THARDA™

REPUBLIC MODULE

COLUMBIA GAMES INC.

ENCYCLOPEDIA HARNICA

5009

THARDIC REPUBLIC

TEXT
Margaret Foy

ADDITIONAL WRITING
Edwin King

MAPS AND PLANS
Margaret Foy
Eric Hotz
Richard Porter

ILLUSTRATIONS
Eric Hotz
Clement Kwong

CREATIVE CONSULTANT
N. Robin Crossby

PRODUCTION
Eric Hotz

EDITOR
Edwin King

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COLUMBIA GAMES INC.

Box 8006
Blaine, WA. 98230

Box 581, 810 West Broadway
Vancouver, B.C. V5C 4C9

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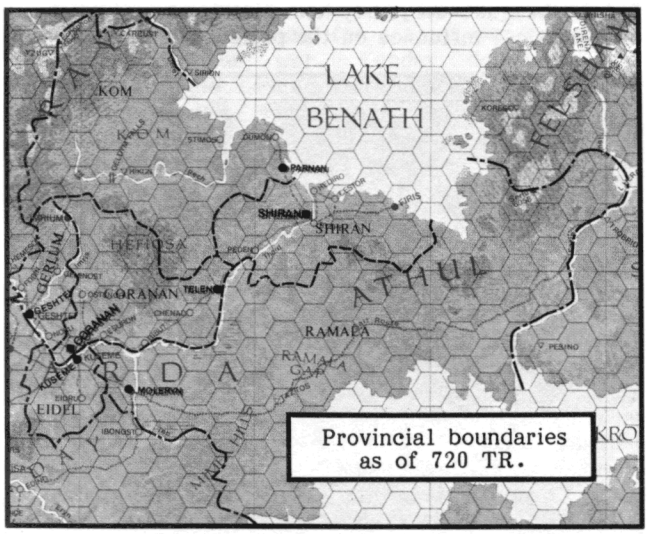
Tharda is the name given generally to west-central Harn, primarily the Thard River basin. It includes parts of the kingdoms of Rethem and Kanday and all of the Thardic Republic. The natural vegetation is mixed woodland and forest, but includes some rugged coniferous highlands.



The Thardic Republic is bordered to the south by the feudal Kingdom of Kanday and to the west by the Kingdom of Rethem. The Republic has won a war with Kanday within the last decade, and relations with Rethem are tense, but the present state of affairs is a watchful peace. Two tribal nations also border the Republic; the wary and often violent Gozyda, and the ruthless Tulwyn.

History

The upper and middle Thard River valley has been occupied since at least 1100 BT, and perhaps even earlier. The original Jarin settlers were swelled by immigrants after the end of the Atani Wars, and by the first century TR there were over a hundred small tribes making their home in the region.

The rise of Lothrim the Foulspawner's Empire in the first and second centuries TR subjugated many of the Thardic tribes who were considered Lothrim's tributary "allies". In the wake of Lothrim's fall, several petty states rose and fell, but none received any degree of permanence until the fourth century TR.

THE CORANI EMPIRE

In 301 the eight Corani tribes were united by Corthir who founded the city of Coranan. Corthir's "Empire" extended less than twenty leagues east and west of the city on the north bank of the Thard. Two successive rulers extended the boundaries to Telen in the east and the Gomisen River in the west.

The nascent kingdom nearly suffered a fatal disaster during the reign of Raelan, the fourth emperor, who attempted to subdue the tribesmen of the Hefiosa highlands. The tribes harassed and routed the Corani armies, which had been weakened by the winter of 365. Raelan was killed, and the Hefiosa tribes advanced towards Coranan. The kingdom was saved by Raelan's young son, Arosta, who defeated the tribes at the Battle of Osten in 367, and virtually exterminated them by 369. Following this triumph, Arosta advanced east to Lake Benath, defeating the Shira tribes at the Battle of the Source in 372, and the Komii tribes the following year. Near the end of his reign, Arosta completed his conquest of the Thard River valley by defeating the Merdi tribal federation at the Battle of Hereg. When he died in 380 he left behind a kingdom which had more than tripled in size.

Malian was the first ruler to adopt the title "Emperor", and founded the cities of Merethos (now Golotha) and Shiran. He is also credited with the creation of the Corani civil service, a complex and sophisticated organization that eased the burden of administering the lands won by Arosta. His successor Kobar reigned for 43 years and did much to promote trade and internal communications. He also extended the empire south to the Eryn River and began the conquest of Peran.

Kobar's son, Laketta, was a sensualist who was disinterested in government. His death in 443 caused a succession crises. When Xuaka, King of Aleathia, seized the opportunity to invade, the pragmatic Corani quickly chose Mejenes as emperor over Laketta's brother. The choice proved a wise one as Mejenes defeated the Aleathians in a brilliant campaign, resulting in the annexation of the kingdom. Having removed the last obstacle to Corani hegemony in western Harn, Mejenes turned his attention northwards, but died of fever while campaigning in Equeth in 465.

Mejenes' son, Sylud the Scholar, encouraged learning and the arts. He built several libraries and sponsored various archaelogical expeditions, one of which provoked the loss of Peran in 477. Saurach, Sylud's younger brother, was an Agrikan fanatic. He was assassinated under bizarre circumstances a few hours after proclaiming the "Unification Writ", banning all religions except Agrik.

Mindrithar, Saurach's successor, reformed the tax and legal codes and promoted religious liberty, and trade. He was unpopular with the traditional Corani nobility; his efforts eroded much of their powers. When he died in 512, they placed his moronic son Korad on the throne. Korad spent his reign issuing forgettable juvenile edicts while the nobility won back its old powers.

Shorka, Korad's adopted son, poisoned him and assumed the imperial mantle in 528. He fostered a corrupt and tyrannical regime and was dominated by the influence of his court astrologer and chancellor Workol. Shorka left the administration of the empire to Workol, who conducted a campaign of terror against his personal enemies, and instituted an increasingly ludicrous series of taxes and policies.

BALSHAN JIHAD

When Shorka died of an apoplectic seizure in 555 he was succeeded by his nephew Medak, whose first official act was the execution of Workol. He vigorously fought corruption and regularly executed venal officials. He repealed many taxes, although by using funds seized from the corrupt he was able to repair much of the neglected defenses and roads of the empire. He hated astrologers and prophets and sentenced many to death for "crimes against the greater good". One of these was the Morgathian prophet Balsha, whose reputation for accurate doomsaying had won him a wide following. His death on the impaling stake in 558 precipitated the Balshan Jihad.

THARDA 2

Thousands flocked to the banners of Balsha's lieutenants, and the rebellion was fed by devastating Red Death plague of 559. As predicted by Balsha, almost two out of every ten Thardans died between 559 and 561. Few fields were planted and what crops were grown were harvested by sick or dying peasants. The Corani nobility took most of the harvest for themselves. Thousands died of starvation. Before the winter of 559 had ended desperate peasants began attacking the homes of nobles for revenge and food. Many peasants saw the Jihad as a chance to avenge wrongs inflicted by a callous aristocracy.

By 560 the Jihad controlled the whole of Rethem. The purge-weakened Imperial armies were powerless against the revolt, and many units joined the Balshans. In 562 the Jihad captured Merethos, renaming it Golotha. In 564 Horahnam of Tekhos, a Khala (Morgathian underpriest) murdered his father, the governor of Shiran, and his elder brother, both of whom were loyal to the Empire. Seizing control of the city, he declared his support of the Jihad. Coranan was by then besieged, and surrendered in 565 after Emperor Medak was captured by the Balshans while attempting to flee to Aleath and impaled outside of Coranan.

THE THEOCRACY OF TEKHOS

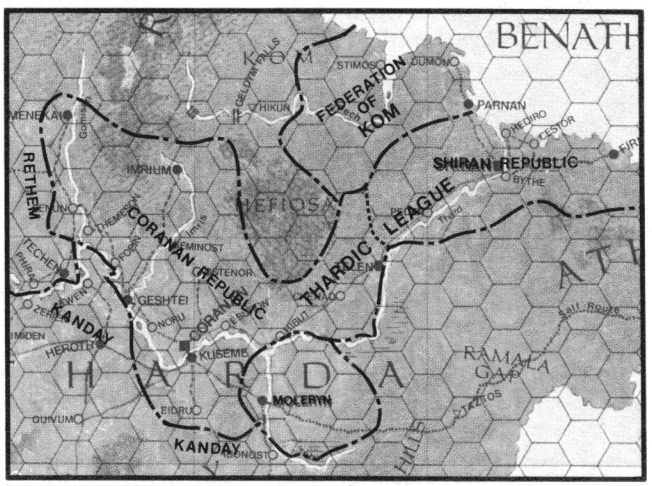
After the fall of the Empire a bitter power struggle ensued between the Balshan leaders. In 568, after two years of intrigue and assassination, Horahnam of Tekhos emerged as sole leader and founded the Theocracy of Tekhos. Lasting for twenty years, the Theocracy had a permanent effect on the character of north eastern Tharda where its hold was the strongest.

The Theocrats attempted to eliminate the nobility of the Corani Empire. They were most successful in northern Tharda, where thousands were exterminated. In the cities of Golotha, Coranan, and Shiran the populace was exposed to perverse Morgathian spectacles and rituals in which "opponents" to the new order were butchered. When Horahnam was assassinated in 588, his Theocracy collapsed. In the north, the few noble families that had survived were so closely identified with the Theocracy that they were hunted down along with clan Tekhos and the priests of Morgath.

THE THARDIC LEAGUE

During the Interregnum petty states rose and fell while brigands and robbers infested the roads. During this thirty-three year period an ethic of protection by and for the extended clan arose in north eastern Tharda. This had its roots in the ancient social structures of the Corani tribes. With the traditional leadership of the region destroyed by the Theocrats, the new aristocracy came from wealthy merchant clans located in urban centers. In 621 the heads of the most powerful clans in Coranan formed the Coranan Republic. Four years later the Shiran Republic was founded with similar leadership and a virtually identical constitution. Both Republics were headed by Senates of the clan heads and some senators were members of both Senates. In 632 the two Republics formed an alliance. When Arlun conquered the Golothan Theocracy and founded the Kingdom of Rethem in 635, the two Senates, anticipating his expansionist designs, voted to form the Thardic League in 636.

The Republics retained complete control of internal policies, and taxation. The League had responsibility for the defense of the Republics and foreign relations. The post of Autarch was created, each officeholder elected to serve one seven year term. The League was defended by the Autarch's Guard, and by tradition the commander of the Guard became the next Autarch. All officers of the guard were appointed by the Autarch. Since only the Senates could appropriate taxes for the League's use, they had considerable theoretical and practical influence on the policies of the Autarch.



The Thardic League

Neradas of Shiran, the first Autarch (636-43) was unable to prevent Arlun from conquering Menekai and Senun, but was able to establish a secure border along the Gomisen River. The second holder of the office, Lepral of Telen (643-50), was greatly relieved when Arlun's attention moved to the southwest. This left him free to concentrate on the internal problem of banditry. He successfully wiped out most of the bandits in the League. Only the brigands of the Hefiosa Hills survived.

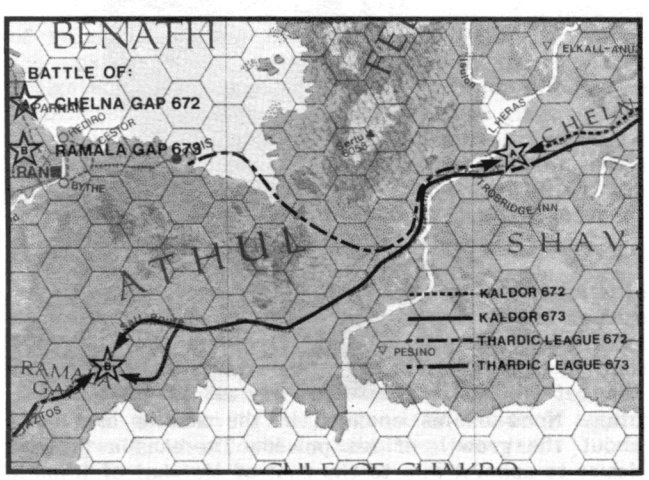
Karnis, the third Autarch of the League (650-57) drummed up popular support and forced the Senates to permit an invasion of Kom in 654. He claimed (with particularly flimsy evidence) that the Federation of Kom was preparing to seize Imrium, but they were totally unprepared for war. Karnis proceeded from Imrium to the River Pech and swiftly descended down the valley. Dividing the Guards in three, he attacked Stimos, Dumon, and Parnan simultaneously. Parnan surrendered as soon as the League armies appeared, and Duman and Stimos surrendered after token resistance. The two Senates vying over control of the new territory finally reached a compromise whereby Kom became a province administered by Karnis on behalf of the two Republics, with the assistance of representatives of the Senates.

Jalien of Shiran, the fourth Autarch (657-61) hoped to emulate his predecessor with expansion of his own. He sent an embassy to Moleryn in hopes of persuading the small state to join the League. Moleryn explained, quite politely, that it was satisfied with its independent alliance with the Kingdom of Kanday. On the return trip one of the ambassadors suddenly fell ill and died. Jalien, who had already claimed that the Moleryn Republic was instituting "restrictive and protectionist tariffs" against League goods, accused the Moleryni of poisoning the ambassador, and attacked from Eidru.

Moleryn was hopelessly outclassed by the League armies and quickly sued for peace. Ironically, one of the few casualties of the campaign was Jalien, who was killed by a "stray arrow" in his tent half a mile from the walls of Moleryn.

After Jalien's death Colura of Coranan became the fifth Autarch (661-68) and for a time was successful in prosecuting the war. Kanday demanded the withdrawal of the League from Moleryn but Colura ignored the demand. Kanday then declared war on the League even though it was ill-prepared. The Five Year War, as it became known, seemed destined to add pieces of Kanday to the League. At the Battle of Teb Marsh (663) not only did the League defeat the forces of Kanday, it also captured the royal keep of Ibonost. Queen Arelora of Kanday then took personal command of the demoralized army and started to push Colura's Guards back. In 665 at the Battle of Eidru, she captured first Eidru and then Kuseme when the panicked Guards fleeing her forces failed to close the gates fast enough to bar her advancing knights. Colura and the remnants of the Guard retreated to Coranan and managed to raise Kobar Bridge. By the terms of the Peace of Quivum in 666, Kanday annexed Kuseme and Eidru, regained Ibonost, but the League kept Moleryn. Although Colura finished his term of office, he was discredited, and was something of an object of ridicule. He died of a stroke in 670, and it seems likely that the stress of the Five Year War had much to do with his early death.

Aglir of Telen was the sixth and last Autarch (668-74). His pride and arrogance disturbed many Senators who thought the autarchy was already too close to becoming a monarchy. One day he announced to the Senate the conquest of Ramala and Athul as far as the River Geleme by virtue of drawing a line on the map. Without approval of the Senates he used funds earmarked for the defenses of Moleryn to provoke the Salt War with Kaldor over the Salt Route. Kaldor was resoundingly defeated at the Battle of Chelna Gap (672). Popular approval was so strong, the Senates had



The Salt War

to stifle their resentment. But in 673 at the Battle of Ramala Gap, the League was defeated by Kaldor and forced to accept trade and territorial concessions. Kaldoran traders were exempted from various tariffs and tolls and the League had to forego any further claims to territories beyond Trobridge Inn.

Aglir held courtsmartial for several months and executed 43 officers for treason and cowardice. But his incompetent son, Taresir, the deputy commander of the Guards, was not even charged although he was probably more responsible than any other for the debacle at Ramala Gap. The army came close to mutiny and the populace began to riot against Aglir's imperial pretensions. Aglir declared martial law and issued warrants for the arrest of several Senators on treason charges. Before any arrests were made, members of his bodyguard assassinated him. The four assassins brought the warrants with Aglir's signature and seal affixed to the two Senates. The day after the assassination, both Senates passed identical motions abolishing the Autarchy and establishing a joint commission to establish a unified Republic.

The Thardic Republic

The Thardic Republic was founded only three months after the death of Aglir. Since then the real history of the Republic has been largely a matter of the ins and outs of power politics, most of which are unknown or obscure to the general public. However, two events stand out. In 708 the Order of the Red Shadows of Herpa crossed the Gomisen River and seized Themeson Keep. In 714 the situation was further complicated when the Orders of the Eight Demons and the Cohorts of Gashang split from the Orders of Herpa the Mace and the Red Shadows of Herpa. The present ramifications of these events are discussed under Current Events.

In 712 the Kandian Earl of Kuseme sent some knights to enforce his claims on villages to the east and north of Eidru. Two of these were within the borders of Ramala province. The Senate ordered the Marshal of Ramala, Kronas Elernin, to attack and take Kuseme. He invested Kuseme and left a small force to maintain the siege. After a few months of countermarching, the Ramala Legion and the Kandian army finally met outside of Eidru. The Kandian force was routed and Eidru Keep taken. Before hostilities could resume, Kanday and the Republic concluded a peace treaty ceding Kuseme, Eidru, and their territories to the Thardic Republic. Andasin IV hadn't wanted war to start with, and the Senate did not want to see Kronas cover himself with glory. His supporters in the Senate were able to arrange for him to be appointed both Marshal and Magistrate of the new Eidel Province.

Current Events

Various factions play a major role in the power politics of the Republic. There are currently five major factions in the Senate; some Senators are members of more than one. The Consolidation Faction is pro-republican and aims to clean up internal problems such as the Hefiosa bandits and the Gozyda and Tulwyni barbarians. The Expansionist Faction is also pro-republican but favours the conquest of lands in Kanday and Rethem. These are the two largest factions. Others are the Imperialist faction, which wants a return to the Imperial system, with an elected emperor, coupled with internal consolidation, a hereditary nobility, and feudalism. The Monarchist Faction wishes to establish a weak king with the real power wielded by a hereditary Senate and emphasis on foreign conquest. The Reform Faction, by far the smallest of the five, wants to clean up "abuses" in the Senate and the government. There is sympathy for this

position in the rural areas. Factional politics are made more complex by the religious, guild and client relationships of the Senators.

Relations with Kanday are presently peaceful. The Senate has been trying to pressure King Andasin IV to aid in restraining the Mimeyi Gozyda who occasionally raid the Salt Route. Andasin's position is that the Mimeyi are an independant people, not subject to his wishes, and overt action against them by the Republic would be viewed with disfavour by Kanday. Attempts by the Senate to reach an agreement with Kanday regarding increased or coordinated patrols of the Salt Route have so far proved futile.

There has been tension between the Republic and Rethem since 708, when the Red Shadows of Herpa seized Themeson. The situation was further confused by the schism of 714 which resulted in the holders of Themeson splitting from their parent order and founding the order of the Cohorts of Gashang. The order of Eight Demons, the clerical order that sponsors the Cohorts of Gashang is headquartered in Shiran, with other temples in Coranan and Golotha. They also hold several manors near Themeson. Neither order has been enthusiastic in its support of Chafin III of Rethem. Chafin's response to periodic demands for the return of Themeson from the Thardic Senate has been that the events took place during the reign of his predecessor, and that he has no control over the matter. The Senate properly regards these claims as "the veriest nonsense", but has yet to take firm action on the matter. The situation is said to be giving Chafin ulcers.

In fact, the demands are made only to conceal secret negotiations between the Senate and the Cohorts of Gashang for the return of the land to the Republic. The fighting order is well aware of its tenuous position with the Rethemi throne, and with its powerful parent order based across the river at Menekai. The grandmaster of the sponsoring order of the Eight Demons, Merele of Kantar, supports the return of Themeson to the Republic. Her influence, combined with the persuasion of the Senate, will probably ensure this result. Merele is forty two, an alluring if sinister figure in Shiran society.

Most of the Republic's problems are domestic. The Tulwyn and Gozyda and the Hefiosa brigands pose some threat to security. There is a trend towards lessening of the traditional religious tolerance in Tharda, particularly in settlements near the Rethem and Kanday borders. Primary targets of such persecution are followers of Larani or Agrik, who some folk see as anti-Republican, or as consorts of the enemy.

The most serious trend in Thardic politics is the Senate's increasing inability to compromise on important issues. The intrigue over the appointment of a new Warden for Coranan is reaching a crisis point. The city has been without a Warden for three months, and the Red Guard can presently be described as capriciously surly. The Senate has managed to reduce the field of candidates to two, both of whom are supporters of the Consolidationist Faction. Unfortunately, both candidates are supported by half the senators, and neither can gain the two thirds vote necessary for appointment. It is possible that a compromise candidate will be proposed in the near future. There are also several persons who desire that the number of Senators be expanded beyond 68 to allow themselves to be elected. So far, none of them has managed to influence enough Senators to get such a matter passed. Observers fear that the Senate will still be deadlocked by the time that the next triannual appointments must be made in 722.

Despite these problems, the Senate is still managing to deal with normal business. A petition from the Pilot's Guild is before the Senate, that if passed would require all vessels over 16 feet long to hire a pilot. The present law sets the figure at 30 feet, with the result than many riverboats are 29 feet long. The matter is under consideration, and in view of the amount of money being spent by the guild to "make their position clear" it seems likely to be passed into law. There is also a petition for the recognition as a guild of the Teamsters' Brotherhood. The petition is opposed by the Mangai, the Harnic association of guilds, but the fledgling "Brotherhood" has made several "gifts" to key Senators. Other proposals before the Senate are those to pave various pieces of road, repair the thirteen year old flood damage at Shiran, and a wild-eyed scheme sponsored by several Senators and the immensely powerful Nordaka family of Telen to build a seaport on the Gulf of Chakro connected directly to Telen by a new road through the Ramala Gap.

General Kronas has effectively pacified Eidel province. In the process, he has executed, exiled, or enslaved most of the Kandian nobility who were foolish enough to remain behind. As Magistrate, he has been the principal prosecutor of treason trials in the province, which have brought him considerable land and money. By redistributing these lands, he has effectively doubled the number of clients obligated to him and his

clan. None of his enemies in the Senate are happy about the growth of his power. There is a growing desire to appoint him to the post of Marshal of Ramala in 722. Kronas has on several occasions commented that he could, given proper support, pacify one third of the province in each year of his term. Due to his carefully worded vague statements on major issues Kronas has managed to gain some support from every Senatorial faction. Interestingly, elements of the rural youth are becoming increasingly either Reform or Imperialist minded, and both groups favour Kronas, but for different reasons.

Society

Thardic society can be traced back to the Corani tribes which formed the basis for the old Imperial society. The major evolutions during the Imperial period were the introduction of plantations worked by war slaves, and the titling of chief patrons. By the collapse of the Empire, it was virtually a feudal system. The Theocracy of Tekhos essentially replaced the imperial officials and nobility with their own people. The fall of the Theocrats and the near total destruction of any traditional authority left a power vacuum. This caused people to fall back on the earlier structure that had never been replaced, only submerged.

Land gives rank in Thardic society. In other words, status is not directly heritable, but land and debts are. When the Republic was founded, the oligarchy controlled over 90% of the land. These 70 families now own or control about 85% of the land; most of it not cleared or settled. Thardic society is divided into four main legal classes: freeborn, freed, ward, and slave. Wards are children, idiots, and the insane. Freeborn and freed are classed as citizens.

At the bottom of Thardic society are the slaves, most of whom are war captives, convicted criminals, and debtors. They have no rights or protection. It is common to free faithful slaves after long service, often in the owner's will. A freed slave becomes the permanent client of the former owner's clan.

Loyalty is given first to the clan, then the patron and finally the Republic. The clanhead has complete control over the lives of family members. He can arrange marriages, compel divorces, disown a clan member, and adopt persons into the clan. In rare instances, clanheads can legally execute or sell a family member into slavery. There are only three alternatives that dissatisfied clan members have: marry out, be adopted out, or enlist in a legion.

PATRON-CLIENT RELATIONSHIP

Thardic society operates on the basis of a network of voluntary formal obligations and duties known as the patron-client relationship. Both parties are obligated to help, protect, and avenge each other. The system rests on a web of favours owed and given. There are complex legal rules for assigning monetary value to favours to prevent confusion as to how much obligation a service creates. A patron or client who fails to meet their obligations can be sued, abandoned, or in exceptional cases, sold into slavery.

The monetary value of favours is an inheritable debt. Some clans are never able to pay it and acquire the de facto status of serfs. Only the two eldest children of these unfortunates inherit the debts of their parents, the others are free to enlist in the legions. If several children do this, there is a chance of buying the parents out of debt or acquiring new land.

Most free persons in the Republic are both patrons and clients. A person may have more than one patron. A client with two patrons can mediate disputes between them. Similarly, a patron will mediate disputes between their clients.

A patron is expected to investigate the death or injury of a client and apprehend and prosecute those responsible. If the client is hauled into court the patron is expected to represent them or obtain a defender. Patrons also obtain exemptions, licenses, appointments and business opportunities. They help with dowries and assist in the arranging of marriages. They may help with ransoms, fines or wagers at law.

A client must defend and protect the patron and is generally obliged to return favour for favour as far as they are able. The favours done by clients are similar to those required of a vassal in the feudal system. But unlike feudal vassals, a Thardic client is free to change patrons. If the client has obligations to the former patron, then they must pay off the favours owed or find another patron who will buy the obligations.

Government

The theory behind the government is that every form of rule by men of men eventually becomes too large and starts overtaxing and interfering in the private affairs of good citizens. The Thardic system pits the "natural" tendency of the state towards tyranny against the patron-client relationship. Patrons use their social and economic power to make deals to gain appointments, opportunities, and political concessions for themselves and their clients. The government is based on the principal of mutual interest and benefit, and consensus and compromise usually assure a reasonable division of spoils; "If I support your program, my client gets this appointment, contract, promotion, etc....".

What appalls foreigners the most about the Thardic Republic is the open expectation of what are elsewhere considered bribes. Many visitors are left speechless by the sight of discreetly placed signs listing the suggested "gift" for various services. Accepting or offering such a gift is not considered corrupt or illegal, although there are stiff penalties for breach of promise and overcharging. Thardans patiently explain to visitors that public officials are almost all unpaid and overworked, so a "gift" motivates them to take a special interest in individual cases and handle them expeditiously. Thardans cheerfully advise visitors to think of it as a fee for services rendered rather than a bribe. More widely travelled or cynical Republicans observe that the practice is more honest, and usually cheaper, than the semi-covert corruption in most feudal states.

The Republican bureaucracy is notorious for inefficiency, incompetence, and indifference. All of this disappears in the face of a shrewdly placed "gift". As a witticism has it, "All problems can be cured with silver except old age and death, and the bureaucracy is working to solve those".

Taxes in the the cities are low compared to the rest of Harn, but they are higher than those in the rest of the Republic. The reason for the generally low taxes is that so many officials are unpaid, and that legionaires are usually paid with land at the end of their term of service.

THE SENATE

The Thardic Senate has been called both the most corrupt and the most realistic governmental body on Harn. Members are elected for life by a two thirds vote of the existing senators. The office is unpaid, but is very renumerative due to the "gifts" senators receive. Theoretically, any free citizen of the Republic can

become a senator, but few can afford the cost of the "gifts" necessary to ensure election. Senator Markaz from Shiran, elected in 718, spent over 3000 gold crowns to win his seat. The Senate originally had 54 members but additions have brought it up to 68. New members are elected when a senator dies or retires.

