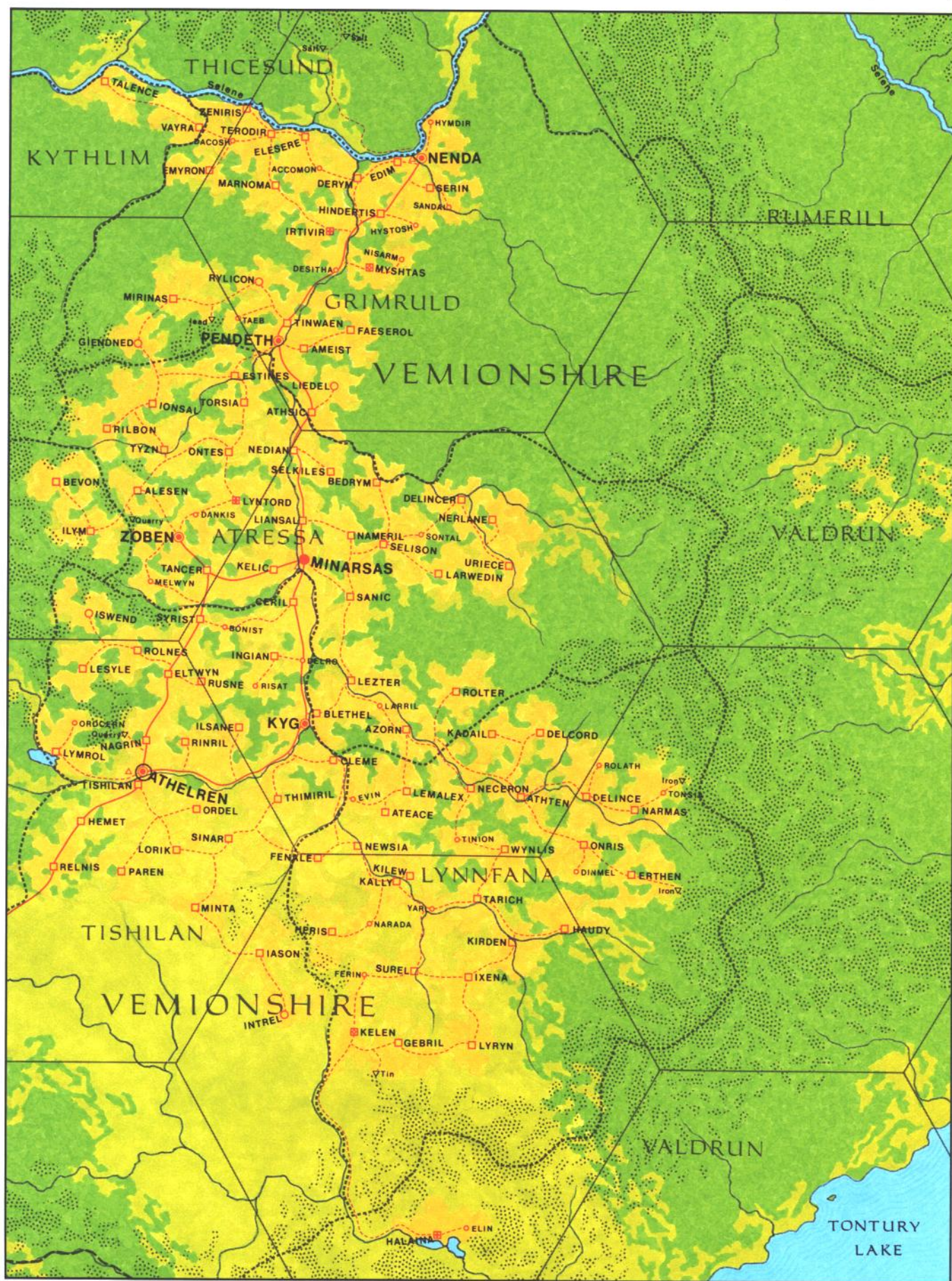
KALDOR (MINARSAS)

