

HARN



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BELNA
A Brilliant and Unique
Fantasy World by
N. ROBIN CROSSBY



HARNVIEWTM

OVERVIEW AND USE OF HARN MASTER MODULE

HARNVIEWTM

DEDICATION

To Stephen Hinchcliffe whose characters, while they will never walk Harn's misty forests, would have found them familiar...

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PREFACE

I first began fantasy-role-playing with my siblings and peers in the early sixties, at the tender age of 9 or 10, using a set of maps I drew of the lost realm of Atlantis. (Role-playing is, after all, something that has grown from the innocent fantasies of generations of children.) Ever since then, I have been compiling maps and histories of undiscovered worlds and role playing "live-action" games of various types. Only over the last six years have I thought to bring together the elements of Harn for the use of other fantasists.

I have read science-fiction and fantasy, quite widely, and freely acknowledge the inspiration of authors such as Poul Anderson, Piers Anthony, C.J. Cherryh, Fritz Leiber, Patricia A. McKillip, Anne McCaffery, J.R.R. Tolkien and Roger Zelazny. Harn, or more properly Kethira, is a parallel world and the modified concepts of these and other fine writers have found their ways into Harn. Like Tolkien, I have borrowed from the Anglo-Saxon and Norse myths and I trust I will be forgiven for using some of the terms that Tolkien has made synonymous with these previously little-known myths. I have also been influenced by Greek and Roman mythology and by the feel of the works of Lord Dunsany. A good fantasy world should be "strangely familiar"; I hope that Harn will fall into this category.

I also wish to acknowledge my debt to Tom Dalgliesh, without whose creative and persistent editing, Harn would still be in eight, unusable, volumes. In conclusion, I must express my thanks to the following persons for the help, encouragement and years of playtesting they have volunteered: Brad Carter, Brian Clemens, Rob Duff, Mike Dwyer, Doug Gillanders, Ed King, Sharon MacLeod and Simon Matthews.

N. Robin Crossby, February 1983

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HARN AND NORTHWESTERN LYTHIA

SEA of ITIKIR



SEA of
IVAE



GULF of
EDERWYN



HARNIC LEAGUES

0 25 50 100 200

This map shows HARN in relation to the continent of Lythia and covers an area equivalent to six regional maps (indicated by the rectangles). It would take 297 such regional maps to cover the entire surface of the planet; more than 200 of these would be mostly water. We plan to publish master modules on Lythia (which also extends

into the section south of the Gulf of Ederwyn), but we will at no time produce maps of the areas to the west of the above region. Gamemasters may create (or insert) their own land masses in the Haonic Ocean but large land masses to the southwest would interfere with the Harnic climate due to their effects on ocean currents.

INTRODUCTION

The three elements of fantasy-role-playing are, in order of importance, gamemastering (or refereeing), environment, and rules. Players are necessary, of course, but without a good gamemaster to interpret rules, to provide challenging and interesting scenarios, no FRP session or campaign can be wholly successful. Good rules are desirable, but all gamemasters will be forced to "wing-it" at various times, changing and inventing rules as they go along. A good environment, on the other hand, is a more difficult proposition. The world in which a FRPG operates, must be coherent, believable, and above all, consistent. Preparation of a good environment requires hours of painstaking work and superb record-keeping; there is nothing worse than being caught contradicting one's self. As any gamemaster will testify, this is easier said than done. While there have been numerous rule-systems published, some good, most bad, very little has been done to aid gamemasters in the critical area of environments. Harn is such an environment.

Harn is not another set of rules to regulate FRPG. It is not an underdeveloped Macro-world, nor an isolated micro-world. Simply put, Harn is an original, fictional, medieval environment, published in modular form, and is the ultimate environmental play aid. It will provide both gamemasters and players with an opportunity to FRPG in a consistent and coherent world, but unlike adventure scenario modules, or worlds based on fictional novels, it will not stifle the creativity essential to lasting enjoyment of role playing.

While Harn contains unique cultures and creatures, its closest historical equivalent is 9th-14th century Britain; elements from this entire period may be found on Harn. There are a multitude of differences between medieval Britain and Harn but if one uses this historical period as a model, with the exception of the unique elements we describe, then one will (hopefully) not go too far wrong.

Naturally, once a gamemaster has begun to use Harn, he will develop his own personal version, chopping, adding and changing as he sees fit. This is one of the great joys of gamemastering; the one process that makes all worlds unique and is to be encouraged. Harn is not sacred. Our feelings will not be hurt if someone buys Harn and then uses only 10% of it. However, we do take this opportunity to offer a few words of advice. To get the most out of Harn, and out of FRP in general, be subtle. Harn has been carefully thought out and rewritten at least nine times from beginning to end. We are fairly sure that there are no glaring inconsistencies or blatant silliness. If you want to make changes, good, but we suggest you think carefully about all of the ramifications of each change, preferably before you commit yourself to it. Try not to confuse quantity with quality; Harn is intended to be "magic-weak" and is relatively short of overwhelmingly powerful entities. When a great monster is encountered it should be a rare event; most people grow rapidly blasé with non-stop slaying, spell-casting and deadly danger. These things should be high-points that stand out, not daily occurrences.

THE ISLAND OF HARN

Harn is a rough, hazy, forested isle 140 miles (56 Harnic Leagues) off the northwest coast of the continent of Lythia, on the edge of the Haonic Ocean. Lythia is one of three continents of the planet Kethira. Harn's centre is dominated by Lake Benath, a fresh water lake drained by the Thard River into the western seas. The longest river of Harn is the Kald (375 miles), which drains the eastern interior. Much of Harn is hilly. There are four mountain ranges of note: the Felshas, running north/south in central Harn, boasting the island's highest peak, Mount Wynan at 9766'; the Rayeshas, running east/west along the top of Lake Benath; the Sorkins, running north/south along the east coast; and, the Jahl Mountains, in the extreme north.

WEATHER & CLIMATE

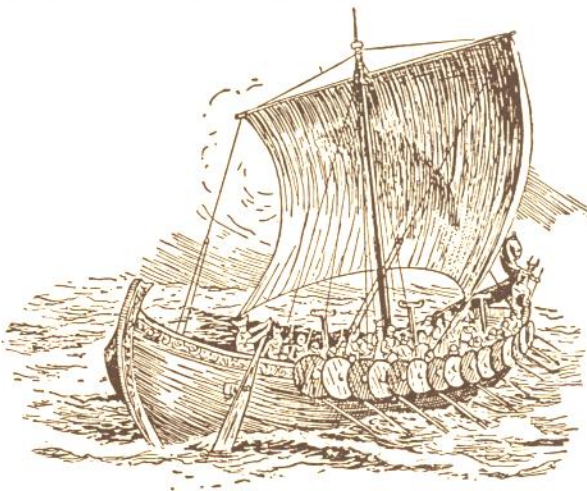
Harn's climate is basically maritime-temperate (cool summers, mild winters, and damp). Some say that Harn has no climate, just weather. The prevailing westerly winds, off the Haonic Ocean, are moist. Fog, drizzle and overcast skies are common. The island receives ample precipitation all year round, falling mostly as rain, although winter snow and sleet occur, especially in the north and at high elevations. The seas around Harn are notoriously rough; calm weather, which is rare, can build swiftly into terrible storms.

VEGETATION

The moist climate promotes a luxurious vegetation, mostly summergreen deciduous forest and woodland. There are some needleleaf forests, alpine tundras, and permanent snowcaps at higher elevations. Heathlands are common along western margins.

COMMUNICATIONS

A lack of good roads, the barbarism of the inhabitants, and problems associated with the rough terrain and unpredictable weather, combine to make travel difficult, especially in winter. The island is regarded with distain by continental Lythians and is generally avoided by them. Tales, perhaps exaggerated, of wild men and fearsome beasts, have been carried to the continent and these have no doubt served to daunt visitors from abroad. The unpredictable seas and weather and the fact that vessels headed for eastern Harn must pay heavy duties at the port of Cherafir (on Melderyn) combine to reduce the profitability of commerce. A few adventurous seamen do, however, ply their trade between Harn and Lythia. The Harnic guilds, through the good offices of the Pilots' Guild, seem to maintain good communications with their foreign colleagues.





CULTURES

THE CULTURAL-POLITICAL MAP

The Cultural-Political map shows the general locations of the various nations of Harn. Every entry on the map is described in Harndex. This map is also used in the hazard generation procedure to determine the type of entities encountered as "locals".

UNIQUE CULTURES

Only two such unique "cultures" are indicated, the Ivashu of Misyn and the Ilme of Ilmen Marsh; each is described in Harndex.

GARGUN NATIONS

Gargun is the name for Harn's Orcs. To gain a general understanding of Gargun culture, see: GARGUN [hx]. The Gargun live mainly in the mountains of Harn, either in cave-complexes or as wandering nomadic bands. Each Gargun culture is described in Harndex. Harn may have as many as 50,000 Gargun.

UNCIVILIZED HUMAN NATIONS

Harn contains almost a score of barbarian nations. For the most part, they are of the same racial stock as the civilized human cultures, but for one reason or another have remained barbaric, or at best, semi-civilized. These tribal nations are generally nomadic and do not practice more than rudimentary agriculture. They are generally divided into several dozen tribes of 60-240 persons; the more advanced their culture, the larger their tribes.

CIVILIZED DEMI-HUMAN CULTURES

The two demi-human civilized cultures of Harn are, the Khuzdul (dwarves) of Azadmere and the Sindarin (elves) of Erael/the Shava Forest. Each is fully covered in Harndex. There are less than 5,000 of either race on Harn.

CIVILIZED HUMAN CULTURES

There are seven civilized Human cultures on Harn. They are listed below and covered in detail in Harndex. Five of these states are feudal (see: FEUDALISM in Harndex), one is pre-feudal (Orbaal) and the other is a plutocratic state (Thardic Republic). Although no formal census has ever been undertaken there are a total of approximately 670,000 humans living in these states.

Kingdom of Kanday

A feudal kingdom in southwest Harn ruled by King Andasin IV from his seat at Dyrisa. Kanday has a tradition of enlightened government and has tried to maintain peace but circumstances have involved the kingdom in three major wars over the past 60 years. The liberal imperial policies of Kanday are, in fact, in direct conflict with the Kingdom of Rethem to the northwest and the Thardic Republic to the northeast; further bloodshed seems inevitable. Kanday has a population of 96,000. The City of Aleath, a chartered freetown, is the largest settlement.

Kingdom of Rethem

A feudal kingdom in western Harn, ruled by King Chafin III from his seat in Shostim. Rethem has a violent history and a tradition of intrigue and assassination; it is Harn's most unstable, treacherous, and dangerous state. The kings of Rethem have never enjoyed popular support but many believe that Chafin III, a man of considerable ambition and competence, will unite his subjects and provoke another war with hated Kanday. Rethem has a population of about 95,000. The largest settlement is the city of Golotha, nominally a chartered freetown, but in reality an urban blight ruled by a theocratic and repressive council.

Thardic Republic

A plutocratic democracy, misgoverned by a republican senate from the City of Coranan. Although the Thardic Republic is not particularly feudal, the senate is controlled by some seventy wealthy patrician families, who own ninety percent of the land. There are just under 104,000 inhabitants and the capital, Coranan, is Harn's largest city. Among the numerous factions, which between them are able to paralyze most of the organs of government, is an imperialist "party" that intrigues towards a revival of the once mighty Corani Empire.

Kingdom of Melderyn

A kingdom on the Isle of Melderyn, off the southeast coast of Harn, which also includes extensive lands on the Harnic mainland. The island of Melderyn is known throughout Harn as the "Wizard's Isle" and its political structure is something of an enigma. To outsiders, it may seem an ordinary feudal kingdom, ruled by King Chuneel from the City of Cherafir. In reality, it is more a constitutional monarchy and the real power is held by a Regent's Council of eleven mages. Melderyn has a long tradition of non-interference and benign influence towards mainland Harn and it has never sought to dominate even its own territories there. With over 160,000 inhabitants, Melderyn is Harn's most populous state.

The Kingdom of Kaldor

Located in the eastern interior of Harn, this kingdom has existed for more than 500 years. Ruled by King Miganath from his royal castle in the City of Tashal, Kaldor is a stable and well governed state where traditional principles of feudalism and chivalry pertain. The Kingdom of Kaldor has a population of about 104,000. Tashal, the second largest city on Harn, is an important trade center.

The Kingdom of Chybisa

Chybisa is Harn's smallest state, a tiny kingdom on the south bank of the Ulmerien River, ruled by King Verlid VII from his capital at Burzyn. Chybisa was once a large and flourishing kingdom but for the past five centuries has survived in roughly its present size despite twice coming under foreign rule for short periods. Chybisans are known for their diplomatic skills, pluck and mason's skills, having built some of Harn's most impressive fortifications. The kingdom has a population of about 8,000.

Kingdom of Orbaal

A pre-feudal state in the northeast of Harn, formerly called Jara, but recently conquered by the Ivinians who now rule. Both the indigenous Jarin and their Ivinian overlords are rowdy, rebellious, and freedom-loving races. Orbaal is ruled by King Alegar II from Geldeheim; it is more a host of independent squabbling clan domains than a kingdom. It is in fact, a very unstable society; less than 8000 ungovernable Ivinians have enslaved about 65,000 rebellious Jarin who are constantly plotting the expulsion of their hated conquerors. Added to this is an Ivinian tradition of piracy which all Harnians have come to dread. Orbaal is definitely not a land for weak-kneed adventurers.

RELIGIONS

With inevitable variations and prejudice, due to culture and location, the inhabitants of Harn generally share the following common set of metaphysical beliefs. The texts here presented are from the "Libram of the Pantheon" which, in its original form, was compiled from earlier works by Nala-Uroh, a scholar who dwelt in Elkall-Anuz some 600 years ago.

"At the begining was a chaos wherein the layers of reality flowed and merged freely, one with another, and time held to no true path but ran often a new course, oftines in several directions at once..."

At length, the Libram says, there arose what came to be called the "First Gods", who, while they were not gods in the sense we now use the term, were the first powers able to keep their "shapes" despite the chaos about them. They were the first "beings" able to resist the influence of change and are, therefore, sometimes known as the "Immutable Ones" or "Pure Ones". Not so much gods as "principles", they were never fully understood by mortals, and never worshipped, for how could one worship the flow of time, the ordering of the worlds or fate or chance?

"...And the First Gods made war upon each other for dominion of the 'All'. And some say that this [war] restored the chaos that had been and some say that the war and the chaos were one and the same, for time was not then as settled in its habits as now.... And the First [Gods] made the Lesser Gods [whose descendants are now worshiped on Harn] to wage battle for them, but these had less of the power to keep their shapes, and could be broken by force that even they did wield..."