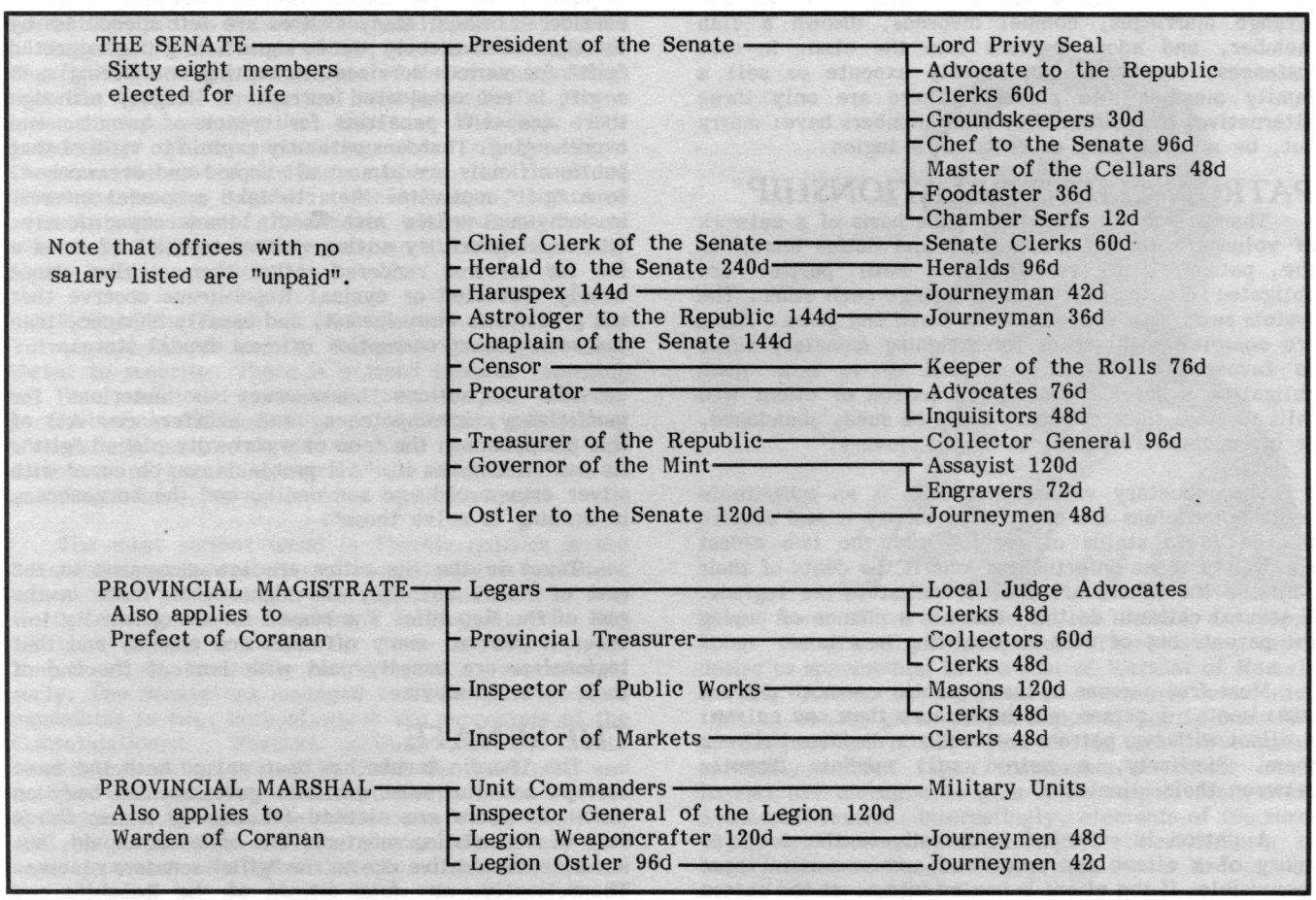
The Senate serves as both the legislature and the supreme court of the Thardic Republic. It levies taxes, appoints officials, declares war, makes treaties, and tries high crimes. The Senate inherited most of its customs from the earlier Senates of the Republics of Coranan and Shiran. It meets once yearly from the beginning of Ilvin to the end of Morgat in the Chamber of the Red Domes in Coranan. Though attendance is not required of senators, most deem it to be in their best interest to be there. The Senate sits in continuous session whenever the Republic is at war with a foreign enemy and also convenes in the case of national emergencies, for treason trials, or if one third of the senators sign a proclamation of session. Quorum is one third of the elected members. The only exception to the quorum rule is the election of new members when a referendum ballot is circulated to each senator. The most senior member of the Senate serves as President. Senators speak on issues in the order of reverse seniority.

A session of the Senate cannot begin without reports from the Haruspex (interpreter of omens) and the Astrologer to the Republic. The role call of members is read by the Herald to the Senate. The Chaplain of the Senate pronounces a non-denominational invocation to ask the gods for their blessing.

Senators are the most favoured citizens of the Republic. Most of the higher offices are awarded to senators, their kin, and their clients. They enjoy numerous privileges, only the most notable of which can be mentioned here. No senator may be restrained, arrested, or executed except by warrant of treason issued by the Senate. Senators have the right to speak in any court of law, examine any official's records, and stay any execution or commute any sentence not ordered by the Senate itself. A senator may commandeer the services of any slave or citizen for assistance in the exercise of his privileges. Impeding, or failing to cooperate with a senator who claims exercise of privilege is treason. Entering the Senate chamber with a weapon is also considered treason.

MARSHALS AND MAGISTRATES

The governance of each province is divided between two officials appointed by the Senate to three year terms, the Marshal and the Magistrate. They may be reappointed an indefinate number of times at the expiration of each term of office. Each can veto the actions of the other, and deadlocks may be settled by the Senate. On rare occasions one person is appointed to both offices. Such is presently the case in Eidel Province. Neither official is paid and both expect large "gifts" in exchange for their attention. The Marshal commands the provincial legion, which not only defends the province, but acts as a police force and bodyguard for provincial officials. It is high treason for a Marshal to lead his troops outside his jurisdiction without explicit approval from the Senate. The Magistrate is the chief administrative and judicial officer in the province.



THE CITY OF CORANAN

The city of Coranan is a separate administrative district governed by the Prefect and Warden. The Warden commands the Red Guard, who garrison the city, and serve as the Senatorial bodyguard. Although it is technically responsible for policing the city, it has grown so lax in this regard that several private mercenary corps have taken over much of that duty. The Prefect has responsibility for the financial, judicial and civil administration in the city.

OTHER OFFICIALS

Some local officials are appointed by the Magistrates or Prefect. These include commissioners that oversee markets, roads, public works, etc. These positions are avidly sought because they are potentially very lucrative. The Marshals and the Warden directly appoint the officers under their command.

The Senate also appoints other offices which vary in their potential for "gifts". The Censor's function is to update the Republic's roll of Knights and Yeomen. The office is filled every five years for a term of eighteen months. When the Senate has particularly urgent business it appoints a Procurator, an inspector and judge who outranks provincial governors. They are appointed for a one year term to investigate problems that cross jurisdictional boundaries. The Senate also awards a few sinecures on a lifetime basis: Herald to the Senate, Astrologer and Haruspex to the Republic, and Chaplain of the Senate (who is always a layman, and never a priest of any religion).

Military

All free land holding clans are assessed a Legionary Tax of 1d per acre per year. This is all that is required of clans owning less than 300 acres. A family that owns 300 to 600 acres is "given a feather" for one of its members who is equipped as a footsoldier. Clans that own 600 to 1200 acres must equip a light cavalryman, and those with 1200 or more acres are given a knighthood to bestow on one of the family. These persons are required to enlist in a legion.

Other persons may voluntarily enlist in a legion. Such recruits are required to equip themselves, or be equipped by the legion as light foot. Many join the army in hopes of social advancement, or to escape the drudgery of their existence.

Legionaires serve full-time through the ages of 16 and 20, three months a year from 21 to 40 (reserves), and emergency service from 41 to 60 (retirees). When a soldier has completed their reserve service, the family must equip another legionaire. In addition, for every similar number of acres above the minimum owned by a clan, they must equip another soldier. Clans always have the option to refuse a grant of yeomanry or knighthood, and pay the Legionary Tax instead.

Legionaires can opt to reenlist at the end of each four year term of service. Since "twenty-year men" are eligible for grants of land when they muster out, most choose to rejoin. Legionaire's pay is 1d per day.

THE LEGIONS

The legions of the Thardic Republic are not just military institutions. They also serve as a means for the stabilization of the society through the distribution of undeveloped land. They are also a means of advancement in the society. Legions provide their recruits with a network of social contacts outside their clan or settlement.

The Thardic Republic has the largest body of full time trained troops on Harn. The six legions and the Red Guard have a total full-time strength of 1160 foot and 380 cavalry (knights). Reserves of approximately 4500 foot and 820 knights also exist, one quarter of whom will be on three month active duty at any time.

When a legionaire enlists, they are trained for six months. Knights enlisting in the legions are presumed to be trained in combat, but are drilled in tactics. Light cavalry and infantry are trained in the use of the short bow and are used as skirimishers to harrass the enemy with bow fire. Heavy cavalry and infantry are used as shock troops, preferably against disordered enemies.

Persons joining the legions are assigned the rank of cadet. Once training is finished, a cadet's rank and assignment depends on their social status, and their ability to buy promotion, and their ability. Promotions may be purchased after a minimum service of six months at the lower rank. Rank up to the level of captain may be purchased, after that, officers are appointed by their superiors, presumably on merit.

Thardic legions have developed a "mobile fort" for use while encamped in hostile territory. Besides their normal equipment, each foot soldier carries a six foot long stake about six inches in diameter, and each cavalryman carries a similar stake plus four three foot long thinner stakes. Thus, for every ten cavalry and thirty infantry, a twenty foot section of wall can be built. At the end of the day's march, a square fort with an inner embankment reinforced by the shorter stakes is assembled. The outer wall stands about five feet high and the inner about two feet. When possible, a ditch is dug outside the perimeter.

Law

At the top of the judicial system is the Senate, which tries cases of treason, cases against Senators, and lesser cases that are successfully appealed to it. Each province, and the city of Coranan, has a court presided over by the Magistrate or Prefect. These officials appoint district judges, called Legars. Below these are local judges appointed by the Magistrate.

The major difference between Thardic law and the feudal legal system is that feudal obligations either do not exist, or are formalized in the patron-client relationship. Also absent are royal privilege and the foundation it provides for Forest Law and felonies. Most foreigners are confused by the Thardic legal system. As a result, there are special "Foreigners' Courts" for cases involving them. Under Thardic law, civil status is given to many offences which are normally considered felonies. Criminal status is assigned only to acts committed against the Republic. In civil cases, only the parties concerned may bring suit; in criminal cases, any citizen may file and prosecute a suit.

Besides the usual crimes against the state such as sedition, treason, espionage, etc.; there are two specially defined crimes in the Thardic Republic. Regicide is the murder of a Senator. Impersonation is

defined as using the insignia or claiming the privileges of official rank, such as Senator, Magistrate, Legar, etc. This crime includes the improper use of heraldic devices, the wearing of a ring on the right hand (gold for Senators, silver for Knights), wearing a purple cloak (Senators), a crimson cloak (Magistrates and Marshals), or a feather in one's cap (Yeomen).

There are no prosecutors for criminal cases. Persons appear before a judge and demonstrate that a crime has been committed. If they do so successfully, they are given a warrant to investigate. If the case comes to trial, the investigator acts as the prosecutor. If the prosecutor wins, they receive one third of any imposed fine. In civil cases, half the fine goes to the plaintiff, and half to the state.

Thardic law includes the practice of wagers at law: the prosecutor or plaintiff must deposit a sum of money with the court as proof of serious intent, and if the case is lost, so is the wager. In this event half the wager goes to the court as compensation for its time, and half goes to the defendant for having been subjected to "nuisance".

Trials are conducted before juries of eight citizens. Jury selection is haphazard at best; they are frequently made up from the first eight citizens passing the court. Trial by combat is permitted within the Pamesani arenas, although this requires that a fee be paid to the court, and to the masters of the arena.

Legally, torture may be used on aliens and slaves to obtain evidence at any time. It may only be used on citizens in cases involving crimes against the Republic. The most common penalty in Thardic law is a fine, either alone or in addition to other penalties. In serious cases, criminals may be given the choice between permanent exile or enslavement. In Shiran and Coranan criminals are often condemned to the Pamesani arenas, either for a single event or a longer period, depending on the crime.

The biggest difference between Thardic law and the Harnic norm is the Republic's definition of criminal bribery and corruption. As noted above, it is not considered bribery to give "gifts" to public officials to expedite matters. However, it is a serious offence to offer a bribe to someone to ignore the facts of a case or falsify a record. Thardic law recognizes a difference between bias and prejudgement. The latter, especially as the result of a bribe, is illegal. Under Thardic law, bribery is defined as an attempt to induce an official or juror to prejudge a situation or legal case. Since "gifts" given to provide added motivation to perform one's duties are an entrenched part of Thardic society, it is often difficult to prove the difference between the two actions.

Economy

The Thard River is sometimes called "the heart's blood of the Republic" because it provides fertile soil, fish, and transportation. It floods every year, usually doing little damage, although in 707 considerable damage was done to Shiran.

Lake Benath provides several species of fish that are dried, smoked, pickled, or salted for export down the river. Some fish are harvested for oils used in perfume manufacture. The forests of the Republic provide lumber, resins, charcoal, nuts, and herbs for local consumption and export. Other resources include iron and silver from mines in northern Tharda.

The most famous elements in the Republic's economy are slaves and salt. Several slavers deal in gladiators for the Pamesani Games, pleasure slaves, household servants, or general labourers. The area west of Imrium is Harn's largest known source of rock salt. The salt is traded with Kaldor and eastern Harn. So significant is this export that it has given its name to the Salt Route, and to the Salt War fought between the Thardic League and Kaldor in 672.

The annual caravans between Kaldor and the Thardic Republic are assembled in Coranan, and are joined by lesser groups in Moleryn. Merchants travel from west to east in the spring, returning in late summer or fall. Most are content to trade in the Tashal markets, but some travel to Orbaal or Thay.

The Mangai, the Harnic organization of guilds, has a strong voice in political affairs. Petitions presented to the senate from the Mangai are generally well received. Arbitrating disputes between guilds, one of the functions of the Mangai in most regions, is not particularly important in the Republic, since this usually falls within the patron-client relationship.

Religion

The church of Halea is popular among the upper and middle classes in the Republic and many senators are adherants. Shiran is the seat of the Primate of Harn. Both the Marshal and Magistrate of Shiran province are devotees of Halea and divert provincial taxes to church coffers.

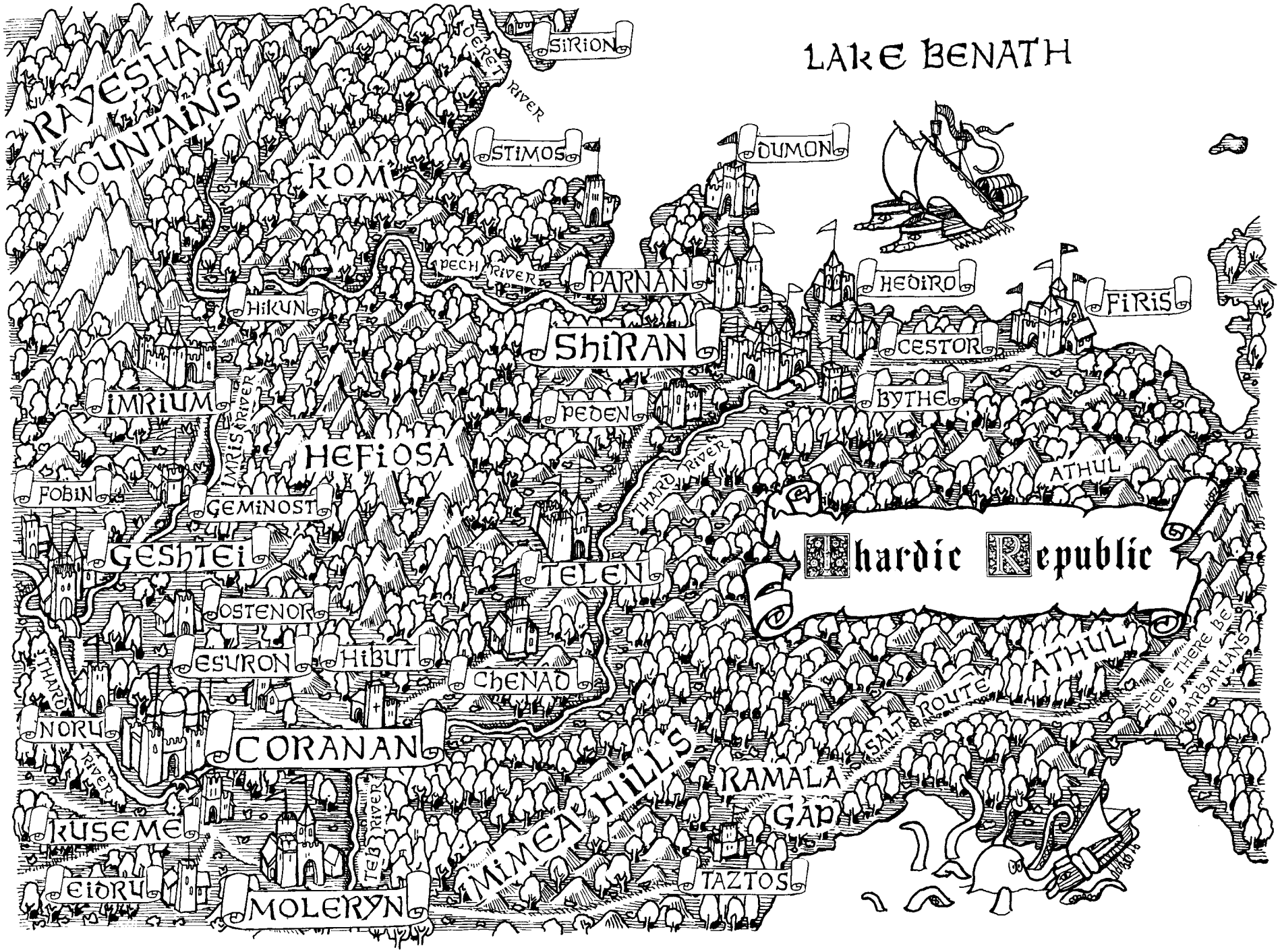
Two orders of the church of Agrik operate the Pamesani Games. While these are popular, the political leanings of other factions and orders of the Agrikan church are less well received. This has not prevented the church from attracting members from the Thardic nobility and military.

The association between the Laranian church and the Kandian throne causes some suspicion. Nonetheless, some Thardic knights and senators are adherants, and the church has supplied troops to the Republic on occasion. A leading faction in the Thardic Laranian church supports a return to the Imperial system and the introduction of hereditary feudalism.

The church of Ilvir is poorly organized and has few adherants. They supply Ivashu for the Pamesani Games. An itinerate faction of the church regards this practice as sacrilegious, and may be responsible for the release of Ivashu held for the Shiran games.

The church of Peoni is popular among the rural population, and most villages have a shrine to the Lady of Labours. The church is widely known for its generosity to the poor and disadvantaged.

The church of Save-K'nor is represented by all three of its orders. The Hyn-Aelori maintains archives and takes little interest in politics. The Rydequilyn satirize political life in the Republic and act as social critics. The Shea-Al-Aecor exerts a subtle influence on Thardic politics. Many members hold influential posts in government or with wealthy clans.


LAKE BENATH
RAYESHA MOUNTAINS
SIRION
JERET RIVER
STIMOS
DUMON
KROM
PECH RIVER
PARNAN
HEDIRO
FIRIS
HIKUN
SHIRAN
CESTOR
IMRIUM
IMRIS RIVER
PEDEN
BYTHE
HEFIOSA
THARD RIVER
ATHUL
FOBIN
GEMINOST
Thardic Republic
GESHTEI
TELEN
OSTENOR
ESURON
HIBUT
CHENAD
ATHUL
THARD
NORU
CORANAN
SALT ROUTE
HERE THERE BE BARBARIANS
RAMALA GAP
RUSEME
TEN RIVER
MIMEA HILLS
EIDRU
TAZTOS
MOLERYN

Thardic Settlements

The following pages list all settlements shown on the map of the Thardic Republic. With the exception of Ramala, the provinces are subdivided into varying numbers of administrative districts. The settlements are organized alphabetically within each district, the districts are listed alphabetically within each province, and the provinces are also listed alphabetically. The following data is given on the settlement lists.

SETTLEMENT (Column 1)

The name of the settlement. These are not manors in the feudal sense. They are villages of ten or more households. Typically, each village will contain a clanhouse (villa) of the dominant landholding clan, and abodes for other rural peasants. Contrary to what we said in Harnview, the concept of Serfdom does not apply to Tharda. Most rural folk are freemen, but they are undoubtably clients of the major landholder so the difference may be problematicical. Most villages also contain a Peoni shrine and a mill that is invariably owned and operated by a master of the Millers' Guild. The district capital is, with the exception of Coranan District, the major settlement. There is a complete alphabetical list of all Thardic settlements on the back of the Tharda map; this list identifies the district where the settlement is located.

HOLDER (Column 2)

The name of the major landholding clan in the village and surrounding area. Roughly 85% of all land in Tharda is owned by 66 prominent clans. The named clan will typically own 60-80% of the surrounding land, the balance being held by client freemen. A significant portion of the clan estates are usually "farmed out" to tenant freemen. A full list of the major clans is given at the end of the index.

Unlike feudal Harn, the churches do not hold rural estates with one exception. The Agrikan order of Eight Demons, headquartered in Shiran, owns three estates in Geshtei District. This land was part of the Order's estates at Themeson, a keep that was once within the republic but is now within Rethem. See: Rethem module under Themeson for details.

ACRES (Column 3)

The gross acreage of cropland and pasture in the settlement. Much of this will not be arable cropland. A reasonable rule of thumb is: Waste (10%), Woods (20%), Pasture (30%), and Arable (40%) half of which will lie fallow. The clan list at the end of this index shows the total acreage they hold.

LAND (Column 4)

A factor describing the quality of the arable land around the settlement based on a Harnic average of 1.00. Gross acres should be multiplied by land quality for more precise data calculations.

HOUSEHOLDS (Column 5)

The number of households in the settlement. The average household has 5 persons including spouse and offspring. A few of these households will be clansmen of the major clan; most will be client families who are either tenants or freeholders. A rough breakdown of rural and urban households for Tharda is: Slave (17%) and Freemen (83%).

LEGION GARRISONS

The six Thardic legions are prominent landholders. Most "legion land" is found surrounding legion forts which are shown on the map as a settlement with a dot in the center. It is customary for 20 year veterans of a legion to receive 40-60 acres of legion land when they muster out. Hence, most of the land around a legion fort, not owned by the legion, will be held by such veterans.

Each of the six Thardic legions are headquartered in a provincial capital. The ideal legion would have four cohorts, but since all district capitals are the headquarters of one cohort, this varies from two cohorts in the Ramala Legion to six cohorts in the Coranan Legion. The Red Guard, the "elite" unit restricted to the city of Coranan, is effectively one cohort of eight companies. The following table lists the respective strengths of each legion.

LEGION	COHORTS	COMPANIES
Gerium	4	25
Coranan	6	21
Shiran	5	20
Eidel	2	20
Kom	3	14
Ramala	2	8
Red Guard	1	8
TOTAL	23	116

Theoretically, a cohort has 20 companies, each containing 20 men, for a total of 400. Nowhere is this paper strength actually available. Thardic cohorts range from 3-12 active, full-strength companies of legionaires, although about half of any company will be three-month reservists. That is, a cohort of 6 companies (120 men) would have 60 regulars and 60 reservists. In times of emergency, a further 180 reservists would be available, bringing the strength to 15 companies (300 men). The full complement of a cohort would be rounded out with volunteers and retirees as necessary. The number of companies stationed at any legion fortress is indicated in brackets; that is Kom Legion [2] means that two companies of the legion are normally stationed there. Cohorts in military sensitive areas such as Gerium and Eidel tend to be better manned. Keep in mind, some posts may be temporarily understrength if men are on patrol, etc.

All major settlements contain a keep or castle, but most minor settlements are not fortified. The clanhouse of the major clan may be somewhat defensible, and most settlements have reserve and retired members of a legion as landholders. It may be assumed that every settlement has reservists equivalent to one infantryman per 200 acres. Around legion forts the proportion could be as much as one infantryman per household.

CORANAN CITY

The City of Coranan is governed by two officals, both appointed by the senate for one year terms, but renewable at the pleasure of the senators. The Prefect is responsible for financial, judicial, and other civic matters; the Warden commands the Red Guard and is responsible for protecting the Senate and general policing and security. A large bureaucracy to assist both men exists. The current prefect is Toribir Wejik, a competent administrator who has held the office for four years. Wejik is a scholarly man of fifty seven, whose frail appearance belies his energy. He frequently outworks his younger assistants. He is a member of the Consolidationist faction in the Senate. The position of Warden is currently vacant and has been for three months due to a deadlock in the senate. The two leading candidates are Harmon Kainel and Azikain Gelber.

CORANAN PROVINCE

The provincial capital is at Telen, the city of Coranan having its own administration. The provincial magistrate is Amerak Nordaka and the marshal is Cobart Nordaka. The two men are cousins. For more details on the administration of the province see the Telen article.

CORANAN DISTRICT

Coranan district is administered from Verus. This has been the case since the foundation of the Republic of Coranan in 621, when it was deemed wise to dilute power by removing the district administration from the city. The district legar is Barane Khonary; Hordal Cosele commands the legion cohort.

VERUS	Coranan Legion [2]	2850	1.06	108
Dajel	Cosele	1910	1.07	40
Dess	Coranan Legion [1]	1440	1.02	32
Dolir	Wejik	1230	1.07	27
Fervit	Khonary	1750	1.03	36
Golar	Khonary	1440	1.04	30
Gufen	Cosele	1330	1.08	27
Guinp	Asarn	1920	1.05	41
Habek	Asarn	1480	1.05	27
Hikel	Asarn	1440	1.06	31
Hilzut	Khonary	1850	1.05	35
Hummud	Khonary	1620	1.03	32
Hunil	Coranan Legion [1]	1860	1.07	37
Jetuw	Khonary	1950	1.05	42
Kennin	Asarn	1530	1.07	29
Kinnos	Wejik	1230	1.07	26
Linij	Wejik	1190	1.07	23
Milon	Wejik	1330	1.09	27
Milis	Asarn	1450	1.07	28
Mol	Wejik	1050	1.08	22
Nigens	Wejik	1120	1.09	24
Nohroz	Wejik	1070	1.07	22
Oepus	Wejik	1190	1.08	23
Pinop	Nordaka	1690	1.07	31
Sather	Cosele	1340	1.06	26
Sisin	Akain	1260	1.09	25
Strom	Khonary	1800	1.05	37
Swhen	Asarn	1290	1.08	24
Thoff	Khonary	1670	1.03	30
Troul	Cosele	1210	1.06	26
Tus	Asarn	1170	1.08	25
Tuwora	Asarn	1150	1.08	23
Wumi	Cosele	1440	1.06	28
Zuwik	Wejik	1210	1.07	24

CHENAD DISTRICT

Chenad Keep is the district capital. The site was originally occupied by the Telene tribal people who were assimilated into the growing Corani Empire, and the first fortification was built in 339. Although the keep was improved by the Emperor Mejenes in 452, much of the existing stonework dates from 339. The district legar is Lounda Krenna; commander of the Chenad Cohort is Toliam Herthel.

CHENAD	Coranan Legion [1]	1920	1.03	132
Addeg	Aeb	980	1.02	21
Beldair	Krenna	1030	1.01	22
Caunn	Krenna	1160	1.02	22
Clenad	Krenna	1140	1.02	21
Eberd	Coranan Legion [1]	940	1.02	20
Ferns	Krenna	1290	1.02	24
Lameinar	Herthel	1430	1.02	27
Lassil	Aeb	1270	1.00	23
Lechad	Aeb	1210	1.01	24
Nillinar	Herthel	1270	1.02	25
Nim	Herthel	1340	1.02	27
Pahn	Herthel	1150	1.01	22
Pinnbrook	Coranan Legion [1]	750	0.96	16
Solm	Aeb	1330	0.98	24
Zuh	Herthel	1320	1.03	23

ESURON DISTRICT

Esuron Keep was the site of an ancient Corani tribal fortification. The earthworks of the old hillfort are still plainly visible, and it is not uncommon for ancient artifacts to be turned up by local peasants working their fields. The existing keep was built in 687 to replace a structure erected by Corthir in 304. The legar is Endal Cadrune, a member of one of the Republic's most powerful clans. Yandal is 37 years old and has a difficult time hiding his ambition to be the next provincial magistrate. Astur Exenion commands the Esuron Cohort.