GM MAP



LEAGUES

0 1 2 3 4 5



ENCYCLOPEDIA HARNICA

9



BEJIST

Ancient Sindarin
fortress and prison

HERBLORE

Plants and potions
formulas and uses

THE PAGAEIN

A cruel and utterly
unpredictable people

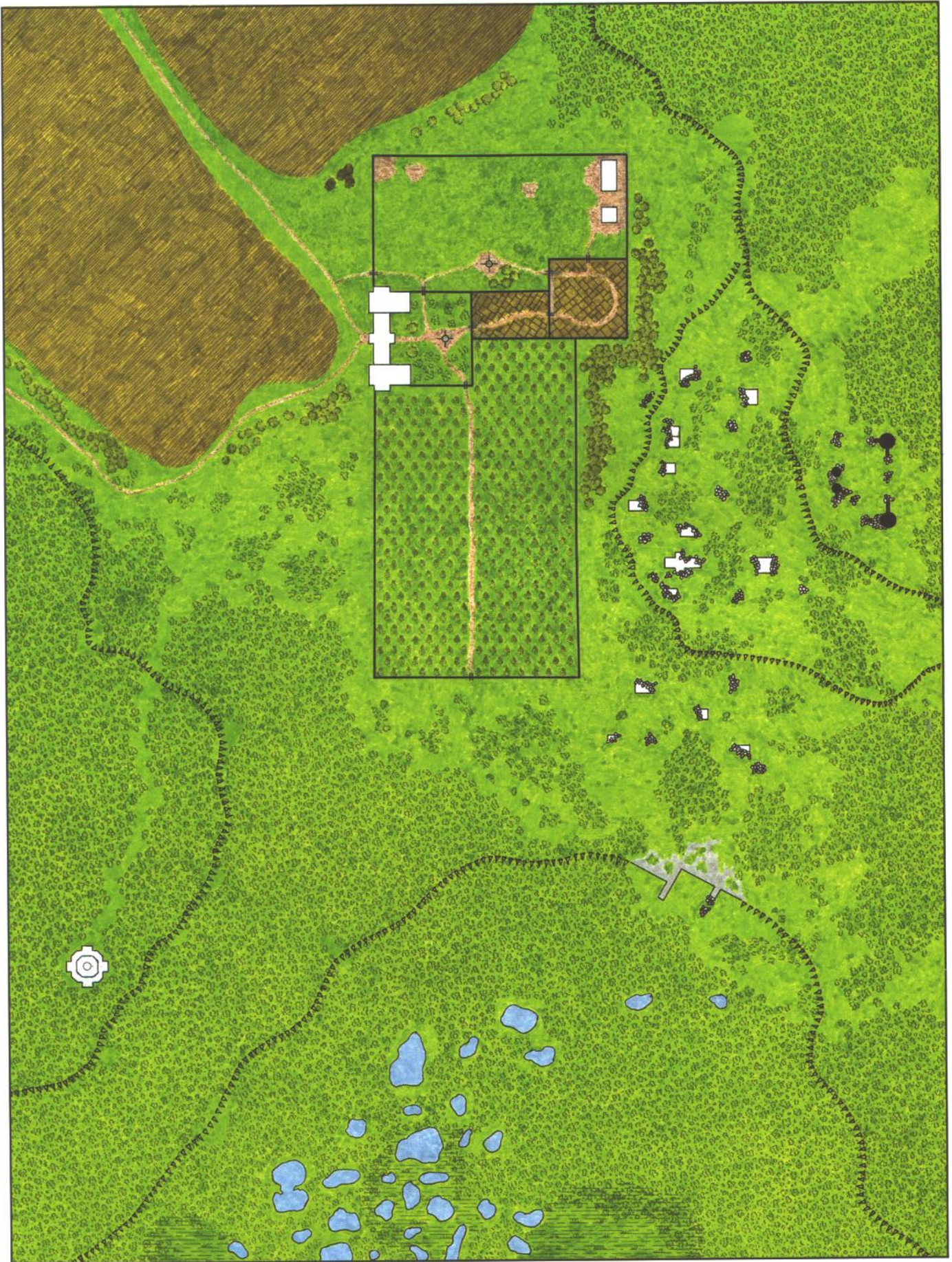


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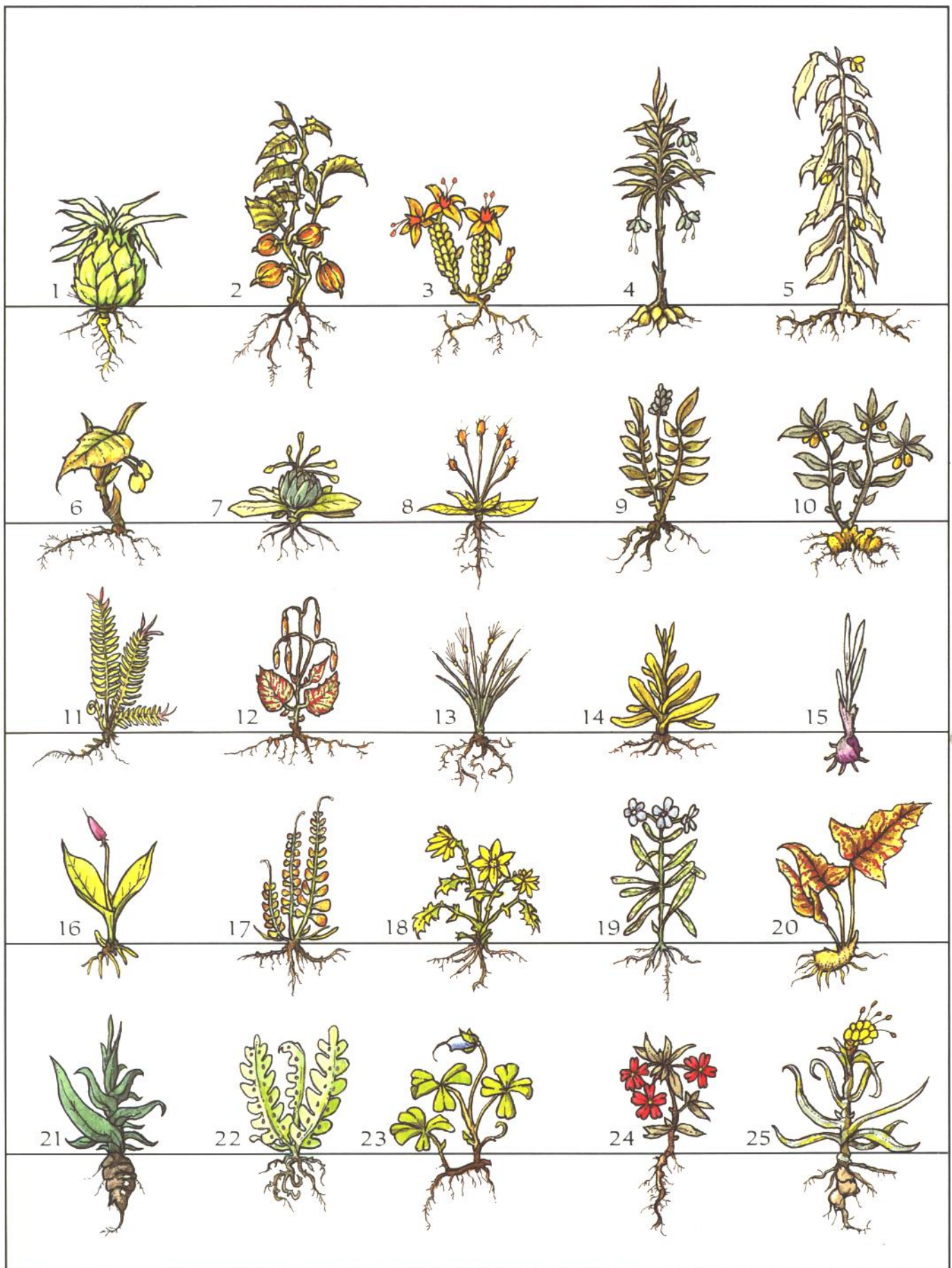
BEJIST COMMON MAP

LOCAL SCALE
FEET
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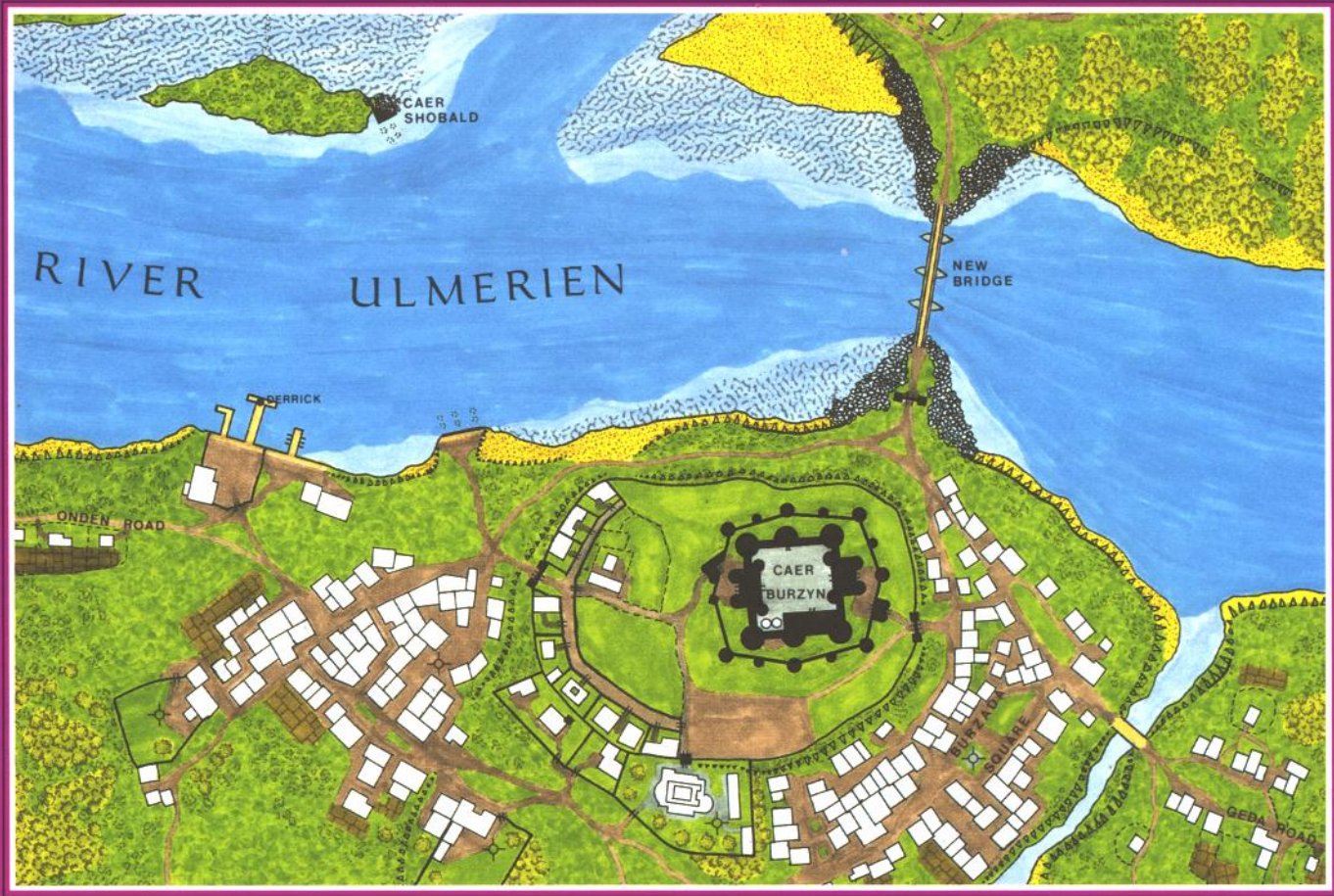
HERBLORE