The Libram says that it became apparent that the great primaeval chaos might return unless the conflict ended. Hence the First Ones made a pact and each,

"...stood upon a different part of the chaos and imposed their wills and forms upon it in such a way that some portions would be ruled by one alone, and others by several jointly in varying degree, and one place would be the domain of none of them, and one would be equally the kingdom of all...."

Thus became possible, and actual, all worlds and universes, and the First Gods were content. See "Kelestia" [hx]. However, the lesser gods had the power of reproduction, and had created more of their kind, and because,

"...they were impure, and corruptible, and did lack the wisdom of their mothers and fathers...there were a myriad of myriads of them and they vied still, one with another, for dominion over all the worlds. And some dwelt in small parts of [single] worlds, and some cast [their] reflections across many worlds...and they made battle upon each other, singly, and in combination with others of their ilk for dominion. And although they were not as great as the First, yet they had the power to destroy the ordering of all... the First Ones did know that, even though they might be moved from where they stood, they could not be broken, and so [they] looked on with interest, 'though not with passion, knowing that if the lesser did destroy the All, it could yet be repaired by them [the First Gods]..."

At this point the Libram describes the millenia of war that followed; all possible things and beings were made and changed as Kelestia violently verged on the extinction of the sapient. With the conclusion of the description, the Libram begins to be written in a variant

literary style that has caused some to conclude that more than one author was involved in the later chapters:

"...Therefore, know ye, o daughters and sons of man, that for so long as thy forebears have known aught of their souls and of their very flesh, so have they known of the pantheon. And know ye, o seeker after truth, that e'en so long as thy fathers and mothers have walked among things worldly, have the gods walked with them. And so shall they walk with thee also. Know ye, o thirster after enlightenment, that in other times, [all] the worlds were not so free of storm and trouble, and in a time so far remote that e'en the gods have but dim remembrance thereof, was, for Kelestia, for All that is, a birthing time, the Natal Wars.... And of that birthing, of the settlement of the First Ones into their places, came all the sentient creatures, came the gods, came men and the kindred folk, and came the beasts that hunt the night with swift eyes... And came the fowl, came divers beasts that cleave the sea and breach the heavens, and make their way by leg, by wing, by flapping fin about the world.... in that age was knowledge rightfully deemed the ultimate power and was sought and found, and devoured by all the sapient... and put to ever new divers uses... and man and god knew a myriad of many things and did take and give freely of what they did know..."

The Libram goes on to say that the free sharing of knowledge failed to bring consensus, and that unbridled knowledge brought dissent, mistrust and violence. Mortals, called on their gods for aid against their fellows, and the gods answered and Kelestia again verged on the brink of oblivion.

"...and the worlds were torn, and man and beast and some e'en of the gods did perish, and Kelestia did tremble with the awesome nearness of the end of all things.... And so was made by the sundered pantheon, by the lesser gods who might perish, and enforced by them also, the Ke'lha-Hy-Var-Hyvrak [the Concordat of the Illimitable Tome [hx]]... and so was made the divine law that knowledge should be the gods' burden.... And so did they hide it in divers ways, saying that only such of the lesser [mortal] creatures as were able by their own cunning to discover of it were fit to have knowledge...."

The Libram does not explain how any of this was done, but it does say that the gods chose Save-K'nor [hx] from among their number to maintain and guard the Var-Hyvrak, the Concordat [hx], wherein was to be written the knowledge of god and man against a day, far in the future, when it would be needed. The Concordat also made laws to govern the ways in which the gods could intervene in the affairs of men; these are generally reckoned beyond the capacity of men to know, and this is an "explanation" for the oftines inexplicable behaviour of the gods.

"...And so came to be the present age...wherein the thinking beings might seek wisdom to govern themselves, and the things they knew and might gain the right to what was lost.... But the division of man and god one against another exists yet. And too continues the struggle betwixt good and evil, but all will keep the Concordat for fear of the cataclysm that might yet be... and the gods keep, for the most, their laws to preserve the balance.... And they choose vessels fit to hold the shadows of their divinity, and men call these vessels priests and their business religion, and their houses temples.... To them [the gods] their due, Praise be..."

THE GODS OF HARN

The inhabitants of Harn are pantheistic; they believe in the existence of ten major (and hundreds of minor) deities, but most Harnians will worship only one of these. The ten major deities, and their most common titles, follow in alphabetical order; each is more fully described in *Harndex*:

Agrik

"Lord of the Four Horsemen, Master of the V'hir, Immortal Warlord of Balgashang, Breeder of Plague, Squallor, and Decay, Reasonless Reaper, Tyrant of the Foul Chamber, Knower of the Ten Thousand Ways."

Halea

"The Empress of Opulence, Queen of Pleasures and Self-Fulfilment, Maker of Bargains, Guardian of the Treasure Hoards of Heaven, Enslaver of Hearts and Loins, Mistress of the Stolen Moment Forever Lost, Unchaste Lady of the Ten Forgotten Acts, Golden Temptress of the Crimson Chamber."

Ilvir

"Master of Araka-Kalai, Brooder in the Blasted Plains, Serpent that Dwells Below, Accursed Lord of the Barren Cycle, Prince of the Fatherless Multitude, Craven Lord of the Sterile Lands."

Larani

"Shieldmaiden of the Worthy Cause, Guardian of Dolithor, Protector of the Brave, Lady of Paladins, and the Unwilling Warrior."

Morgath

"Tortmentor of the Unlamented Dead, Master of the Principle of Evil, Lord of the Gulmorvin of the Black Pit, Wielder of the Shadow of Incarnate Evil, Wrecker of Chaos."

Naveh

"Lord of the Pitch Shadows, Master of Deceit and Evil Dreams, Lord of the Last Illusion, Merchant of Death, Unseen Lifter of Lives, Trancer the Cat, Wealth's Worry."

Peoni

"The Restorer and Bringer of Life Renewed, Maker of Balms, Lady of Truth, Everliving Daughter of White Virtue, Guardian of the Meek, Lady of Industrious Labours and the Ripe Harvest, Confidant of Lovers, Chaste Lady of Honest Love."

Sarajin

"King of the Icy Wind, Lord of the Perilous Quest, Wielder of the Blooded Axe, Master of Frosty Climes, The Gray Slayer."

Save-k'nor

"Lord of Puzzles, Conundrums and Mazes, Sage of the Gods, Lord of Jesters, Mixer of Potions, Knower of Many Things, Keeper of the Var-Hyvraak, The Lost Guide."

Siem

"Master of the Lords of Dream, Bringer of Meritorious Dreams and Blessed Forgetfulness, Lord of the Starlit and Thrice Blessed Realm, King of the Uttermost West, Master of the Sundered Ones in Exile, Spirit of the Mist, Never Changing Lord of the Azure Bowl."

CHURCH HIERARCHIES

The organisation of the churches of Harn will vary greatly, but there are some similar ranks and customs. Essentially, indoctrination into the mysteries of the religion is simultaneous with the accrual of additional responsibility and power. Anyone may be initiated into the rituals of the next "circle", but such knowledge is shared sparingly. It has little to do with faith; advancement in a church hierarchy is a matter of politics. All churches are divided into clergy and laity; the former are the priests and priestesses, those who organise and administer the temples and devote their lives to the service of the deity. The clergy may, depending on the church, have little time for their own pursuits, being

totally at the call of their superiors who they are expected to serve unquestioningly. The laity are simply the adherents of the religion; they will have access to fewer of the mysteries and will be unable to advance beyond a certain point. It should be noted that, while they are often simple folk, clerics will usually enjoy privileged status. On Harn, the fragmentation of the churches, resulting from pantheism, greatly weakens the churches' influence.

LEVEL USUAL RANK WITHIN THE CHURCH

None	Any member of the laity with little or no knowledge of the temple mysteries. Persons with no command may, however, be pious and dutiful adherents of the deity.
First Circle	Lay Brother or Clerical Acolyte. Command of the first circle simply indicates a basic religious education, either with a view to further indoctrination, or simply to become a better follower.
Second Circle	Friar or Senior Lay Brother. This level of command is the usual maximum for a layman. A cleric with command of the second circle would be deemed a senior acolyte.
Third Circle	Priest or Lay Grandmaster. This is the level of command for an ordained priest who holds office within the church and has the right to grant blessings, hold services etc. It is also the absolute maximum for a layman, the level achieved by the grandmaster of a fighting-order. Few, even of the clergy, will progress beyond this.
Fourth Circle	Bishop/High Priest. A cleric in charge of one or more temples wielding considerable power within the church. Most clerical grandmasters (heads of clerical orders) are of this rank.
Fifth Circle	Archbishop. The senior priest of the church for a good sized region, on Harn perhaps a whole country.
Sixth Circle	Primate. The senior cleric of a church for all of Harn. Some temples will not acknowledge any supreme mortal leader.
Seventh Circle	Pontiff. The supreme, non-divine, head of the church for the entire planet of Kethira, if applicable. None reside on Harn.

Most Harnic priests and priestesses are members of a clerical order and most churches are organised into one or more such orders. The lay-followers of a deity are not (generally) required to support any particular order, but some lay warriors may belong to fighting-orders sponsored by various clerical orders. See: CLERICAL ORDERS, FIGHTING-ORDERS, and specific deity entries in *Harndex*.

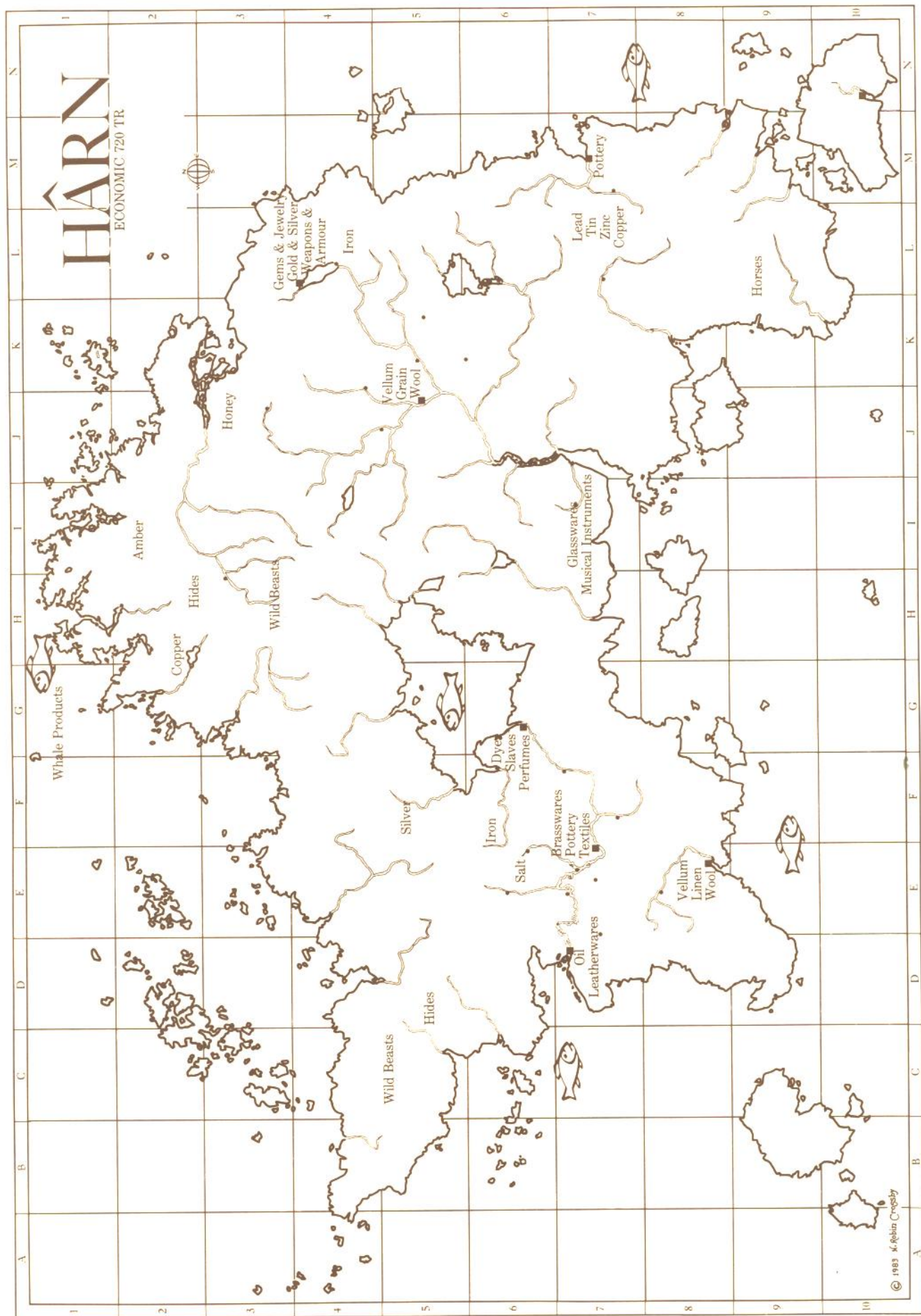
MINOR RELIGIONS

Apart from the ten preceding deities, there are hundreds of lesser divine and semi-divine entities who are worshipped by various, usually tribal, Harnians.

DEMIGODS AND DEMONS

Demigods are of two types, those who serve, by choice or compulsion, one of the ten great deities described above, and those who serve no-one. Several of the former type are described in *HARNDEx*. A god does not have to actually exist in order to be worshipped, nor does an existing god require adherents.

Harnians are superstitious folk, believing in the existence of some type of spirit (Kami, totem, Asiri etc.) in every living, and many unliving things. The barbarian tribes of Harn all possess their own mythologies (which may be developed as needed by the gamemaster). Some believe the Earthmasters [hx] were gods, some are athiests or agnostics.



ECONOMICS

THE AGRICULTURAL ECONOMY

The economic system which dominates civilized Harn is an agrarian economy, mostly feudal in nature. The power of the Harnic nobility is vested in its control of agriculture which accounts for 80% of all economic activity and involves 90% of its population. While agricultural techniques are primitive (medieval), virtually all rural districts of Harn are self-sufficient for food. For details relating to agriculture, see: MANOR and FOOD in Harndex.

THE URBAN ECONOMY

Harnic towns are located in the heart of farming districts and live off the surpluses of the surrounding rural area. In addition to the walled towns, most settlements marked as castles and keeps on the regional map have small "towns" adjacent to them where a market is held at least once a month. The largest urban center on Harn is Coranan, with a population of about 15,000, and probably the only center deserving of the name "city".