ESURON	Coranan Legion [1]	1770	1.06	215
Aldale	Coranan Legion [1]	1230	1.05	25
Akhill	Indash	1220	1.04	23
Averstok	Exenion	1450	1.04	31
Beldin	Cadrune	1390	1.05	27
Cude	Cadrune	1330	1.04	27
Cuzzen	Indash	1230	1.03	24
Deerston	Cadrune	1600	1.04	30
Deffan	Indash	1150	1.03	24
Dolnar	Cadrune	1160	1.04	22
Essig	Exenion	1110	1.04	24
Gavs	Cadrune	1110	1.05	21
Gem	Indash	1340	1.03	26
Heed	Cadrune	1040	1.01	21
Heml	Cadrune	1080	1.05	23
Kazzoz	Cadrune	920	0.98	20
Keery	Indash	1340	1.02	26
Ky-Millis	Cadrune	1450	1.04	28
Leehon	Exenion	1070	1.03	22
Netex	Cadrune	1140	1.04	24
Noolnar	Cadrune	1160	1.03	21
Pearce	Cadrune	1030	1.03	20
Pullnar	Cadrune	860	0.99	18
Riplen	Indash	980	1.03	19
Storm	Indash	1350	1.03	25
Tamih	Coranan Legion [1]	1040	1.03	21
Thestall	Exenion	1080	1.04	20
Tuw	Exenion	1150	1.05	23
Venire	Cadrune	1570	1.06	32
Wearton	Exenion	1170	1.04	23

HIBUT DISTRICT

Hibut Keep which was once an old Corani tribal fort. Many of the hills north of Hibut are capped with stone cairns that many folk believe are the graves of Corani chieftains. Corthir's stone keep, built in 307, still stands, although it is in serious need of repair. The district legar is Jurdin Melvoen, a weak administrator who is strongly influenced by the commander of the Hibut Cohort, Poris Kardan. Poris is a good friend of Marshal Kronas and holds land in Eidel Province for his trouble.

HIBUT	Coranan Legion [1]	1630	1.05	158
Appenhil	Utreth	1230	1.02	23
Cessnow	Melvoen	1110	1.01	23
Deih	Melvoen	970	1.02	19
Denon	Rodal	1230	1.02	25
Firge	Coranan Legion [1]	870	0.99	18
Fitz	Quinda	1140	1.03	22
Gehne	Utreth	1050	1.02	21
Gekun	Melvoen	1180	0.99	21
Gessup	Melvoen	1780	0.99	32
Hazar	Melvoen	1210	0.97	24
Heff	Utreth	1450	1.02	27
Henemda	Coranan Legion [1]	1330	1.01	27
Hibuten	Melvoen	1140	1.01	23
Hotte	Rodal	1160	1.02	23
Javemeinar	Rodal	1190	1.01	24
Jine	Kardan	1230	1.04	25
Journe	Kardan	1270	1.03	23
Kazzmeinar	Melvoen	1340	1.00	26
Kehn	Melvoen	1720	1.01	33
Kinar	Kardan	1430	1.05	29
Motz	Quinda	1160	1.03	23
Pacaen	Melvoen	1090	1.00	22
Pross	Kardan	1150	1.04	23
Rizzuny	Utreth	1330	1.01	26
Souna	Quinda	1370	1.03	27
Strint	Kardan	1280	1.04	26
Tish	Melvoen	1280	0.98	24
Tommin	Kardan	1150	1.04	23
Tuttel	Rodal	1030	1.00	21
Tybrook	Utreth	1310	1.01	24
Warshid	Rodal	1340	1.01	26
Weken	Melvoen	1250	1.01	25
Welk	Quinda	1200	1.02	23

OSTENOR DISTRICT

Ostenor Keep is a relatively modern structure dating from 642. It replaced an Imperial fortress that had been built in 413 on the site of an old Corani settlement. This fort was destroyed during the Balshan Jihad. There are numerous barrow graves and stone cairns in the vicinity. Locals claim that the shades of Corani warriors can be seen to march through the town on the night of Navek 30. Attempting to witness this phenomenon is deemed to be the greatest of follies. In 367 Arosta the Conquerer defeated the Hefiosa tribes under Adjak at the battle of Osten a few leagues north of the settlement. The district legar is Rolur Onaxis, a powerful friend of the Nordakas from Telen. The commander of the Ostenor Cohort is Harmon Kainel, one of the leading candidates for appointment as Warden of Coranan.

OSTENOR	Coranan Legion [2]	1550	1.04	135
Ashtree	Kainel	1460	1.00	27
Balmeinar	Kainel	1460	0.98	29
Boluv	Onaxis	1150	1.03	23
Hal	Kainel	1340	1.02	26
Helost	Coranan Legion [1]	860	1.01	18
Hemmel	Onaxis	1160	1.02	22
Jast	Onaxis	1080	1.01	21
Kaffenar	Onaxis	1170	1.04	23
Keffos	Kainel	1610	0.99	29
Kenddal	Onaxis	1210	1.00	24
Lemino	Onaxis	1070	1.04	20
Marouh	Erm	790	1.03	18
Norw	Kainel	1330	1.01	25
Palomeinar	Erm	980	1.03	20
Prill	Onaxis	1050	1.03	21
Quaye	Erm	900	1.04	19
Rever	Onaxis	1080	1.00	20
Stanum	Onaxis	1140	1.02	22
Telliran	Coranan Legion [1]	830	1.05	17
Toran	Kainel	1360	1.00	25
Zelh	Onaxis	1120	1.04	23

TELEN DISTRICT

The district capital is Telen, which is also capital of Coranan Province, and headquarters of the Coranan Legion. For more details see the Telen article in this module.

TELEN	Coranan Legion [2]	1930	1.07	506
Bovett	Coranan Legion [1]	1880	1.04	42
Cacer	Irdime	890	1.02	19
Cass	Gelber	810	1.03	16
Fall	Omlin	1220	1.05	23
Golir	Irdime	1240	1.03	24
Goltust	Nordaka	1110	1.05	22
Gostok	Omlin	1290	1.04	25
Hedde	Irdime	1330	1.02	27
Hisst	Nordaka	1160	1.05	23
Ilnom	Nordaka	1080	1.03	21
Jeg	Nordaka	1070	1.05	21
Lak-Amnar	Irdime	1230	1.03	24
Limath	Omlin	1140	1.05	22
Midton	Nordaka	1650	1.05	31
Mumak	Nordaka	1550	1.06	30
Nemenar	Gelber	1040	1.03	20
Nool	Irdime	1280	1.03	23
Pelek	Coranan Legion [1]	980	1.02	20
Pomn	Nordaka	1340	1.05	28
Purough	Coranan Legion [1]	1190	1.00	23
Pypper	Nordaka	1330	1.05	25
Relivost	Omlin	1100	1.02	22
Remmel	Coranan Legion [1]	2150	1.04	37
Ruh	Gelber	1220	1.03	24
Smether	Nordaka	1110	1.04	22
Telbbak	Nordaka	1010	1.04	20
Telenar	Gelber	690	0.98	14
Thaming	Nordaka	1030	1.05	19
Tobess	Irdime	1230	1.03	24
Usk	Nordaka	1250	1.05	24
Vektor	Gelber	730	1.03	14
Velg-Hill	Gelber	880	1.04	17
Wardale	Nordaka	1260	1.06	21
Zeman	Nordaka	1460	1.06	27

EIDEL PROVINCE

The provincial capital is Kuseme. Formerly part of the Coranan Republic and Thardic League, Eidel was an Earldom of the Kingdom of Kanday from 665-712, when it was annexed during the Kuseme Wars. As a result of the past political instability in the region, the province is somewhat underpopulated. Both the offices of Marshal and Magistrate of Eidel are held by one man, Kronas of Clan Elernin, who is possibly the single most powerful individual in the Republic. Kronas was the general who conquered the territory for the Republic in 712 and for this service, the senate voted him the offices in 713. Kronas is, by far, the biggest landholder in the province, having acquired estates that now exceed his traditional clan lands in Ramala Province. With his conquest of Eidel, Kronas has been able to cement relationships throughout the Republic by ensuring the newly conquered lands have been distributed to friends and relatives. The marshal has also made generous endowments of frontier land to his Eidel Legion.

EIDRU DISTRICT

The district capital is Eidru Keep, built in 452 to guard the southern approach to Kuseme and Coranan. After the fall of the Corani Empire in 565, Eidru was in the hands of a brutal Morgathian despot called Jamyn of Mykman who was assasinated in 589. For a time Eidru was an independent republic, but was annexed by the Coranan Republic in 623. Eidru was captured by the armies of Kanday in 665 and remained a part of that kingdom until 712 when it was recaptured for the Republic by Kronas Elernin. The district legar is Morasy Yemala, who is husband to Florane Elernin, the eldest daughter of Kronas Elernin. The Yemalas also hold land in Gerium Province. The commander of Eidru Cohort is Tobrin Levrel, a member of the powerful Levrel clan from Noru.

EIDRU	Eidel Legion [2]	1790	1.00	124
Aubissent	Akain	1260	0.98	15
Caenne	Eidel Legion [1]	1240	0.96	25
Cennbrook	Eidel Legion [1]	1180	0.96	23
Dedna	Eidel Legion [1]	1640	0.96	29
Graen	Yemala	1650	0.98	24
Hivuw	Elernin	1150	1.01	20
Jehlan	Akain	1260	0.97	21
Jouhn	Kardan	1460	1.01	23
Kahl	Eidel Legion [1]	1760	0.97	29
Kerrhart	Yemala	1760	0.97	24
Keu	Eidel Legion [1]	1280	0.96	26
Kinis	Elernin	1330	1.01	21
Minn	Elernin	1160	1.01	19
Pirl	Elernin	1340	1.01	23
Plohgart	Yemala	1320	0.98	22
Roon	Levrel	1660	1.00	26
Scolt	Elernin	1750	1.02	26
Spol	Akain	1340	0.98	22
Stus	Wytel	1450	0.98	25
Tinehn	Eidel Legion [1]	1350	0.97	27
Tukr	Akain	1240	0.99	23
Tust	Elernin	1410	1.01	22
Warmeinar	Yemala	1510	0.99	25

KUSEM DISTRICT

Kusem Castle is one of the oldest structures on Harn, built more than 400 years ago by Corthir, the first Corani emperor. For many years it was the only imperial fortress south of the Thard River. The origin of the settlement is somewhat obscure. Some sources claim that Kuseme was one of the Corani tribal fortresses, while others refer to a people known as the Eithane who "dwelt across Mother Thard", and who were conquered and massacred by Corthir. Corthir's original keep was improved by Arosta in 372. The castle was the principal seat of the Earl of Kuseme, but was was ceded to the Republic by Kanday as part of the peace treaty that ended the Kuseme War in 712. The district legar is Orvin Asarn, member of a powerful family in Coranan District, and whose father is a prominent senator. Joubar Holsine commands the Kuseme Cohort. He has been associated with Kronas for more than ten years but is quietly uneasy with his commander's imperialist leanings.

KUSEME	Eidel Legion [5]	920	1.06	474
Bobber	Erelun	870	1.01	14
Clainne	Wejik	1230	1.05	21
Fituv	Khonary	1150	1.03	19
Flaen	Cadrune	1260	1.04	21
Foups	Aeb	1450	1.01	23
Gevul	Asarn	1410	1.02	24
Giln	Eidel Legion [1]	1380	0.99	24
Grabe	Elernin	1170	1.03	20
Heage	Utreth	1030	1.05	24
Helar	Eidel Legion [1]	1280	1.06	23
Hene	Krenna	940	1.00	17
Hiden-Tah	Exenion	1460	1.01	22
Hue	Mariam	680	1.00	13
Jir	Chebelos	1450	1.01	20
Lolmi	Eidel Legion [1]	1160	1.05	22
Neht	Erm	1040	1.05	17
Niegec	Elernin	1160	1.05	20
Nikkem	Elernin	1030	1.06	25
Ohnelf	Khonary	1170	1.02	19
Onun	Wejik	1280	1.06	20
Peehil	Gelber	950	1.00	16
Poah	Holsine	1060	1.05	18
Polim	Ostardas	1570	1.02	24
Ponimeinar	Gelber	1280	0.96	15
Putal	Eidel Legion [1]	1230	1.04	23
Quoss	Elernin	1340	1.04	24
Relimn	Asarn	1230	1.03	21
Rolim	Cadrune	1210	1.04	20
Saeh	Elernin	1000	1.05	19
Saj	Elernin	1350	1.00	25
Selim	Aquil	1130	1.06	25
Stune	Kainel	1190	1.05	20
Sucisp	Baral	1350	1.03	21
Sule	Asarn	1290	1.02	19
Tinel	Dethale	1230	1.03	21
Tiw	Gelber	1330	0.97	17
Trunak	Kainel	1190	1.04	20
Tuirnelm	Eidel Legion [1]	1440	1.03	26
Utems	Dethale	1120	1.04	19
Wab	Eidel Legion [2]	1320	1.07	24
Wokin	Baral	1670	1.02	26

GERIUM PROVINCE

Geshtei is the provincial capital. The Marshal, Jithias Mariam, obtained the office by the influence of his uncle in the Senate (since assassinated). Jithias is only twenty, and the family fears for his safety now that he is no longer protected by the old patriarch's network of political favours. Offsetting this is the fact that Jithias, who is prone to rashness, commands the most powerful legion in Tharda. The provincial magistrate, Borisir of the powerful Wytel clan, sends constant unfavourable reports to the senate; Borisir fears that Jithias seeks to provoke war with Rethem and has suggested more than once that Jithias should be replaced as soon as possible. Most believe it is only a matter of time before one of these men assassinates the other. Borisir, fifty seven, is a corpulent sensualist. Some gossips have it that the hatred the two men share for each other has more than a political basis. It is whispered that Jithias scornfully rejected Borisir's offers of personal "friendship". Jithias is associated with the Expansionist faction in the Senate; Borisir is an ardent supporter of the Consolidationist faction.

GEMINOST DISTRICT

This district is administered from Geminost Keep, originally a fortress built by the Emperor Raelan to serve as a base for his campaigns against the Hefiosa tribes. Raelan's defeat and the near destruction of the empire halted construction. The keep was completed by Arosta the Conquerer in 375. The district legar is Arlin Holsine, the corpulent 47 year old clanhead of the powerful Holsine clan. His younger brother, Joubar Holsine, is the commander of the Kuseme Cohort.

GEMINOST	Gerium Legion [2]	1450	1.04	136
Ateel	Holsine	1760	1.01	27
Dalgesh	Vanthes	1630	0.99	24
Deor	Baral	1230	1.05	25
Geliss	Holsine	1330	1.04	26
Hammut	Gerium Legion [1]	1340	1.05	28
Hipon	Vanthes	1230	1.02	22
Honre	Vanthes	1340	1.01	24
Ikeas	Holsine	1030	1.05	20
Jough	Vanthes	890	0.98	17
Kersk	Holsine	1550	1.04	28
Kicer	Vanthes	1210	1.03	23
Kikeh	Holsine	1290	1.03	23
Ponon	Holsine	1260	1.01	24
Vradi	Holsine	1310	1.02	23
Wuthin	Holsine	1270	1.02	24

GESHTEI DISTRICT

Geshtei Distict contains two major fortifications, Geshtei Castle and Fobin Keep. Geshtei castle was built by the emperor Lobir in 345. It grew quickly, and for at time was larger than Coranan. Fobin was built in 347 by Lobir on a previously uninhabited site. In 521 the great flood of the Thard washed part of Fobin's foundation away and caused major damage. The keep remained in disrepair until 635 when the expansionist designs of Arlun of Rethem became clear. Repairs were done hurriedly and are the weakest point in the defenses. The district legar is Braen Wytel, a nephew of the provincial magistrate. Horik Baral commands the Geshtei Cohort which is headquartered at Fobin.

GESHTEI	Gerium Legion [3]	1370	1.06	196
Adel	Wytel	1260	1.07	25
Aunch	Wytel	1140	1.05	24
Berly	Wytel	1110	1.05	22
Buzon	Baral	1440	1.05	28
Carmeny	Morlorn	1450	1.05	27
Cours	Kosawhyn	1360	1.05	26
Dodna	Wytel	1330	1.07	26
Edale	Kosawhyn	1320	1.06	25
Evern	Wytel	1160	1.05	23
FOBIN	Gerium Legion [4]	1340	1.09	125
Gemna	Wytel	1290	1.05	25
Gemelot	Gerium Legion [1]	1070	1.06	21
Goune	Sosaldas	1440	1.03	26
Ianda	Yemala	940	1.07	20
Imur	Baral	1180	1.06	22
Keddelis	Kosawhyn	1430	1.05	28
Kelmeinar	The Eight Demons	1380	1.05	24
Lilen	Baral	1210	1.07	23
Loru	Morlorn	1050	1.07	21
Lorut	Sosaldas	1610	1.02	27
Nom	Sosaldas	1430	1.04	27
Onrein	Morlorn	1190	1.08	23
Oseme	Yemala	1150	1.08	22
Raenar	The Eight Demons	1540	1.03	26
Rasivar	The Eight Demons	1600	1.06	24
Rusna	Morlorn	1380	1.09	26
Sadzi	Kosawhyn	1180	1.07	23
Sipazer	Kosawhyn	1220	1.08	24
Sitarny	Gerium Legion [1]	1440	1.09	29
Tamle	Baral	1170	1.06	24
Tarath	Wytel	1100	1.07	21
Terin	Wytel	1220	1.06	23
Then	Gerium Legion [1]	1070	1.07	21
Urdran	Yemala	930	1.08	20
Ushive	Wytel	1150	1.07	23
Vafeh	Morlorn	1130	1.06	22
Vemil	Baral	1190	1.06	20
Wellen	Gerium Legion [1]	1270	1.07	24
Wyne	Yemala	1010	1.07	20

IMRIUM DISTRICT

A noted salt producing district administered from Imrium Castle. The site has been fortified since the fourth century. The district legar is Rondal Gyben. The commander of the Imrium Cohort is Parlyn Musbern, a competent and ambitious soldier.

IMRIUM	Gerium Legion [3]	1420	1.05	210
Alton	Gyben	1250	1.04	25
Annstone	Vanthes	860	1.00	17
Bassus	Gyben	1340	1.02	24
Bynine	Gyben	1320	1.00	24
Catt	Vanthes	940	0.99	19
Canacin	Musbern	1210	1.03	22
Delbid	Gyben	1340	1.01	25
Guinn	Gyben	1440	1.03	27
Hillop	Musbern	1340	1.01	25
Mazu	Musbern	1190	1.04	23
Overnist	Musbern	1080	1.05	21
Pinar	Gerium Legion [1]	1130	1.03	23
Rig	Gyben	1350	1.01	26
Ritzen	Gerium Legion [1]	940	0.98	17
Russen	Musbern	970	1.03	18
Sinnel	Gerium Legion [1]	1440	1.02	28
Snill	Musbern	1040	1.04	20
Stoss	Gyben	1430	1.00	26
Tor-Sern	Gyben	1170	1.03	24
Vuss	Musbern	1390	1.04	27
Warhalle	Musbern	1070	1.02	19

NORU DISTRICT

The district is administered from Noru Keep which was built in 312 on the site of a Corani tribal fortification. There is an extensive ancient burial ground on the island in the Thard west of the settlement. The district legar is Abena Tholtha, clanhead of the Tholtha clan, and avid supporter of Borisir Wytel. The commander of Noru Cohort is, Sinazar Cosele, a member of the district's second most prominent family, and arch rivals of the Mariam clan who are the most powerful family. In addition, Sinazar is 38 and resents being subordinate to his youthful 20 year old legion commander. With one eye on the post of provincial marshal, he discreetly supports Borisir Wytel in the magistrate's campaign to remove Jithias Mariam from office.

NORU	Gerium Legion [2]	1390	1.07	145
Benalon	Tholtha	1390	1.03	24
Cest	Mariam	890	1.06	18
Conner	Gerium Legion [1]	1330	1.05	25
Eswut	Mariam	1240	1.05	25
Falk	Levrel	1340	1.04	26
Foun	Mariam	1230	1.06	24
Filimn	Cosele	1130	1.07	22
Gropay	Cosele	1370	1.07	24
Hapoul	Mariam	1150	1.05	23
Hetsa	Mariam	1110	1.05	23
Hillop	Cosele	1040	1.07	20
Hinopo	Mariam	1170	1.05	22
Isut	Levrel	1160	1.03	23
Idum	Cosele	1030	1.06	19
Jotut	Cosele	1260	1.05	25
Koron	Mariam	1170	1.05	22
Ledau	Tholtha	1210	1.03	23
Nivon	Tholtha	1350	1.04	26
Nikemn	Levrel	1180	1.05	22
Nonal	Mariam	1210	1.06	24
Opar	Cosele	1070	1.06	20
Poinel	Tholtha	1390	1.04	27
Proje	Mariam	1140	1.04	22
Prumen	Cosele	1380	1.08	25
Pulvar	Levrel	1030	1.05	21
Remos	Levrel	1140	1.04	22
Riane	Mariam	1170	1.06	23
Rompil	Wejik	1470	1.08	28
Rutmir	Mariam	1040	1.06	18
Selouh	Levrel	1050	1.05	21
Silop	Levrel	1350	1.04	26
Stass	Levrel	1060	1.03	21
Sumno	Tholtha	1140	1.04	22
Talum	Mariam	1160	1.05	23
Tefan	Cosele	1110	1.06	21
Telene	Mariam	1090	1.06	21
Tusson	Levrel	1310	1.03	26
Tuzor	Mariam	1060	1.06	20
Umar	Cosele	1150	1.07	22
Vil	Gerium Legion [1]	1080	1.04	20
Widel	Mariam	1060	1.05	21
Zulor	Gerium Legion [1]	1130	1.05	22

KOM PROVINCE

The provincial capital is Parnan, headquarters of the Kom Legion. The Marshal is Senator Xeldon Pesed, thirty five, who is the clanhead of the province's most powerful clan and a supporter of the Consolidationist faction. He is humourless, conscientious, and in the words of one senatorial wit "very unkomly". Xeldon trusts few men and has made the Kom Legion something of a private army by ensuring that all cohort commanders are his own relatives. The Magistrate's post has, since Ilvin 719, been haggled over in the senate. The primary contender for the post is Sadar Calasain, but his clan are ancient enemies of the Peseds and they have successfully blocked his appointment in the senate. Kom is a hilly and forested province. It is noted for its iron mines at Hikun.

DUMON DISTRICT

The district is administered from Dumon Keep, originally built by Kobar in 385. It was the site of one of the largest Komii tribal settlements. Locals claim that the area is haunted by the spectre of a Komii woman who is periodically encountered near streams washing bloody clothes and weeping for the Komii. The district legar is Carala Massith, known throughout Kom as an ambitious and unscrupulous man. The commander of the Dumon Cohort is Duraena Pesed, a cousin of the provincial marshal.

DUMON	Kom Legion [2]	900	1.03	128
Bedol	Kynest	830	1.03	16
Deilzik	Kom Legion [1]	880	1.04	17
Dekar	Massith	780	1.06	15
Dumonea	Pesed	810	1.04	16
Egglia	Kynest	1000	1.03	19
Euposs	Massith	1220	1.04	21
Itela	Massith	1030	1.04	20
Jena	Pesed	1140	1.05	20
Jettes	Massith	950	1.05	19
Kerch	Kynest	1260	1.04	21
Lammuria	Kynest	1060	1.04	21
Lymuagin	Massith	750	1.05	15
Nicen	Pesed	1140	1.04	22
Nimeinar	Massith	1030	1.04	18
Paleinar	Kom Legion [1]	940	1.04	18
Pottrev	Pesed	1330	1.05	24
Raymeinar	Pesed	820	1.05	17
Vil	Kynest	1330	1.03	23
Wellisa	Pesed	1330	1.05	25

PARNAN DISTRICT

Parnan Castle is the district and provincial capital. Parnan was begun by Arosta on the site of the largest Komii fort. The castle was completed by Kobar. Parnan was the capital of the old Federation of Kom, annexed by the Thardic League in 654. The district legar is Barogar Turistas; the commander of the Parnan cohort is Klodel Pesed, a younger brother of the provincial marshal.

PARNAN	Kom Legion [2]	1120	1.05	165
Akeinar	Turistas	1040	1.03	21
Animway	Pesed	1110	1.05	24
Beenhalm	Turistas	930	1.05	20
Beston	Turistas	1060	1.03	19
Casbrook	Calasain	1140	1.06	21
Ceiv	Pesed	1440	1.05	18
Coorton	Calasain	1340	1.07	26
Fegiz	Kom Legion [1]	1290	1.07	26
Gellie	Kom Legion [1]	1280	1.04	29
Hedne	Daglen	1480	1.05	25
Hiddel	Daglen	990	1.04	18
Hipbron	Pesed	1150	1.05	24
Kellim	Pesed	1140	1.06	21
Kezzay	Pesed	1240	1.05	24
Nissemhold	Turistas	1330	1.04	21
Noleir	Calasain	1210	1.05	24
Oren	Calasain	1640	1.06	33
Ouftwol	Calasain	1230	1.06	27
Pake	Calasain	970	1.07	20
Peeshin	Daglen	1050	1.05	18
Pushn	Daglen	1030	1.05	19
Riss	Calasain	1330	1.07	27
Taal	Pesed	1320	1.05	29
Tennar	Daglen	1020	1.04	18
Virs	Turistas	970	1.04	17

STIMOS DISTRICT

This northwest frontier district is administered from Stimos Keep, which was originally settled by refugees fleeing the ravages of the Theocracy. The keep was built about 575. Stimos joined the Federation of Kom after the demise of the Theocracy. Ore shipments from the iron mines at Hikun, 25 leagues upriver, are stored here for shipment to Shiran. Shipping bulk ores is expensive and there have recently been several foundries built at Stimos to smelt ores before shipment to Shiran and elsewhere. The building of a smelter at Hikun itself may result in changes to this practice. The district legar is Ezarn Halan, a member of the district's most powerful clan, and a man who further enriches his clan by astute investments in the mining industry. The commander of Stimos Cohort is Maldain Pesed, known locally as the "Pirate of Pech" because only members of the Miners' Guild who offer discreet bribes can avoid lengthy delays at Stimos for various inspections and red tape.

STIMOS	Kom Legion [2]	820	1.04	96
Behzi	Halan	910	1.06	18
Bedoe	Halan	1230	1.05	22
Casameinar	Halan	1020	1.05	21
Farih	Pesed	770	1.02	14
Fillic	Farabar	920	1.06	18
Hanar	Kom Legion [1]	1340	1.06	26
Henin	Halan	1230	1.05	23
Hetwa	Farabar	1030	1.05	20
Iveer	Halan	880	1.06	19
Kiomn	Halan	850	1.05	17
Koam	Kom Legion [2]	1240	1.01	23
Lima-An	Farabar	1040	1.06	20
Menep	Kom Legion [1]	1290	1.04	23
Noleinar	Farabar	1270	1.07	23
Okhin	Halan	760	1.05	16
Seak	Pesed	1070	1.03	21
Slanel	Halan	940	1.04	18
Vurdem	Farabar	1200	1.06	21

RAMALA PROVINCE

The largest province of the Thardic Republic, stretching from the Farin River in the east to the Mimea Hills in the west. Originally a province of the Thardic League, Ramala remains a wilderness over which the republic has the lightest of holds. Conquest and settlement of eastern Ramala is the favourite pet project of many expansionist senators, but the Tulwyn have so far resisted the sporadic, half-hearted attempts made in this regard. East of Moleryn patrols cannot safely venture far off the Salt Route. And soldiers of the Ramala Legion have a saying, "Nothing lies beyond Taztos save arrows thick as rain and an unmarked grave".

Unlike other provinces Ramala is not sub-divided into districts; it is administered as a single unit entirely from Moleryn. The current magistrate, Mardorva of clan Seris, prefers dwelling in his Shiran townhouse to being found "alive or dead" in Ramala. Given to sudden and short lived enthusiasms, Seris eagerly "purchased" the post in 719, but soon decided to leave administration of the province to Marshal Parga Ostardas who keeps an extra 30% of the take. Parga is a greedy and vicious man, hated by his troops. He is an ardent opponent of the Aramal Road project, fearing that its construction would alter the status quo in Ramala. Further details on Ramala province and its administration can be found in the Moleryn and Taztos articles.