NOT TO SCALE



ENCYCLOPEDIA HARNICA

10



BURZYN
Chybisa's mighty
Royal Castle

ATLAS HARNICA
The Kingdom of
Chybisa

CHYBISA
History, politics
and clans

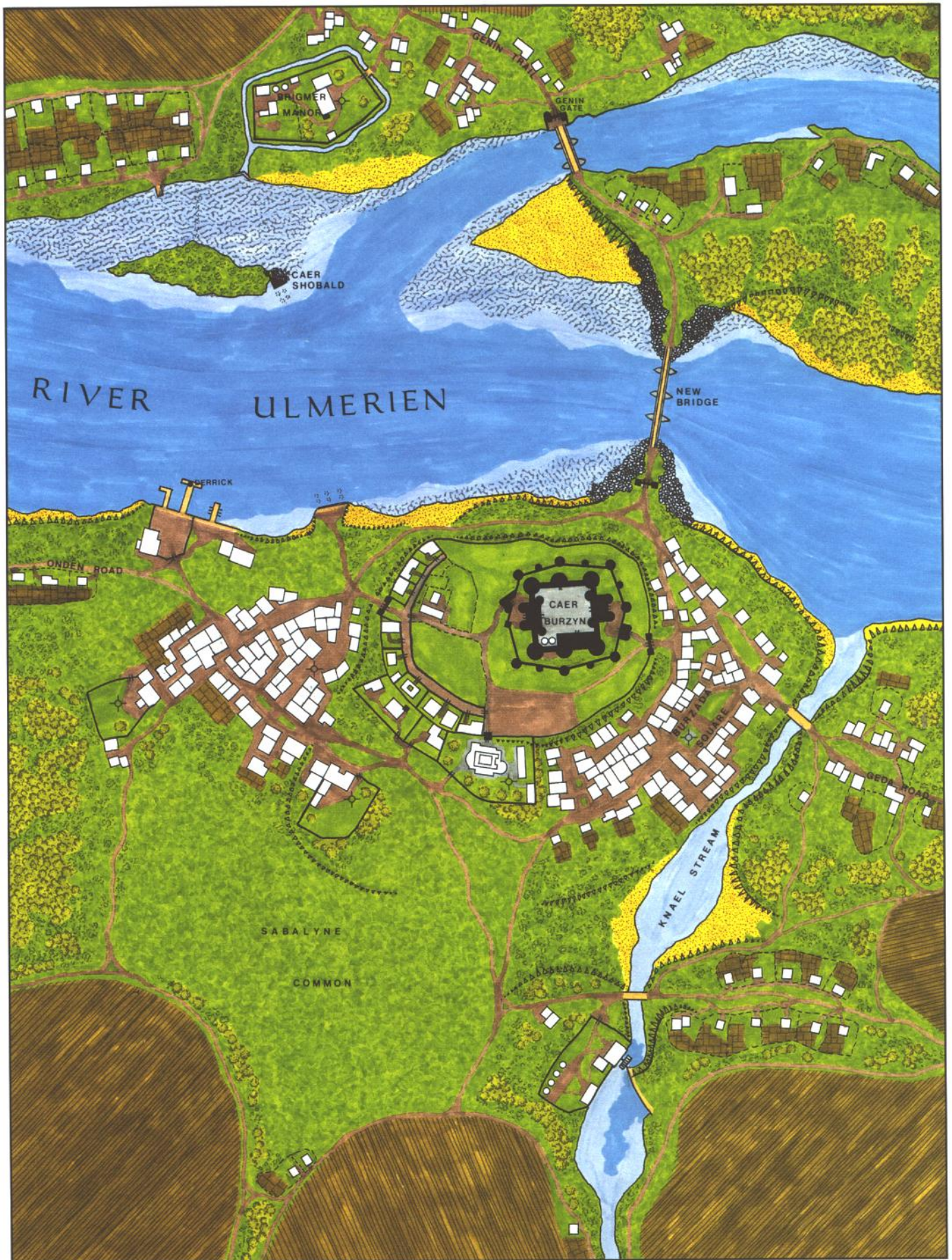


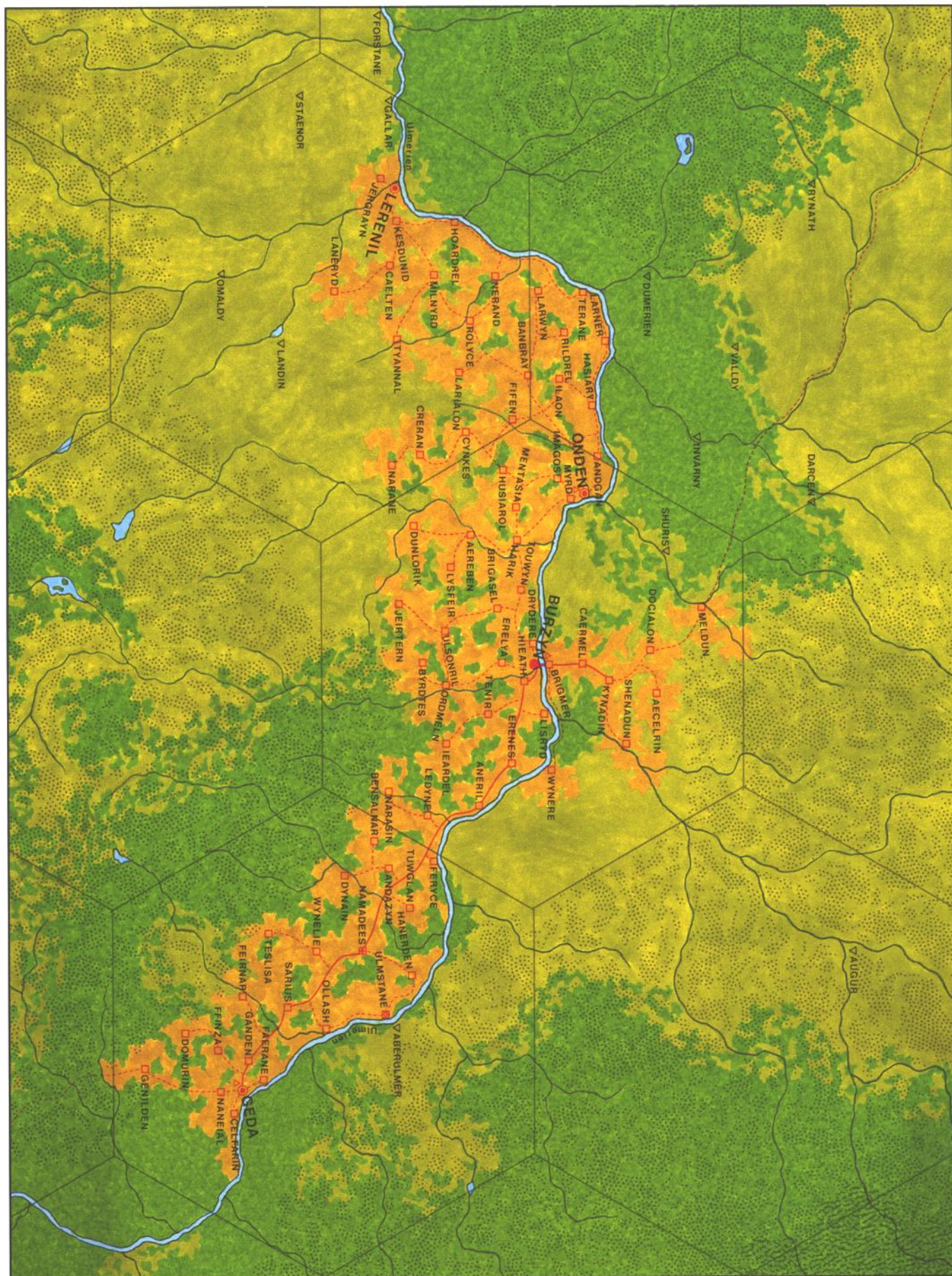
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#6010