Barely 5-10% of the population live in the major towns where they produce the "artifacts of civilization". Townsmen are freemen, divided into two classes, guilded and unguilded. Anyone may enter an unguilded occupation but these tend to be insecure, unfulfilling, and unprofitable. Unguilded freemen are often no better off than the serfs of the countryside. They are, mostly, the dregs of humanity who have fled a dreary life of farming, only to starve or live at the pleasure of wealthy urban magnates. Most unguilded urban freemen will be common labourers. Some become common soldiers; a few are successful scribes, artists or toymakers. The aldermen and mayors (under the king) for most freetowns are usually wealthy guildsmen such as mercantylers and litigants.

THE GUILDS

On Harn virtually all significant commercial and professional activities fall within the monopolies of powerful guilds, who are protected by law. The Mangai [hx] is the organisation charged with the regulation of guilds and their monopolies; it operates under the Charter of the Mangai [hx], a law in force throughout civilized Harn. The Mangai is comprised of representatives of all all guilds and makes periodic recommendations to the governments of Harnic states on the conduct of economic affairs. Although it wields enormous power, the Mangai stays out of politics and governments respond by limiting their involvement in guild affairs to taxation.

The Harnic guilds tend to take in large groups of related businesses. Most guilds are essentially urban; some may be both urban and rural. A few are weak, with vague loosely defined monopolies but most are strong with rigid monopolies. The monopoly of each guild and any peculiarities it may have are described under its own heading in Harndex:

Apothecaries	Jewellers	Physicians
Arcane Lore	Lexigraphers	Pilots
Chandlers	Lia-Kavair	Potters
Charcoalers	Litigants	Salters
Clothiers	Locksmiths	Seamen
Courtesans	Masons	Shipwrights
Embalmers	Mercantylers	Tentmakers
Glassworkers	Metalsmiths	Thespians
Harpers	Millers	Timberwrights
Heralds	Miners	Weaponcrafters
Hideworkers	Ostlers	Woodcrafters
Innkeepers	Perfumers	

In Orbaal and among the Khuzdul, the functions of guilds are performed by clans, equally monopolistic, but whose organisation tends to be simpler.

THE ECONOMIC MAP

Most regions of Harn are self-sufficient with the exception of salt and minerals. The map on page facing shows only resources and products which are available in sufficient quantity for trade. That is, there is a surplus of these items for the specific area, allowing them to be "exported" to another region.

THE MONEY ECONOMY

In medieval societies, the use of money was not widespread, barter and payment in kind being more common. For FRP games it is necessary to take some liberties with this, so that player-characters can handle money, find it, earn it and spend it. Therefore, the money economy suggested for use in Harn is somewhat liberal but it is an accurate presentation of prices and incomes of the time. The coinage system in use throughout Harn is based on a single coin, the silver penny:

12 pennies	=	1 shilling
20 shillings	=	1 pound

The shilling (12d) and the pound (240d) are not coins, merely quantities of silver pennies. To keep things simple, all prices and incomes are given in pence (pennies). There are no bronze or copper coins on Harn. Some rare gold coins exist but most Harnians will never see one. See: COINS [hx].

PRICES & INCOMES

Prices and incomes are based on exhaustive research of medieval Britain from 1200-1300. The 13th century was chosen since this era contained the most abundant data. However, it has been necessary to modify some prices to relate to Harn. For example, wood was relatively scarce and expensive in medieval Britain but on Harn, which is still heavily forested, the prices for wood and wood related products have been reduced. The prices of weapons have, on the other hand, been increased (see: WEAPONCRAFTERS' GUILD [hx]). Throughout this century, both prices and incomes were relatively stable, although they could, and did, fluctuate in the short term and from one locale to another. Generally, however, gamemasters can use additional prices they research for this time period and add them to Harn without conversion problems, keeping in mind the short term fluctuations mentioned. Under each guild entry in Harndex will be found general price lists for the goods and services sold by that guild. This covers most prices you are likely to need. Incomes for all occupations, both guilded and unguilded, are listed under INCOMES [hx].

HISTORY

THE EARTHMASTERS

Almost nothing is known of the first (?) inhabitants of Harn; even the name by which they knew themselves is lost. They are now referred to as the Earthmasters, or Ancients. Surviving murals and sculpture portray humanoid figures of diverse stature and configuration. This might indicate that they were either shapechangers or of several distinct species. When and from where the Ancients came is unknown. Legends tell of an empire flourishing on Harn 15,000 to 20,000 years ago. There is physical evidence to suggest their presence in Lythia and many believe that the Ancients controlled all of Kethira. Persistent legends claim the Earthmasters could travel vast distances instantaneously, change the weather at will, and control the minds of lesser creatures.

Earthmaster Sites

Stories of the Ancients are so incredible that their very existence could be dismissed were it not for the sites and artifacts they left. Scattered across Harn, and elsewhere, are to be found mysterious ruins. Considering their antiquity it is remarkable that anything survives at all. Known sites tend to be in remote, inaccessible locations. Physical evidence of roads linking the sites has never been found. Although above-ground remains tend to be poorly preserved, most sites have extensive and well-crafted underground chambers and tunnels. One legend describes the lost city of Lahr-Darin, said to exist beneath some mountain on Harn.

Earthmaster Artifacts

Known Ancient sites have been repeatedly sacked and several outstanding artifacts have been secured by persons of power. The King of Erael is said to possess a Sli-Hordah [hx], King Hazmadul of Azadmere is rumoured to own the Kyn-Assard [hx], the King of Kanday is believed to wear a vest which protects him from harm, and the King of Kaldor is known to keep the N'Garith [hx]. Diverse Earthmaster artifacts are in the keeping of the mages of Melderyn. The most enduring and mysterious artifacts of all are the "Godstones" [hx] found at all Earthmaster sites.

The Departure of the Earthmasters

Approximately 16,000 years ago the Ancients suddenly vanished from the face of Harn. Their departure remains a subject of uneasy conjecture. Why did they leave? Where did they go? Did they perceive some fault or danger that the present inhabitants cannot? Will they return? Some have claimed that the Earthmasters never left but merely withdrew to the Isle of Melderyn where their descendants reside to this day.

THE LOST YEARS

The period between the departure of the Ancients and the arrival of the Sindarin is generally referred to as the "Lost Years". No contemporary records or artifacts survive from the period. Harn may have been totally uninhabited, some claim it was "...an age of dragons, trolls, and fell beasts that would defy description and harm the eye...". A few talk of great floods and earthquakes that separated the Harnic Isles from the continent of Lythia.

THE AGE OF THE SINDARIN

The immortal elves are not noted for keeping much in the way of written records, tending to rely mainly on oral histories. The date of their arrival on Harn is generally held to have been around 10,000 BT although the Sindarin rarely speak of their past. Legend recounts that the Sindarin came to Harn from the east (?). The island was only one of several brief stops they would make. Many Sindarin could not resist the pristine beauty of the island and decided to stay a "while". For three thousand years, the Sindarin dwelt in peaceful solitude on Harn with Siem [hx], their deity, personally present. When the god decided to continue his journey westwards, some elves chose to stay.

THE CODOMINIUM

The Sindarin remaining on Harn shared the island with a new race, the Khuzdul [hx]. The origins of the Khuzdul are vague, especially to outsiders who must rely on second-hand myths and pure speculation. Common legend recounts that Siem awoke the Khuzdul from "...their eternal slumber deep within Kethira's bosom...". How the dwarves came to be there is far from clear.

The two races have vastly divergent world views and have always preferred to dwell in separate communities. Nevertheless, they lived in near perfect harmony during the Codominium, for then, as now, each race possessed skills complimentary to the other. The Sirion Scrolls [hx] detail trade and friendly intercourse between Khuzdul and Sindarin. The existence of a mutual trading centre at the Pesino [hx] ruins is documented. This golden age was not to endure; with the coming of man, relations between the two elder peoples began their decline.

DAWNING OF THE AGE OF MEN

Over two thousand years ago the distant heartlands of Lythia spawned the massive barbarian migrations that would first drive humans to Harn. Within a century the first human immigrants reached the islands from western Lythia. These early tribes came to be called the Jarin and they recognised the superior culture of the elder peoples. Since the Sindarin dwelled in forests inland, and the Khuzdul preferred the mountains, both were willing to tolerate the brash, energetic, short-lived humans. The newcomers swore fealty to the elven king, Daelda [hx], and were given the coastal regions to live in. Under the tutelage of the elder peoples, the Jarin farmed, built villages and prospered.

Within a few centuries, friction developed between the humans and their Sindarin leige. With their far higher birthrate, men soon came to outnumber the elves and dwarves. Inevitably, the Jarin drifted inland as the coasts became overcrowded. By 1000 BT, human communities dotted the whole of the Harnic Isles. The Sindarin were increasingly distressed at the humans' clearing of ever larger tracts of forest in favour of farmland. It is likely that bloodshed would have resulted, were it not for a greater, common threat.

The Atani Wars

Around 1,600 years ago warlike Lythians began to raid Harn. At first only a minor threat to coastal villages, the raids increased in severity and extent, until King Daelda was forced to order all coastal settlements fortified and garrisoned. He even commanded his own folk to defend the most critical areas, despite the considerable strain on his limited "elfpower". Checked only briefly, the barbarians began travelling up the rivers of Harn or landing on isolated beaches and raiding further inland.

After a century of gradually increasing pillage and terror, the barbarians began to land forces intent on conquest and permanent settlement. At first King Daelda and his Jarin and Khuzdul allies were able to expel them but they were gradually forced to abandon the coasts of Solora and Horadir to these determined warriors. The barbarians pushed inland and a great battle was fought c.683 BT to decide the future of Harn. Known as the Battle of Sorrows [hx], the invaders were routed but Daelda suffered a mortal wound to die soon after.

The Abdication

King Aranath [hx], Daelda's successor, knew the elves could win most battles but they would eventually expend their limited numbers against the seemingly endless swarms of barbarians. Aranath renounced his sovereignty over Harn and withdrew his kinfolk to the Shava Forest [hx], there to found and maintain the Kingdom of Erael [hx]. The Khuzdul deemed this act a betrayal (for which they have yet to grant forgiveness) and withdrew to their mountain strongholds. So it was that the elder peoples withdrew from the mainstream of

Harnic history and the island soon came under the domination of the invading tribes.

The Jarin were assimilated or driven into the mountains of north and northeast Harn. At length the waves of barbarians reduced to a trickle. However, without the influence of the Sindarin and the Khuzdul, the overall level of Harn's civilization declined. By 500 BT the Lythians considered themselves Harnians and except for the Jarin, the Orbaalese, and a few tribal nations, all existing human cultures on the island are descended from them.

MELDERYN

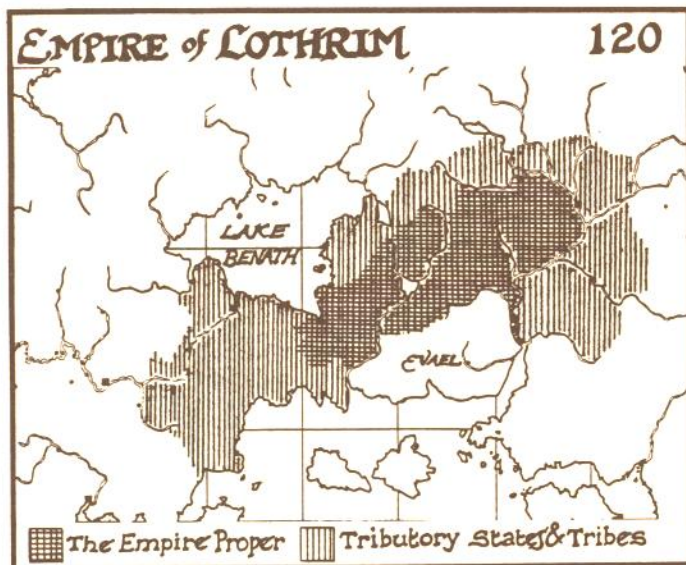
The origins and early history of the island kingdom are obscure. Melderyn was subjected to the same invasions as the rest of Harn but assimilated each wave of newcomers without bloodshed. Cherafir was first inhabited during the early Jarin migrations but there is evidence that the site is of Earthmaster origin.

Approximately one thousand years ago, five small kingdoms were known to exist on the island, coexisting in a peaceful and loose alliance. This "five kingdoms" period came to an end 720 years ago, in the year from which all other Harnic dates are reckoned, when the whole island (peacefully) came under the rule of Erebir Pendragon.

Ever since its founding, Melderyn has exerted very little obvious influence on the Harnic mainland. Its interference has been generally limited to occasional visits by individuals, many of whom have exhibited "strange powers". These figures have earned the island the title "Wizards'" or "Mage's Isle" and a reputation for magic and strange happenings.

LOTHRIM THE FOULSPAWNER

The anarchy prevalent after the Lythian conquest presented opportunities for ambitious men; one who siezed great power was Lothrim, chieftain of a semi-civilized tribe inhabiting the Chelna Gap 600 years ago. Unlike most of his contemporaries, Lothrim was a man of learning; some have suggested that he was a renegade Mage of Melderyn. Lothrim delved deeply into the arcane arts and unleashed a campaign that gained him an empire stretching from the Thard to the Kald (excluding, of course, the Shava Forest). He chose Elkal-Anuz [hx], an Earthmaster site, as his capital. Lothrim's subjects differed widely in cultural development. At one end of the spectrum were primitive, nomadic tribes who chafed under any external rule; at the other end were those who traced their lineage from the early Jarin and who had preserved their pastoral and agricultural skills. City-building was not a major pastime; other than the capital, only the eastern outpost of Kelapyn-Anuz had a population in excess of 1,000.



Coming of the Foulspawn

Lothrim was obsessed by the mystique of the

Earthmasters. Determined to rule all of Harn, Lothrim decided the Ancients had done so aided by a race of humanoid soldier-slaves. By means of arcane arts long forbidden by the Sindarin, he managed to create (or import?) a fast-breeding, short-lived race with very aggressive behaviour. These he called Gargun [hx]. They proved violent, rebellious and quarrelsome; Lothrim was forced to govern them with an iron rod and to occupy them with constant wars. He undertook a reign of terror against the surrounding tribes whose horrors were recorded as the "Tyranny of the Foulspawn".

The Penultimate Tome

In his unending quest for artifacts of the Earthmasters, Lothrim heard tell of a book, owned by the Khuzan king of Kiraz [hx], said to contain the great secrets of the Ancients. Never wholly sane, Lothrim became obsessed with the thought of obtaining the Penultimate Tome [hx] at any cost. Kiraz was also a major obstacle to expanding his empire throughout western Harn. Thus, Lothrim decided to lead an army of Gargun against the dwarven stronghold.