MOLERYN	Ramala Legion [2]	1040	0.97	204
Adott	Elernin	1230	0.98	23
Akenar	Nordaka	1330	1.03	26
Berhd	Elernin	1160	0.99	21
Deenar	Ostardas	1460	0.95	28
Ennar	Elernin	1010	0.98	19
Fenp	Elernin	1620	0.95	30
Gaulh	Elernin	970	1.03	18
Helnar	Seris	1600	0.96	28
Higgon	Chebelos	1260	0.95	25
Kott	Ostardas	1210	0.96	24
Pedec	Chebelos	1140	0.97	23
Perawol	Nordaka	1070	1.06	21
Seppin	Chebelos	1180	0.94	22
Serisuss	Seris	1840	0.95	31
Taztos	Ramala Legion [5]	120	0.92	24
Tegh	Ramala Legion [1]	1060	0.97	20
Tuz	Ostardas	950	0.96	20
Warnar	Ostardas	840	0.96	17

SHIRAN PROVINCE

The second most populous province in Tharda. The capital of the province is the walled city of Shiran which has an approximate population of 3900. The Magistrate is Serenima of clan Dethale; she has a reputation for assessing very high fines for minor offences. Her connection with the Halean church is well known and a sizable proportion of provincial revenue finds its way into temple coffers. The Marshal, Quarlid Jeredosta, is easily manipulated and is remarkably free from opinions of his own. He is most amenable to any suggestions of Serenima, his five subordinate cohort commanders, the temple of Halea, and the Mangai. Serenima has privately remarked that he should have been born a sheep. Both officials are members of the Expansionist faction.

BYTHE DISTRICT

Bythe Keep is built on the site of a Shira tribal fortress and guards the a bridge leading into Shiran. The district legar is Carounda Polivar; the commander of the Bythe Cohort is Marvaen Sudela, an competent soldier with ambition to become provincial marshal.

BYTHE	Shiran Legion [1]	1140	1.05	235
Ank	Tamel	1230	1,05	23
Bythi	Shiran Legion [1]	1090	1.03	20
Cannip	Smenther	1050	1.04	20
Degup	Polivar	1560	1.05	28
Genil	Polivar	1140	1.05	23
Gessis	Tamel	1070	1.05	21
Kubben	Smenther	1710	1.04	32
Perthe	Polivar	1030	1.03	19
Ponna	Tamel	1260	1.05	26
Quipt	Tamel	1280	1.05	24
Tunarel	Shiran Legion [1]	1120	1.02	22
Wattige	Smenther	1270	1.03	23
Wyn	Polivar	1340	1.04	26
Yehge	Polivar	1180	1.04	22

FIRIS DISTRICT

Firis Castle was founded in 677 by legionary retirees as an experiment in planned settlement, promoted by a group of expansionist senators. The castle was finished by 700. The district legar is Toralda Aquil, a member of one of Tharda's most powerful clans. Toralda's father is one of the most senior senators in Coranan, as is his uncle Demosa Aquil. The commander of the Firis Cohort recently died and the unit awaits a new leader.

FIRIS	Shiran Legion [2]	2540	1.03	125
Abitar	Elbrin	1240	1.02	21
Beardley	Aquil	1660	1.03	26
Billinar	Shiran Legion [1]	1130	1.01	21
Binnom	Lamrend	2100	1.01	39
Connem	Ulter	1640	1.01	28
Convil	Aquil	1860	1.04	31
Deerfall	Elbrin	1710	1.02	30
Desstok	Sudanava	1350	1.00	20
Duhst	Ulter	1250	1.02	24
Estane	Shiran Legion [1]	1640	0.98	28
Fafhir	Ulter	1310	1.01	25
Fethinar	Lamrend	1370	1.01	24
Fostin	Aquil	1720	1.04	29
Gainsdala	Aquil	1150	1.04	24
Hinn	Sudanava	1020	1.01	20
Histok	Lamrend	1440	1.00	28
Klammeinar	Sudanava	1070	1.01	21
Kemston	Sudanava	1450	0.99	28
Kuzzen	Aquil	2140	1.03	34
Le-Shel	Aquil	1160	1.03	21
Mixtin	Aquil	1170	1.04	21
Monew	Lamrend	1230	1.00	23
Oposs	Aquil	1150	1.02	20
Ounen	Aquil	1500	1.03	27
Padden	Ulter	1260	1.02	24
Pillos	Aquil	1580	1.04	29
Selimeinar	Ulter	1020	1.02	18
Temmnar	Elbrin	1510	1.01	26
Tennin	Elbrin	1590	1.02	28
Tosuqu	Lamrend	1060	1.01	21
Ulniss	Aquil	1130	1.03	20
Upnar	Aquil	1310	1.04	24
Vissle	Ulter	970	1.01	19
Vurnast	Sudanava	1240	1.00	24
Wirthton	Sudanava	1110	1.01	22

HEDIRO DISTRICT

This district has two major settlements, Hediro and Cestor. The present district capital is Hediro, but a planned move to Cestor is planned for 721; the HQ of the district cohort has already been transferred. Nolan Bay is a superb harbour but is infamous for a series of violent and mysterious attacks on local residents. Victims are found dismembered and partially eaten, and no clue has yet been found to the perpetrator of these acts. The district legar (at Hediro) is Polane Jeredosta, a relative of the provincial marshal. The commander of the Hediro Cohort (at Cestor) is Kalarn Horla, who is essentially a competent thug.

HEDIRO	Shiran Legion [1]	1140	1.04	112
Abbleton	Jeredosta	1340	1.02	25
Abmeinar	Elbrin	950	1.02	20
Akidale	Jeredosta	1030	1.04	20
Auwz	Horla	1320	1.04	26
Bessing	Horla	1230	1.03	23
Burdoc	Horla	1170	1.04	22
Camstock	Elbrin	890	1.03	18
Cestbrooke	Nemirina	1070	1.03	20
CESTOR	Shiran Legion [2]	1100	1.04	115
Culameinar	Jeredosta	1330	1.04	26
Deerham	Elbrin	1130	1.03	21
Deh	Jeredosta	1440	1.04	29
Eithus	Erelun	1600	1.04	30
Gaulnar	Nemirina	1230	1.03	24
Hinow	Jeredosta	3040	1.05	59
Hoeman	Jeredosta	950	1.04	19
Jexteem	Erelun	790	1.02	15
Joune	Horla	1160	1.04	23
Keeh	Horla	1330	1.03	25
Killon	Nemirina	980	1.03	20
Kollow	Nemirina	1040	1.03	20
Kusston	Jeredosta	1810	1.04	33
Louzis	Nemirina	940	1.04	18
Mestok	Jeredosta	1450	1.05	38
Millok	Horla	1120	1.04	21
Monns	Jeredosta	1580	1.04	27
Moolar	Nemirina	940	1.04	19
Nollin	Nemerina	1030	1.02	18
Nott	Horla	1250	1.03	24
Perter	Elbrin	1140	1.02	22
Ponn	Horla	1280	1.03	24
Poolnar	Elbrin	1170	1.02	22
Quevin	Nemerina	840	1.03	18
Quozz	Jeredosta	1650	1.04	30
Repnim	Jeredosta	1080	1.03	21
Ruth	Nemirina	990	1.03	20
Starra	Jeredosta	1350	1.04	24
Stodge	Jeredosta	1660	1.05	32
Stoth	Jeredosta	1470	1.03	26
Thess	Horla	2130	1.04	39
Tuwith	Erelun	1410	1.02	25
Tysah	Jeredosta	1260	1.04	23
Useed	Jeredosta	1720	1.05	28
Vauhge	Erelun	1250	1.03	25
Vuldale	Nemirina	970	1.03	19
Wappuh	Erelun	1470	1.04	29
Zost	Shiran Legion [1]	2350	1.02	48

PEDEN DISTRICT

Peden was a Shira tribal fortification built in the futile hope of preventing Corani expansion. Arosta captured it with ease and built the present keep with tribal slave labour. The district legar is Julwyne Luridel, a corrupt if compentent administrator. The commander of the Peden Cohort is Grandel Khonary.

PEDEN	Shiran Legion [2]	1230	1.04	156
Addel	Ferester	1330	1.02	24
Bout	Shiran Legion [1]	1280	1.03	28
Cithedale	Luridel	1310	1.06	25
Delinar	Orde	1290	1.04	24
Felkitt	Orde	1140	1.04	22
Fife	Luridel	2730	1.05	52
Gede	Orde	1400	1.04	27
Glonn	Orde	1270	1.03	24
Hinew	Orde	1250	1.03	24
Kanop	Ferester	1310	1.05	26
Keeg	Ferester	1250	1.01	25
Mahn	Ferester	1130	1.03	22
Outmeinar	Orde	1360	1.05	26
Pacen	Orde	1450	1.04	28
Pekimeinar	Shiran Legion [1]	620	1.03	14

SHIRAN DISTRICT

Capital of Shiran District and Province. The Corani king, Arosta the Conquerer, built a keep here to control the conquered Shira in 378. The city was founded in 391 by the Emperor Malian, and Horahnam made it the capital of his Theocracy of Tekhos. After the collapse of the Theocracy in 588, Shiran became the capital of the Shiran Republic in 625, joined Coranan in the Thardic League in 636, and voted to be part of the Thardic Republic in 674. The district legar is Zulor Dethdale, a younger brother of the magistrate. The Commander of the Shiran Cohort is Nolarn Seris. He is much more ambitious and ruthless than his cousin, Mardorva, the magistrate of Ramala.

SHIRAN	Shiran Legion [3]	n/a	n/a	754
Bettup	Dethale	1030	1.06	21
Bidezz	Dethale	1250	1.06	24
Cas	Seris	1640	1.05	31
Claun	Emylis	1120	1.04	23
Ferbor	Dethale	1100	1.05	21
Figgel	Dethale	1210	1.05	24
Flexnar	Dethale	1270	1.05	25
Gerhart	Dethale	2170	1.06	46
Gest	Dethale	920	1.05	19
Gilliff	Dethale	1130	1.07	21
Guston	Seris	1010	1.06	20
Hoff	Seris	2370	1.06	45
Hydel	Seris	1260	1.06	24
Kopal	Sudela	890	1.07	18
Koumira	Dethale	930	1.05	19
Nar	Dethale	1070	1.05	21
Nina	Sudela	1150	1.07	22
Nom	Sudela	1090	1.06	20
Norw	Sudela	1450	1.05	28
Nuomir	Seris	1330	1.07	26
Panton	Dethale	1290	1.07	31
Pilt	Dethale	1190	1.06	22
Pouhg	Seris	1050	1.07	21
Punnsend	Dethale	1100	1.06	22
Quillow	Dethale	1080	1.05	21
Quinntree	Seris	1160	1.06	24
Remiff	Seris	1190	1.06	23
Sasneinar	Sudela	1050	1.05	20
Shirah	Shiran Legion [1]	980	1.05	19
Sumnau	Shiran Legion [1]	1000	1.05	20
Spinder	Emylis	2990	1.05	56
Sullop	Dethale	1390	1.06	26
Tazus	Emylis	1340	1.06	27
Twillir	Dethale	1090	1.05	21
Twuss	Seris	1550	1.07	29
Warwel	Emylis	1270	1.06	25
Zera	Emylis	1610	1.05	31

Thardic Clans

CLAN	DISTRICTS	ACRES
Aeb	Chenad, Kuseme	6,240
Akain	Eidru, Coranan	6,360
Aquil	Firis, Kuseme	17,640
Asarn	Coranan, Kuseme	15,360
Baral	Geshtei, Geminost, Kuseme	10,440
Cadrune	Esuron, Kuseme	19,290
Calasain	Parnam	8,860
Chebelos	Ramala, Kuseme	5,030
Cosele	Noru, Coranan	17,750
Daglen	Parnam	5,570
*Dethale	Shiran, Kuseme	21,530
Elbrin	Firis, Hediro	11,330
*Elernin	Kuseme, Eidru, Ramala	21,180
Emylis	Shiran	8,230
Erelun	Hediro, Kuseme	7,390
Erm	Ostenor, Kuseme	3,710
Exenion	Esuron, Kuseme	8,490
Farabar	Stimos	5,460
Ferester	Peden	5,020
Gelber	Telen, Kuseme	8,930
Gyben	Imrium	10,460
Halan	Stimos	7,820
Herthel	Chenad	6,510
Holsine	Geminost, Kuseme	11,860
Horla	Hediro	11,990
Indash	Esuron	8,610
Irdime	Telen	7,180
*Jeredosta	Hediro	24,140
Kainel	Ostenor, Kuseme	10,940
Kardan	Hibut, Eidru	8,970
Khonary	Coranan, Kuseme	14,400
Kosawhyn	Geshtei	6,510
Krenna	Chenad, Kuseme	5,560
Kynest	Dumon	5,480
Lamrend	Firis	6,800
Levrel	Noru, Eidru	12,280
Luridel	Peden	4,040
*Mariam	Noru, Kuseme	17,570
Massith	Dumon	5,760
Melvoen	Hibut	14,070
Morlorn	Geshtei	6,200
Musbern	Imrium	9,290
Nemirina	Hediro	10,030
*Nordaka	Telen, Ramala, Coranan	21,500
Omlin	Telen	4,750
Onaxis	Ostenor	11,230
Orde	Peden	9,160
*Ostardas	Ramala, Kuseme	6,030
*Pesed	Dumon. Parnan, Stimos	15,810
Polivar	Bythe	6,240
Quinda	Hibut	4,870
Rodal	Hibut	5,950
*Seris	Shiran, Ramala	16,000
Smenther	Bythe	4,030
Sosaldas	Geshtei	4,480
Sudanava	Firis	7,240
Sudela	Shiran	5,630
Tamel	Bythe	4,840
Tholtha	Noru	6,480
Turistas	Parnan	5,330
Ulter	Firis	7,450
Utreth	Hibut, Kuseme	7,400
Vanthes	Geminost, Imrium	8,100
*Wejik	Coranan, Kuseme, Noru	14,600
*Wytel	Geshtei, Eidru	12,210
Yemala	Eidru, Geshtei	10,270

* Clan member is Marshall and/or Magistrate.

LOCATION: Coranan Province, Thardic Republic
STATUS: Provincial Capital
GOVERNMENT: Magistrate/civil, Marshal/military
POPULATION: 2500 (approx.)

History

The earliest mention of Telen is in an old Corani tribal tale celebrating "Mother Thard" and her "children" (the villages of the Corani nation.) The tale predates Corthir and the foundation of the Corani Empire, and it seems likely that Telen existed, in some form or another, by the first century BT. Its inhabitants seem to have been a tribe related to the Corani who dwelled more to the west, although it is possible that they were only allies. It is important to note that at that time Telen was actually on the south bank of the Thard.

During the first and early second centuries TR the Corani of Telen became tributary clients of the Empire of Lothrim. Their position on the edge of the Foulspawner's realm allowed them to escape the worst of his excesses, and in general the period left no lasting scars.

Telen became part of the growing Corani Empire in 325 when Kusem conquered it after a relatively short and bloodless campaign. In 521 the flooding Thard became a threat to Telen. In order to save it, Imperial engineers dug a canal to divert the river east of town. The Thard flooded through the canal temporarily making Telen an island and creating Osprey Lake. With its new position on the north bank of the Thard, Telen prospered, within a few years it had become a key centre of the Empire.

In 565 Telen surrendered without incident to the Balshans one month before the fall of Coranan. During the Theocracy Telen suffered the loss of most of its traditional imperial ruling class, but in general, escaped much of the harshness that characterized that period.

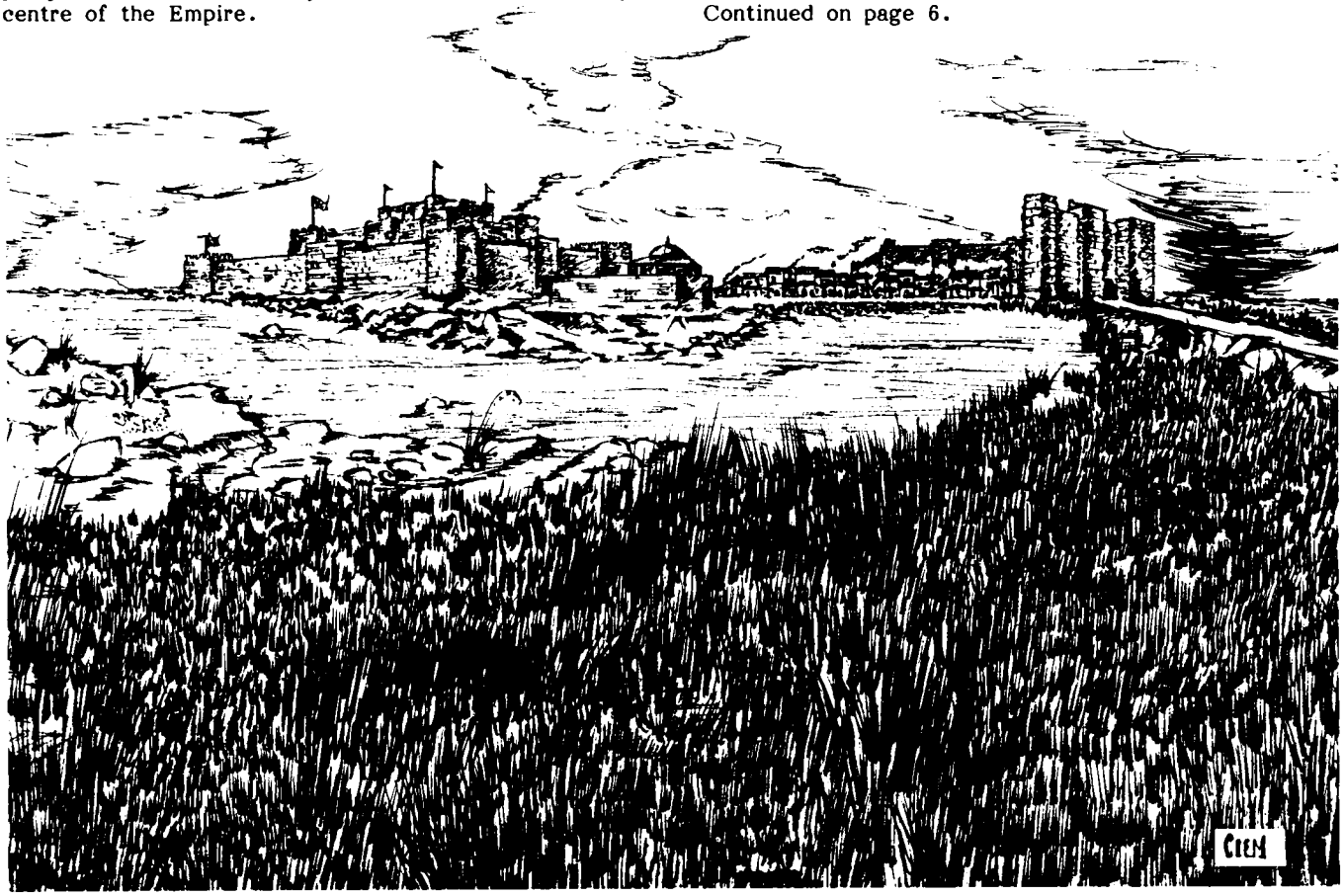
After the fall of the Theocracy, Horlin Nordaka, head of a wealthy mercantyling clan founded the Council of Telen. This "advisory body" governed a small independent oligarchy from 593 to 626 when it joined with the newly founded Republic of Coranan. With the founding of the Thardic Republic, Telen became the capital of Coranan province.

Present Situation

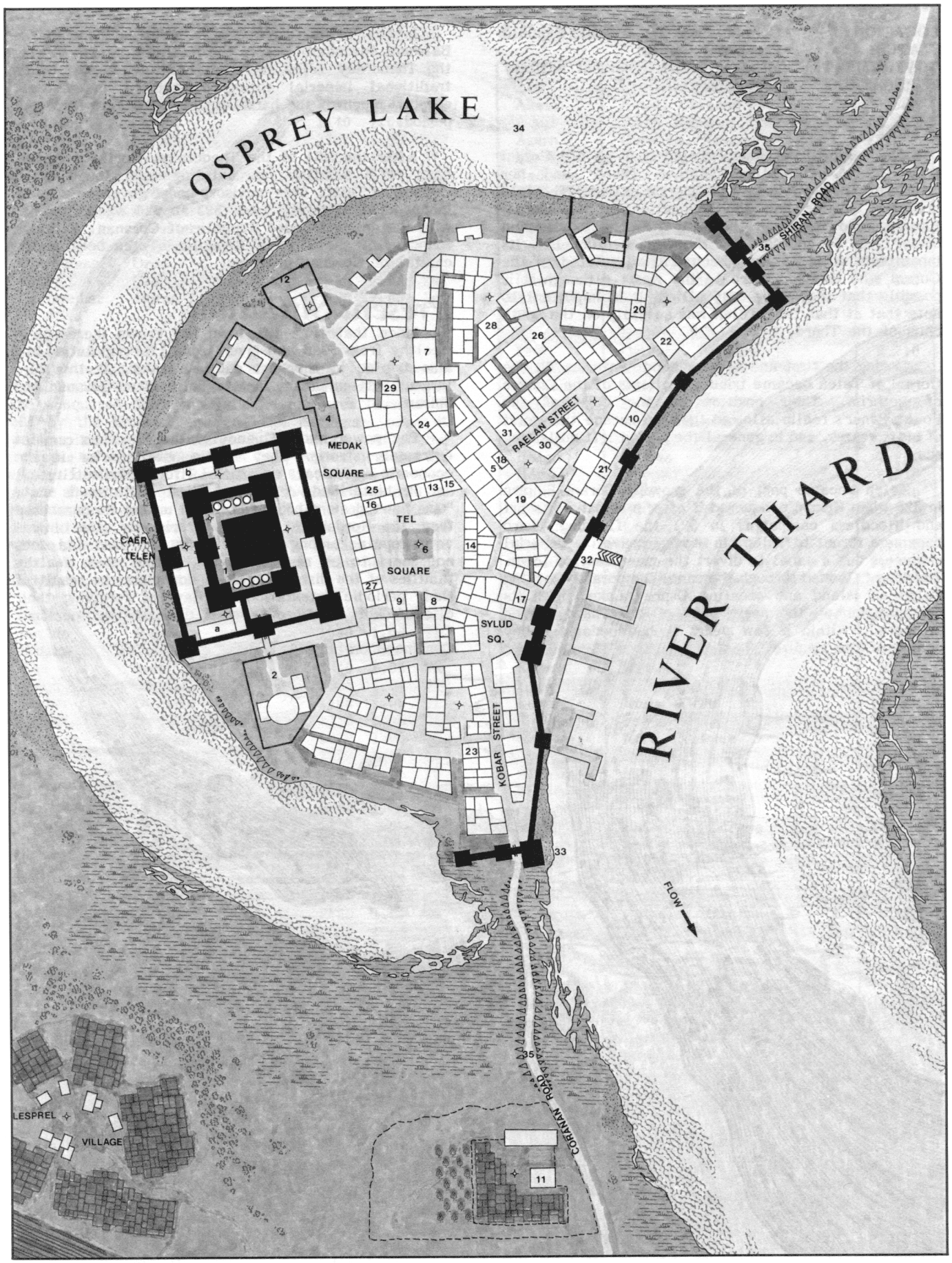
Since that time the town has grown increasingly wealthy from road and river trade. Its population has also tripled in the last century making it the third largest settlement in the Republic after Coranan and Shiran.

The power and influence of the Nordakas remains extremely strong. They are a vital factor in the economic, political, and social life of the settlement and its hinterland. A popular Shiran witticism is that; "One can't draw a breath in Telen unless its purchased from the Nordakas". Perhaps surprisingly, the clan is very popular among the residents of Telen and does not seem to be resented even by the other wealthy families of the district. This is doubtless the result of their periodic ostentatious displays of forgiving their clients' debts, and providing for disadvantaged persons.

Continued on page 6.



TELEN
GM MAP



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1. CAER TELEN
The official residence of the Marshal, Cobart of Nordaka, and the headquarters of the Legion of Coranan. The usual garrison is about 100 men, including 20 light horse. (a) House of Benat, bonded weaponcrafter (b) House of Uro, bonded ostler.

2. TELEN PALACE
The official residence of the Magistrate, Amerek of Nordaka.

3. TEMPLE OF AGRIK
A temple of the order of Herpa the Mace.

4. TEMPLE OF LARANI
A temple of the order of Hyvrik.

5. TEMPLE OF SAVE-K'NOR
A temple of the order of the Hyn-Aelori. The vast archives are not open to the public.

6. TEL SQUARE
The Telen market is open from dawn to dusk daily, except holidays. Public executions are sometimes held here.

7. HALL OF THE MANGAI
Serves as a commodities exchange and social club for members.

8. THATCHER'S (Prendis of Soldirin)
Size: 8 Quality: *** Prices: average
Patronized by merchants and the middle class.

9. THE GIDDY MARE (Orthor of Ashelon)
Size: 6 Quality: *** Prices: low
Popular with soldiers. Serves a generous drink and decent food.

10. THE GRYPHON'S CLAW (Arven of Durtel)
Size: 12 Quality: ** Prices: average
Called "the Griff" by its habitues. This is a haunt for Telen's slimier lowlife. Strangers are not made welcome and asking too many questions can be extremely hazardous. Arven has Lia-Kavair connections. The adjacent building to the south is a brothel owned by Arven.

11. THE FALLING DONKEY (Brovin of Garin)
Size: 16 Quality: ***** Prices: high
One of the best inns on the Shiran-Coranan road. Brovin serves a superb cider made from the apples in his own orchard. Gossip and travellers' tales are freely told here. First time visitors to the inn are given a free drink.

12. NORDAKA VILLA
Plans are on following pages. This is the principal townhouse for the clan.

13. POTTER (Frita of Ochael)
Size: 5 Quality: *** Prices: average

14. APOTHECARY (Jelen of Krunos)
Size: 2 Quality: **** Prices: average

15. CLOTHIER (Keftrin of Wanita)
Size: 6 Quality: *** Prices: average

16. JEWELLER (Ovray of Shael)
Size: 3 Quality: *** Prices: average

17. LEXIGRAPHER (Uriel of Jorom)
Size: 3 Quality: ** Prices: low

18. LITIGANT (Lorissa of Remel)
Size: 1 Quality: ***** Prices: high+
Lorissa may be the best litigant in the Republic. She is on permanent retainer from clan Nordaka but accepts some outside work.

19. WOODCRAFTER (Sinter of Tevelos)
Size: 13 Quality: **** Prices: high

20. MASON (Iwen of Gurthan)
Size: 3 Quality: *** Prices: average

21. MERCANTYLER/USURER (Wilom of Ulter)
Size: 4 Quality: * Prices: high+
Wilom is a loanshark connected to the Lia-Kavair.

22. MERCANTYLER (Trantor of Irdime)
Size: 4 Quality: **** Prices: high
Specializes in the importation of luxury items.

23. MERCANTYLER/SLAVER (Vorgas of Korson)
Size: 5 Quality: *** Prices: average

24. PHYSICIAN (Quanton of Oisin)
Size: 2 Quality: *** Prices: average

25. WEAPONCRAFTER (Ailis of Ronsen)
Size: 7 Quality: **** Prices: high

26. LIA-KAVAIR
The building appears to be a normal residence. The windows are barred and curtained.

27. LOCKSMITH (Plether of Lydar)
Size: 4 Quality: ** Prices: average

28. WOODCRAFTER (Jonry of Korvin)
Size: 8 Quality: *** Prices: average

29. LITIGANT (Marbor of Lumary)
Size: 7 Quality: *** Prices: high

30. THE MASONS' GUILDHALL
One of wealthiest and largest guilds in Telen, due to the Telen stone quarries north of town.

31. MASON (Uri of Gelber)
Size: 5 Quality: ***** Prices: high+
Uri owns one of the finer quarries of Telen stone. The demand for his stone and his skills has taken him as far east as Tashal in Kaldor.

32. SHIPWRIGHT (Mikka of Uberem)
Size: 8 Quality: *** Prices: average

33. THE RIVER WALL
This was completed in 651 after 20 years of construction. Plans to completely wall the town have never been implemented.