BURZYN

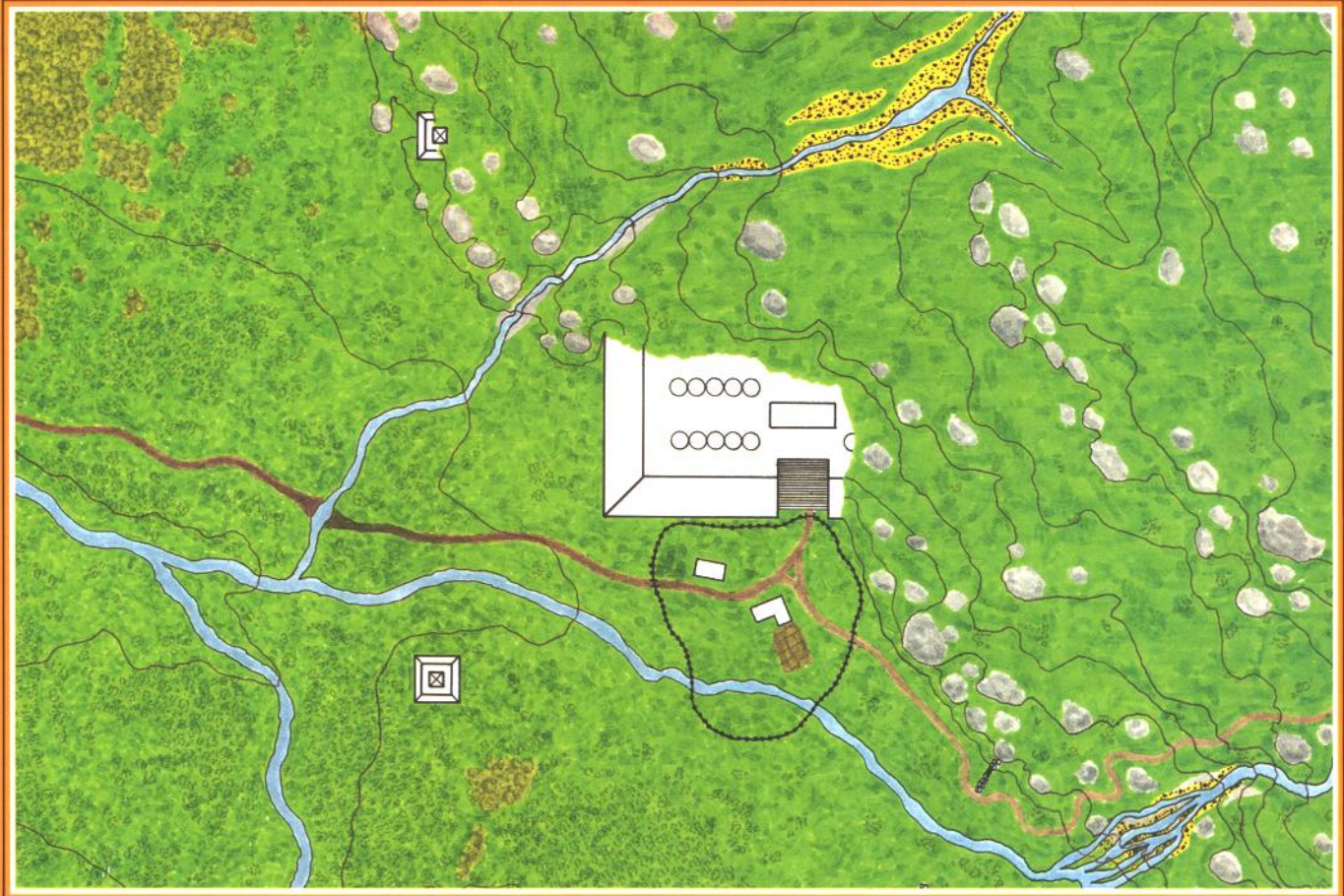
COMMON MAP





ENCYCLOPEDIA HARNICA

11



TELUMAR

The enigmatic Earthmaster
site in Anadel

*Gene Siegal
Edwin King*

ILME

The unique Meredragons
of Ilmen Marsh

Edwin King

THE BUJOC

A shy and
secretive people

Terry Simpson

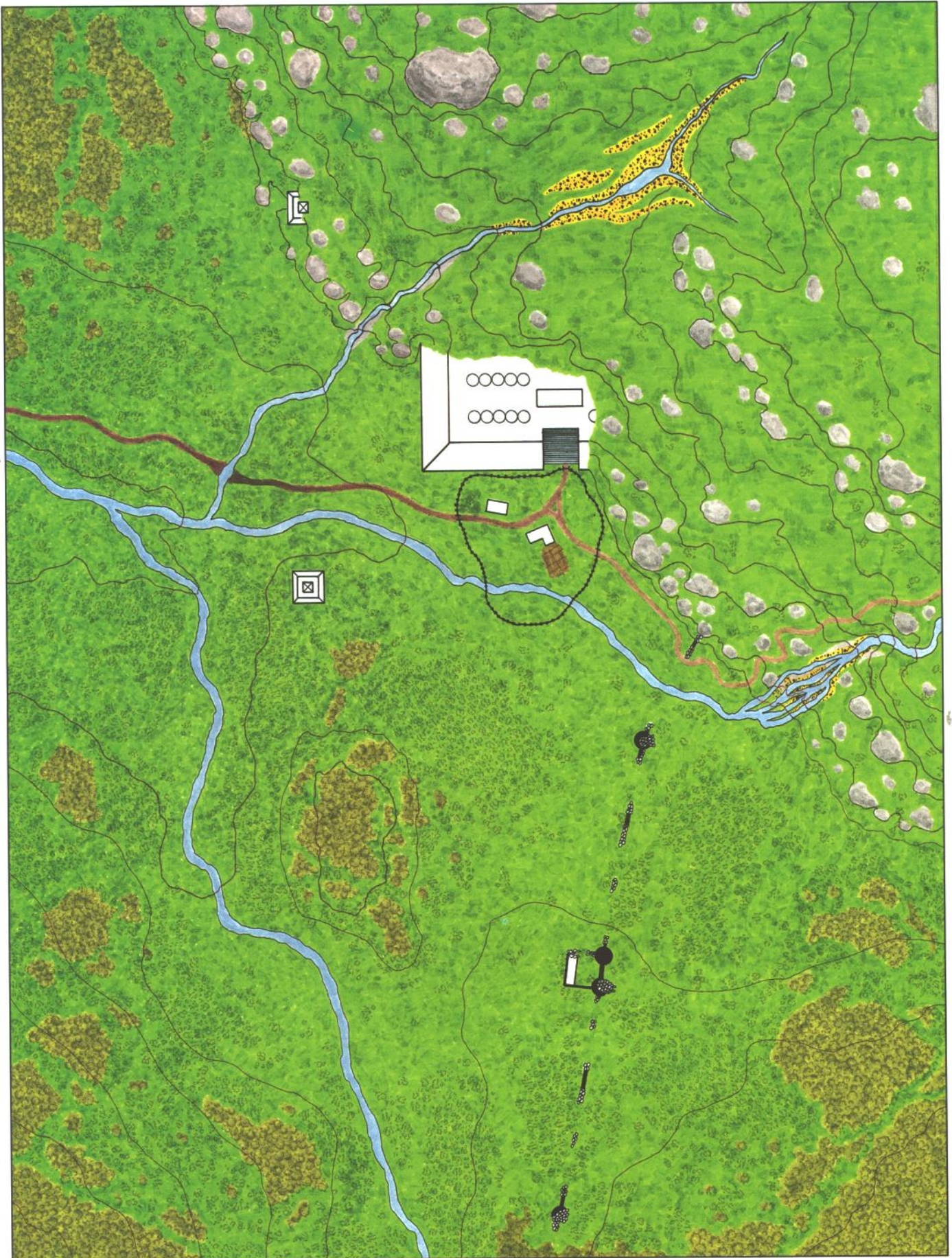


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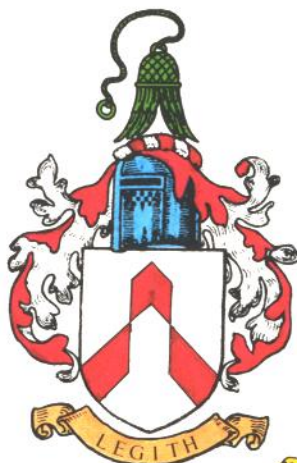
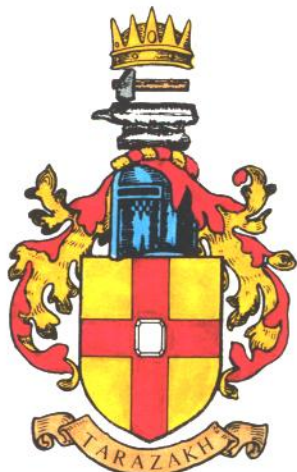
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TELUMAR

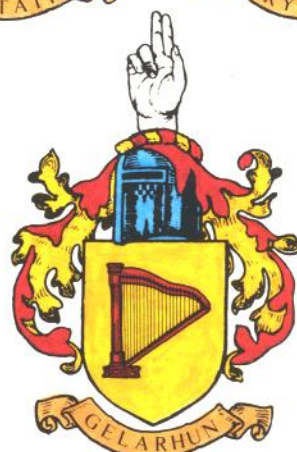
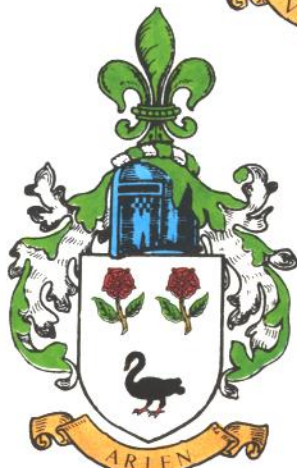
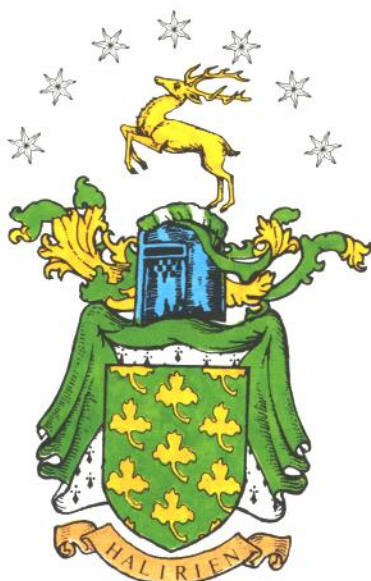
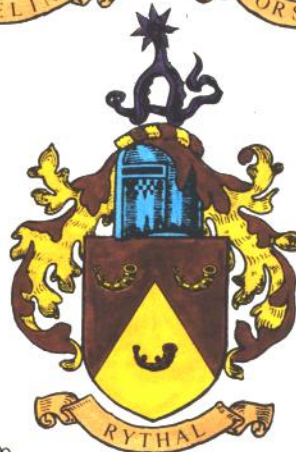
COMMON MAP