The Carnage of Kiraz

After a long and difficult march around Lake Benath, up the steep Deret River valley and across the Rayesha Mountains, Lothrim and his army arrived at the mountain fastness of Kiraz. The defeat of Lothrim's weary forces would have been likely but for a freak of fortune; it had been a bad crop year and most of the dwarves had departed down the Uthel River to hunt and gather food before the onset of winter. The tyrant's forces burst upon the lightly defended cavern-city and captured it with relative ease. The Gargun engaged in a terrible orgy of bloodlust, rape, and pillage. Every Khuzan male, female, and child in Kiraz was slain and feasted on by the Gargun hordes. Lothrim was delirious when a very old tome was discovered, written in a script unknown to him. Lothrim might have wintered in Kiraz, but supplies were short. So, confident that the power of Kiraz was destroyed, he began the long march home.

The Battle of Sirion

Meanwhile, the Khuzdul had patiently gathered an army and easily overpowered the small, disorderly garrison Lothrim had left to hold Kiraz. Outraged by the carnage they found, they undertook a furious pursuit. Lothrim and his army, completely unaware that such a force existed, were overtaken at their encampment near Sirion, where they may have been awaiting boats to carry them across Lake Benath. The dwarves fell upon Lothrim who found himself trapped between the Deret River, Lake Benath, and hordes of avenging Khuzdul. A great battle was fought, but the result was never in doubt. Lothrim was utterly routed and the Khuzdul, in no mood for mercy, slew all in reach. Lothrim was taken alive; a chamber was carved under a mountain near Iracu (?), and a screaming Lothrim was cast in. Stone and mortar was brought and the tyrant was entombed with his precious tome, his madness, and an "honour guard" of a dozen starving Gargun. The location and contents of "Lothrim's Tomb" remain a subject of speculation; the Khuzdul will not speak of the Foulspawn.

Aftermath at Kiraz

The "victorious" Khuzdul could no longer bear to dwell in the haunted halls of Kiraz. After removing and burning the rotting Gargun corpses, they sealed the gates with enchantment and good stone, as a fitting tomb for its former inhabitants. Then they grimly marched to Azadmere where their kinfolk gave them refuge. To this day, the Khuzdul are convinced that the Sindarin of Erael should have intervened to prevent the tyranny of Lothrim; the dwarves have yet to forgive this negligence.

Collapse of Lothrim's Federation

Without Lothrim's charisma and personal power, his "empire" lacked cohesion. When news of his death reached Elkal-Anuz, no successor could hope to overcome the tyrant's legacy of hatred and resentment; the confederation dissolved. Lothrim's former subjects slew or drove out the Foulspawn. The surviving Gargun fled into the mountains where their numerous decedents still

live. So ended the Tyranny of the Foulspawned. Elkal-Anuz was looted and abandoned. But on the eastern fringes of his former empire, where the influence of the Jarin and the Melderyni was strongest, new states arose.

THE SEVEN KINGDOMS

The eastern tribes and states were likely the most culturally advanced of Lothrim's subjects. With his demise, six states gradually emerged from the ruins. Some of these borrowed their culture from the Jarin, with whom they had long intermarried; some were undoubtedly influenced by ancient Melderyn. In any event, seven kingdoms (including Melderyn) existed in eastern Harn.



THE MIGRATION WARS

Heralded by the sudden onslaught against western Kephria in 178 by the Kath (a tribe from the foothills of the Felsha Mountains), a period of warfare and migrations known as the Migration Wars began. For sixty years, all but the island state of Melderyn suffered from repeated incursions and pillage from surrounding barbaric tribes. Why the Kath, Pagaelin, Taela, Bujoc and Hodiri tribes suddenly became so aggressive is not fully understood; historians have been forced to speculate. Some of the tribes are thought to have been alarmed by the sudden appearance of large numbers of Gargun in their mountain ranges. Others may have experienced something of a population explosion as a result of the relative tranquillity following the Tyranny of Lothrim.

The Migration Wars were directly responsible for the contemporary political states in eastern Harn. Chybis was almost totally eradicated by the rampages of the Bujoc, Hodiri and Pagaelin. Having lost most of her territory, brilliant generalship allowed her to turn back the barbarians at the very gates of Burzyn in 227. Since then, Chybis has managed to maintain her independence as a tiny kingdom, although she has twice come under foreign rule for brief periods.

Elorinar did not survive as an independent state. The Elorinarian town of Laket was sacked by the Bujoc in 218 and king Janakor was slain. These particularly bloodthirsty tribesmen were now free to ravage the eastern half of the kingdom and for nearly four years the Bujoc defeated every army that king Korob could muster.

In a desperate effort to save his people, he declared fealty to king Shelir I of Melderyn in 223. The manoeuvre succeeded, but not in the anticipated manner. Over the next two years Shelir sent several emissaries to the Bujoc and in 225 he was able to announce the Peace of Anadel. How the Melderyni king was able to turn bloodthirsty savages into (relatively) peaceful tribesmen remains a mystery to the present day. If Korob was thinking of renouncing his fealty once the barbarian threat had passed, these events impressed him sufficiently to change his mind. For the next five centuries, up to the present, Elorinar has remained part of the Kingdom of Melderyn but has enjoyed a large degree of autonomy under the light hand of Melderyni sovereigns.

The most dramatic events took place however in the northern kingdoms where all four states were eventually merged into one. In 182 Orsin, the king of Pagostira, perceived no way to turn back the advancing Pagaelin; he appealed to Medrik I of Serelind for help. Medrik agreed, but the price of his aid was a promise of fealty. The combined armies of Serelind and Pagostira defeated the Pagaelin at the battle of Kobing in 183. The following year, Orsin kept his vow and gave his realm to Medrik in return for an earldom in the larger state.

Meanwhile, beleaguered Kephria had suffered acutely at the hands of the Kath. Suffering an ignominious defeat at the Battle of Hosat in 178, Kephria had lost most of her lands west of the river Kald by 185. When King Torbet died at the battle of Lareb Hill (in the Kathela Hills) in 187, leaving only young children as heirs, Medrik I marched into the Kephrian capital of Tashal. The population was thoroughly demoralised and offered little resistance. The following year, with the remnants of three kingdoms under his control, Medrik I proclaimed the Kingdom of Kaldor (in 188).

Finally, as the Migration Wars were drawing to a close, a succession crisis arose in Nurelia in 223. The crisis prompted a baronial revolt that threatened to tear that northernmost kingdom apart. One faction offered the crown to Kalabin of Kaldor but not all of the nobility desired a foreign king. At the battle of Olokand in 238 Kalabin put down the last dissenters to secure his new fief. For the next century, Kalabin and his heirs were able to maintain the Kingdom of Kaldor against all external threats while patiently building a strong feudal state.

THE KALDORIC CIVIL WAR

Kaldor soon developed a tradition of unrest as powerful barons were forever in conflict with the strong royal government. With the death of King Maranos in 362, the clearly legitimate successor was Aidrik II, but in the light of their diminishing powers many of the barons backed a rival claimant who had promised them greater regional autonomy. Fierth of Qualdris claimed to be Aidrik's elder brother born on the wrong side of the blanket. Neither claimant could fully command the loyalty of their followers. For fifteen years, all that was achieved was to lay waste the countryside. In 377, Aidrik II, acting on treacherously false information as to the enemy's location, was caught in the open with his army by a superior rebel force near Kiban. Despite the defection of several of his vassal-lords, he and his army fought bravely but Fierth won the day. According to popular history, Aidrik was captured and was slowly roasted alive over an open fire.

THE RESTORATION

Fierth the usurper failed to deliver the powers promised and was forced to defend his crown ruthlessly on several occasions from the very barons who had supported him. Fierth preferred subtle methods; he corrupted the judicial system to his needs and levied ever greater taxes. Many barons were tried and executed for treason. On his death, a major revolt erupted. Uthred, his son, was able to subdue this rebellion but was unable to win the support of his recalcitrant nobility. He was slain by a band of knights while hunting in 406. The barons assembled to choose an heir and Aidrik II's only surviving son, who had been given refuge in Chybis, was handed the crown. The new king took the name Aidrik III and promised to rule in a manner respectful of the barons'

rights. All were tired of war and for nearly 200 years conciliation and compromise became the principles that would govern Kaldoric politics.

THE CORANI EMPIRE

In the west of Harn, several states rose and fell in the wake of Lothrim's empire, but none achieved any degree of permanence until the fertile Thard Valley gave birth to the Corani Empire. The region's heart was inhabited by the Corani [hx] tribes who, c.425 years ago, were united under Corthir (301-318). Corthir's new "Empire" extended barely twenty leagues east and west of Coranan and was confined to the north bank of the Thard.

At first, the empire faced only (relatively) barbaric tribes in its drive to expand. Kusem (318-333) and Lobir (333-361) awarded fiefs to trusted relatives, and faced more of a threat from home grown assassins than from the barbarians. Only the Merdi, the federated tribes west of the River Gomisen, were able to halt the imperial armies. By the death of Lobir, the empire's western border was at the Gomisen, its eastern was near Telen, and it held some lands south of the Thard.

The fourth emperor, Raelan (361-366), mounted a major campaign against the Hefiosa region where the natives, augmented by brigands from the empire, had long been troublesome. The early winter of 365 trapped his army deep within the mountains and, by spring, its much depleted ranks were no match for the locals. The canny barbarian leader, Adjak, harassed the Corani army with nightly raids; Raelan's retreat turned into a rout and he was killed.

The disaster might have proved fatal, were it not for Raelan's young son Arosta (366-380). The tribes of Hefiosa, flocked to the banners of the victorious Adjak, who led them from the mountains intent on laying waste Coranan itself. The tribesmen were unstoppable and it was only their delays to loot that gave Arosta the time to raise a new army. At the battle of Osten in 367, Arosta inflicted a crushing defeat on Adjak. For the next two years, the tribes were subjected to a bloody series of campaigns, culminating in their near total extinction by 369. Adjak disappeared without trace, but Hefiosa had been annexed.

His northern flank secure, Arosta advanced up the Thard to the shores of Lake Benath, into the region inhabited by the Shira who were easily defeated at the Battle of the Source in 372. A similar fate befell the Komii and, by 373, Arosta had better than doubled the size of the Empire. After a few years consolidation, Arosta completed his conquest of the Thard valley by at last defeating the Merdi in 377.

Arosta's son, Malian (380-394) concentrated on consolidation. He was the first Corani ruler to take the title emperor and founded the cities of Merethos (now named Golotha) and Shiran. Malian is also credited with the creation of the Corani civil service, an organisation that had no rival in sophistication or complexity.

Kobar (394-437) succeeded his father at the age of 23. He expanded the empire south to the River Eryn but attempts to conquer Peran were less successful. A trail was blazed north and a fort was built at Kustan [hx] in 414. Several defeats were inflicted on the wild tribes of Peran but even then they rose in repeated and bloody rebellions, earning the name "the Scarlet Ribbon" [hx] for the trail which led to Kustan. Peran would prove to be an immense drain on the empire's resources, but despite this, internal economic development was dramatic. A population explosion brought new lands under cultivation. Paved roads were built and trade prospered.

THE KINGDOM OF ALEATHIA

During the rise of Corani power, a rival kingdom had developed south of the River Eryn in southwest Harn. Around the year 356, the Aleta tribes had been unified to build their own kingdom, named after its capital city of Aleath. The Kingdom of Aleathia was able to resist Corani expansion southwards for almost a century.

The Corani Succession Crisis

When the eighth Corani emperor Laketta (437-443) died heirless after an ignoble reign, a complex power struggle ensued. The current king of Aleathia, an

ambitious and impetuous ruler called Xuaka (429-453), sought to take advantage of this temporary Corani weakness. Xuaka had spent fourteen years expanding Aleathia along the disputed west coast and saw himself as a man of destiny. In 443 he invaded the southern domains of the Corani and seized Heroth. However, the invasion was the catalyst needed to solve the problem of the Corani succession. The empire's pragmatic nobility promptly chose a soldier called Mejenes for the throne.

Mejenes the Great

Mejenes (443-465) was a veteran of border wars and a great grandson of Malian. Xuaka's military skills may have been equal to that of Mejenes but the resources of the Corani Empire were far greater. After four years of protracted war, which included victories for both sides, Mejenes was able to pen Xuaka inside the walls of Aleath while the Corani army laid waste to Aleathia. Xuaka could do little but accept the terms of peace offered by Mejenes in 447. The Kingdom of Aleathia would be restored to its pre-war borders for the balance of Xuaka's life but would then be willed to the Corani Empire. When Xuaka died of natural causes six years later the terms of the peace were honoured and Aleathia became a Corani province. Mejenes died in 465 and was buried amidst an unprecedented outpouring of public grief. Other emperors had done more to improve the lot of their people but it is always the great soldiers who are best loved.



THE DECLINE OF THE CORANI EMPIRE

With the last obstacle to Corani hegemony in the west removed, the empire seemed destined to rule all of Harn. Another emperor of Mejenes military skills might have done so but the six emperors who followed him were not soldiers. Mejenes own son, Sylud the Scholar, was vehemently opposed to military spending, which led to the total collapse of the northern province of Peran when Kustan was captured in 477, its garrison massacred by the Kubora.

With the exception of Mindrithar (491-512), the empire was then cursed with a series of incompetent emperors. Saurach (485-591) was a religious fanatic who promptly got himself assassinated after seeking to ban all religions other than the Church of Agrik. Korad (512-528) was a pliable moron, totally unable to control the acquisitive Corani nobility. Shorka (528-555) chose to ignore affairs of state and appointed his eccentric court astrologer, Workol, as chancellor. Workol managed

to alienate nearly everyone with excessive taxation and nonsensical policies based on his readings of the stars and planets.

The last emperor, Medak (555-565), was a vigorous and strong emperor but came too late to save the empire. He clearly perceived the rot and decadence that had infected the realm although his cure may have been worse than the disease. One of his first acts was to execute Workol and then hundreds of others were put to death by impalement. One of these was the prophet Balsha.

Balsha

Born of a common soldier in the Corani province of Rethem in 520, Balsha was destined to become the most important religious personality in the history of Harn. At 32, this charismatic priest of Morgath achieved prominence by correctly predicting a hard winter and poor crop. Over the next six years, Balsha's fame grew. Aided by a destructive series of plagues and famines which the imperium could not check, his preaching of Balshanism [hx] and the uncanny accuracy of his prophecies won him a large following. Medak thought it wise to terminate the rantings of this "petty troublemaker" and he was dragged to the impaling stake in 558 at the age of 38. His dying words are reputed to have been:

"Now I, freed of the burdens of cloying flesh, enter the pure state of undeath. They that would have life eternal above the allotted instant of mortal man... they that would live half forever, instead of all now, they that would wish the gratitude of men yet to be born, and they that would love the true master of men's souls may follow... cast down the decadence and futile misery of blind tyranny..."