34. OSPREY LAKE
This oxbow lake marks the course of the Thard River prior to the great flood of 521. The lake is fed by seepage; its northern end reeks in the summer and is a breeding ground for insects.

35. THE CAUSEWAYS
These were built in 522 to bridge the marshes.

NORDAKA VILLA

This townhouse is one of many properties owned by clan Nordaka in and around Telen. It was built in 571 by Horlin Nordaka and has been the most important residence of the clan ever since. The villa is lavishly decorated and furnished, and the wealth of the Nordakas is evident in its appointments.

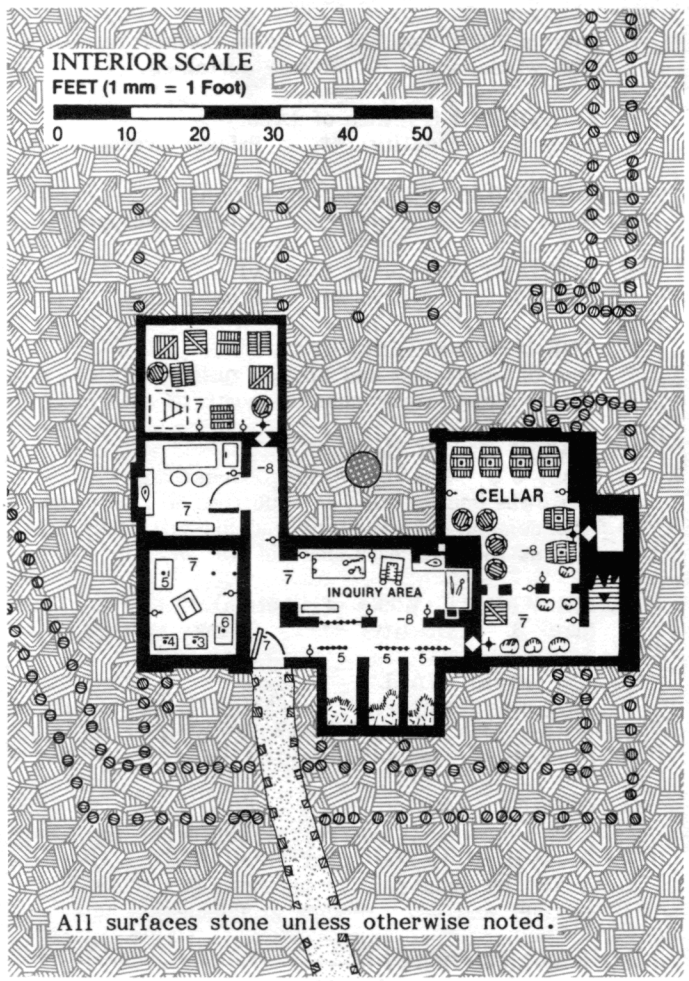
The villa has been used as a home and office by most of the wealthy and powerful leaders of clan Nordaka. Two of the most well known are Lepral and Aglir Nordaka, who were the second and sixth Autarchs of the old Thardic League.

CELLAR

Horlin was an intelligent politician who realized that the excesses of the Theocracy would not last forever. Nonetheless he was a prudent man who valued the security of a hiding place if things went badly. This is evident in the design of the cellar. The two secret doors and the escape tunnel date from the building of the villa, and were intended as a last refuge against the Inquisitors. They were never needed, and in more peaceful times, the cellar has been expanded and modified to its present plan.

Cobart and Amerak

CELLAR



Two chambers, the easternmost and the northwestern, contain food and general storage. The wine cellars of Clan Nordaka are extremely well stocked, containing many rare vintages, some imported from the Lythian continent. They are justly famous, and are considered to be the finest in Tharda, if not on all of Harn.

The cells and inquiry area were added about 600 TR, and were intended to be used for dealing with the more troublesome of the clan's enemies. "Guests" quartered here do not usually have long life expectancies, and their bodies are sometimes found floating in the Thard. None of the cells are presently occupied.

The southwest chamber contains one of Clan Nordaka's many treasuries. Access to it is by the trapdoor from the chamber above. The adjacent chamber is used as a quiet interrogation room, or as a secret meeting room by Cobart and Amerak.

The old escape route leads to the cellar of a nearby house owned by the Nordakas. Since the villa was constructed the primary use of the tunnel has been for the arrival or disposal of prisoners.

GROUND FLOOR

Most of this floor is taken up by meeting chambers and servants' quarters. Cobart and Amerak, as well as other important members of the clan, use the villa for private dinners and meetings. The real governing of Telen is conducted as much from here as from Caer Telen or Telen Palace.

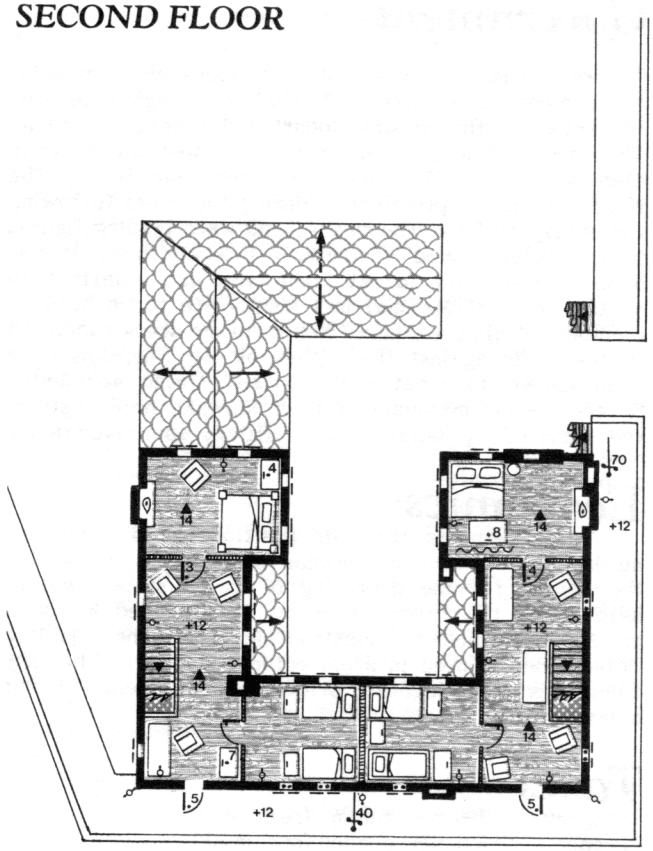
Cobart, like many of his clan, is a gourmet of some note. His private dinners are renowned, and an invitation to one is highly prized.

The villa is protected by a small detachment of private guards who are quartered in the middle of the west wing. These men are mercenary soldiers, most of them had long careers in the Coranan Legion before taking private service with the clan Nordaka.

Like many other wealthy clans, the Nordakas maintain what amounts to a small private army. Most of these men serve as guards on the various clan estates, or as body guards for important clan members. The soldiers quartered at the Telen Villa are the elite of this force.

Inside the stable, located in the north wing, are a pair of white (light grey) Hodiri mares. These are the pride of Amerak, who plans to have them bred in the near future. The horses were a gift for political favours.

SECOND FLOOR



GROUND FLOOR

SECOND FLOOR

This floor is divided into two separate wings, the westernmost occupied by Amerak and the easternmost by Cobart. The partition of this floor happened over fifty years ago and in no way implies that there are bad feelings between the two cousins, who are close friends. One or the other of the two is almost always present. Both prefer the villa to their official residences.

Personal servants and aides to the Marshal and Magistrate are quartered in the small central chambers.

INTERIOR SCALE
FEET (1 mm = 1 Foot)

0 10 20 30 40 50

All surfaces stone unless otherwise noted.

TELEN 6

Government

Telen is the seat of the Coranan provincial government. The current Marshal and Magistrate are, respectively, the cousins Cobart and Amerak Nordaka. They are members of the immensely wealthy Nordaka clan which owns thousands of acres near Telen. The Nordakas rose to prominence during the years following the collapse of the Theocracy, and were leading figures in the brief period of Telen's independence. It has become customary for at least one, and usually both of the posts of Marshal and Magistrate to be held by members of clan Nordaka. Non-clan members appointed to the posts against the wishes of the Nordakas have been known to meet with sudden, tragic accidents. Several lesser members of clan Nordaka hold posts in the local civil, judicial, and military administrations.

Economics

Telen benefits from its position as an important market town between Coranan and Shiran. It is also the center for the quarrying of Telen stone, widely held to be the finest on Harn. It is traded in rough and finished blocks for construction. The highest quality Telen stone is used in architectural statuary. The last commands the highest prices, 20-80 pence being common.

Taxes

Property:	7% per annum (residential)
Property:	5% per annum (business)
Hawking:	9% of goods value
Bonding:	2% of goods value per month
Pilotage:	20d flat fee
Wharfage:	1/2d per foot per day
Registry:	25d per foot per annum

The Aramal Road

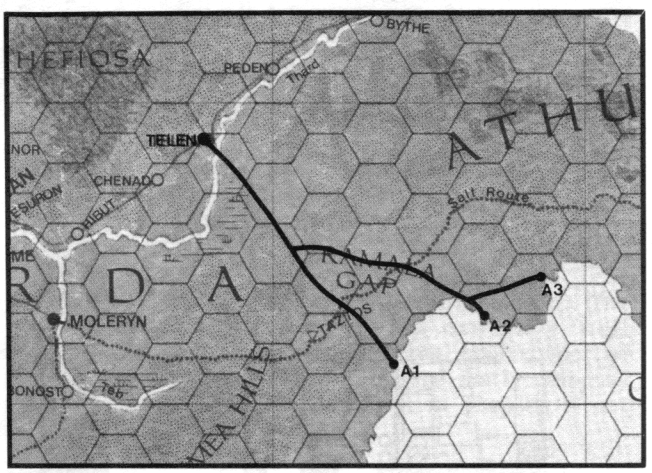
Since 718, clan Nordaka has been lobbying the Thardic Senate to build a seaport (tentatively named Aramal) on the Gulf of Chakro. The plan calls for it to be connected to Telen via a new road through the Ramala Gap. Such a road would have two or three fortifications along its length to protect wayfarers. The Nordaka's argue that such a venture would have two major advantages. Firstly, it would give the Republic a seaport and remove the necessity for transporting goods down the Thard through Rethem or overland through Kanday to Aleath. Secondly, it would increase Republican presence in Ramala Province, strengthening their hold on the wilderness region and making it more desirable for settlement.

To strengthen their case the Nordakas have taken various steps. They have undertaken a preliminary survey of a route for the connecting road, sent expeditions to examine possible sites for the seaport, and "convinced" several Senators of the validity of the plan. Unfortunately for the Nordaka cause, however, most Senators are opposed to the scheme. It should be noted that the Nordakas have yet to bring the full persuasive weight of their financial wealth to bear on key senators.

Opponents to the plan have several objections. Construction of the port and the necessary road would be very expensive, and it is argued that the money could be better spent; the Nordakas argue that the long range benefits would outweigh the short term losses. The danger presented by the Gozyda and the Tulwyn to construction crews and mercantyle traffic is considerable; the Nordakas point out that the Salt Route presents greater danger over a longer distance. Some Senators argue that implementing the plan might increase tensions between the Republic and its neighbours who would resent the loss of revenue from diverted mercantyle traffic; the Nordaka response is "we look first to the Republic's interest, and then, if at all, to our neighbours".

The plan is also opposed by Moleryni mercantylers, who fear that the Salt Route caravans would be diverted to Telen. So far the Senate has not given its approval to even so elementary a step as establishing a commission to study the matter. Part of the difficulty is that no one seems eager to sit on a committee that will have to survey the proposed route through hostile tribal territory.

It should be pointed out that the motives of the Nordakas are far from altruistic. They own substantial land in Ramala Province, much of it along the proposed route of the road and on the coast. Were the plan to be approved, they would make immense profits from this as well as from the increased flow of trade to Telen. Many opponents are well aware of this, and although it has not been openly mentioned on the floor of the Senate, it is a powerful weapon against the Nordakas.



The Nordakas are planning a more detailed survey of the three most likely sites for the seaport in the coming year. The map above shows the sites observed by earlier expeditions. A1 is the shortest distance, but the potential for the harbour is not as good as at the other two sites. A2 has the best natural harbour but is within the range of one of the more unpleasant Tulwyni tribes. A3 has a passable harbour, but requires a much longer road. Any survey parties to be sent will require guards, and the Nordakas are presently recruiting mercenaries for this purpose.

It is also possible that none of the three sites will prove to be viable. In that case it is likely that the Nordaka's will send an expedition to look for other potential sites. It is conceivable that besides the dangers of tribesmen and beasts, any expeditions might be intercepted by enemies of clan Nordaka wishing to impede their plans.

LOCATION:	Ramala Province, Thardic Republic
STATUS:	Provincial Capital
GOVERNMENT:	Magistrate (civil) Marshal (military)
POPULATION:	1100

History

The early history of Moleryn is very obscure. Some scholars have attempted to identify the site with an ancient Sindarin encampment called Melloneryn or Mollenryn. If this is true, which is by no means certain, it would make Moleryn one of the oldest settlements on Harn.

The area was inhabited by Jarin at least fifteen hundred years ago. They successfully withstood attempted incursions by the Gozyda tribes and escaped the tyranny of Lothrim the Foulspawner because of their position on the west bank of the Teb River. These Jarin lived in independence until the fifth century TR when they were annexed by the expanding Corani Empire.

The original fortification was built as a legion base by the Emperor Mindrithar in 493 TR. In 565, Moleryn surrendered peacefully to the Balshan Jihadists. It suffered no more or less than other settlements under the Morgathian regime.

Shortly after the collapse of the Theocracy in 588, Moleryn became the center of a small independent republic that consisted almost entirely of unsettled wilderness east of the Teb River. It was governed by an elected "High Council of the Republic" that was primarily drawn from the merchant class. In 632, Moleryn was one of the many petty states that formed alliances with the growing Kingdom of Kanday.

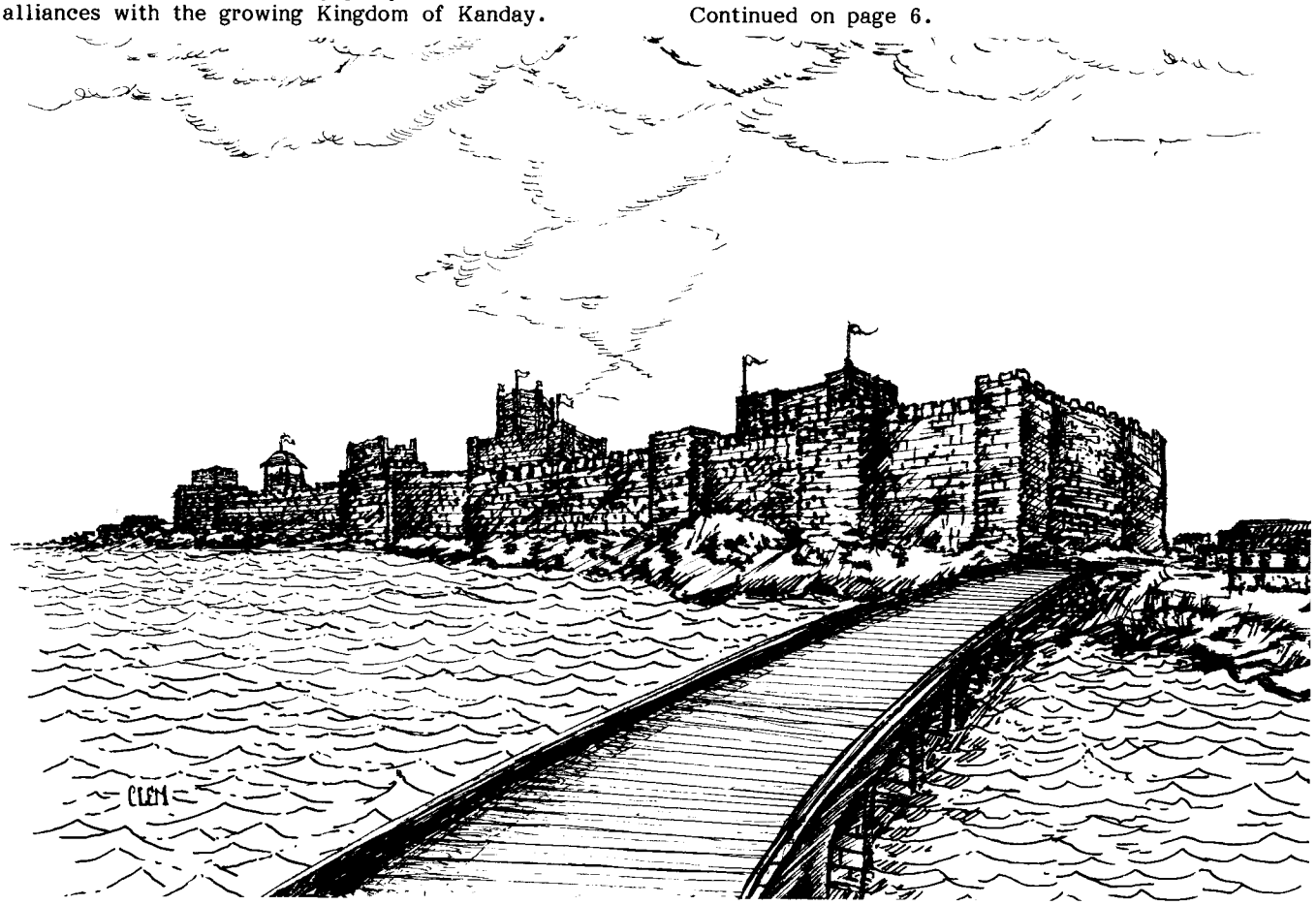
This alliance proved important in 661 when the Thardic League decided to expand its borders. After the High Council of the Republic politely declined an invitation to join the League, the Autarch Jalien used "restrictive and protectionist import tariffs" as a pretext to invade Moleryn. The armed forces of the tiny state were outnumbered and utterly outclassed by the League armies, and Moleryn quickly surrendered. One of the few casualties of the invasion was Jalien, who was slain by a "stray arrow" while resting in his tent.

Kanday demanded the withdrawal of League forces, and when their ultimatum was ignored, declared what became known as the Five Year War. This ended in 666 with the signing of the Treaty of Quivum between Kanday and the League. Moleryn was not a signator to the treaty, which ended its independence and formalized its annexation by the Thardic League. Since most of the former ruling class of Moleryn, including the High Council, had been willingly co-opted by the Thardic League, there was no internal opposition.

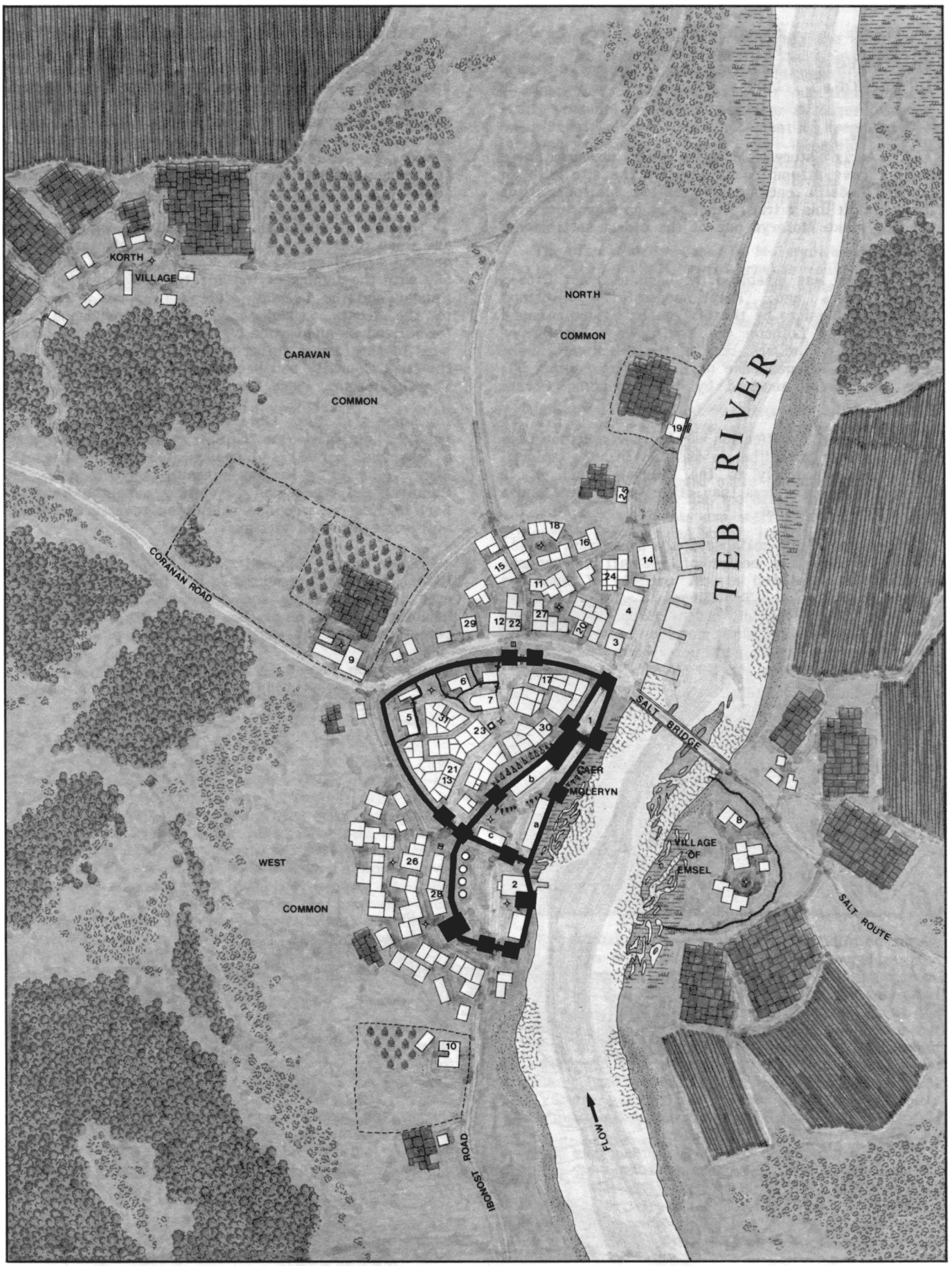
Since that time Moleryn has prospered, profiting from its key position on the Salt Route and from being a provincial capital and headquarters of the Ramala Legion. In 712, Kronas Elernin, then Marshal of Ramala, led the legion to victory over the Kandian Earl of Kuseme who had attempted to assert control over some disputed villages.

Even though Gozydan raiders never cross the Teb River, and seldom come within five leagues of Moleryn, east of the river is considered "wild lands" by the inhabitants. Few locals are willing to spend a night out of doors on the east bank of the river.

Continued on page 6.



MOLERYN
GM MAP



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1. CAER MOLERYN
The residence of the Marshal. (a) Barracks for the Ramala Legion. (b) Bonded Ostler, Harquey of Rodal. (c) This building contains the workshops of the Legion's weaponcrafter, Syat of Sarth, and its woodcrafter, Alorand of Lotharin. Plans of the keep are on following pages.

2. MOLERYN PALACE
The official residence of the Magistrate of Ramala. Since Mardova Seris is not resident, the building is used by the Marshal's clan and cronies. Plans are on following pages.

3. HALL OF THE MANGAI
The building serves as a commodity exchange, social club, and clearing house for local and visiting mercantylers.

4. BONDING HOUSE

5. TEMPLE OF AGRIK
A temple of the order of Herpa the Mace. A company of guardsmen from the sponsored fighting order of the Red Shadows of Herpa is quartered in the other building.

6. TEMPLE OF HALEA
A temple of the order of the Silken Voice.

7. TEMPLE OF LARANI
A temple of the order of the Checkered Shield.

8. TEMPLE OF PEONI
A temple and infirmary of the Irreproachable Order. Missionaries from this temple periodically visit the Mimeyi Gozyda.

9. THE WHISTLER'S INN (Burkot of Dysen)
Size: 7 Quality: *** Prices: average
Freemaster ostler Prendon of Warine. Burkot's inn has a reputation as a hiring hall for mercenaries seeking work on the caravan traffic. Burkot is a retired soldier of the Ramala Legion who is famed for his heroism during the Tulwyni attack on Fort Taztos in 691.

10. THE BLUE SWAN (Frant of Theran)
Size: 5 Quality: *** Prices: average
Freemaster ostler Thaniel of Tarsel. The patrons are from the upper classes of Moleryn.

11. THE HOD AND PORTER (Cyzor of Ordil)
Size: 5 Quality: ** Prices: low
The inn's sign advertises "Fine meals", an example of Cyzor's flagrant disregard for the truth.

12. MERCANTYLER (Havril of Charnay)
Size: 12 Quality: *** Prices: average
Haveril is heavily involved in caravan traffic.

13. PERFUMER (Urfiel of Shenel)
Size: 2 Quality: ** Prices: average
Urfiel is a runaway apprentice from Aleath. His guild credentials are forged.

14. MERCANTYLER/SLAVER (Lothor of Dyr)
Size: 5 Quality: varied Prices: high
Lothor deals primarily in Tulwyni and Gozydan captives, but does not ask too many questions about the source of his product.

15. WOODCRAFTER (Glinda of Persuden)
Size: 14 Quality: **** Prices: high
Specializes in wagons and pack animal panniers.

16. POTTER (Jorak of Chebelos)
Size: 10 Quality: ***** Prices: high +
The Chebelos clan owns a claypit on the east bank of the Teb that produces a fine white clay. This allows them to produce delicate, semi-translucent wares that are exported as far as Thay.

17. PHYSICIAN (Zuanna of Oshon)
Size: 2 Quality: *** Prices: average

18. HIDEWORKER (Toneld of Vebelis)
Size: 8 Quality: *** Prices: average

19. MILLER (Ovalom of Arkovel)
Size: 5 Quality: *** Prices: average

20. LEXIGRAPHER (Jozay of Virime)
Size: 3 Quality: ** Prices: low
Jozay occasionally peddles "treasure maps" of the Mimea Hills and the coast of the Gulf of Chakro.

21. WEAPONCRAFTER (Chonda of Mebelos)
Size: 4 Quality: ** Prices: average

22. TENTMAKER (Urbain of Karfet)
Size: 5 Quality: *** Prices: average

23. WOODCRAFTER (Nenseth of Aethen)
Size: 9 Quality: ** Prices: average

24. MERCANTYLER (Revekka of Revelis)
Size: 7 Quality: *** Prices: high
Revekka is an agent for several mercantylers in Kanday and Rethem. She stores and sells goods, and organizes caravans for them, using her contacts in Kaldor, Chybisa, and Thay to considerable advantage.

25. APOTHECARY (Vlayz of Karin)
Size: 3 Quality: ** Prices: average

26. METALSMITH (Urfin of Velasin)
Size: 5 Quality: *** Prices: average

27. LITIGANT (Evadia of Darthalin)
Size: 3 Quality: *** Prices: high
Evadia specializes in the complicated agreements between mercantyle houses. She is well versed in the intricacies of Thardic and feudal trade law.

28. LITIGANT (Ofry of Thikair)
Size: 1 Quality: * Prices: low
Ofry seems to be Moleryn's proof of the adage "You get what you pay for."