ACHIEVEMENTS OF THE
GREAT CLANS OF
AZADMERE



ACHIEVEMENTS OF THE
GREAT CLANS OF
CHYBISA



ACHIEVEMENTS OF THE
GREAT CLANS OF
EVAEL

ENCYCLOPEDIA HARNICA

12



ULFSHAFEN

The elven port on
the River Enorien

*N. Robin Crossby
Edwin King*

ELSHAVEL

The hidden heart
of the elven kingdom

*N. Robin Crossby
Edwin King*

THE SINDARIN

The immortal elves
of the Shava Forest

*N. Robin Crossby
John Frazer*



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#6012

ELSHAVEL

COMMON MAP



ULFSHAFEN

COMMON MAP



ENCYCLOPEDIA HARNICA

13



ORBAAL

The Turbulent Viking Kingdom of Northern Harn

By: Edwin King, Ron Gibson

GELDEHEIM

The Royal Castle of Orbaal

By: Dave Kowan, Edwin King

ATLAS HARNICA

Geldeheim Region in the Kingdom of Orbaal

By: Ron Gibson



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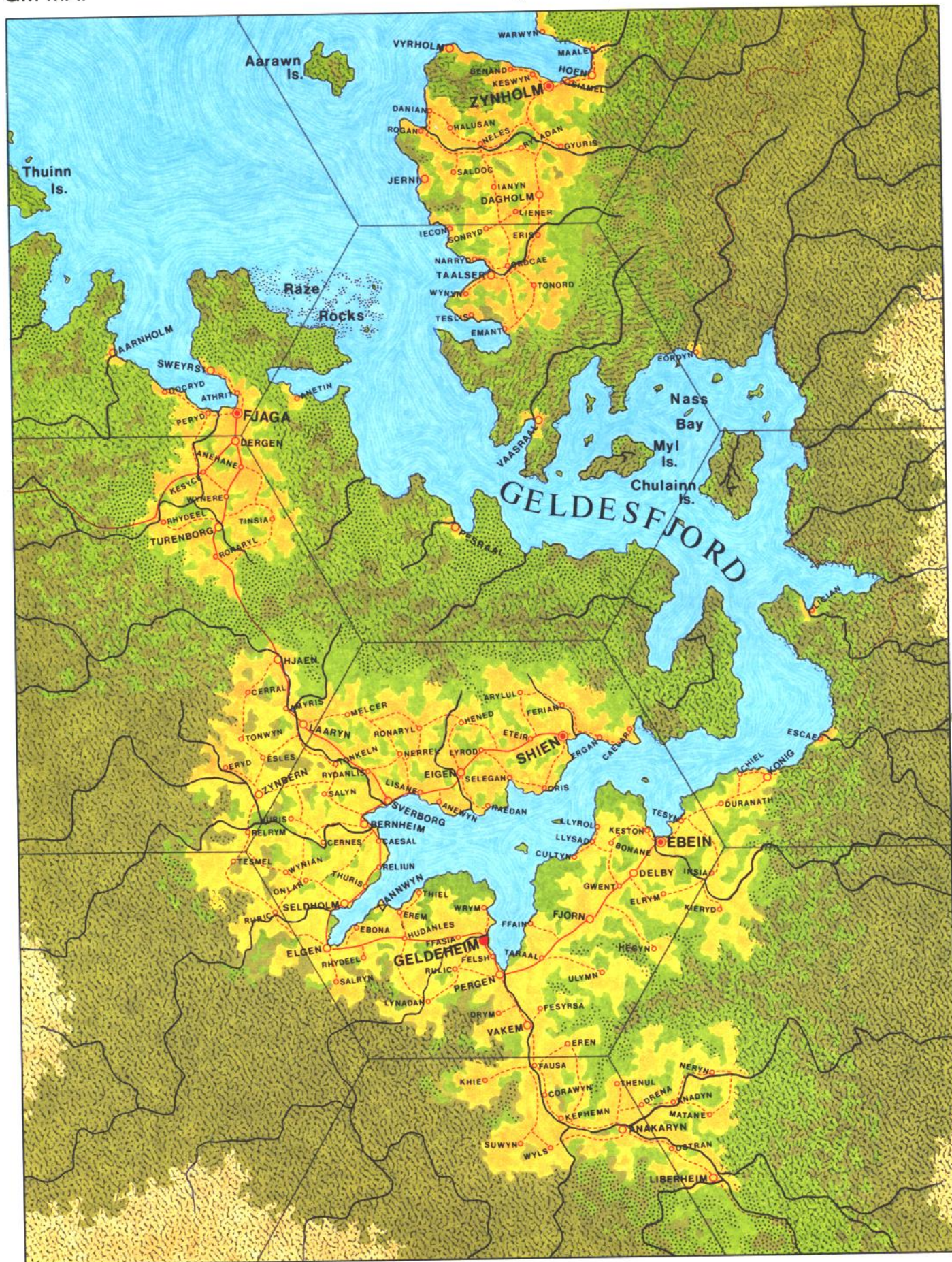
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ORBAAL (GELDEHEIM)