Balsha's lieutenants made these words a call to arms. Thousands flocked to the martyr's birthplace of Ithiko and the Balshan Jihad was born.

THE BALSHAN JIHAD

The disastrous Red Death [hx] fed the rebellion. By 560 the whole of Rethem was under Balshan control; Medak's purges had seriously depleted the army's will to resist. Encouraged by their success, the Balshans gave siege to the city of Merethos in 562 and it fell after a brief siege. Its captors gave the city its present name, Golotha, which is believed to come from the secret tongue of the church of Morgath, and to mean something like "dark victory" or "last victory". Two years later Horahnam [hx], the governor of the city of Shiran, embraced the jihad. The imperial capital of Coranan was by this time under siege. After an investment of two years, Emperor Medak was captured, with many of his court and kin, as he attempted to reach Aleath. Their fate was never in doubt. With its stores exhausted, with disease rampant, and with a clear view of the hill where the emperor and his retainers were impaled, the morale of Coranan's defenders crumbled; it surrendered to the Balshans in 565.

THE THEOCRACY OF TEKHOSS

Although the city of Aleath was to resist the rebels for seven more years, forming an independent republic from 565-572, the Corani Empire was dead. With the fall of Coranan, a power struggle ensued among the victorious Balshans. The Morgathian church, itself chronically disunited, also proved to be incapable of forming a government. After two years of internecine butchery, Horahnam of clan Tekhos emerged as the sole leader after an astute combination of political manoeuvre and assassination. He founded the Theocracy of Tekhos in 568 with Shiran as its capital.

Casting a malevolent eye southwards, Horahnam ordered the city of Aleath taken. Tekhosian forces swept down and gave siege to "the fairest city of man" in 569. Although the city held out for three long and bitter years, there was no hope of relief and its defenders resigned themselves to their eventual doom. In the spring of 572, a few hundred Aleathians fled by sea to undertake what is now known as the Aleathian Odyssey [hx]. Hundreds of Aleathians slew themselves and each other rather than witness the fall of Aleath and the rape and

pillage that would follow. Within days, the city's walls were breached. Very few Aleathians survived that terrible bloodbath; those who did remembered it as the "Agony of Aleath".

The capture of Aleath removed any possible threat to Horahnam and he quickly turned the Theocracy of Tekhos into a violent and repressive dictatorship. Many Thardans had rejoiced at the casting down of the corrupt empire. Soon they came to realise that their old masters had known little of real tyranny, when compared with the butchers of Tekhos. Dozens of religious tribunals were established to crush opposition to the new order. Thousands of the nobility, their retainers and sympathisers were impaled, or forced into outlawry to escape the purges. In the cities, perverse Moragathian rituals, spectacles, public torture and execution became commonplace. It must be admitted that the spectacles were popular among the masses; many cheered the butchers on, until they themselves were carried off at midnight by the dreaded inquisitors.

Such religious tyranny could not be tolerated forever. Horahnam was assassinated in 588 during a visit to the Temple of Morgath in Coranan. The tyrant's headless corpse bore fifty stab wounds, which suggests that more than one assassin was involved; the identity and number of the assailants was never established. Spontaneous rebellions soon erupted throughout the Theocracy. The life of any priest of Morgath, any friend or relative of Clan Tekhos, was forfeit. Only Golotha resisted the revolt. Within two months the rule of Tekhos had died as violently as it had been born.

THE INTERREGNUM

With the collapse of the Theocracy, Tharda fell into three decades of chaos and dozens of petty states vied with one another to establish or resist a new empire. Large bands of brigands operated unchecked; the distinctions between bandits, mercenaries, raiding tribesmen and legitimate armies became academic. Trade collapsed and the nefarious roaming bands consumed the wealth of the countryside. Coranan tried vainly to revive the Corani Empire. The Kingdom of Kanday was founded in 589, a second Aleath Republic in 612, the Coranan Republic in 621, and the Shiran Republic in 625. Golotha and Rethem were lonely relics of the hated Theocracy.

THE KINGDOM OF KANDAY

The house of Kand, minor nobility of the Corani Empire, first achieved prominence when it was outlawed by the Theocracy of Tekhos in 575 for sheltering enemies of the state. Fleeing the impalers, the clan went into exile and sought refuge in the Mimea Hills. Led by the young Andasin, the clan and its followers harassed the forces of the government despite several attempts to exterminate them.

With the collapse of the Theocracy in 588, Andasin seized Ibonost from its Tekhosian governor in 589 to found the Kingdom of Kanday. Andasin proved himself a genius at siege warfare. He took Edino Keep from its vicious warlord in 598, after a night assault in small boats across the Eryn River. His crowning achievement came in his old age when he took Dyrisa castle from its Morgathian overlord in 620. A devout follower of Larani, Andasin established the Order of the Checkered Shield in 622 and gave them responsibility for guarding his northern frontier. Around 624, Andasin began a sad decline into senility to die in 627 at the venerable age of 69. All of his sons having died in battle, Andasin was succeeded by his grandson, who took the name Andasin II.

The second king of Kanday was a man more inclined to negotiation than war. He made alliances with the petty states on his borders, including the Aleath Republic. The republic had restored order to the city and its environs during the Interregnum but was unable to extend its power beyond its immediate vicinity. The senate of the young republic, seeing the ascendancy of Kanday on its northern frontier, and impressed with the competence and policies of Andasin II, voted to join with the kingdom in 633. Aleath was granted a liberal charter recognising its rights as a freetown within the kingdom. By the time Andasin II died in 654, Kanday was strong, vigorous and prosperous. Its gentle influence had spread throughout much of southwestern Tharda.

ARLUN THE BARBARIAN

Towards the end of the Interregnum, the Kubora of Peran were united under a single leader, Arlun the Barbarian, a man of great personal charisma and no small skill at arms. Arlun became the acknowledged chieftain of nearly 90 Kubora tribes by 625 and convinced of a great destiny, planned his conquest of the south. For four years Arlun bided his time, training his followers in the arts of war that were to win him a kingdom.

Arlun's hordes swept down into Rethem in 629, ruled at that time by the "Golotha" or "Second Theocracy". Shostim was quickly taken but there was little time for rejoicing. The castle was immediately counter-attacked from north and south. Arlun's brilliant defense held Shostim against repeated bloody and wasteful assaults, forcing the besiegers to retire. Wasting no time, Arlun left half of his army to hold Shostim and advanced northwest to capture Tormau after a brief siege in 630. By 632 Arlun held all of Rethem north of Shostim then took pause to consolidate his gains.

THE KINGDOM OF RETHEM

Arlun felt strong enough to resume the war in 635. One third of his army attacked and seized Quste with much noise, while the remainder led by Arlun moved southeast to cross the Thard and take Thiri. Golotha gathered an army twice the size of Arlun's and marched north to take the bait at Quste, completely unaware of Arlun's presence at Thiri. The Kubora holding Queste retired to Shostim as planned, pursued by the Golothan army. Sensing victory, the Theocracy's incompetent generals once again threw waves of men at Shostim, but the defenders held.

Meanwhile, Arlun had marched on Golotha from the southeast, finding it lightly undefended. The city was easily taken by Arlun in the late summer of 635. When the besiegers of Shostim heard the news of Golotha's fall, they realised they had been outmanoeuvred, lifted their siege, and marched south to recapture their city. There they found Arlun had organised a solid defence. Facing the prospect of a long siege with few provisions and a hostile army in their rear, the besiegers decided to come to terms. The Kingdom of Rethem was proclaimed in the autumn of 635, Arlun its first king.

Arlun's next few years were spent extending his domains east and south, taking Menekai and Senun from the Thardic League (qv) in 639 and establishing his southern border at Dunir and Menekod by 654. He persecuted but failed to exterminate the Morgathian theocrats, only succeeding in driving them underground. However, by 650, he felt secure enough to restore religious freedom. His Kingdom was the largest since the Corani Empire, extending from the Gomisen River to Cape Vikod, and from Ternu Heath to the Pemetta River.

THE THARDIC LEAGUE

In central and northeastern Tharda, two republics arose from the Interregnum; the Coranan Republic [hx] in 621, and the Shiran Republic [hx] in 625. They had similar structure and policy and formed an alliance in 632. With the threat of Arlun the Barbarian weighing heavily, the two republics, voted to form a League in 636. The league created the office of Autarch, to be held by men of military experience, who would have responsibility for external affairs and defence, while the republics were to retain internal autonomy. Autarchs were to be elected for seven years, and could serve only once. Neradas of Shiran (636-643) was chosen the first Autarch. Neradas' first duty was to create an integrated League army, that would later be called the Autarch's Guard. Personally commanding the guard, Neradas faced an incursion from Rethem loosing Menekai and Senun but halted the invasion at the Gomisen River.

THE FIVE YEAR WAR

The two succeeding autarchs both sought to expand their power by employing the Red Guard to annex new territories, notably the region of Kom in 354. Jalien (657-661) then undertook to extend the League's holdings south of the River Thard. He oversaw the conquest and annexation of the petty state of Moleryn in 661 but was slain by a stray arrow. Since Moleryn was allied to the Kingdom of Kandy, Queen Arelora (659-676) demanded

the withdrawal of League forces but her ultimatum was ignored by Jalien's successor, Colura of Coranan (661-668). Arelora declared war and five years of sporadic fighting began.

Although dozens of minor skirmishes took place, only two battles were of any significance. Queen Arelora left the conduct of the war to her lieutenants. A disorganised Kandian army was soundly defeated by Colura at the Battle of the Teb Marshes in 663, leading to the loss of the royal keep at Ibonost. The fall of Ibonost, which had been the first major holding of the Kandian dynasty, infuriated Queen Arelora. She took personal command of her army. The sight of the diminutive fifty two year old queen, bedecked in armour and making stirring speeches, served to rally the demoralised Kandians. The armies of Kandy and the League came to battle near Eidru in 665, where the "avenging queen" inflicted an ignominious defeat on Colura.

Urging her army forward, Arelora went on to take Eidru and Kuseme and might well have captured Coranan had not the wide Thard River checked her advance. Colura sued for peace. The League was allowed to keep Moleryn but Ibonost was returned and Kandy received the more valuable Eidru and Kuseme. The treaty was signed in 666; both sides considered the war won.

THE THARDIC REPUBLIC

Agilir of Telen (668-674) was the League's last Autarch. The growing regal overtones of the office had made many senators uneasy. Some began to privately advocate the merging of the two republics to counterbalance any imperial pretensions held by an Autarch. Agilir antagonised this anti-imperial faction when he chose his own son, Taresir, to be deputy commander of the Autarch's Guard in 670 and when he involved the League in the Salt Wars (qv) without senate approval. Agilir's easy victory at the Battle of the Chelna Gap in 672, silenced the few brave souls who had been critical but when the Guard was routed at the Battle of Ramala Gap in 673, and an embarrassing peace with Kaldor signed, his enemies in the League moved swiftly. Rumours to the effect that Agilir's ambitions included kingship sprang up with alarming rapidity. To avert some of the blame for the military defeat, Agilir had 43 officers arrested, tried and executed for treason in 674. His son Taresir, probably the man most responsible, was not one of them; Agilir now faced army unrest. Events came swiftly to a climax. Anti-imperialist riots spread throughout Coranan. Agilir declared martial law and prepared to arrest certain senators in both cities. Before this could be done, four of his personal guards stabbed him to death. The next morning, the senates of both republics passed identical decrees to abolish the office of Autarch and establish a committee to explore the creation of a joint state. Within three months, the Thardic Republic was in being, its seat of government in Coranan.

RETHEM IN CHAOS

The proudly independant tribes of Peran were held together only by the charisma and genius of a single man. When Arlun died in 656, they renounced their loyalty to his son, Obras. Thus the entire region of Peran was lost to the Kingdom of Rethem and the new king was too occupied with nearly a dozen revolts in the south to even attempt to regain the northern marches. Much harried Obras was slain, while putting down yet another rebellion at Tormau in 672, leaving a kingdom in chaos to his son.

Nemiran (672-681) sought to reunify the kingdom. Taking Kandy as a model, he parceled out his domain to trusted retainers and gave up trying to rule the whole himself. An impressive palace was built in Golotha, to which the court moved in 678. Nemiran came under the influence of the resurgent church of Agrik and proved the tenet that their are none so zealous as the recent convert. He founded the orders of Demon Paeshlu the Insatiable [hx] and the Octagonal Pit [hx], and financed the construction of a new temple to Agrik in Golotha. In 681, the last year of his reign, Nemiran granted Menekai to the Order of the Red Shadows of Herpa, and Menekod, Hyen, Dunir, and Selvos, to the Order of the Copper Hook.

EZAR'S WAR

King Nemiran of Rethem was assassinated on the steps of his palace in Golotha, on midsummer's day, 681. It is likely that the blows were struck at the order of Puril, the ambitious commander of the king's bodyguard. On Nemiran's sudden demise, Puril sent troops into the streets to maintain order and proclaimed himself regent until a proper successor could be found. Several candidates for the throne came forward; all died mysteriously before they could take the throne. After six months Puril "reluctantly" took the crown himself. In 682, the Order of the Copper Hook suddenly attacked the Kingdom of Kanday without provocation. Advancing northeast from their castle at Menekod, the "knights" of the order laid siege to Imiden but were forced to quit the field when the Order of the Checkered Shield sent a relief force. The Grandmaster of the Copper Hook, Ezar of Clan Zhirdoka, appealed to Puril for aid; thus began what came to be known as Ezar's War.

The armies of Rethem and Kanday engaged repeatedly, but without much effect, all along their border for the next six years while Puril hatched a scheme to win the war by less direct means. In 688, an army led by Puril himself, embarked by sea from Golotha and landed near Sarkum. Puril's plan was to sieze Sarkum and march east on Aleath, thereby flanking Kanday. Surprise was achieved. Puril quickly overwhelmed Sarkum and Hebon, both independent allies of Kanday, but Puril himself suffered a mortal wound at Sarkum early in 689.

Puril's son, Kabe, succeeded his father but the transfer of power gave Kanday time. The surviving petty states west of Aleath declared fealty to the Kandian king, Andasin III. When Kabe arrived at Sarkum by sea from Golotha, he found himself besieged by a fresh enemy force. Kanday recaptured Hebon in 690 although Andasin III was killed in the final assault. Kabe was still trapped in Sarkum. Any hopes he may have entertained that Kanday would loose heart with the death of their leader were dashed as the enemy rallied to the young Queen Eriel. In 692, fire broke out in besieged Sarkum during which Kabe was killed. The castle surrendered, but Ezar's War went on.