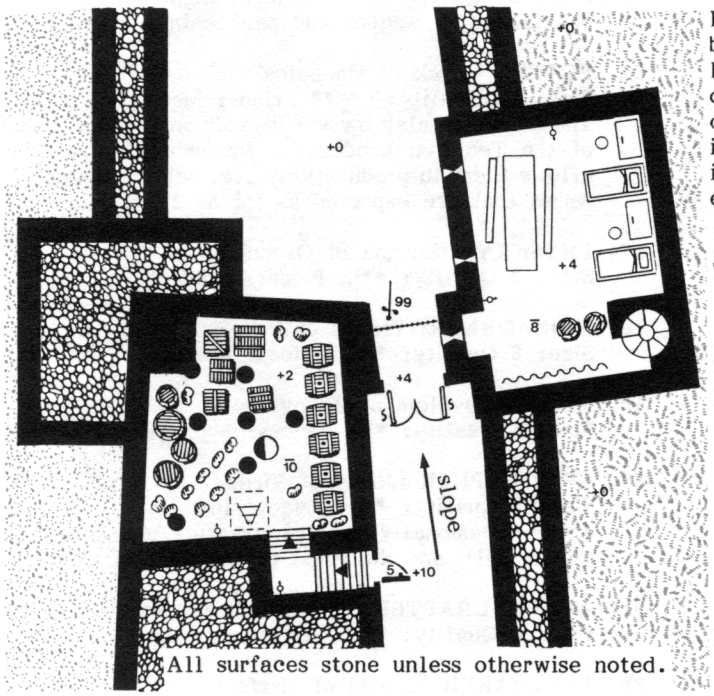
29. CHANDLER (Osther of Rylin)
Size: 7 Quality: *** Prices: high

30. CLOTHIER (Ennesa of Jerla)
Size: 6 Quality: **** Prices: high

31. LIA KAVAIR
"Guildhall" of the local chapter of the thieves' guild which has ties to Coranan. The building appears to be a brothel. The local guild profits greatly from caravan traffic.

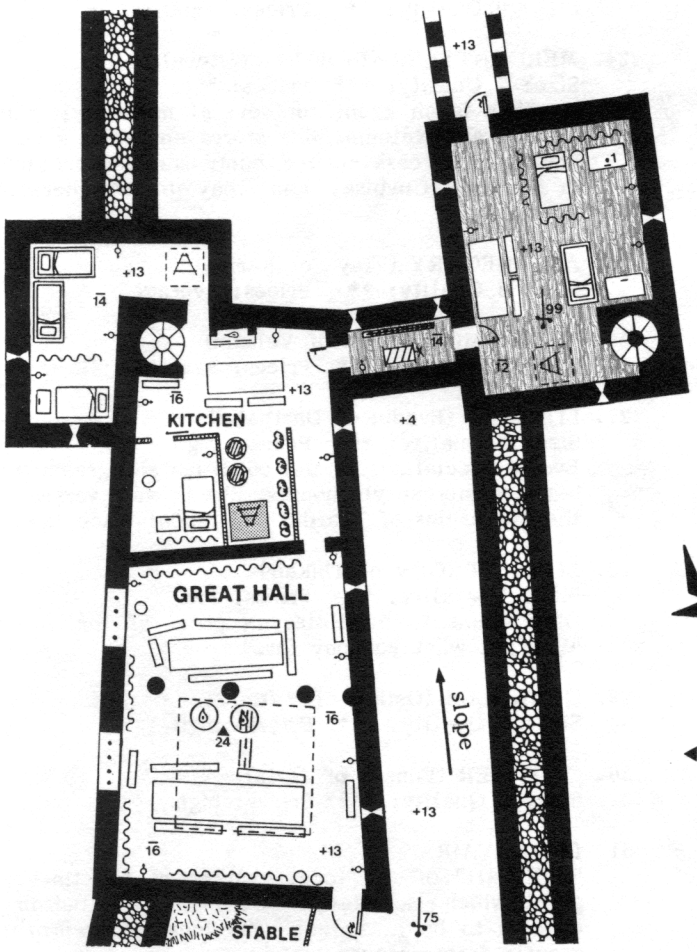
MOLERYN 4

LOWER GROUND FLOOR



All surfaces stone unless otherwise noted.

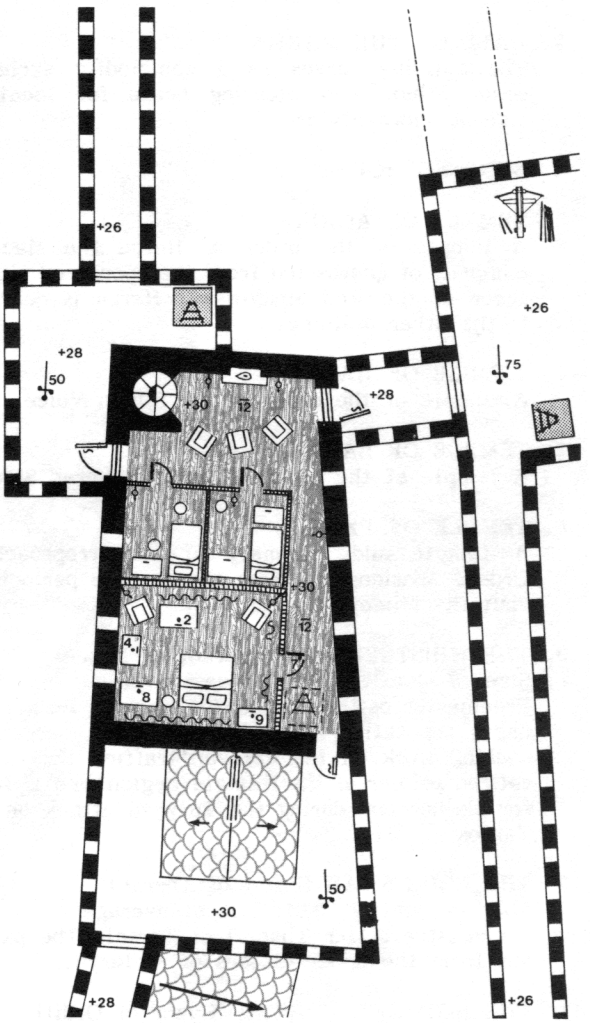
UPPER GROUND FLOOR

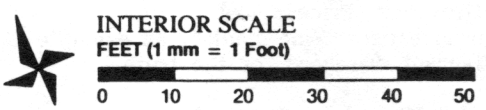


SECOND FLOOR

The large room is that of the Marshal of Ramala, Parga Ostardas. One of the adjacent rooms is occupied by Basca of Sysel, the Deputy Marshal of the Ramala Legion, and the other by Sheryn of Krael, Parga's concubine. The northernmost chamber serves as a council room for the Marshal. The several locked trunks in Parga's room contain his considerable wealth. Parga is extremely fearful of theft and allows no one, not even Sheryn, to enter his quarters at any time.

SECOND FLOOR





GROUND FLOORS

Because the keep is built on the side of a large rock outcrop, the ground slopes sharply downwards from south to north. Hence the cellar and guardroom are at ground level near the gate, the kitchen above the cellar is on the same level as the great hall, entered by a ground level door at the south end of the keep. The barred windows that illuminate the great hall begin twelve feet above the floor.

MOLERYN PALACE

The Magistrate of Ramala's Palace is modest by Republican standards. The building was constructed in 692, and the tower, now called the Palace Tower was modified. Although it is relatively small, the furnishings are somewhat lavish. The wooden floors are a parquet of exotic woods imported from Anzeloria and Thotra on the Lythian continent. Many of the furnishings, tapestries, and linens are of the finest manufacture and are extremely valuable.

The present situation with the Magistrate of Ramala (see "Government" page 6) is somewhat unusual and has caused some changes to the normal operation of the Palace. Presently, the building is primarily used by Zuril and Lumede Ostardas, two cousins of Parga Ostardas. As Legars, they are "responsible" for the civil administrations of the province, but in reality do little more than collect taxes and accept bribes. Although they show considerable effort when performing these functions, they are otherwise very indolent, and spend much of their time in dissolute amusements.

In addition to Zuril and Lumede, the Palace is occupied by a semi-transient population of members of clan Ostardas, cronies of Parga, and a collection of worthless toadies.

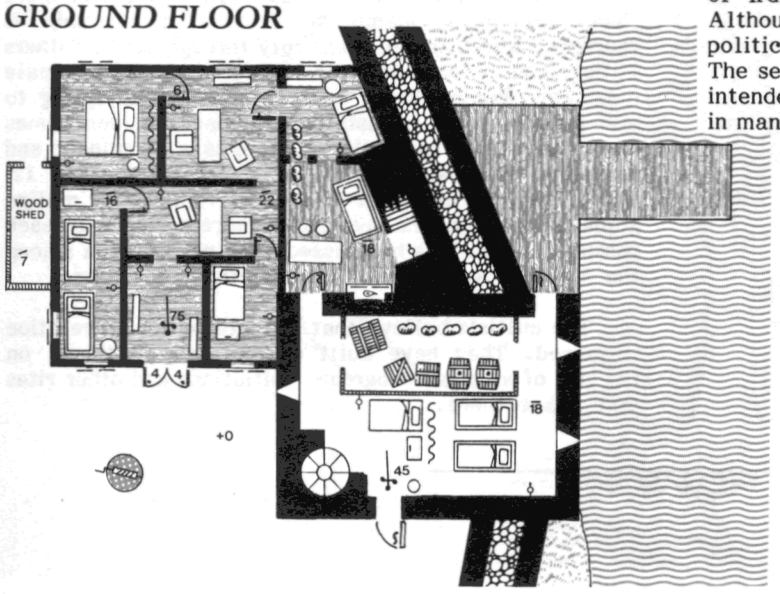
GROUND FLOOR

The room in the northwest corner is occupied by Zuril. He keeps most of his personal wealth in a small locked strongbox beneath his bed. The adjacent chamber serves as his office. The other rooms on this floor are occupied by various "appointees" of clan Ostardas. The only exception is the kitchen on the east side of the building.

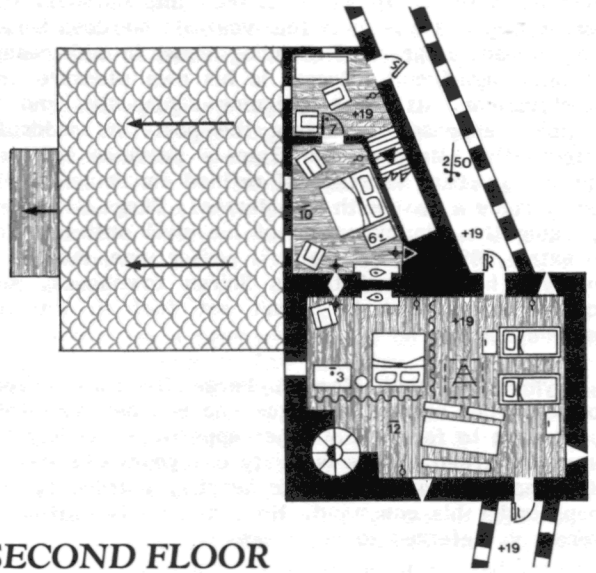
The ground floor of the tower is occupied by the legionaires detailed to protect the Magistrate. Since there is no resident Magistrate, these men are being used as part of the castle garrison. There are further quarters on the second floor of the tower.

The wharf was added when the palace was built and is intended for the private use of the Magistrate and Marshal. It has seen little use and is in poor repair.

GROUND FLOOR



SECOND FLOOR



SECOND FLOOR

The upper floor of the Palace contains the private chambers of the Magistrate. This is occupied by Lumede. The two cousins decided on the division of living space by dicing with each other. Lumede won, and appropriated this chamber for himself. Zuril harbours some resentment about this, and suspects his cousin may have cheated. Lumede keeps most of his personal wealth in the locked trunk beside his bed, although there are a few items of particular value in the secret alcove in the east wall.

Lumede is an irresponsible twenty three year old, who is utterly disinterested in anything that does not lead to immediate self-gratification or the lining of his own pockets. He has earned the disgust of many townsfolk by his periodic displays of public drunkeness, and his seemingly insatiable venery.

The upper floor of the tower contains additional quarters and a common room for legionaires. The tapestry enclosed northwest corner is occupied by Narik of Irdime, a career officer in the Ramala Legion. Although he detests Parga and his clan, he is a shrewd politician, and has twice been promoted by the Marshal. The secret door between his chamber and Lumede's was intended as an escape route and has not been opened in many years. Narik is not aware it exists, and Lumede may well have forgotten about it. The spiral staircase in the corner leads to the roof of the tower.

INTERIOR SCALE
FEET (1 mm = 1 Foot)

0 10 20 30 40 50

All surfaces stone unless otherwise noted.

Government

As the capital of Ramala province, Moleryn is governed by the provincial Magistrate and Marshal. The current Magistrate is forty four year old Mardova Seris, who has made a career of changing horses in midstream. His only significant interest is his own pleasure and entertainment. After campaigning vigorously, and at no small expense, to attain the post, he suddenly realized that Moleryn and Ramala province suffered from an appalling shortage of refined amusements. He hastily made a deal with the Marshal, Parga Ostardas, regarding the administration of his civil duties in for an extra 30% of the "gifts". After one month in Moleryn, he returned to his Shiran townhouse, and proudly boasts that he hasn't set foot in Ramala province since.

Cynics say that Marshal Parga Ostardas suffers from only one redeeming virtue--he can be absolutely relied upon to forego any other appetite to satisfy his consuming greed. Parga is thirty one years old and an evil tempered martinet who is heartily loathed by the troops under his command. He is popularly, although discreetly, referred to as "Weasel".

Parga delegates the civil administration to his two cousins who he has appointed Legars. Neither is particularly competent, and their only diligence is in collecting taxes and "gifts". An semi-official council of local merchants and wealthy citizens was formed two years ago to advise the Marshal on civil matters. In effect, they do much of the needed work themselves. There is a growing tide of resentment against Parga and Mardova, and some leading citizens are preparing a petition to the Senate regarding their behaviour. It is likely that any such petition will be ignored by the Senate.

Economics

Moleryn is a major stop for the annual salt caravans to Kaldor. The caravans leave in spring for Tashal and return in the fall. Several mercantyle houses are exclusively concerned with the caravan. The bulk of each caravan consists of pack horses and wagons carrying salt. In most years there are between seventy five and one hundred and fifty animals, twenty to thirty merchants, and a similar number of guards and animal handlers. The number of guards hired each year depends on how restless the Gozyda and Tulwyn are. The trail from Moleryn to Tashal is about 155 leagues long and it takes the caravan about twenty days to complete the journey.

Taxes

Property: 7% per annum (residential)
Property: 5% per annum (business)
Hawking: 9% of goods value
Bonding: 2% of goods value per month
Pilotage: 20d flat fee
Wharfage: 1/2d per foot per day
Registry: 15d per foot per annum

CULT OF THE MIDNIGHT DANCER

The existence of this secretive band is known to few persons outside its membership. A sinister and murderous band of fanatics, the Dancers can date their founding from the rule of the Theocracy. Although their activities can be compared to those of brigands, there is a "guiding force" that unifies the cultists.

The basis of the cult seems to be some corrupted form of Navehanism. Any semblance, besides ritual murder, to that austere religion has since disappeared, and the Dancers believe in few tenets of the "orthodox" Navehan church. No one founder is known or spoken of within the histories of the cult. According to cultist legend, the event which triggered the foundation was "The Revelation of the Dancer" which imbued the original members with their "holy mission".

The Revelation was "granted" to the members of a small caravan. They had camped for the night well off the Salt Route in an area between the Teb Marshes and the trail. At midnight they were awakened by the noise of insistent drumming and and were visited by the spectre of a lumbering, quasi-human being who drew them into a frenetic dance. While dancing, the men felt "a spiritual communion with the presence of the Dancer" and were informed that they, "the purest of souls" had been chosen for the "Time of cleansing".

The cultists believed they had been entrusted with the exorcism of "demons that infest Kethira". By some convoluted and incomprehensible line of reasoning, these "demons" were identified in the minds of the cultists with travellers. Since their foundation they have murdered several hundred lonely wayfarers and pilgrims on the Salt Route. These disappearances are seldom investigated, for it is generally assumed that the traveller has fallen victim to the Gozyda, bandits, wild animals, or disease.

Their usual method is to join a small caravan or band of pilgrims, striking up an aquaintance and putting the victims at their ease before butchering them. The bodies of the unfortunates are usually dismembered and buried; their wealth and goods are used to "further the will of the Dancer".

At its greatest size the cult has never had more than two dozen members. Present membership is fourteen. Recruitment is entirely through birth; fathers initiate one or more of their sons. There are no female members. Except during caravan season (mid-spring to mid-autumn) most cultists pursue peaceful, sometimes exemplary lives in Moleryn. One is a prominent and respected merchant, Havril of Charnay (map key 12) who is the present leader of the cult. Under his malign guidance the Dancers have grown more daring with each passing season. This has caused growing suspicion among the Moleryn authorities that something is wrong.

The cultists believe that the site of the Revelation is sacred. They have built a small shrine there, on the site of an ancient barrow. Initiations and other rites take place there.

LOCATION: Ramala Province, Thardic Republic
STATUS: Legionary Fortress
GOVERNMENT: Garrison Commander
POPULATION: 125

History

The barrow graves in the vicinity suggest that the area was once occupied by Jarin, who were probably forced out by the Tulwyn and Gozyda. Neither tribe regards the barrows as sacred ground, although the Tulwyn would be better pleased by the destruction of the fortress. There are approximately twenty graves in the vicinity, most of which are off map to the north.

The first fort Taztos was built by the Thardic League in 670 as a base to pursue the Salt War with Kaldor. It was abandoned in 673 as part of the terms of the peace treaty that ended the war. The Republic rebuilt the fort on its present site in 685 as the first, and so far the only step in fortifying the Salt Route.

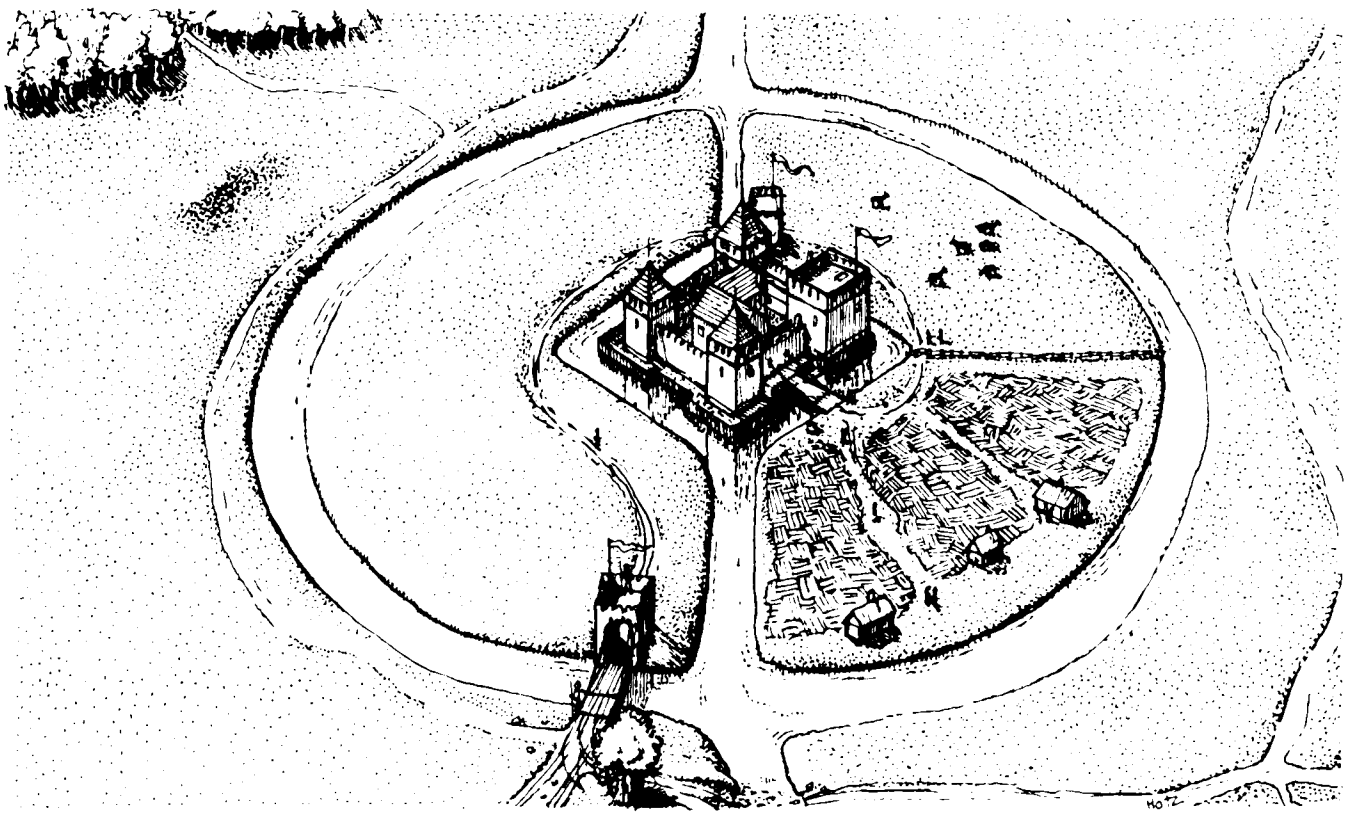
The Tulwyn nation has always regarded Taztos as an affront to their tribal honour. They have seldom, however, mustered sufficient numbers of warriors to assault it, and have generally been content with picking off lone legionaires or small patrols. The major exception to this inertia occurred in 691 when the Tulwyni chieftain Turroc led a major attack on the fortress. Over seven hundred tribesmen are estimated to have taken part in the attack. The garrison at the time was eighty three. After three days the attackers were driven off with heavy losses on both sides (only 24 legionaires survived). At one point the Tulwyni managed to force the gate and enter the compound, but this danger was extinguished when one Burkot of Dysen, called "the Beast" because of his immense size, forced the gate shut. The Tulwyni within the fort were hunted down and slaughtered. The ferocity of the tribal attacks is still spoken of with awe in the Ramala Legion's messhalls. Burkot has since retired to the management of the Whistler's Inn at Moleryn, where he regales his guests with tales of his exploits.

Several rumours date from the attack. One persistent tale even suggests that the garrison's pay, the commander's personal fortune, and the taxes collected from the annual caravan were all buried somewhere in the area prior to the attack. Since the garrison commander was killed in the attack, no confirmation or denial is possible, but no treasure has been found.

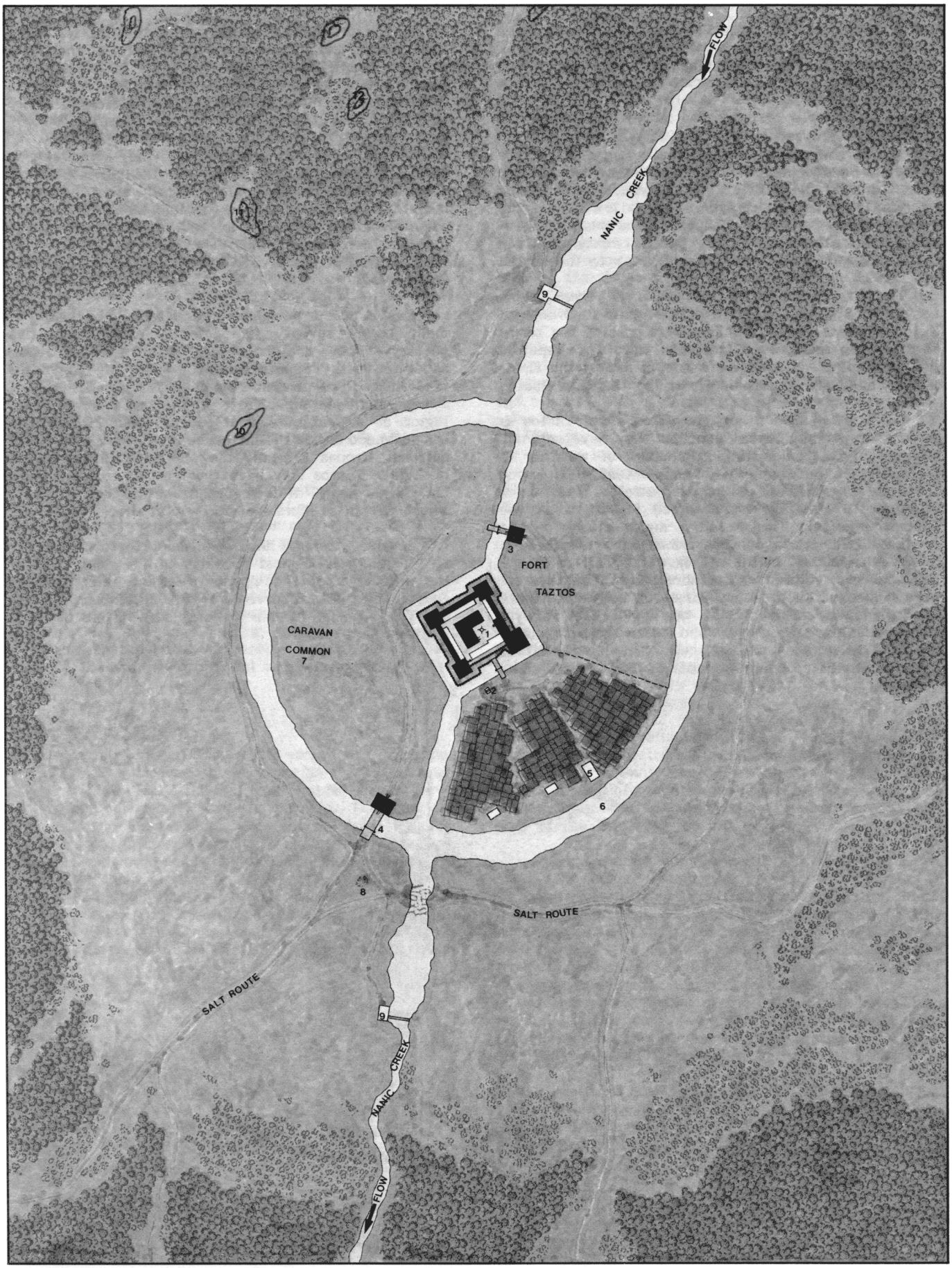
Taztos has a permanent garrison of one hundred, made up of seventy five infantry and twenty five cavalry. They are hopelessly inadequate to their appointed task of patrolling thousands of leagues of wilderness. The present commander is Garril Stopez, a competent career officer who entered the Ramala legion as a peasant recruit seventeen years ago. He has advanced due to the influence of one of his powerful patrons, Kronas Elernin, the Marshal and Magistrate of Eidel. Taztos may have the most skilled troops in the Corani army. It is regarded as "the hard school", where a man soldiers well or not at all.

Several attempts have been made to found another fort further east, most recently in 714; only two of the pitifully small company of twenty men sent to accomplish the task survived a Tulwyni ambush. Taztos and Trobridge Inn remain the only safe havens between Moleryn and Tashal.

Continued on page 6.



TAZTOS
GM MAP



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1. FORT TAZTOS
The old Thardic League fort was built on this site in 670. Abandoned in 673 after the Salt War, it was razed by the Tulwyni soon after. The present structure dates from 685. Originally a wooden structure, the stone walls were finished in the spring of 691, just in time to face the Tulwyn attack in the summer of that year. Complete plans of the fort are on following pages.

2. PUNISHMENT SQUARE
The stocks are used for disciplining malingerers, or for incarcerating visitors who break the peace during their stay. Morale is generally high at Taztos, and the stocks are seldom used.

3. INNER GATEHOUSE
This is manned by four legionaires at all times.

4. OUTER GATEHOUSE
This is usually manned by four soldiers, although it is common, during periods of tribal unrest, to station ten men here.

5. HOUSE OF KELEREN
Keleren of Devern is a former Ramala legionaire whose early retirement was caused by the loss of his left leg below the knee during the Tulwyn attack of 691. Rather than return to his family home at Hibut, Keleren stayed at Taztos where he tends the small vegetable plots for the garrison.

Keleren is an irascible fifty two, given to fits of choleric temper at the least provocation. His normal frame of mind can best be described as surly. He is generally unwilling to talk to strangers, and has been know to revile strangers at considerable length, commenting graphically on their ancestry, personal habits, choice of sexual partners, and probable future. He has been attacked on occasion by victims of these verbal assaults, but is fully capable of defending himself despite his handicap.

Perhaps surprisingly, Keleren bears no particular hatred for the Tulwyn, and in fact speaks of them with some degree of fondness. He has little liking for merchants, casual travellers, or young recruits, and will sometimes go out of his way to make this point of view clear. Even with his friends (among whom is the Taztos garrison commander) he seldom reins his tongue.

6. MOAT
Built in 692 by military engineers who dammed Nanic Creek and excavated the moat. It has an average depth of five feet, although it is over ten feet deep in places. The Tulwyn attack of 691 was the major incentive for the moat's construction.