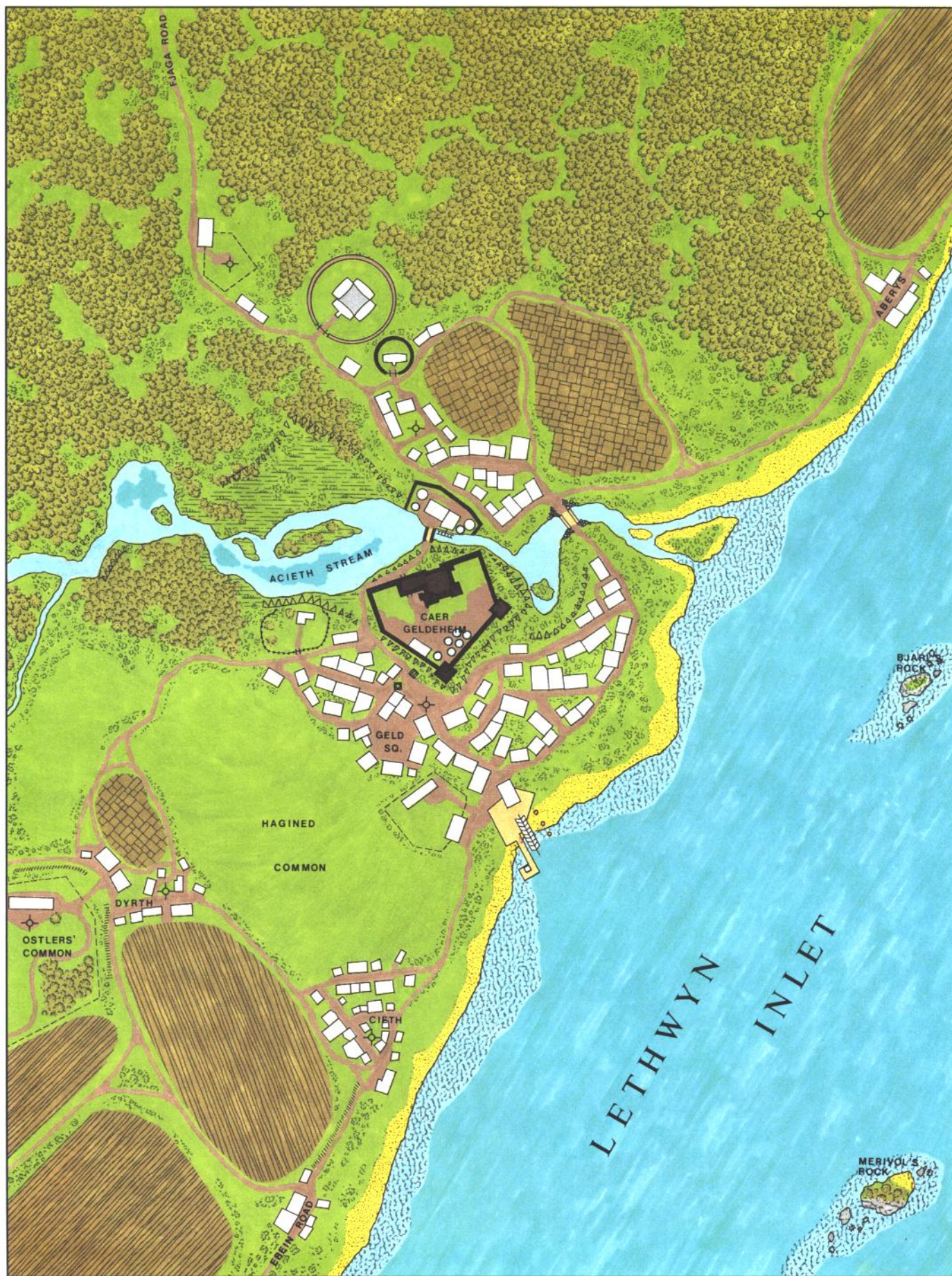
GM MAP



LEAGUES



GELDEHEIM COMMON MAP



ENCYCLOPEDIA HARNICA

14



NORON'S KEEP

The Yarn-Spinner and Demi-God in Exile

By: Gene Siegel, Edwin King

GEDAN

The Lodge of a Thousand Souls

By: Brian Clemens, Edwin King

THE ANOA

The Nomadic Barbarians of the Anoth Valley

By: John Frazer

THE TAELODA

The Forest Dwellers of Nuthela

By: John Frazer



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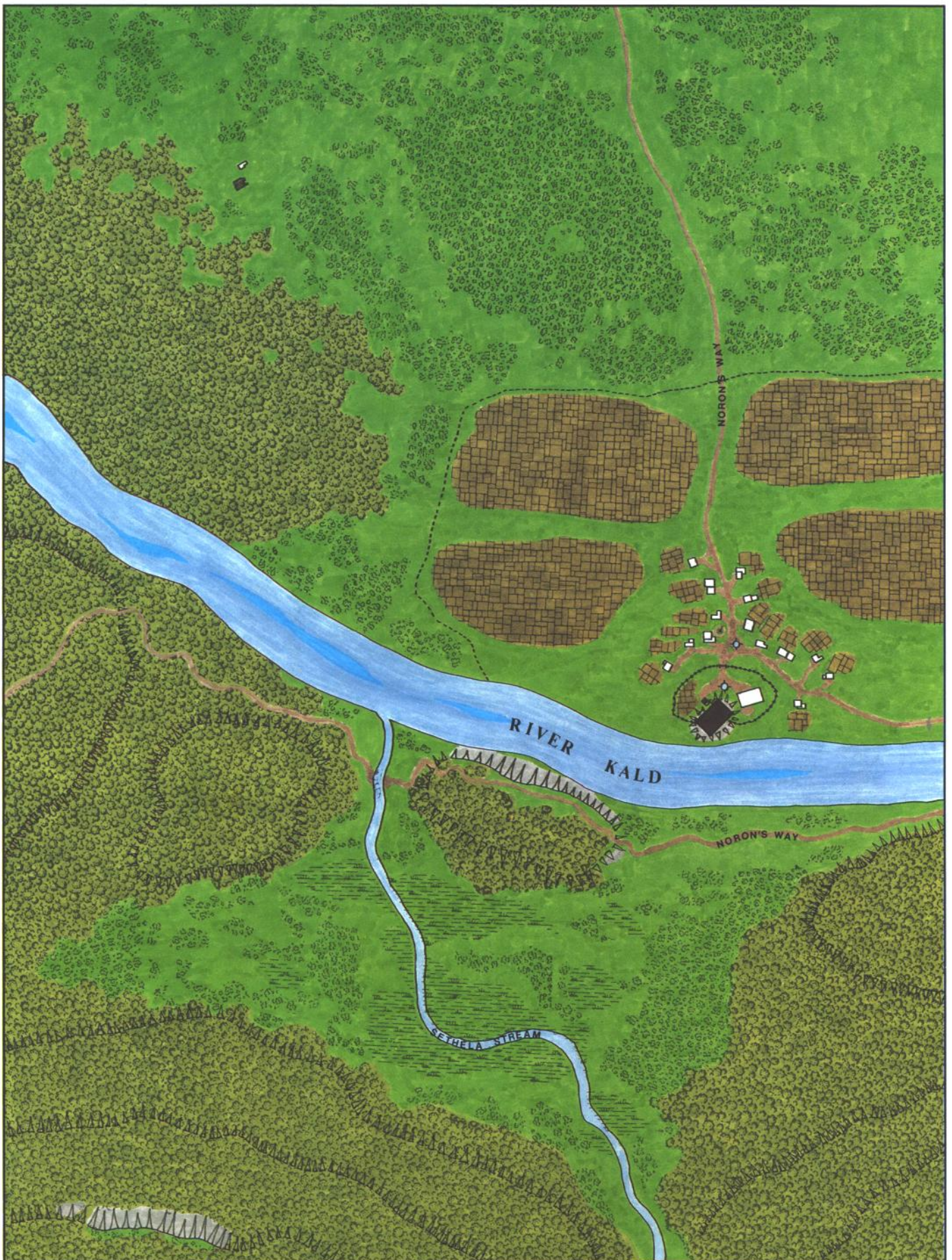
GEDAN COMMON MAP

FEET
0 50 100 200



BRIAN CLEMENS
©COLUMBIA GAMES INC., 1985

NORON'S KEEI COMMON MAP



GENE SIEGEL

©COLUMBIA GAMES INC., 1985

ENCYCLOPEDIA HARNICA

15



LERIEL

The Jarin Castle in Southwestern Orbaal

By: Dave Kowan, Edwin King

THE JARIN

The First Humans on Harn; Their Culture and History.

By: Edwin King

THE YMODI

The Wild Hillmen of Himod

By: John Frazer

THE YELGRI

The Harnic Harpy

By: John Frazer



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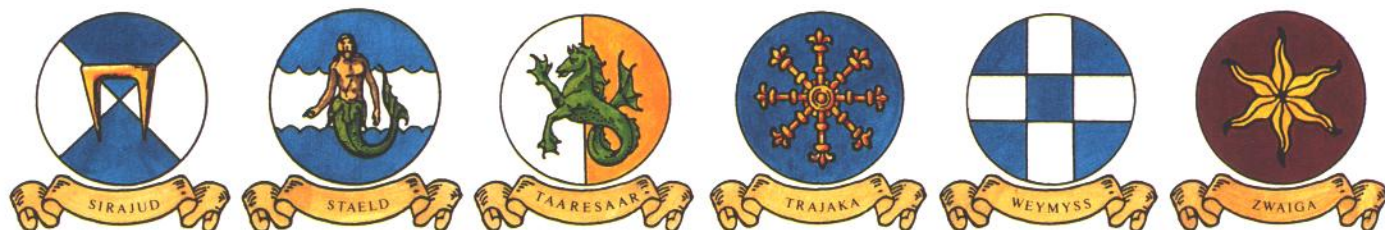
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LERIEL COMMON MAP

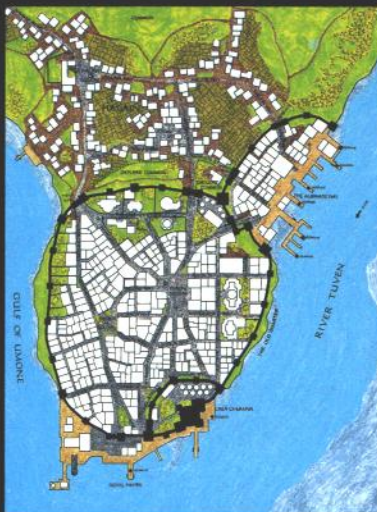
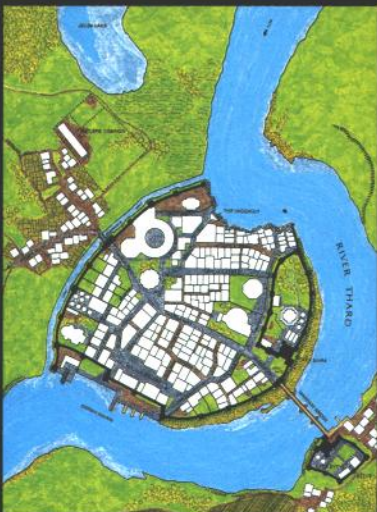
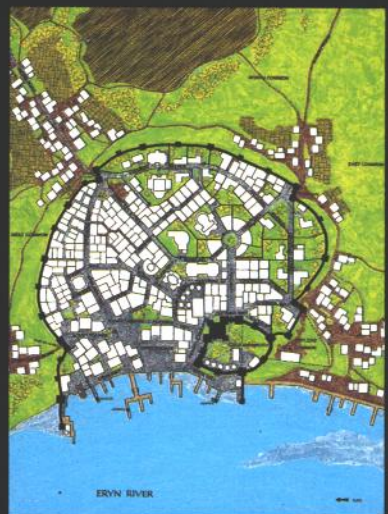
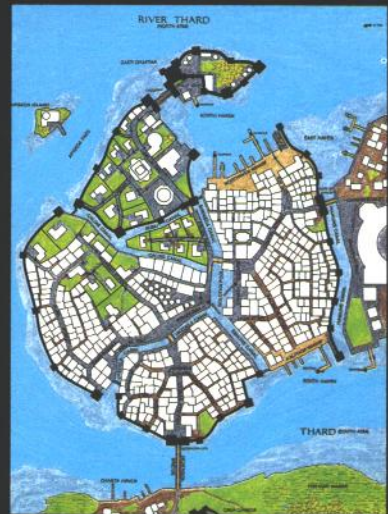
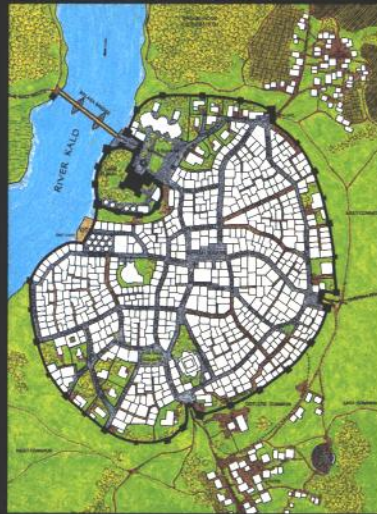
LOCAL SCALE
FEET
0 50 100 200



RON GIBSON DAVE KOWAN
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CITIES OF HARNTM



The seven major cities of Harn in one module. Includes: seven full colour maps of Aleath, Cherafir, Coranan, Golotha, Shiran, Tashal and Thay; player maps; and gamemaster maps with index and guide to each city.