Chafin I was Kabe's eldest surviving son. A competent strategist, he was able, except for the loss of Dunir in 693, to maintain the stalemate along the Kandian border. Determining that indirect methods could still win the war, he instructed the Order of the Crimson Dancer to assassinate Queen Eriel in 694. The murder did not, however, have the desired effect. The assassin was caught and when she confessed and implicated the Rethemi king, all Kanday was outraged.

Mirelael succeeded her elder sister in a storm of fury against the Rethem. Mirelael's armies siezed the fortresses of Selvos and Menekod in the swift campaign of 695. To this point, only lands held by the Order of the Copper Hook had been lost by Rethem. Fearing that some of his own lands might be conquered, Chafin sued for peace. The Peace of Selvos was signed in 697, ending a bitter 15 year war in which two monarchs from each side and many thousands of men had died. The peace eastablished, more or less, the present Rethem-Kanday border.

Kanday emerged stronger than ever from Ezar's War. The independent states west of Aleath, and lands taken from the Order of the Copper Hook, had been added to the kingdom. Rethem, on the other hand, verged on civil war. Chafin had the notorious Ezar, assassinated in 698. The Order of the Crimson Dancer enjoyed the disfavour of the king to the extent that they emigrated to Orbaal in 701. Chafin I was assassinated in 703; this time no one was caught. In the twenty three years since Ezar's War, the border between Kanday and Rethem has been the scene of almost continuous skirmishing between the Order of the Checkered Shield and the Order of the Copper Hook, the latter of whom have yet to acknowledge the Peace of Selvos. The wounds of the war have yet to heal. Rethem's present king, Chafin III, is vigourously trying to reunite his chronically rebellious kingdom. If he lives long enough, it is likely that he will again attack hated Kanday.

KUSEME WAR

Andasin IV, the current ruler of Kanday, succeeded

his mother, Mirelael, in 707 at the age of 17. The first five years of his reign were as peaceful as the problems along the border with Rethem would allow. Andasin IV would have preferred to maintain the Kandian tradition of peace and was distressed when he became embroiled in a war with the Thardic Republic in 712. The war started, probably as a result of a misunderstanding, when the Kandian Earl of Kuseme sent a band of knights to assert his control over a few disputed villages east of Eidru. Kronas, the Marshal of Ramala Province, took exception and moved forces to challenge the Kandian earl.

Kuseme Castle is clearly visible from Coranan and linked to the city by the Kobar Bridge [hx]. The Thardic Senate was in a hawkish mood and anxious to recover Kuseme, lost during the Five Year War, it made this minor crisis a pretext for war. Kronas was ordered to attack and seize Kuseme and he did so with dispatch. After much manoeuvring, the opposing armies met in the autumn of 712 and Kronas emerged the victor. Eidru Keep was seized by Kronas; Kuseme was besieged.

The onset of winter prevented further conflict. The young Kandian king was not interested in war and offered peace. Before hostilities could resume in the spring, a peace was concluded which gave Kuseme and Eidru to the Thardic Republic. Kronas was furious, believing that he could have conquered all of Kanday. Privately, Kronas still believes that the senate acted out of jealousy and fear; the hero-worshipping masses are always fond of successful generals. In any event, the Senate was more than happy with the territorial gains; the former Earldom of Kuseme became Eidel Province [hx]. To placate Kronas and his followers, the general was rewarded by being made both Marshal and Magistrate of the new province. Kronas still holds both offices. Although a few senators have expressed unease, the senate has not yet challenged his considerable power.

CHYBISA UNDER THE MELDERYNI KINGS

After her near destruction in the Migration Wars, Chybisa's monarchs built carefully. Her fortifications were respected by the surrounding tribes and the vigilance of her defenders was well known. But after a century of relative peace she had grown decadent and her nobility had grown complacent and apathetic. At the beginning of the fifth century, renewed barbarian aggression (by the Hodiri and Pagaelin), and their harassment of caravans and traders, caused alarm in Chybisa. When Verlid VI died heirless in 409, the barons of the kingdom offered the vacant throne to Imadain II of Melderyn, in the hope that fear of the island realm would keep the tribes at bay. It did. The barbarians quieted almost immediately and Chybisa relaxed back into prosperity. Between 409 and 475 a council of Chybisian barons governed in the name of four Melderyni kings. A bastard succeeded to the Melderyni throne (under the island kingdom's ambiguous succession laws) in 475. The Chybisians were outraged. The barons of Chybisa seceded from the island realm and elected one of their number king Sharat I. Arabar II of Melderyn proclaimed that he did not recognise the legitimacy of the new king but took no further action. The succeeding Chybisian monarchs enjoyed almost 200 years of peace. .

THE HOUSE OF ELENDSA

In the years following the civil war, the Kaldoric rulers again gathered powers at the expense of the barons. Some kings and queens proved unable to wisely use those powers. With the death of king Iemald in 599 the lack of a clearly legitimate successor sparked a violent revolt among the barons. The baronial revolt (really another civil war) was waged sporadically by some fifteen claimants. By the time Haldan the Elder of clan Elendsa emerged the victor, the kingdom again faced long years of reconstruction. Both Haldan the Elder and Haldan the Younger, his son and successor, sponsored the sentimental movement towards "traditional" feudalism of present day Kaldor. Queen Chelbin III (651-669) was an incorrigible romantic and she encouraged and inspired what was contemporarily called a "new birth of chivalry".

THE SALT WAR

Queen Chelbin's son, Torastra (669-693) was a born warrior. He cared little for the simple principles of

knighthood and was forever seeking ways to put the well trained flower of Kaldoric chivalry to practical use. When a dispute with the Thardic League over the salt trade erupted, Torastra is believed to have been ecstatic, simply for love of battle. But his eagerness to engage in battle betrayed him. Quickly gathering some of his knights, he undertook the long westward march with indecent haste. Seeming to care little for the logistical requirements of a campaign at such distance from his home bases, he led his followers straight into what amounted to a clever ambush laid by the Autarch Aglir. Effectively beaten at the battle of the Chelna Gap (672), he returned to Tashal and contemplated the merits of the "dishonourable" style of warfare his opponent had exhibited.

The following year Torastra set out again with a larger, better prepared army. This time it was he who surprised and defeated the League's army at the battle of Ramala Gap in 673. Leaving the peace settlement, whereby Kaldoric merchants gained valuable trading rights in Tharda, to his lieutenants, Torastra began looking for another war.

THE TREASURE WAR

In 674 thieves broke into the treasury of king Torastra of Kaldor and stole a jewel-encrusted, allegedly enchanted sword that had belonged to Calsten, the second king of Serelind (142-162). The thieves smuggled the priceless weapon to Burzyn and news soon reached Tashal that it had been sold, in open market, to a Chybisan nobleman. Torastra sent word to king Balesir of Chybisa demanding the return of the ancient heirloom. Balesir was unable or unwilling to recover the blade and may have doubted its very existence.

Still savouring his victory in the Salt War and always spoiling for a good fight, Torastra marshalled his men and knights, marching them south in the spring of 675. His army swept down the Genin Trail and crossed the Ulmerien on both sides of Burzyn. After almost 400 years without a real war, the Chybisan army was easily routed by Torastra's veterans. Withdrawing into Burzyn, Balesir held out for three years, supplied only at night by small boats on the river. With plague and rebellion rife, Balesir sought and obtained the honours of war in 678. Only a few score of his retainers followed him into exile. The stolen sword was not recovered, but Chybisa became a Kaldoric fief.

Balesir journeyed to Thay, then to Melderyn to petition King Etobran for aid. The Melderyni king not only refused, but went so far as to forbid any of his vassals to assist the deposed monarch. Returning to Thay, Balesir continued to seek assistance, but to no avail. It was not until Chunel came to the throne that he obtained any sympathy. In 685, Balesir promised to swear fealty to the Melderyni king if he should ever recover his kingdom; this seemingly softened matters. Chunel lifted the proscription against aid to Balesir, saying that any who wished to aid him might do so. In 687 Balesir had raised an army; he crossed Anadel and defeated the small army Torastra had left to garrison Chybisa at the battle of Geda. However, once Balesir had recovered his crown, he renounced his promise of fealty to Chunel. Chunel is reputed to have expressed a lack of surprise at this turn of events and has since hinted that Chybisa is unlikely to have things her own way forever. Torastra denounced Balesir as a treacherous churl but declining health prevented him from pressing his claim to the Chybisan throne. The aging Torastra was to fight only one more campaign, against the Kath in 689, before his death from old wounds in 693.

THE JARIN AND THE NORTH

The mountainous, fjord-indented, northern part of Harn is now called Orbaal but this is a recent name. Formerly called Jara, it was occupied for more than a thousand years by the Jarin, the first human settlers on Harn, many of whom had fled north to escape the Lythian barbarians after the Atani Wars. Their 600 year exposure to the Sindarin and Khuzdul gave the Jarin a kind of mystique, which even today, sets them apart from other human societies.

Since the Tyranny of the Foulspawn, the Jarin of the north have been constantly plagued by bands of

Gargun who also found the Jahl Mountains a fine refuge. The Jarin built most of their settlements along the coasts, fortified against Gargun raids. By the middle of the 7th century, the north was dotted with Jarin keeps and manors and although fragmented into more than a dozen petty states, a crude feudal society developed.

THE IVINIAN CONQUEST

The Jarin were now confronted with a more deadly foe than the Gargun. To the northeast of Harn, is a land called Ivinia. This rough land spawned an equally rough race of seafarers. In their swift and dreaded dragon ships, the Ivinians began to raid the coast of Jara around 645. They came for booty, but finding the fjords of Jara much to their liking, and judging the Jarin to be disorganised and cowardly, some Ivinians decided to make Jara their own. In 652, Sherwyn Keep on Gedil Island was sacked and captured. One by one, the isolated Jarin communities suffered the same fate. The capture of Lethwyn in 667 was the death knell of Jarin independence. This was the strongest Jarin hold; its Ivinian captors renamed it Geldeheim. The last coastal Jarin keep (now called Vold) fell in 676. The Jarin still held four inland keeps (Gwaeryn, Leriell, Quimen and Pethwys) but the sealoading Ivinians lacked interest in these.

THE KINGDOM OF ORBAAL

The various keeps held by the Ivinians were in no way a unified state. They had been conquered over twenty five years by many different clans and each was a jealously guarded, independent domain. The most powerful was Geldeheim, held by clan Taareskeld and ruled by Hagined. His first act had been to turn the former Jarin keep into an impressive castle. Between 680 and 685, Hagined expanded his power by conquering nearby Ivinian clans. In 686, Hagined proclaimed the Kingdom of Orbaal, claiming kingship over all Ivinian domains situated in the Harnic Isles. He was able to force most of the clans to submit to his will and pay him tribute.

Hagined died in 692, to be succeeded by Alegar, his eldest son. The first years of his reign were marked by disputes and skirmishes between the Ivinian clans and the Jarin they had enslaved. Although a few Jarin lords still held land, most of this proud race had been forced to work as serfs or thralls, on land that had been their own. Tension between the Jarin and the Ivinians was further inflamed by the Ivinian tendency to perceive their subjects as an inferior race. The resentment came to a head in 701.

THE JARIN REBELLION

The immediate cause of the Jarin rebellion was the moving to Orbaal of the Order of the Crimson Dancer from Rethem in 701. It is assumed that Alegar was seduced by a member of the order; he not only allowed these dangerous women to move to Orbaal but also gave them the Jarin keep at Quimen. It is also possible that Alegar was anxious to have a solid ally in his troubled kingdom. The Crimson Dancer attacked and captured Quimen, using such savagery that the smouldering Jarin resentment burst into flame. Had the Jarin been better led, it is possible that they would have driven the Ivinians back into the sea. Lorkin castle was captured and since the Jarin outnumbered their overlords by almost 10 to 1 they might have won if they had managed to organise the sporadic revolts which erupted all over Orbaal. Fortunately for the Ivinians, this was not done; the Jarin rebels were subdued one by one.

THE RAPE OF THAY

The Jarin rebellion ended in 703 and the revolt had served to bring the squabbling Ivinian clans closer together as they fought a common enemy. Alegar hoped to preserve this temporary unity by means of a bold new adventure; a major raid down the east coast to capture the Melderyni city of Thay. The Ivinians needed little encouragement to sample the wealth of Thay and Alegar's plan was quickly adopted. The island of Keron was occupied and settled by the Orbaalese in 704. The next year, a fleet of some forty ships descended on the unsuspecting Thayans. The Ivinians landed and invested the walled town but could not breach its defences. For

three days the northerners rampaged, venting their frustration on the keeps, manors, and villages nearby. Finally, the Orbaalese retired, carrying off many women and much booty.

THE CAPE RENDA DISASTER

In the late summer of 707 a second assault force embarked in 100 (?) ships. Most doubt that Thay could have withstood this army. While rounding Cape Renda, however, a freak storm arose and sank many vessels, cast others on to the Renda Rocks, and scattered the remainder. The surviving ships retired to Keron to regroup only to find that their island base had also been destroyed. This was more than the "masters of wind and wave" would stand. They limped home to Orbaal. Many Thayans believe the Cape Renda disaster was no accident but intervention by Melderyn.

EPILOGUE

The West

Two kingdoms and a republic maintain an uneasy peace in Tharda. Over the past fifty years they have fought several wars and there is no reason to suppose that relations will improve. The "black-souled and evil" Kingdom of Rethem bides its time. It will either collapse into bloody civil war or Chafin III will put down internal strife and strike out against the peaceful and chivalrous kingdom of Kanday. Neither kingdom has reason to trust the Thardic Republic with its radically alien political structure and its avaricious, expedient-following senators. The republic's worst enemies dwell within its own borders, where the great families vie constantly for status and wealth and factions form and reform daily. The republic's decadence and internal disunity alone will likely eliminate it as a threat to its neighbours until some strong general can climb to the throne over a heap of bodies. Peran is a harsh wilderness, a land of wild tribes who have not forgotten that their fathers almost conquered all of the rich, soft South.

The East

The present King of Kaldor is Miganath, who succeeded his father Torastra at the age of 41. He has always been sickly and ever since he took the throne physicians have been predicting his imminent death from any one of his numerous ailments. After 27 years, the aged monarch continues to baffle his subjects simply by living on. Miganath has never married which leaves the succession a bone of contention between two or three bastard sons and fourteen nieces and nephews.

The hand of the seemingly eternal, ineluctable kingdom of Melderyn rests lightly on its mainland fiefs around Thay but King Chuneil could at any time send an army to claim the tiny kingdom of Chybisa, which is also claimed by Kaldor. Chybisa's monarch, Verlid VII, is apparently obsessed with the notion that either Melderyn or Kaldor will take up arms against him.

King Aranath maintains his elven court in the splendid isolation of the Shava Forest; King Hazmadul III reigns over the Khuzdul of Azadmere.