7. CARAVAN COMMON
Caravans and travellers are allowed to remain here overnight at a cost of 1/4 pence per person per night. Wagons and horses are 1/2 pence per night. Travellers may spend the night outside the protection of the moat at no cost, but the legion has no responsibility to protect such persons. Although there is doubtless some safety for travellers camping within the moat, Ramala legionaires call the common "the merchant's graveyard". This refers to the fact that in the event of any attack the common will likely become a battlefield, and suffer bowfire from both the fort and the tribesmen.

The field to the east serves as an ostler's yard for the garrison horses.

8. THE MESSAGE TREE
This tree, a large and ancient oak, has been used as a place to leave messages by travellers on the Salt Route since before the building of Taztos.

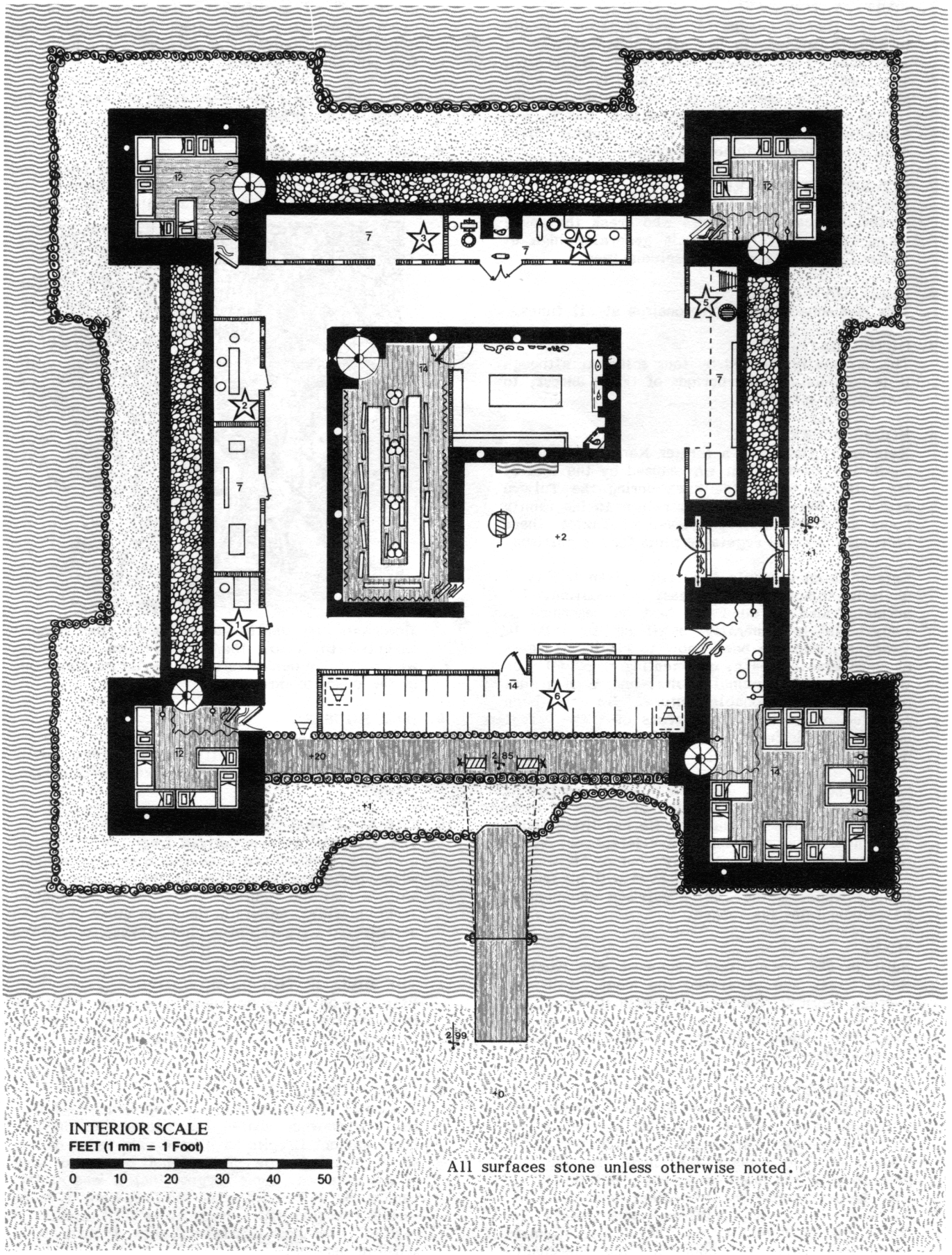
Merchants frequently leave notes for persons expected to follow them, or letters home that will hopefully be delivered by wayfarers travelling in the opposite direction.

9. DAM HOUSES
Controls for the upper and lower dams. These are seldom manned permanently, but are checked daily by patrols. The dams are simple weirs with control gates.

10. THE SOLDIER'S GRAVE
The barrow's name is derived from the spectre of a warrior, dressed and armoured in archaic fashion, which periodically appears in the vicinity. Some believe that the figure is the shade of an ancient Jarin chieftain. Others believe the story is a hoax perpetrated by garrison soldiers trying to frighten travellers.

11. THE HILL OF THE DARK GROVE
Plans are on following pages. The name is derived from the trees covering the north eastern slope of the hill, as well as from the grim reputation of the place.

12. LOTHRIM'S SMITHY
The name is indicative of the common belief that the Foulspawner visited the site about 100 TR. Some ancient firepits have been discovered on the slopes of this barrow. The original purpose of such pits is unknown. Some suggest that it was at this barrow that Lothrim created the first Gargun. More serious folk give little credence to such tales. The barrow, like most others at Taztos is avoided by sensible persons.


INTERIOR SCALE
FEET (1 mm = 1 Foot)
0 10 20 30 40 50
All surfaces stone unless otherwise noted.

CORNER TOWERS

Quarters for the garrison of one hundred men occupy the ground floor level of the fort towers. Most of the cavalry troopers occupy the southern tower.

Spiral staircases in each tower lead down to a cellar. The fort is designed so that each tower can be defended separately if need be, thus each cellar has space for food storage and a well. The second floor of the towers contain officers' quarters and the access to the walls. The three small towers have a third floor that is used for storage and as an armoury.

CENTRAL HALL

This floor contains the garrison kitchen and mess hall. The basement of the hall is used to store food and drink. There are two months worth of rations stored at Taztos. The garrison diet is supplemented by hunting, fishing and vegetables grown locally.

The tapestries hanging in the mess hall are the gift of the former Marshal of Ramala, Kronas Elernin. They depict various glamorized scenes in the history of the Legion, and dwell heavily on actions against the Tulwyn and Gozyda and the Kuseme War.

The second floor of the hall contains garrison offices and the quarters of the commander of Taztos, Garril Stopez. On this floor there are two guest rooms that are available for travellers who have the money to pay for them. Costs for this vary and are negotiable with Garril. They are always high, and as a result the rooms are seldom occupied. In addition, the third floor contains quarters for the masters and journeymen attached to the garrison.

OUTBUILDINGS

(1) This is the examining room and surgery for Parsim of Uro the garrison physician. Parsim also has some training as an apothecary, and is reasonably competent. He is in his mid-fifties and is a morose and taciturn man.

(2) This is the workshop Orthan of Sarth, fletcher and bowyer to the Taztos garrison. Orthan was born a serf near Dyrisa in Kanday. He ran away from home in his early teens and has since made his living by various means. He has been in the employ of the Ramala legion since 716.

(3) The bath and laundry house for the garrison. Garril does not tolerate sloppiness from the soldiers of the garrison. Legionaires are expected to bathe weekly, and do their own laundry.

(4) This workshop is shared by the metalsmith and weaponcrafter attached to the garrison. Crolan of Ercatun, the metalsmith, is twenty seven, extremely young for a master craftsman. Martewn of Quinda, the weaponcrafter, is nearly sixty. There is some animosity between the two men, and they only speak to each other when necessary.

(5) The workshop of Jerian of Khael, freemaster woodcrafter to the garrison. For a steep fee he will do work for travellers. A loft over the workshop is used for storing and curing lumber.

(6) The stables for the garrison horses are managed by freemaster ostler Inran of Loth. Above the stable is a loft used for storing hay and tack.

THE HILL OF THE DARK GROVE

Like the other barrows at Taztos, this is of Jarin origin. It was constructed to house the remains of a chieftain who died about 900 BT. As with most of the Taztos barrows, it was intended to be reopened for future interments. Other important members of the chieftain's clan were buried here.

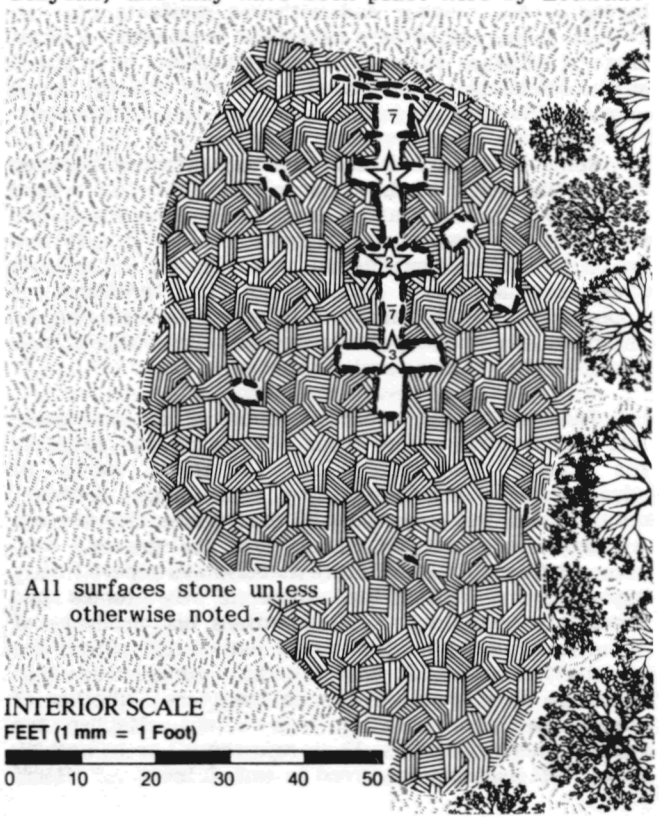
The Tulwyn, who briefly occupied the region about one thousand years ago, did not enter the barrow. They added the chambers on the side of the hill. These hold the cremated remains of Tulwyni warriors. The Gozyda, with characteristic disrespect, had no qualms about disturbing the original graves. About seven hundred years ago they displaced the bones of the Jarin burials, and unceremoniously placed their own dead within.

Lothrim the Foulspawner entered this barrow over six hundred years ago. The purpose of his visit is unknown (see Taztos Barrows on the following page). Since the building of Taztos, the Hill of the Dark Grove has had a particularly nasty reputation. The trees on the slope of the barrow are stunted and withered, and their branches sometimes seem to move without wind. Voices have been heard entreating passers-by to climb the hill, and the immediate vicinity always seems cold, even on the sunniest days.

(1) These two chambers are filled with a jumble of ancient bones, the remains of the Jarin. Most of their grave goods were looted by the Gozyda.

(2) These chambers house the bones of several Gozydan burials.

(3) The walls of these chambers are carved with an elaborate pattern. Apparently put there during Lothrim's visit, it has an unsettling, eerie, effect on observers. The three bodies interred here are not Gozydan, and may have been place here by Lothrim.



THE GHOSTS OF TAZTOS

Since the construction of Taztos various unearthly phenomena have been observed in or near the fort. These have increased in number and frequency since the Tulwyni attack of 691. Many spirits seem to be the ghosts of Tulwyni tribesmen or slain legionaires. Some observers have reported witnessing long dead comrades patrolling the walls of Taztos.

Besides these and similar reports, which make up the bulk of the incidents, some have seen shades of single riders or small parties of travellers seemingly racing towards the safety of Taztos but fading from sight as they near the bridge. In 716, one of the most bizarre events took place. A small party of merchants and their horses were admitted to the fort, entered the stables and then disappeared. No less than forty soldiers saw them, and they spoke to five reliable men, including the garrison commander. No satisfactory explanation for the event has ever been found.

Some believe the barrow graves in the vicinity are haunted by the ghosts of their ancient inhabitants. Reports of strange moving lights, sudden, inexplicable cold spots, and a general feeling of unease are common in the vicinity of the graves, and most persons avoid them.

THE TAZTOS BARROWS

The Taztos barrows seem to have been designed for multiple uses, and most contain four or more separate graves. There are also indications that the barrows were in use over several centuries, and perhaps by different cultures. While the use of barrow grave burials is common to Jarin culture, it is very likely that the Gozyda, the Tulwyn, or another migrant Lythian people used the tombs for a time.

Evidence for this is given by the fact that while many of the bodies interred in the barrows have been buried in the manner and with the artifacts common to Jarin practices, others have been cremated, or show signs of of other cultures. Several barrows have small side chambers that were clearly added some considerable time after the main tomb was constructed.

Some tales have it that the barrows were entered during the reign of Lothrim in the first and second centuries TR, and that by some secret and loathsome rituals the graves were desecrated. Some storytellers go so far as to suggest that the barrows, or articles discovered in them, led to Lothrim's creation (or importation) of the Gargun. Although this seems highly unlikely, the stories persist, and this particular barrow cemetary has a very evil reputation.

The only known recorded report of an excavation into the barrows dates from 469 during the reign of the Corani Emperor Sylud. A small party of adventurers, accompanied by the mage Sorenal, obtained imperial sponsorship to explore the graves. Although they entered about half the graves, they recovered very little of interest. Sorenal's report firmly expresses his belief that some of the tombs had previously been looted. He mentions his discovery of "...a sanctum of morbidity and hatred..." within one of the barrows. Sorenal further commented that "...there is fell power channelled there, whether of natural or other creation I know not. Mayhap the Foulspawner's despair still lingers there, or something better left asleep was stirred to wakefulness...". Some of Sorenal's companions met with unpleasant if uncertain fates during the expedition. The mage makes only passing reference to "...several deaths..." which occurred while exploring the "...third and sixth barrow..." but does not bother to explain further.

THE TAZTOS MASSACRE

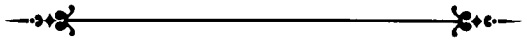
In 714, the Marshal of Ramala Province, in answer to pressure from the senate, ordered that a "small" party be sent east from Taztos to choose and survey a site for a fort on the Farin River. Since the Tulwyn tribes were particularly hostile at the time, the order was not greeted with enthusiasm by the legionaires. The Taztos garrison commander assigned the mission as a punishment detail to the least efficient of his companies and sent the twenty men east along the Salt Route.

The patrol was led by Wyllin of Main, an unpopular young officer who always hovered on the brink of scandal due to his gambling debts and decadent and expensive tastes. Although competent, Wyllin was a nasty tempered martinet who was over fond of discipline.

He led the patrol eastwards without incident for about twenty leagues. At this point they encountered a small merchant caravan that had been ambushed by the Tulwyn. The three survivors of this attack had been left for dead by the tribesmen. One of them was the caravan master, who, semi-delirious from his wounds, told Wyllin of the existence of a cache of money and jewellry hidden in one of the wagons. The merchant and the other survivors died soon after, whether as the result of their injuries or by the hand of Wyllin is not clear. Wyllin, assisted by a legionaire, removed the valuables and buried them in the vicinity, intending to return for it later.

Unfortunately for Wyllin, the patrol was attacked by the Tulwyn two days later and virtually wiped out. Only two legionaires survived, having feigned death during the final moments of the attack. One of these was Sabin of Torsil, Wyllin's confederate. The two men made their way back to Taztos bearing the tale of the massacre. A few weeks later, Sabin, while deep in drink, told of the merchant's cache. Two days after that event Sabin was found drowned in the moat, possibly the result of a drunken accident. The following day two legionaires deserted, and were found a few leagues east of Taztos, butchered by teh Tulwyn.

It is generally believed that the secret of the merchant's wealth died with Sabin and the two deserters. Although the story is widely known to the Taztos garrison, no one professes to know the exact location of the cache. Since randomly searching five or six leagues of Tulwyn invested Salt Route is generally considered an unsafe proposition it is assumed that the money is lost forever.



This article deals with three sites under the general heading of Hikun. This is something of a departure from our usual format, but we believe that it is necessary due to the difficulty of explaining the links between Hikun, Iracu, and Sirion. We chose Hikun for the title because as the front for the entire operation it is the "known" site.

HIKUN

Hikun is the largest of several iron mines near Geldym Falls on the Pech River. There are 150 miners and slaves and 70 to 100 mercenaries at the camp from early spring to late fall. The mines are abandoned during the winter. The unprocessed ore is barged down the Pech River to Stimos for smelting. In the fall of 719 construction began on a smelter and foundry at Hikun. This should make the process more economical.

There are widespread rumours to the effect that Hikun is the source of gold and silver ore. These false tales are spread by the Miners' Guild to divert attention from their operation at Iracu.

Hikun has a reputation as a wild and boisterous place, and is sometimes called the "Roaring Camp" by persons who have been there. Entertainment is of a rough and sometimes violent sort, and the mercenaries' primary function is to break up drunken brawls among the miners. Hikun is sometimes visited by trappers and woodsmen buying supplies or seeking what little "civilization" the camp has to offer.

The other, less frequent visitors, are the brigands of the Hefiosa highlands. The relationship between the brigands and the mining camp is best described as "live and let live". The bandits have not attempted to raid Hikun or any of the neighbouring mines, and the Miners' Guild is content to leave them alone. The fact that the Hefiosa region is the most rugged area in the Republic, and is totally controlled by the numerous groups of brigands has much to do with this attitude.

SIRION

Sirion is the support base for the mine at Iracu. The manor and barracks house anywhere from 60 to 120 mercenaries and various slaves and workers. The usual total number of inhabitants is about 120. Sirion ships the silver from Iracu to Stimos or Shiran.

Sirion's existence is not officially known, and is in fact a well kept secret by the Miners' Guild. Most people who work here have little idea of their location, and there is an elaborate and far-reaching conspiracy by the Miners' Guild to keep the existence of Sirion and Iracu a secret.

Sirion is best known as the site of the battle of the same name in 120 TR, between the Khuzdul and the army of Lothrim the Foulspawner. The battle closely followed Lothrim's sack of the dwarven city of Kiraz, and resulted in his utter defeat. It is popularly believed that the huge barrows to the north of the camp contain the bodies of the Khuzdul slain in the battle. Most people avoid the immediate vicinity of the barrows, and there are the usual tales of eerie sights and sounds nearby.

In 481 TR fourteen Khuzan scrolls were discovered buried in the area. Called the Sirion Scrolls, they are presumed to have been hidden by Lothrim just before the battle of Sirion. Most of the beliefs about the early history of Harn are derived from the scrolls, which tell of events seven millenia ago and hint at yet earlier events. They also include a contentious version of the creation of the dwarves. From 481 until 553 the scrolls were kept in the Library of Sylud in Coranan. In 553 they were stolen, and have not been seen since, although one rumour has it that the Jeserniki tribe of the Tulwyn nation has a dozen or more scrolls that fit the description.

IRACU

Iracu is a very profitable mine secretly operated by the Miners' guild. The mine itself is extremely ancient, perhaps as much as five thousand years old. It was originally opened and mined by the Khuzdul of Kiraz and it was abandoned by them in 120 TR after the Carnage of Kiraz.

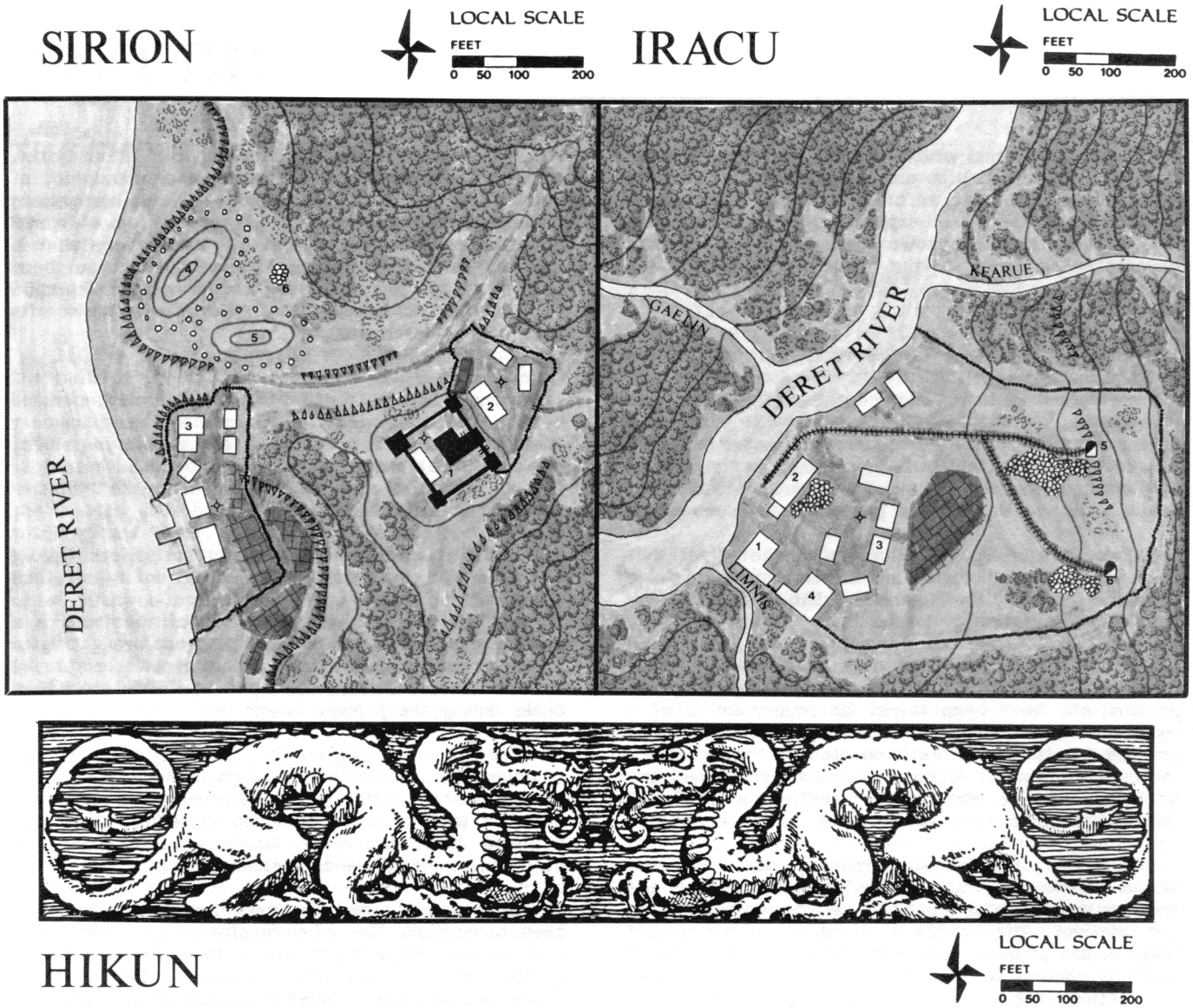
In 673 it was "rediscovered" by the Miners' Guild. Ore from the upper levels is smelted on the site and the silver and gold ingots are rafted downstream to Sirion. The existence and location of the mine is a carefully guarded secret; most of those brought in to work, as well as the numerous mercenaries employed by the Miners' Guild, are kept blindfolded or below decks during the journey in and out.

The mine is plagued by frequent cave-ins and flooding. Tradition asserts that the mine is very deep, with estimates ranging from half a mile to a mile deep and two to four times as much in radius. It is also believed that the lower levels were a source of platinum, mythral, and precious gems.

Expeditions beyond the upper four levels have not been successful. The miner/explorers who have taken part in such expeditions claim to have encountered ghosts, demons, and other monsters; that passages disappear; and blaze marks disappear or are changed. Whatever the source of these problems, if they are not utter fantasy, the miners have several maps of parts of the lower mine, none of which agree.

According to legend the Khuzdul entombed Lothrim somewhere nearby after his defeat in the Battle of Sirion. No one has ever discovered the Foulspawner's tomb, although some folk believe that it is somewhere beneath Mount Anegif north east of Iracu. Some folk discount the legend, pointing out that the Khuzdul are not likely to have brought him from Sirion to Iracu simply to entomb him. Since the Khuzdul will not speak of Lothrim, and mention of his name is likely to provoke an unfriendly or even violent response from dwarves, the location is not likely to be discovered in the near future. A few stories even have it that Lothrim was entombed in the lower levels of Iracu before its abandonment. No evidence to support this theory has surfaced.

The camp at Iracu is open from spring to fall. There are usually some 30 miners, and between 50 and 100 mercenaries. The location of the camp is closely guarded. Mercenaries and other non-guild members are kept blindfolded and below decks on the trips to and from Sirion and Iracu. Most of the labour is done by 80 slaves under the supervision of the journeymen. Several drugs are added to the slaves food. The drugs leave them suggestible, contented and addicted. Failure to receive a weekly dose causes death within 24-36 hours. (Causing a harmful addiction through deceit or force is illegal in the Republic.)


SIRION
LOCAL SCALE
FEET
0 50 100 200
IRACU
LOCAL SCALE
FEET
0 50 100 200
DERET RIVER
1
2
3
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6
7
GAELIN
DERET RIVER
KEARUE
LIMNIS
1
2
3
4
5
6
HIKUN
LOCAL SCALE
FEET
0 50 100 200
PECH RIVER
PALEAR CREEK
1
2
3
4
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6
7

SIRION MAP KEY

1. SIRION MANOR
   This serves as a mess hall, as well as a fortress.

2. MERCENARY BARRACKS
   Mercenaries are quartered in these four buildings. There is space for about eighty men.

3. WORKER/SLAVE BARRACKS

4. KHUZDUL HILL
   According to legend, the Khuzdul slain at the battle of Sirion are buried here. There are tales that a column of spectral dwarven warriors can sometimes be seen marching around the hill.

5. TULEN'S HOWE
   This is also said to contain Khuzdul slain at Sirion. Other tales suggest that the barrow is older, the burial place of an ancient Jarin lord.

6. HAREC'S CAIRN
   Many believe these enigmatic stones to be cursed.

IRACU MAP KEY

1. MERCENARY BARRACKS
   Quarters for ninety men are available.

2. SMELTER
   Silver and gold ore is smelted here for shipment.

3. MINERS' BARRACKS AND MESS

4. SLAVE BARRACKS

5. OLD MINE HEAD
   This is the ancient dwarven entrance to Iracu.

6. SULDI'S ENTRANCE
   This was opened in 682 by the Miners' guild. The tracks leading from the mine heads to the smelter are wooden rails for hand drawn ore cars.

HIKUN MAP KEY

1. MERCENARY BARRACKS

2. MINERS' BARRACKS
   Space for about forty men is available here.

3. SLAVE BARRACKS
   There are quarters for about one hundred slaves in this and the two adjacent buildings.

4. OSTLER
   Freemaster Colos of Sherel is responsible for the mules and horses used on the site.

5. SMELTER (Under construction)
   Only the walls are finished. The forges and furnaces are yet to be built.

6. PHYSICIAN
   Freemaster Salara of Treel. Most of his time is spent in dealing with mining injuries.

7. THE PICK
   This "inn" is run by the Miners' guild. The quality of alcohol available here is low.

THE SILVER CONSPIRACY

The Miners' Guild has gone to great pains to conceal the existence and location of Iracu. They have suborned members of other guilds inducing members of the Pilots' Guild to falsify manifests and logs. The reason for all this effort is to avoid an import duty (Iracu lies outside the borders of the Republic), and to conceal several violations of the Republican charter for their guild. If the operation were to be exposed, several guildmasters could be prosecuted for smuggling, illicit drug use, charter violations, forgery, and murder. The few persons who have discovered the facts have not lived to tell of them. Visitors to Iracu are always unwelcome, and those who arrive, stay as slaves or corpses.

THE JUSIKU SWARM

The Gargu-viasal colony at Jusiku is nearing a crisis point. There are approximately 1100 orcs in the cave complex, which is more than the colony can support. This will result in the Jusiku Gargun either having a sudden civil war to reduce the population, or more likely, a swarming. Were this to occur it would result in four to five hundred Gargun leaving Jusiku and attempting to found a new colony. This could have unpleasant consequences for Iracu, which lies within five leagues of Jusiku. Although the camp is designed to defend against "normal" raiding parties, it would be hard pressed to stop a horde of beserk Gargun.