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#5002

GOLOTHA



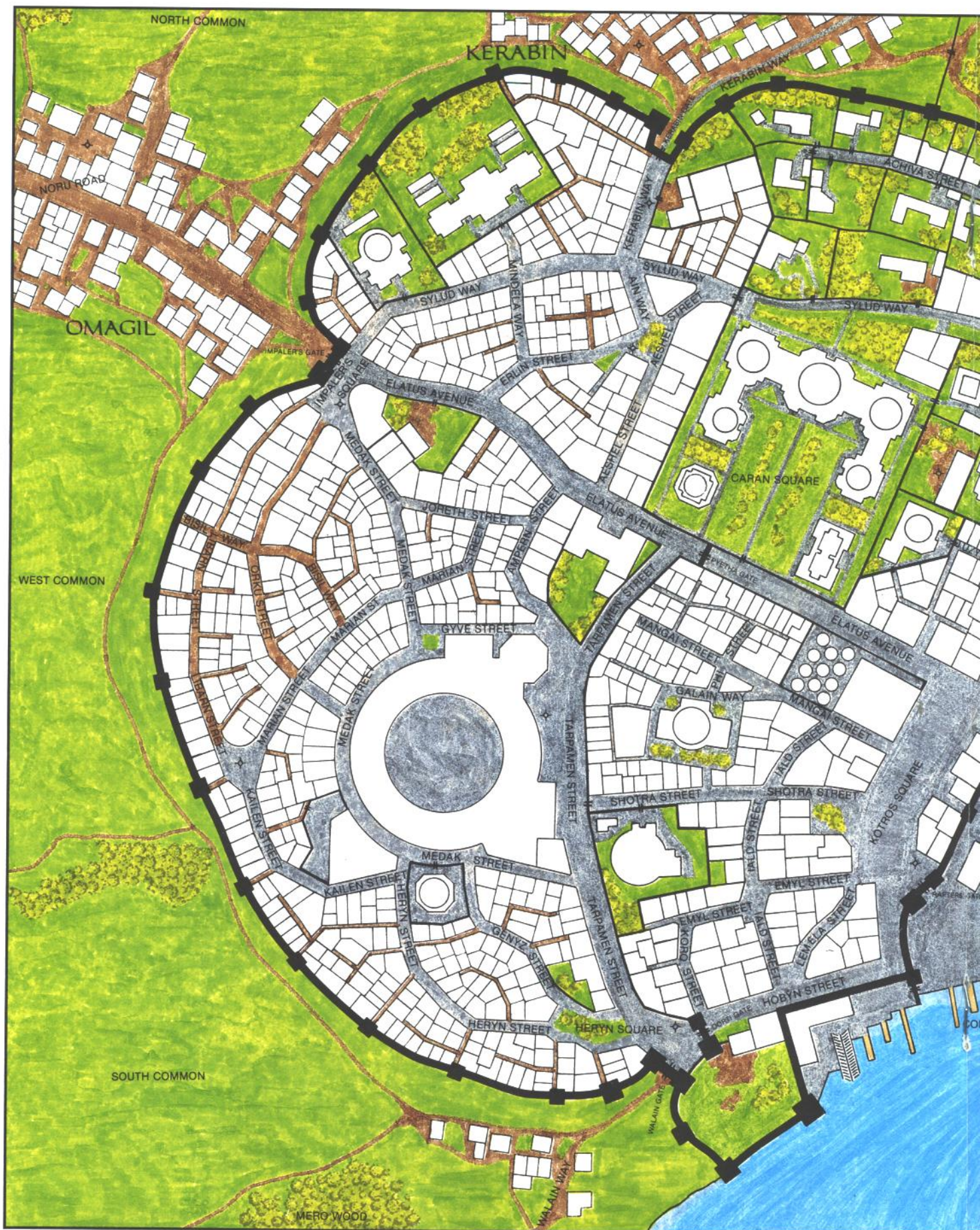
ALEATH



TASHAL



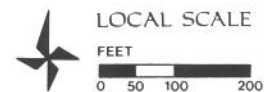
CORANAN





TRIM HERE

CHERAFIR



THAY



The map depicts the city of Caer Shira, a walled settlement on the River Thard. The city is enclosed by a black wall with a moat. The River Thard flows from the top right towards the bottom. To the north of the city is Jolda Lake. To the west of the city is a large green area called Ostlers' Common. The city is divided into a grid of streets and blocks, with a central square called Malian Square. The city is surrounded by green hills and fields. The map is titled 'Caer Shira' in the top right corner.

Key locations and features include:

- Water Bodies:** Jolda Lake, River Thard, Shiran Haven.
- Landmarks:** Ostlers' Common, The Undercut, Caer Shira, Caer Bythe.
- Streets and Roads:** Parman Road, Peden Road, Vash Way, Kobar Street, Derlian Street, Tharda Way, Benath Street, Ashka Street, Malian Square, Shiran Way, Mejenes Street, Tharda Way, Arna Gate, Manda'in Bridge.
- Other Features:** Duraweb Bridge, Moat, Arna Gate, Manda'in Bridge.

INTERIOR KEY

	PAVED SURFACE (STONE FLOOR)
	WOODEN SURFACE
	EARTH/MUD SURFACE
	SANDY SURFACE
	GRASS/LAWN /MEADOW
	WATER

	TREE
	BUSHES/ HEDGE
	HAY/FODDER /Etc.
	RUBBLE

	RUBBLE WALL
	STONE WALL
	LOW STONE WALL UNDER FIVE FEET
	DAUB AND WATTLE WALL
	LOW DAUB & WATTLE WALL UNDER FIVE FEET
	WOODEN WALL
	LOW WOODEN WALL/FENCE UNDER FIVE FEET
	RAMMED EARTH WALL
	IRON BARS
	RAILING OR BALUSTRADE
	POST & RAIL FENCE
	LATTICE PARTITION
	TAPESTRY OR CURTAIN

	DOORLESS PORTAL
	WOODEN SWING DOOR
	IRON BOUND DOOR
	IRON GATE
	FALSE DOOR
	SLIDING DOOR
	POCKET DOOR
	PORTCULLIS
	SECRET DOOR MECHANICALLY HIDDEN SYMBOL ON SIDE FROM WHICH DOOR IS INVISIBLE
	SECRET DOOR MAGICALLY HIDDEN SYMBOL ON SIDE FROM WHICH DOOR IS INVISIBLE
	TRAPDOOR IN FLOOR
	TRAPDOOR IN CEILING
	IRREGULAR HOLE IN WALL
	ARROWSLIT
	PEEPHOLE
	WINDOW
	GLAZED WINDOW
	BARRED WINDOW
	WINDOW SHUTTERS

LOCKING DEVICES	
USED ON DOORS, WINDOWS, TRUNKS, ETC.	
ALL SHOWN ON THE SIDE(S) THEY ARE ON, OR CAN BE OPERATED FROM	
	Latch
	Wooden Bar
	Iron Bar
	Iron Bolt
	Lock RATED FROM 1 (WORST) TO 9 (BEST)

	STAIRS ARROWS ALWAYS POINT DOWN
	SPIRAL STAIRCASE UP ONLY
	SPIRAL STAIRCASE DOWN ONLY
	SPIRAL STAIRCASE UP AND DOWN
	LADDER LADDER UP ONLY
	LADDER LADDER DOWN ONLY
	LADDER LADDER UP AND DOWN
	SLOPING SURFACE ARROWS ALWAYS POINT DOWN
	SPOT ELEVATION HEIGHT ABOVE "0" LEVEL
	CEILING HEIGHT (SHAPE OF CEILING MAY BE INDICATED)
	OPENING IN CEILING
	OPENING TO LOWER LEVEL (HOLE IN FLOOR)
	OPEN FLOOR & CEILING
	BUILDING OUTLINE MAIN FLOOR/LEVEL, FOR REFERENCE
	MECHANICAL CONNECTION
	BROKEN ITEM
	MECHANICALLY HIDDEN ITEM
	MAGICALLY HIDDEN ITEM
	LAVATORY RELIEF ROOM
	STORAGE AREA
	GUARD POST FIRST NUMBER INDICATES THE NUMBER OF GUARDS (IF MORE THAN 1) SECOND NUMBER IS THE PERCENTAGE CHANCE OF THEIR BEING PRESENT
	SPECIAL FEATURE
	UNSTABLE FLOOR
	UNSTABLE CEILING