The North

Since the Cape Renda Disaster, the Orbaalese have settled into normal squabbling among themselves. The occasional minor raid is still made on isolated coastal settlements of Harn but most of their efforts are spent in internal dispute and in subduing the ever bitter, restless Jarin. When Alegar died in 714 he was succeeded by his son, Alegar II. Not least among his worries is an ambiguous threat from Ivinia itself, which regards Orbaal as a colony. The Kingdom of Orbaal is less a kingdom than a confederation of petty domains.

Between these islands of "civilisation", travellers may encounter barbaric tribes of humans or Gargun and there are always rumours of fell, enchanted beasts. Harn remains a land of subtle intrigue and sudden bloody violence.

CHRONOLOGY

- 20000 BT EARTHMASTERS ARRIVE ON KETHIRA/HARN
- 15000 BT EARTHMASTERS DEPART
- 10000 BT SINDARIN REACH HARN
- 7000 BT THE KHUZDUL APPEAR ON HARN
- 1300 BT MEN REACH HARN (THE JARIN)
- 900 BT THE ATANI WARS BEGIN
- 683 BT BATTLE OF SORROWS
- 1 TR KINGDOM OF MELDERYN FOUNDED
- 100 TR TYRANNY OF THE FOULSPAWNER BEGINS
- 110 TR FIRST APPEARANCE OF THE GARGUN
- 120 TR CARNAGE OF KIRAZ/BATTLE OF SIRION
- 128 TR FOUNDING OF TASHAL
- 160 TR FOUNDING OF THE KINGDOM OF CHYBISA
- 188 TR KINGDOM OF KALDOR PROCLAIMED
- 301 TR CORANI EMPIRE FOUNDED
- 356 TR CITY OF ALEATH FOUNDED
- 362 TR KALDORIC CIVIL WAR BEGINS
- 377 TR BATTLE OF KIBAN. CIVIL WAR ENDS
- 388 TR CITY OF MERETHOS (GOLOTHA) FOUNDED
- 391 TR CITY OF SHIRAN FOUNDED
- 343 TR ALEATHIA INVADES CORANI EMPIRE
- 347 TR MEJENES THE GREAT DEFEATS ALEATHIA
- 406 TR THE RESTORATION
- 453 TR CORANI EMPIRE ANNEXES ALEATHIA
- 477 TR KUSTAN MASSACRE
- 493 TR CHARTER OF THE MANGAI (GUILD RIGHTS)
- 521 TR GREAT FLOOD OF THARDA
- 558 TR BALSHA EXECUTED/BALSHAN JIHAD BEGINS
- 559 TR RED DEATH (PLAGUE) UNTIL 561
- 562 TR BALSHANS CAPTURE MERETHOS (GOLOTHA)
- 564 TR SHIRAN JOINS BALSHAN JIHAD
- 565 TR CORANAN CAPTURED/END OF CORANI EMPIRE
- 568 TR THEOCRACY OF TEKHOS FOUNDED.
- 572 TR AGONY OF ALEATH/ ALEATHIAN ODYSSEY
- 573 TR CITY OF THAY FOUNDED
- 588 TR THEOCRACY OF TEKHOS COLLAPSES
- 589 TR KINGDOM OF KANDAY FOUNDED
- 598 TR KANDAY CAPTURES EDINO
- 612 TR SECOND ALEATH REPUBLIC FOUNDED
- 620 TR KANDAY CAPTURES DYRISA
- 621 TR CORANAN REPUBLIC FOUNDED
- 625 TR SHIRAN REPUBLIC FOUNDED
- 625 TR KUBORA UNIFIED BY ARLUN THE BARBARIAN
- 629 TR ARLUN INVADES RETHEM/SHOSTIM TAKEN
- 633 TR ALEATH JOINS KANDAY AS FREETOWN
- 635 TR KINGDOM OF RETHEM FOUNDED
- 636 TR THARDIC LEAGUE FORMED
- 652 TR IVINIAN CONQUEST BEGINS
- 661 TR FIVE YEAR WAR BEGINS
- 663 TR BATTLE OF TEB MARSHES
- 665 TR BATTLE OF EIDRU
- 666 TR PEACE OF QUIVUM/FIVE YEAR WAR ENDS
- 672 TR SALT WAR BEGINS/BATTLE OF CHELNA GAP
- 673 TR BATTLE OF RAMALA GAP/SALT WAR ENDS
- 674 TR PROCLAMATION OF THARDIC REPUBLIC
- 675 TR TREASURE WAR (KALDOR-CHYBISA) TO 678
- 686 TR KINGDOM OF ORBAAL PROCLAIMED
- 687 TR BALE SIR REGAINS CHYBISAN THRONE
- 682 TR EZAR'S WAR BEGINS
- 688 TR RETHEM CAPTURES SARKUM/HEBON
- 690 TR KANDAY LIBERATES HEBON
- 692 TR KANDAY LIBERATES SARKUM
- 694 TR ASSASSINATION OF QUEEN ERIEL
- 697 TR PEACE OF SELVOS/EZAR'S WAR ENDS
- 701 TR JARIN REBELLION (ORBAAL) TO 703
- 705 TR RAPE OF THAY
- 707 TR CAPE RENDA DISASTER
- 712 TR KUSEME WAR (KANDAY-THARDIC REPUBLIC)

NOTE: ALL BT DATES ARE APPROXIMATE

THE REGIONAL MAP

The full colour map of Harn is a technical presentation which provides a lot of information to the gamemaster. The map uses a unique cartographic system that permits ready perception of both vegetation and topography. The hexgrid helps the plotting of movement and the measurement of distances. The superimposed, numbered and lettered, square grid is for locating features described in *Harn*dex.

VEGETATION

The regional map has seven principal vegetation classes, indicated by different colours or shades of colours. The map key illustrates these and a description of each follows:

ICE, SNOW, ROCKFIELD

Regions of permanent mountain snowpack, precipitous rocky cliffs and the like. Nothing grows here, because the only land uncovered by snow is too barren for plants.

ALPINE VEGETATION

Found only in mountains, above the treeline, and below the snowcap. Alpine Vegetation includes "Cold Woodland", which is transitional into needleleaf forest, and alpine tundra. Permafrost is prevalent. Soil moisture is frozen except during summer when the top layer of two or three feet thaws. The frozen ground prevents the drainage of melt water, causing marshy conditions in early summer. Permafrost promotes an essentially treeless region, covered with short rooted plants, sedges, grasses, mosses, and lichens. In midsummer, some plants flower for a few weeks, providing a carpet of colour (alpine meadow).

NEEDLELEAF FOREST

Forest of tall, straight-trunked, cone-shaped trees, with numerous short branches, small needle-like leaves which are mostly evergreen, and seed cones. Needleleaf forest occurs on Harn in the highlands above 3,000 feet, and in Orbaal. Due to the year-round (50% or more) shade in needleleaf forests, undergrowth tends to be sparse, and may give an open "cathedral forest" appearance. However, since it occurs mostly in mountainous areas, and since one is apt to find a large fallen tree blocking one's path, travel can be difficult. Major species of needleleaf trees on Harn include: Orbaalese Spruce, Sorkin Pine, Kom Cedar and Northern Fir.

MIXED FOREST

Forests containing needleleaf evergreens, needleleaf deciduous, and summergreen deciduous trees. All three need not be present, but by definition at least two will occur. Needleleaf deciduous trees are similar to their evergreen cousins above, but they shed their leaves in winter. There are only two such species on Harn: The Golden Larch, and Katha Birch. Broadleaf trees tend to have short to medium stubby trunks, a few long branches, and a generous canopy of deciduous leaves which provide good shade in summer but shed completely in winter. There are some one hundred and twenty different species of broadleaf on Harn, but the most common types are Harnic Oak, Shava Maple, Solora Elm, and Western Ash.

MIXED WOODLAND

Areas where the tree canopy shades at least 50% of the ground are considered forest; areas with a tree canopy between 15% and 50% are considered woodland. Woodland is likely to contain mainly summergreen deciduous species growing in clumps or copses (sometimes densely) interspersed with open grassy areas. Hence, the alternate name "parkland". The open areas may be natural, fire induced, or the result of human or animal intervention. It should be noted that Harn's climate makes extensive natural prairie grassland impossible.

HEATH

Sometimes called moor, heathland is found in the

windward western margins where a combination of poor soils and high winds produce a unique environment. Heathland is mainly treeless, although a few stunted birches, willows, and various large shrubs can be found. The dominant vegetation is a dense layer of sturdy low-lying plants, rarely exceeding a foot in height, heather being the most common. Poor drainage creates bogs and peatmoss in low lying areas.

CROPLAND & PASTURE

Cropland and pasture occurs only where some culture-forming race is practicing agriculture. Cropland and pasture is found around all Harnic settlements. Only about twenty to forty percent of the class will actually be arable cropland under cultivation, producing mainly wheat, rye, oats, and barley, and in lesser quantities, beans, peas, turnips and the like. There will be the odd stand of trees, no more than ten percent of the area.

WATER

No distinction is made on the map between salt and fresh water; there are no salt lakes on Harn.

TOPOGRAPHY

Textures indicative of landforms overlay the vegetation colours to provide additional information. This system allows you to distinguish between, for example, mountainous forested terrain and flat forested terrain. The absence of any texture implies that the land is fairly flat; at most, there will be gentle rolling hills. The textures used are:

HILLS

Rough hilly terrain which will tend to make travel difficult. Mountains rarely turn abruptly into plains and so foothills will usually be indicated between them.

MOUNTAINS

Terrain difficult to cross, and probably impassable during winter. Mounted travel would be especially difficult, if not impossible, and ropes, spikes and other climbing gear may be necessary. Mountains over 6,000 feet are indicated and named on the map.

MARSHLAND

Swampy terrain can occur almost anywhere there is poor drainage. Marshland should not be thought of as impenetrable swamp, but it is likely to contain deep bogs, quicksands etc, which may not be readily visible. Glug!

REEF

Shoals or rocks definitely hazardous to seafarers.

RIVERS

The rivers shown on the map are those which are sufficiently deep to prevent fording, except at a marked ford and only then when the weather has been reasonably dry over the last few watches. It may be assumed that, in addition to the rivers marked on the regional map, there are literally dozens of smaller streams in each hex; these will occasionally dry up, or swell to the size of a river. Travellers do not have to journey far to find water in most parts of Harn. The rivers shown may be considered navigable, that is at least ten to twenty feet deep; of course, navigation in the vicinity of waterfalls/cataracts or rapids is extremely hazardous.

KEEPS, CASTLES AND TOWNS

For the most part, only settlements possessed of major fortifications are shown on the regional map. It may be assumed that each of these is surrounded by at least a small, un-walled town and by several manorial, and non-manorial villages. All settlements shown on the map hold a market/fair at least once a month, some more regularly than that.

ROADS AND TRAILS

Paved roads are "all weather" and quite rare on Harn. Unpaved roads are "rights of way", but are likely to be muddy when it rains. The trails shown are those that even a tenderfoot would have difficulty wandering off; it may be assumed that there are thousands of game and other trails criss-crossing Harn.

CHARACTER GENERATION

Bringing Existing Characters to Harn

If the players already have characters that they have been using in another environment, then the gamemaster must decide whether such characters are to enter Harn, or whether new characters should be generated. If existing characters are to enter Harn, then the gamemaster will have to decide on exactly what basis. The means of getting to Harn are left up to the gamemaster (see: Godstones [hx] for one possible method). If a character coming to Harn is exceptionally powerful or very wealthy, the gamemaster might wish to modify his abilities so that they are more in keeping with "magic-weak" and "money-poor" Harn.

Getting Born on Harn

The tables in the next section (CHARACTER GENERATION TABLES) are used for getting a character born on Harn. They are not in any way complete character generation tables; they deal only with background items particular to Harn. These items include race, birthplace, social status etc. Personal attributes, such as strength, constitution etc. must be determined in accordance with the rule system employed. They can be used to add Harnic characteristics to already existing characters, to start the generation of completely new characters or for the Gamemaster to generate NPC's.

Using the Tables

The following tables are supplied:

Species
Sex
Birthdate
Nation and Birthplace
Social Class
Occupation
Blood Relation to Clanhead
Estrangement

The first four tables need no explanation. The last four introduce some unique concepts to character generation.

Clan & Clanhead

On Harn, a character's starting social position in life is determined by his family and his relationship to it. Based on the birthplace, birthdate and knowledge of the society the character is born into, the Gamemaster should decide if the character belongs to an unextended family or an extended family. Unextended families (nuclear families) usually have the father as the head (or mother in the case of matriarchial societies). Extended families can have an elder such as a grandfather as the leader or, in the case of clans a kind of chief. To refer to this person we use the term clanhead and to refer to the family structure we use the term clan.

Social position is determined by the social position of the clanhead and a character's relationship to that clanhead. The clanhead's social class and occupation are determined from the tables. The last two tables will show how the character is related to the clanhead and how much in favour he is. In the use of the Blood Relation table it is necessary to distinguish between extended and unextended families, because in an unextended family it is possible to be a distant relative of the clanhead but in an unextended family the clanhead is normally the father.

Father & Mother

As explained, the clanhead may not necessarily be the father or mother. In this case, the tables may also be used to determine whatever parental status has not

already been generated or implied.

The Gamemaster should use discretion in these tables and reject any possibilities that may not be meaningful. For example if a character's clanhead is a slave, the relationship may be redundant - is there any difference in being the son of a slave or the unacknowledged bastard son?

Leaving Home

When a character leaves home, the help (eg; money, supplies etc.) he receives from his family should depend on several factors, the wealth of his clan, his relation (both blood and social) and so on. Whether the clan approves of the character's objectives will also be of prime importance. It is very hard to save money, so the cash available for would-be adventurers is small (a generous and loving clanhead might be able to give about a month's income; this would mean some hardship to the family, of course). The solution is for the fledgling hero to earn his "stake", his outfitting money, through honest labour (player-characters will usually do this during the pregame) if possible. In any event, with good Gamemastering, being employed in the right kind of job can in itself be an adventure. Pregame hints follow these tables.

SPECIES

We recommend that all player-characters be human; use this table to generate non-player characters only. Roll 1d100.