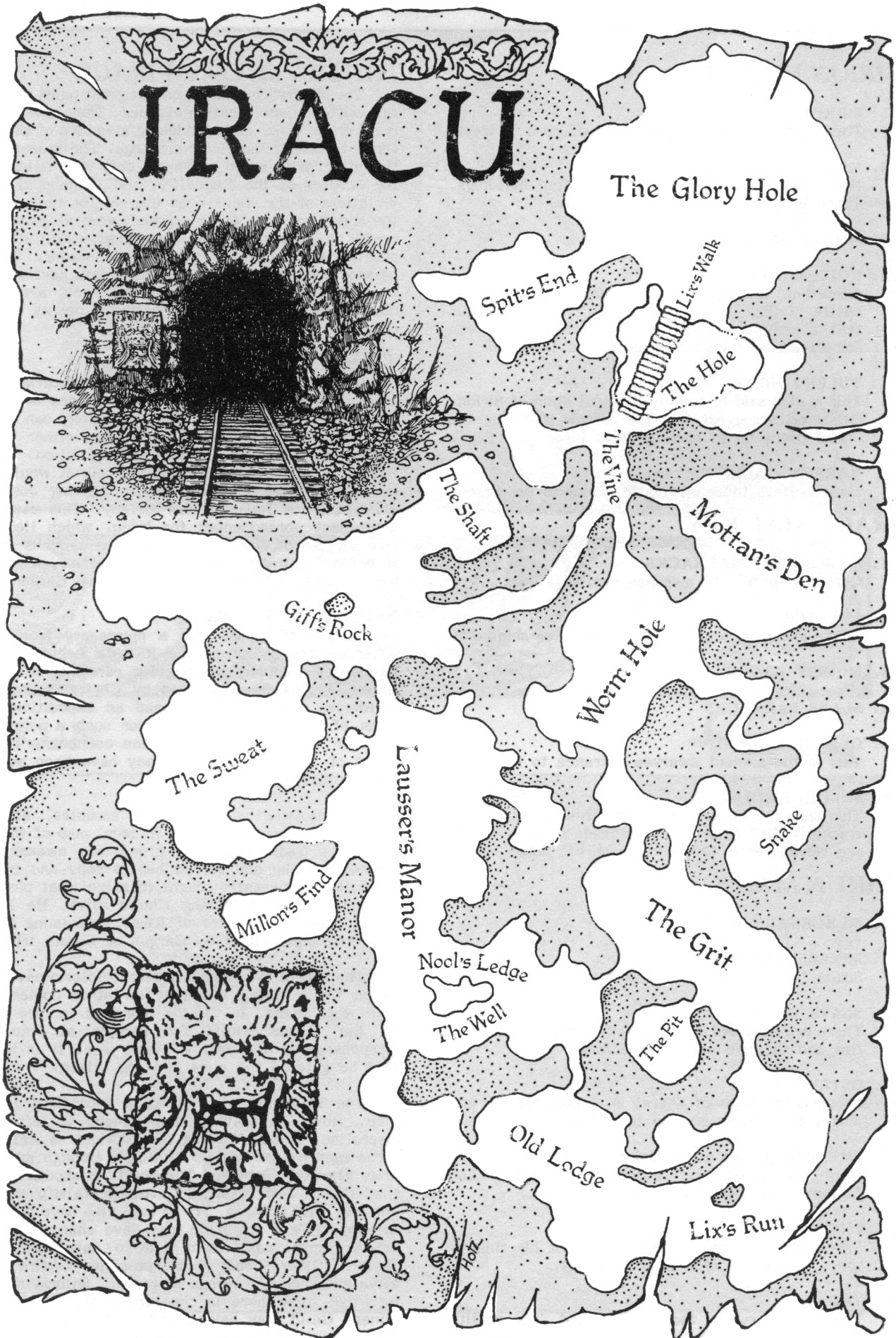
SOLORIN'S MAP

Solorin of Gynal was a mercenary from Telen. After mustering out of the Ramala Legion he led a mercenary company working for caravans on the Salt Route. In 717 he was hired by Cheira of Norwin, a Melderyni scholar who planned an expedition to the ruins of Kiraz. Her reasons for such a journey are unknown, although she had some connection with the Guild of Arcane Lore, and may have been acting on their behalf.

Solorin was untroubled by scruples, and when Cheira discovered an ancient Khuzdul map of the lower levels of Iracu mine, his greed was awakened. He seized the map and forced her to copy and translate it. Solorin apparently sought to salve what passed for his conscience by leaving Cheira alive. He left her bound outside the gates of Kiraz, presuming that she would be slain either by Gargun or Equani tribesmen.

The rest of the story is obscure. Solorin have visited Telen for a time, where a few other copies of the map were made. In 719 he managed to hire himself to the Miners' Guild for service at Iracu, and disappeared in the fall of that year. It is believed that he entered the mine and was killed.

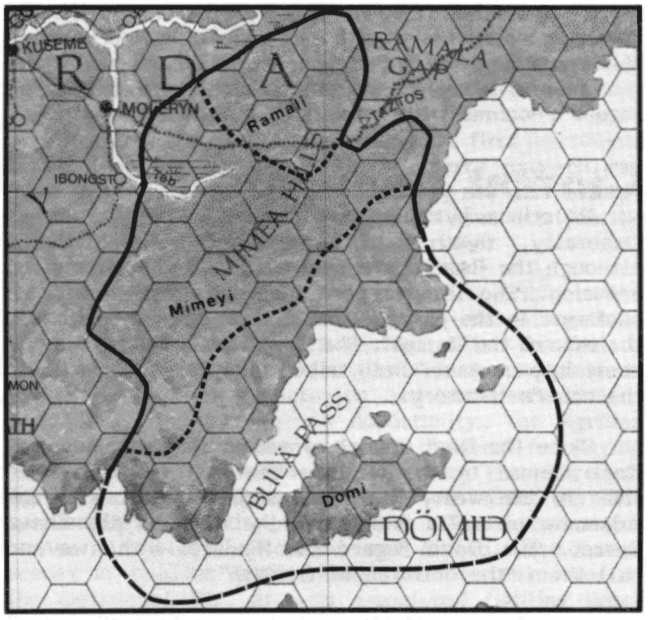
The following page shows a reproduction of the map. How the players find a copy is left to GM discretion. Access to this level (which is well below those used by the Miners' Guild) is through an ancient mine elevater, labelled The Shaft. It should be noted that Cheira had reason to alter or falsify the map, and may have done so. Errors may also have been made in copying, and the mine may have changed since the original map was drawn due to cave-ins or other factors. Other scenarios are possible. Cheira may be alive and seeking revenge or rescue. Solorin may still be alive somewhere in the depths of the mine. The Miners' Guild may have found a copy of the map and plan an expedition to find the level.



PERMISSION TO PHOTOCOPY

Origin and Range

The Gozyda range over the Mimea Hills and on Domid Island. Their home lies within land claimed by both Kanday and the Thardic Republic. There are three sub-nations: the Domi, the Ramali, and the Mimeyi. The Mimeyi and Domi number about 1500 each, and there are about 1000 Ramali.



History

The ancestors of the Gozyda were fisherfolk living south of present day Harbaal in Lythia. They were pushed out of their homeland c.600 BT and migrated to Harn. Finding its south eastern coasts occupied, they sailed westward, finally settling on Domid Island. Within a few centuries they had expanded to the mainland, and they pushed into the Mimeyi Hills, displacing the Jarin inhabitants. By 200 BT the Gozyda covered their present territory and the division into the present sub-nations was well advanced.

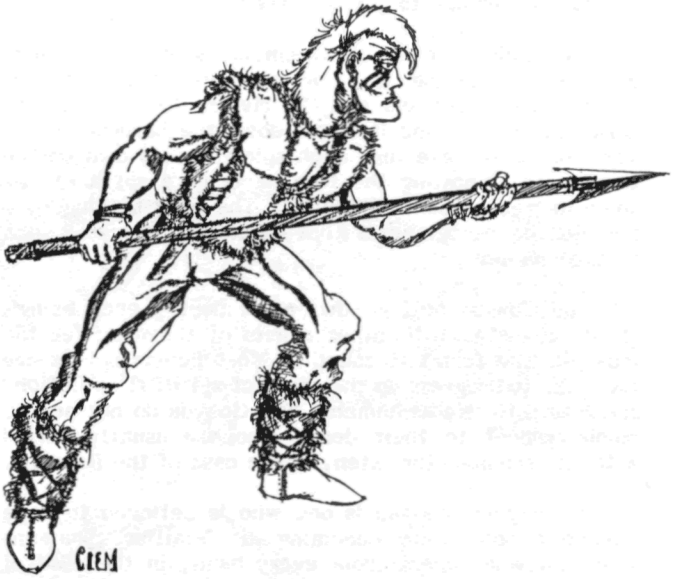
The rise of Lothrim in the first century TR hastened the degeneration of the Mimeyi and Ramali. Harassed by Lothrim's Gargun, the tribes gave up any pretence of a settled way of life and developed an ethic of survival at any cost. From necessity, they also adopted the unsavoury habit of cannibalism from the Gargun. In an orgy of bloodshed after Lothrim's fall the Gozyda slew every Gargun in the region.

The Corani Empire had little effect on the Gozyda, but the Morgathian Theocracy regarded them as "offal" and sent expeditions against them. Thus, when Andasin of Kand led his clan into exile in the Mimea Hills he found the Mimeyi to be willing allies. When he founded Kanday Andasin swore that the Mimeyi would live free in their hills as long as his kingdom stood. His heirs have not always been diligent about upholding the oath, but it has been renewed upon each succession.

Way of Life

The customs of the Gozydan sub-nation are so distinct as to make them seem almost separate peoples. Each maintains a different survival ethic. To the beleaguered Ramali, anyone outside the immediate tribal band is an enemy. The Mimeyi generally do not attack other Mimeyan bands. The Domi, who have ample food from the sea, are the most peaceful. The Gozyda have no warrior code, and little concept of "fair" fighting. They are extremely territorial and often react with violence to intruders. Nonetheless, the Mimeyi and Ramali have allowed a steady trickle of outlaws and runaway slaves to join them. All three nations use short bows, spears with spear throwers, knife and club. In battle they carry shields and any "civilized" weapons they have acquired. All are adept at ambush and guerrilla tactics.

Ramali bands are extended family groups ranging in size from ten to sixty. They subsist as hunter-gatherers. Their camps consist of a tight circle of portable hide huts. Both sexes wear leather pants and tunics, and fur capes in colder weather. Jewelry is rare, seldom more than a necklace of claws or teeth. Two Ramali bands of equal size will try to avoid each other. A larger band encountering a smaller almost invariably attacks to steal food, women, goods, or to catch dinner - the Ramali are cannibals. Within each band there is a clearly established heirarchy. The stronger rule the weaker and in most bands the order is; leader, male hunters, female gatherers, children, elders. The weak, the sick, and persons who are no longer filling a useful role are sometimes eaten, and infanticide is by no means uncommon. This has the result that women and children make up less than fifty percent of Ramali bands. Ramali leaders are self appointed and rule by intimidation. Dissenters either flee or fight the leader. The loser of such debates usually becomes the victory feast.



Of the three sub-nations, the Mimeyi have the most contact with outsiders. This has helped them to reverse the process of degeneration they have undergone. They are less nomadic than the Ramali, and some bands have started to practice simple agriculture and keep a few domestic animals. Band organization is similar to that of the Ramali, although women, children, and elders are generally accorded more respect. Infanticide and cannibalism have almost entirely vanished among the Mimeyi. The Mimeyi trade sporadically with Kandian mercantylers, exchanging furs for metal goods and cloth.

Domi settlements are scattered along the coast of Domid Island and the mainland, each with a population of between forty and eighty. Unlike the Mimeyi and Ramali, who are primarily hunter-gatherers, the Domi are fisherfolk who practice agriculture. Domi leaders are chosen from among the eldest males. Women are regarded as virtual equals. The Domi build seaworthy dugout canoes, and trade with passing vessels or coastal Kandian villages. Although generally peaceful, they are quite capable of defending themselves, as occasional pirates have discovered.

The Gozyda are fond of folk tales, and will listen for hours to a well told story. Their own tales often involve attempts to trick "spirits" (see Religion) but all bands have a body of sarcastic, often obscene, songs and chants dealing with tribal enemies. A current favourite among the Ramali involves a Thardic legionaire and a wild boar (the boar dies of shame).

Religion

The Gozyda believe there is one god, called Oyinath the Creator. They believe that Oyinath created the world as a trap for his enemies, who were forced to inhabit it as the spirits of places, plants, animals, or people. Some spirits are powerful, some are weak, and among the weakest are the spirits of humans. The logic is that the spirits of people must be weak because if they were stronger they would have a better body to inhabit, with stronger legs, sharper teeth, and natural fur to keep them warm. The tribal belief is that this is only partly compensated by the fact that the spirits of humans are smarter than those of other beings and can use magic and trickery to kill them, or make offerings to placate them.

The heirarchy of the spirits is based on how powerful something is. For example, the strongest spirits inhabit the sea and the rivers, for nothing can harm the water, and it wears down the hardest stone. The Gozyda believe that each spirit has its own unique true name. Knowing the true name of a spirit allows some degree of control over it. The only binding oath the Gozyda recognize is that backed by the exchange of true names.

The Gozyda believe that after death, each being's spirit competes with other spirits of the dead for the most worthy forms to inhabit. Most human spirits are too weak to progress up the scale of spiritual evolution, and return to life as humans. The Gozyda do not accord much respect to their dead, who are usually buried without ceremony (or eaten, in the case of the Ramali).

A Gozydan shaman is one who is believed to have tricked a spirit into becoming his familiar. Shamans live somewhat apart from every band, in the case of the Domi, in a separated hut, and in the case of the wandering Ramali, they separate themselves by silence, and walking slightly apart. The Gozyda credit their shamans with sorcerous powers and believe them to have the ability to send their "spirit familiar" against enemies to cause bad luck, sickness, or death. For this reason, no sensible Gozyda knowingly offends a shaman, and no attempt is made to kill them during inter-tribal conflicts.

A few churches have sent missionaries among the Gozyda, with remarkably little success. The Ramali usually kill and devour the envoy regardless of the religion represented. The Mimeyi will listen politely to Laranian and Peonian missionaries, but apart from learning a few agricultural techniques from the Peonians, they ignore them. Missionaries of other faiths are either ignored or driven off. The Domi have no interest in missionaries and generally respond with rudeness and sarcasm to any overtures. If clerics persist, the Domi eventually point out that they will not feed useless mouths indefinately, and will the reverend visitor assist with hunting, fishing, or tending the crops? Since only Peonians are willing to undertake such menial labour, most missionaries leave. The Domi regard Peonians with tolerence, but no interest.

Current Relations

Relations between the three sub-nations varies. Generally, there is little conflict between them, although the Ramali are known to raid the Mimeyi on occasion. The Domi regard their mainland cousins as backward in the case of the Mimeyi, or degenerate in the case of the Ramali. The Gozyda and Tulwyn seldom come into contact. Both tribes take care not to enter the other's territory.

Since the Domi travel by sea as far from home as Cape Gemal to the west to the mouth of the Kald river to the west, they have some contact with the Adaenum of Anfla Island and the elves of the Shava Forest. The Domi regard the Sindarin with awe and call them "the children of Oyinath".

The Domi and Mimeyi have reasonably good relations with Kanday and there is significant trade between them. Officially, the Kandians regard the Domi and Mimeyi as self-governing allies. The Gozyda are not particularly interested in the official position, as long as they are left alone.

Relations between the Ramali and Mimeyi and the Thardic Republic have always been strained. Not only do Thardic slavers capture tribesmen for the Pamesani Games (the Ramali are particularly victimized) but the Republic claims sovereignity over much of the tribal range. Every Marshal of Ramala province has sent expeditions against the Gozyda. It should be noted, however, that since the Mimeyi and Ramali only raid small or undefended parties on the Salt Route, the Republic has never regarded them as a serious threat.

Since the last few years of the previous century the Mimeyi and Kanday have been indulging in a charade that infuriates the Thardic Republic. When the Mimeyi capture Thardic officers they offer to accept ransom instead of killing them. The officers almost invariably refuse to deal with "barbarians". The Mimeyi response is to strip their captives and march them naked into Ibonost where they offer to sell their "slaves" to the constable of the keep. He "rescues" the prisoners by buying them, and then returns them to Moleryn with a polite request for repayment of the ransom (plus ten percent). For political reasons, the Republic always pays the bill. When he was a junior officer, one of the early victims of this treatment was General Kronas, the present Magistrate and Marshal of Eidel Province. This partially accounts for his hatred of both Kanday and the Gozyda.

History

The Pamesani Games evolved from the practice of wandering bands of the early Agrikan Church challenging any warrior to fight their champion for a prize. As bands settled, the practice was not abandoned, but the crowds it attracted became too large for the village or town square. The combat was moved to reserved areas, either just outside the town or in an area purchased by the band. At some point, the idea of enclosing the area and charging admission must have occurred to the Agrikan brethren.

On Harn, the Pamesani Games were first introduced during the reign of the Corani Emperor Saurach, an Agrikan zealot. This first attempt was not particularly successful and Saurach's assassination caused a decline in the fortunes of the church of Agrik.

The present Harnic games trace their origin to the bloody public spectacles held during the Morgathian regime of the Theocracy of Tekhos. After the fall of the Theocracy the "entertainments" were suppressed. However, the gory spectacles had not been without their fans, and seizing the opportunity, the Agrikan church began holding small private "games" for paying customers. By the mid-seventh century the church of Agrik had grown in popularity, and aided by the sponsorship of wealthy patrons, was able to open major arenas in Golotha, Coranan and Shiran, and lesser arenas in smaller settlements. The clerical order of the Octagonal Pit, and its associated fighting order Demon Pameshlu, were imported from Azeryan to administer the games, which quickly gained a well deserved reputation for depravity. The games are outlawed in Chybisa, Kaldor, Kanday, and Melderyn. While they are not illegal in Orbaal, the games hold little interest for the Ivinians.

Theological Justification

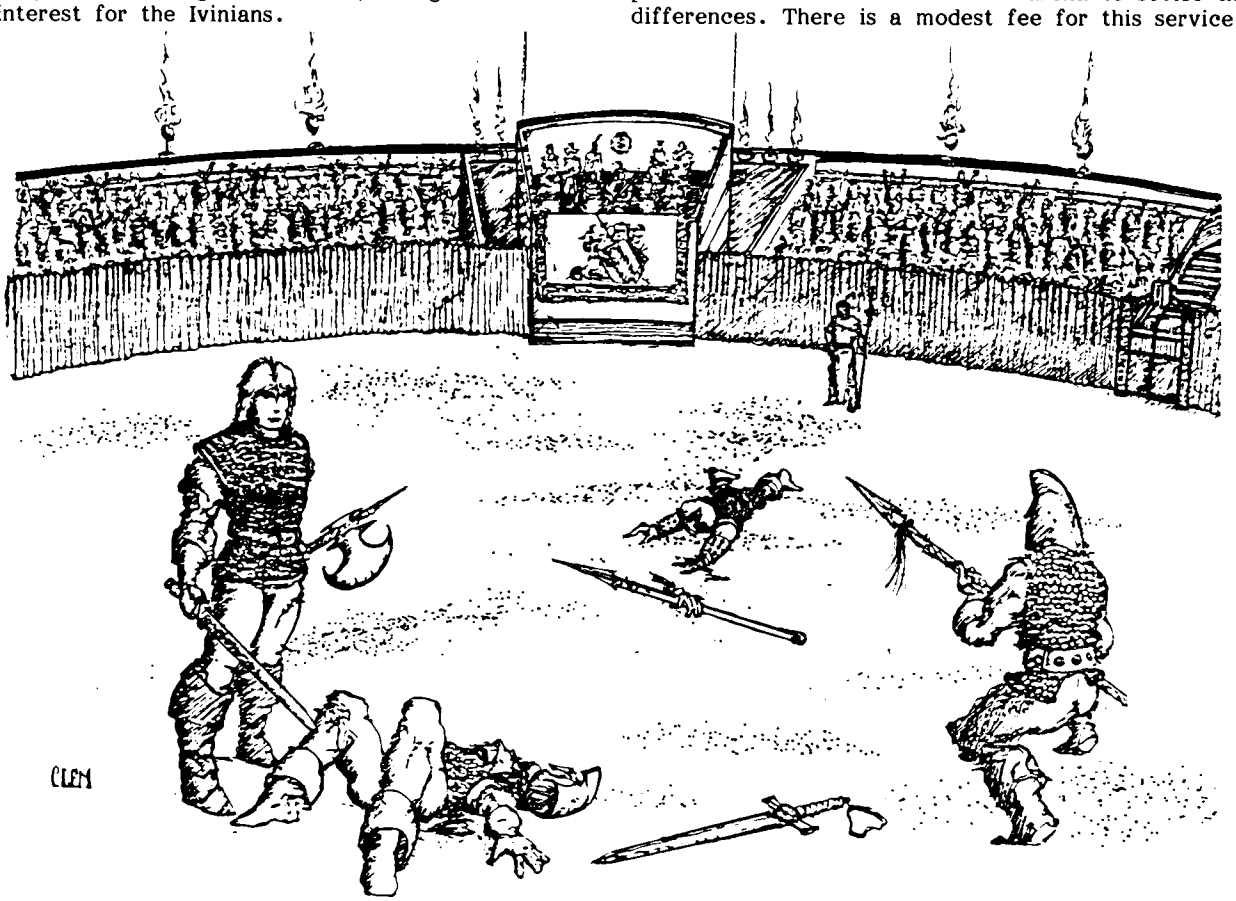
The Agrikan church holds the games to honor Agrik and his chief underling, Pameshlu. Pameshlu is the patron of excess and his lust for blood is insatiable. Followers of Agrik believe that Agrik is appeased by a death "sanctified" by the frenzy of battle, or the fear, pain, and degradation of torture. In addition, Agrik, the Immortal Warlord of Balgashang, is pleased by the displays of skill exhibited by the combatants.

Administration and Finance

The games are organized and run by the orders of the Octagonal Pit and Demon Pameshlu the Insatiable. The clerics of the Octagonal Pit handle the administrative details and liaise with secular authorities, while members of the fighting order act as guards. The games are operated as a business and regularly turn a profit. They are financed through the charging of admission, concession rentals, cuts of betting pools, fees for private or special events, and donations from the faithful. Wealthy fans have been known to finance an entire event. It is not uncommon for the state or wealthy individuals to purchase free admission for the populace during public holidays.

Events

The games are important to the administration of discipline in the Agrikan church. Agrikan doctrinal disputes are almost invariably settled by duelling, wherever possible in the arena. The theory is that Agrik will grant victory to the righteous, but as a famous witticism goes, the god changes his mind as often as his priests change their champions. It is also possible for outsiders to use the arena to settle their differences. There is a modest fee for this service.



The more grisly events are often interspersed by short farces and parodies, or by clowns, acrobats or trained animal acts. This light entertainment is usually performed as filler while the carnage of the previous event is being removed. The farces usually satirize an out of favour politician, a common enemy, or the church of Larani. Slapstick and obscene burlesque are the norm; there is little sophistication.

The day's events begin with a short religious ceremony dedicating the blood about to be spilled to Agrik and Pameshlu. These are usually followed by a series of pseudo-athletic events, tortures, executions, "spectacles", and combats. It is sometimes difficult to determine in which category a particular event falls.

As noted above, privately financed events are possible. The person is usually buying a slot in the day's schedule. The nature of such events varies, but mortal combat is most common. On occasion, persons desiring an audience for their suicide have purchased time. Since they often have something to say about the reason for their suicide, these events are scheduled last, in case the audience wishes to take up the matter at greater length, perhaps with a riot or a lynching.

Combat events fall into three major categories; single, group, or man to beast. Pairs of gladiators, or pairs of barbarians may be matched. The use of unusual weapons or armour is always a crowd favourite. Nets, whips, and tridents are very popular. Group events can range from three to a hundred participants. Some are pitched battles between matched opponents, others are butchery of poorly armed rabble by elite warriors. In combats between men and beasts, the general rule is the more fierce or unusual the animal, the more popular the event. Contests involving Gargun or Ivashu are particularly popular.

Admission

Admission to the arena may be purchased either for the day, month, or year. Depending on the seat, prices can range from halfpence to twelve pence per day. Private boxes can also be rented at greater cost. The games are held every Yaelmor and Yealah (15th and 30th) of each month.

Gambling

Betting on the Pamesani Games is extremely common, and is one of the best organized gambling rackets on Harn. Most gambling is controlled by the Lia-Kavair (see Rethem module) who give a percentage of the take to the church of Agrik. Such gambling is conducted openly; events in each games are announced the day before and odds are given. Wagers can be placed with licensed "holders" until the moment the event starts. Odds may change quickly to reflect betting trends. Payoffs of winning wagers are usually made the following day. The Agrikans receive 5 to 10% of the betting pool. Private betting is at least as common, although the Agrikans try to discourage it (they get no cut).

Since the result of "throwing" a combat would usually be the death of the conspirator, the practice is not common. But the games are far from honest. Gladiators have been drugged, or given faulty or damaged equipment. In a recent case in Golotha, a guard was found to have allowed a pack of wolves to gorge themselves shortly before they were due to enter a "combat" with five unarmed barbarians. When it was discovered that the guard had a hundred pence riding on the outcome of the event, his superiors took a dim view of the matter, and the hapless man found himself facing the same wolves a few days later.

Procurement

Victims for the games come from several sources. Many are criminals condemned to the arena by secular or canonical courts. The Agrikan church usually pays the state a nominal fee for such persons. Other participants are slaves, prisoners of war, or captured barbarians. Almost every Harnic barbarian nation has had one of its members appear in the games. Some slavers specialize in the acquisition of tribesmen for the arena. The church of Ilvir sometimes provides Ivashu for the games.

There are also "unofficial" sources of victims. Certain taverns are not safe for the lone stranger deep in drink. It is not unknown for such persons to be drugged and sold to the games. The protests of such unfortunates tend to fall on deaf ears.

Training and Gladiators

Some participants are professionals (either slaves or freemen) who make their living from the games. These are usually sponsored or owned by a wealthy patron and serve as his champion. Golotha, Shiran, and Coranan each have several schools that train gladiators. In addition to combat, students are taught various "theatrics" and the use of unusual weapons.

Unfree gladiators are highly trained and represent a considerable investment to their owners. As a result, the death of one is a major financial setback, and owners have been known to skew the odds by paying to have their man's opponent drugged or lightly armed. Free gladiators are often ex-slaves who have bought their freedom and continued in the vocation. (In most arenas, slaves receive a nominal fee for each victory.) Others are freeborn men who for various reasons have chosen to be gladiators.

Regardless of their social status, gladiators tend to be popular figures, and are often showered with gifts by their fans. Some supplement their income as freelance "muscle" or by judicious wagers. Most gladiators, even slaves, are allowed free run of the settlement in which their arena is located. They must, of course, appear for scheduled events and slaves may not leave the city limits. Since gladiators are usually entered in events that give them a reasonable chance of survival, few slaves attempt to escape.

Opposition to the Games

The Pamesani games are a popular source of entertainment throughout Rethem and the Thardic Republic. There are few empty seats on game days. Nonetheless, many folk find them depraved and disgusting. In the Thardic Republic, some view them as a symptom of the growing degeneration of the cities. Factions associated with the church of Larani regularly petition the Thardic Senate to suppress the games. Since many senators receive an "income supplement" from the order of the Octagonal Pit, it seems likely that such petitions will be ignored for the forseeable future.

THARDIC REPUBLIC

ENCYCLOPEDIA HARNICA

ENCYCLOPEDIA HARNICA

This is one of a series of modules detailing the World of Harn. All Encyclopedia Harnica modules contain beautiful color maps, and detailed interior plans on a variety of Harnic locations including towns, castles, and adventure sites. They also contain articles on various creatures, cultures, guilds, economics, politics, tribes, legends, etc.

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