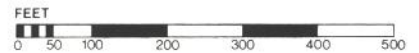
	FIREPLACE
	OVEN OR KILN
	BRAZIER
	WELL
	WATER TANK /RESERVOIR
	WINCH
	LEVER
	TORCH/LAMP BRACKET
	MACHI-COLATION
	CUPBOARD OR ALCOVE
	DRAIN/VENT IN FLOOR
	DRAIN/VENT IN CEILING
	WALL VENT
	HANGING ITEM (MEAT, FISH ETC.)
	REFUSE PILE
	PODIUM
	CRATES/ BARRELS/Etc.
	CHEST /TRUNK (SEE LOCKING DEVICES)
	TABLE BENCHES Etc.
	CHAIR/ THRONE
	PALLET OR CRUDE BED
	GOOD BED
	GOOD FOUR POSTER BED
	BUNK BEDS

LOCAL KEY

	SCARP (ARROWS POINT DOWN)
	CLIFF (ARROWS POINT DOWN)
	CONTOUR
	DRY DITCH

	ROUGH/BROKEN TERRAIN
	BOG/SWAMP
	RUBBLE/LOOSE ROCK
	PAVED STONE SURFACE
	WOOD SURFACE
	EARTH/MUD SURFACE
	GRASSY SURFACE
	SANDY SURFACE
	GRAVEL SURFACE
	ARABLE FIELD/CROPLAND
	VEGETABLE PLOTS

	TREES
	ORCHARD
	BUSHES
	HEDGE



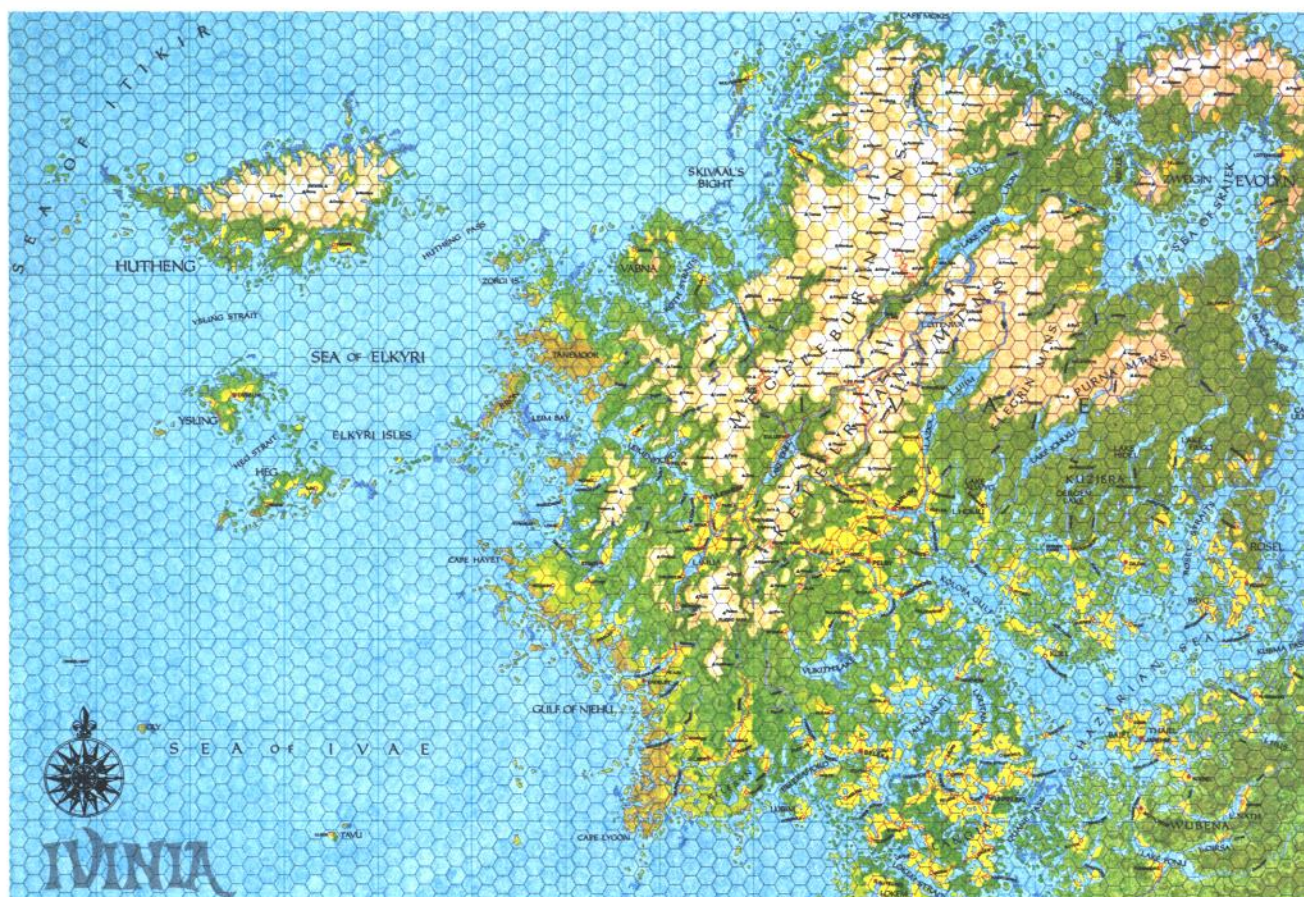
	FORTIFIED STRUCTURE/WALL
	STONE WALL
	LOW WALL
	PALLISADE
	FENCE
	IMPORTANT GATE
	CAVE/TUNNEL ENTRANCE
	OUTDOOR WELL/FOUNTAIN
	PILLORY (Stocks)
	GALLOWS/BLOCK/EXECUTION SITE

	OPEN WATER
	OPEN WATER (MINIMUM 15' DEPTH)
	PILINGS
	SUBMERGED PILINGS
	SUBMERGED ROCKS
	SUBMERGED SAND/MUD BAR
	STONE JETTY
	WOODEN JETTY
	FLOATING JETTY
	LOG BOOM

IVINIA

NOW
AVAILABLE
REGIONAL
MODULE

TM



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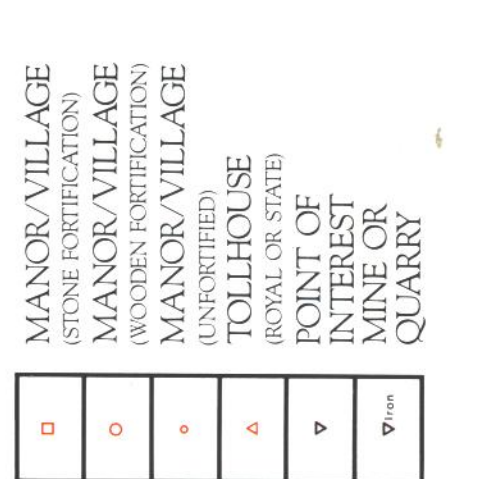
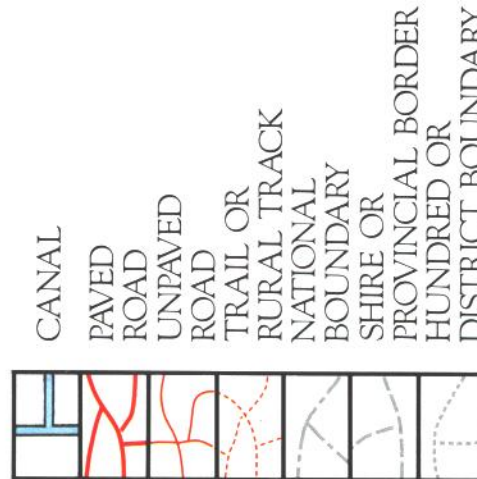
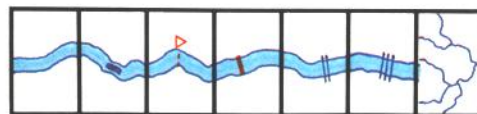
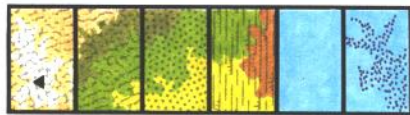


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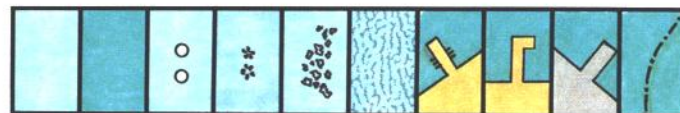
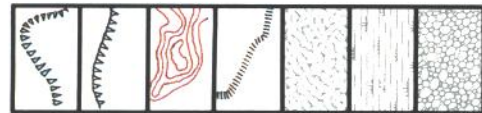
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ATLAS HARNICA KEY



LOCAL KEY





HARN

IVINIA

THE ULTIMATE FANTASY WORLD CONTINUES...

Lying to the northeast of Harn, Ivinia is a harsh land of rock-walled fjords, towering snow-capped peaks and forested valleys. It is the homeland of the rebellious and warlike Ivinians. A hardy seafaring people, Ivinian raiders in their swift dragon ships plunder and pillage along the coasts and waterways of western Lythia. Clan vendettas and the constant strife between the rival kingdoms of Ivinia can be equally hazardous to all who journey in this rugged land. Ivinia is not a land for weak-kneed adventurers.

Release date: Spring, 1985