ROLL	SPECIES/SUBSPECIES
01-89	Human
90	Sindarin (Elf)
91	Khuzdul (Dwarf)
92-93	Gargun : Gargu-arak (Small or Streaked Orc)
94	Gargun : Gargu-kyani (White Orc)
95-97	Gargun : Gargu-hyeka (Common or Brown Orc)
98	Gargun : Gargu-viasal (Red Orc)
99	Gargun : Gargu-khanu (Great or Black Orc)
00	Other - Optional, at gamemaster discretion

SEX

In most cultures a character's sex is socially significant and male and female will differ in obvious ways. We recommend that players always have characters of their own sex, although the following table can be used for any character. Roll percentile dice and cross-index the result with the appropriate species:

SEX	HUMAN	SINDARIN	KHUZDUL	GARGUN
Male	01-48	01-45	01-75	01-99
Female	49-00	46-00	76-00	00

BIRTHDATE

A character's year of birth must be assigned by the GM, in the case of a player, after the pregame. Consult Tuzyn Reckoning [hx], roll 1d12 for month and 1d30 to generate day.

NATION AND BIRTHPLACE

This table may be used to determine any human character's birthplace. Roll 1d100 to determine the nationality and again to determine settlement (or tribal nation in the case of Barbarian).

01-18 BARBARIAN		
01-05 Adaenum	24-27 Gozyda	69-70 Solori
06-09 Anoa	28-43 Hodiri	71-82 Taelda
10-12 Bujoc	44-45 Kamaki	83-91 Tulwyn
13-16 Chelni	46-47 Kath	92-98 Urdu
17 Chymak	48-55 Kubora	99-00 Ymodi
18-23 Equani	56-68 Pagaelin	
19 CHYBISA		
01-40 Burzyn	61-75 Lerenil	76-00 Onden
41-60 Geda		
20-32 KALDOR		
01-02 Athelren	24-31 Kiban	66-70 Querina
03-04 Baseta	32-33 Kobing	71-72 Setrew
05-06 Bidow	34-36 Kolorn	73-75 Shebra
07-09 Esenor	37-38 Kyg	76-77 Sirendel
10-11 Fisen	39-46 Minarsas	78-88 Tashal
12-17 Gardiren	47-48 Nenda	89-91 Ternua
18 Getha	49-50 Nubeth	92-93 Tonot
19-20 Heru	51-56 Olokand	94-96 Uldien
21-22 Hutop	57-58 Pendeth	97-98 Yegeed
23 Jedes	59-65 Qualdris	99-00 Zoben
33-44 KANDAY		
01-16 Aleath	41 Gimon	67-68 Pinde
17-18 Avertu	42 Hebon	69-72 Quivum
19-20 Chison	43-46 Heroth	73-78 Sarkum
21-22 Cuton	47 Ibonost	79-85 Selvos
23 Dunir	48-51 Imiden	86-91 Sepire
24-31 Dyrisa	52-57 Kedis	92-97 Sumon
32-33 Edino	58-62 Menekod	98 Torthan
34-38 Ewen	63 Minilaous	99-00 Zerien
39-40 Findumon	64-66 Ohetis	
45-64 MELDERYN		
01-10 Cherafir	38-41 Huvos	68-69 Parios
11-20 Chyrefal	42-44 Jetust	70-72 Parnam
21 Cosyuh	45-46 Jothet	73 Racyn
22 Cundras	47-51 Karveth	74-76 Ramere
23-26 Cupeth	52-53 Laket	77-80 Shenap
27 Fosumo	54-55 Lyf	81-93 Thay
28 Glenoth	56-57 Menio	94-96 Wharo
29 Gosus	58-59 Moque	97-98 Yael
30-32 Gythrun	60-64 Nurisel	99-00 Zuilos
33-37 Harden	65-67 Ontur	
65 MISCELLANEOUS		
01-90 Habe	91-95 Noron	96-00 Trobridge
66-75 ORBAAL		
01-02 Aaldem	34-35 Kjen	70-71 Shien
03-04 Antir	36-39 Leriell	72-75 Tandir
05-07 Arathel	40-44 Lorkin	76-77 Tawheim
08-09 Arone	45-49 Marby	78-79 Teryff
10-11 Asax	50-51 Mul	80-81 Thoen
12-13 Daasen	52-53 Pethwys	82-83 Thrاند
14-15 Ebein	54-55 Pjagel	84-85 Thursa
16-17 Fjaga	56-58 Pled	86-87 Utera
18-23 Geldeheim	59-60 Pyberg	88-91 Vaagel
24-25 Gwaeryn	61-62 Quiam	92-93 Vold
26-27 Gyfyn	63-64 Quimen	94-95 Wethom
28-29 Hjael	65-67 Sherwyn	96-98 Zuden
30-33 Keiren	68-69 Shese	99-00 Zynholm
76-87 RETHEM		
01-02 Arketh	32-35 Ithius	68-72 Shostim
03-04 Bedenes	36-40 Menekai	73-79 Techen
05-07 Bekar	41-45 Norienar	80-85 Themeson
08-12 Chakta	46-49 Omnis	86-89 Thiri
13-15 Dasen	50-54 Phira	90-92 Tormau
16-22 Golotha	55-58 Quiso	93-94 Weseda
23-24 Henwe	59-61 Quiste	95-98 Winen
25-27 Hyen	62-67 Senun	99-00 Zaza
28-31 Ithiko		
88-00 THARDIC REPUBLIC		
01-03 Bythe	39-42 Fobin	73-76 Noru
04-06 Cestor	43-44 Geminost	77-78 Ostenor
07-09 Chenad	45-51 Geshtei	79-84 Parnan
10-24 Coranan	52-54 Hediho	85-86 Peden
25 Dumon	55-59 Hibut	87-95 Shiran
26-30 Eidru	60-64 Imrium	96 Stimos
31-33 Esuron	65-69 Kuseme	97-00 Telen
34-38 Firis	70-72 Moleryn	

SOCIAL CLASS

Player-characters may use this table to generate the social status of their clanhead; the gamemaster may use it for NPC's. "Urban" indicates birth in a settlement, "Rural" indicates birth closer to that settlement than any other. Roll 1d100 on appropriate nation table.

BARBARIAN	
01-10	Slave
11-98	Tribesman
99	Shaman
00	Chieftain
CHYBISA	
01-71	Serf
72-84	Freeman (Rural)
85-87	Freeman (Urban)
88	Guildsman (Rural)
89-90	Guildsman (Urban)
91-96	Common Military (Rural)
97	Common Military (Urban)
98	Priest
99-00	Nobility
KALDOR	
01-70	Serf
71-78	Freeman (Rural)
79-86	Freeman (Urban)
87	Guildsman (Rural)
88-92	Guildsman (Urban)
93-96	Common Military (Rural)
97	Common Military (Urban)
98	Priest
99-00	Nobility
KANDAY	
01-65	Serf
66-76	Freeman (Rural)
77-84	Freeman (Urban)
85	Guildsman (Rural)
86-90	Guildsman (Urban)
91-96	Common Military (Rural)
97	Common Military (Urban)
98	Priest
99-00	Nobility
MELDERYN	
01-60	Serf
61-75	Freeman (Rural)
76-84	Freeman (Urban)
85	Guildsman (Rural)
86-90	Guildsman (Urban)
91-96	Common Military (Rural)
97	Common Military (Urban)
98	Priest
99-00	Nobility
ORBAAL	
01-05	Thrall (slave)
06-75	Serf
76-82	Freeman (Rural)
83-85	Freeman (Urban)
86-94	Clansman (Rural)
95-98	Clansman (Urban)
99	Priest
99-00	Nobility
RETHEM	
01-15	Slave
16-75	Serf
76-80	Freeman (Rural)
81-89	Freeman (Urban)
90	Guildsman (Rural)
91-94	Guildsman (Urban)
95-96	Common Military (Rural)
97	Common Military (Urban)
98	Priest
99-00	Nobility
THARDIC REPUBLIC	
01-17	Slave
18-75	Serf
76-79	Freeman (Rural)
80-87	Freeman (Urban)
88	Guildsman (Rural)
89-93	Guildsman (Urban)
94	Common Military (Rural)
95-97	Common Military (Urban)
98	Priest
99-00	Patrician

OCCUPATION

This table is used to determine the clanhead occupation/title for player-characters. Gamemasters may use it for NPC's. Roll 1d100 on the appropriate section according to social class and rural/urban

CLASS	ROLL	OCCUPATION
Tribesman Chieftain Shaman	n/a	Most tribes are compelled to employ themselves in securing food
Slave Thrall	n/a	Slaves may practice any unguilded, usually menial occupation. Re-roll.
Serf	01-80 81-85 86-95 96-97 98-99 00	Farmer Herdsman Unguilded Occupation + Farming Dairyworker Domestic Servant in manor/etc. Reeve (Chief Serf)
Freeman (Rural)	01-65 66 67 68-74 75 76 77-83 84 85-00	Tenant Farmer (rentpayer) Animal/Bird Trainer/Breeder etc. Beggard/Fool/Idiot/etc. Farm Labourer (small landholder?) Fisherman (river or ocean) Iceman Hunter/Poacher/Trapper etc. Thatcher (may be part-time) More than one occupation
Freeman (Urban)	01 02-05 06 07-10 11 12-14 15 16 17 18-69 70-73	Animal Trainer Beggard Cartographer Cook Executioner Fisherman Gaoler Iceman Jester/Fool Labourer Longshoreman
	74-75 76-80 81-82 83-85 86-92 93 94-96 97-98 99 00	Porter Prostitute Ratter Scribe Servant Swordmaster Teamster Thatcher Toymaker Tutor
Guildsman (Rural)	01-03 04-05 06-42 43-78 79-81	Charcoaler Innkeeper Metalsmith Miller Miner
	82-83 84-85 86-93 94-95 96-00	Ostler Salter Timberwright Weaponcrafter Woodcrafter
Guildsman (Urban)	01 02 03-04 05-09 10 11 12 13-16 17 18-21 22-24 25 26 27 28-29 30	Apothecary Arcane Lore Chandler Clothier Courtesan Embalmer Glassworker Harper Herald Hideworker Innkeeper Jeweller Lexigrapher Lia-Kavair Litigant Locksmith
	31-32 33-38 39-51 52-61 62-65 66-69 70 71 72-76 77 78-80 81 82 83 84-85 86-00	Mason Mercantylor Metalsmith Miller Ostler Perfumer Physician Pilot Potter Salter Seaman Shipwright Tentmaker Thespian Weaponcrafter Woodcrafter
Military (Rural)	01-15 16-00	Mercenary Yeoman (see: MANOR in Harndex)
Military (Urban)	01-50 51-99	Legionaire (Thardic Republic only) Mercenary
Priest	n/a	Use discretion - See Deities [hx]
Nobility Patrician	01-80 81-95 86-99 00	Knight-Bachelor Knight (enfeoffed/manor) Bailiff (manor) Holder of actual settlement (title/office in Harndex)

BLOOD RELATION TO CLANHEAD

This table is used to determine a character's actual family relationship to the head of his clan. Select UNEXTENDED (UN) or EXTENDED (EX). See Using the Tables for details.

UN	EX	BLOOD RELATION TO CLANHEAD
01-15	01-10	SPOUSE: If applicable, else treat this result as Offspring
16-85	11-60	OFFSPRING: Roll again for "sibling rank" 01-25 Eldest 76-80 6th eldest 26-45 2nd eldest 81-85 7th eldest 46-60 3rd eldest 86-90 8th eldest 61-70 4th eldest 91-95 9th eldest 71-75 5th eldest 96-00 Roll again (+3 ranks)
86-88	61-65	ACKNOWLEDGED BASTARD: Roll again for actual blood relation to clanhead.
89-90	66-70	UNACKNOWLEDGED BASTARD: Roll again for actual blood relation to clanhead.
91-95	71-75	ADOPTED: (50% chance that character will not know the identity of real parents, or even that he is adopted)... Re-roll for actual birth status and consider present operation to apply to adoptive parents (if character is unaware of adoptive status do not tell him).
96-00	76-80	ORPHAN: or more exactly, character's clanhead is deceased. Roll again to determine former relationship (character may himself be clanhead).
-	81-87	GRANDCHILD: Roll on this table for father's and own sibling rank.
-	88-92	NIECE/NEPHEW: Roll again as necessary.
-	93-95	GRANDNIECE/GRANDNEPHEW: Roll again as necessary.
-	96-00	DISTANT RELATION: (At GM discretion); character's blood relation to clanhead is more distant than any of the above but add 20 when rolling for ESTRANGEMENT.

ESTRANGEMENT

This is the character's social relationship with the other members of his clan, and particularly with his clanhead. Roll 1d100:

ROLL	ESTRANGEMENT
01-10	OUTCAST: Character will be ignored, perhaps even attacked, When encountered by other family members.
11-40	UNPOPULAR: The character's clanhead will not talk to him, although other family members may (probably at least, mother). The character will receive no favours and will be discouraged from living at home. Any birthright will be given grudgingly (if at all).
41-60	AVERAGE: No particular advantages or disadvantages; character may live at home, but few will be heart-broken if he does not.
61-95	POPULAR: Character gets on well with the majority of his relatives, and may receive special favours/privileges/responsibilities but should not push his luck...
96-00	FAVOURITE: The apple of the clanhead's eye, almost certain to receive special attention, perhaps even displacing older siblings. This may result in jealousy on their part.

PREGAME

The pregame is a method for creating a biography for characters. This involves a set of decisions and consequences; because of the vast number of inherent possibilities, we cannot be too specific. A player character will usually begin the pregame around the age of 12. Depending on the circumstances of his birth, the gamemaster will offer the character a series of choices and will (using dice) randomly determine the outcome of each decision.

Say, for example, the character's father is a guilded weaponrafter; the character could apprentice into the guild and/or join the local, part-time militia in an attempt to acquire some skill at arms. Perhaps he might run away from home and after facing a few dangers (handled "shorthand" by the gamemaster), try to enter the church, or seek out a master of the arcane arts with the aim of becoming a mage or any number of other things. For each decision the player makes the gamemaster should decide what the consequences might be and then determine (randomly) which turns out. The character should either end up with a few basic abilities and a brief personal history, or dead (in which case start over). Many players enjoy the process of character generation and pregame as much as actual play.

As months and years fly by in the pregame, the player and the gamemaster should make appropriate notes. When the gamemaster decides that the pregame has gone on long enough, that the player has enough background and personal abilities (and is old enough, say 18-24) then play may commence.

PLAYER EQUIPMENT

Before play begins, the gamemaster should provide the player-characters with whatever materials he thinks appropriate. These might include:

(1) A map, representing the character's memory and experience during his life to date. A character should have some sort of visual concept of the district where he has spent the first years of his life. In most cases this knowledge will not be very extensive. A rough map showing his village/etc. of birth and a radius of a few leagues in each direction, perhaps also the road or track to the nearest market town should be included. Hexpaper for this map is desirable but not mandatory. How this map is prepared and added to is at the discretion of those involved. I personally, as gamemaster, keep my players' "memory-maps" up to date and even go so far as to forbid players to look at each others' maps (unless they have telepathy). Most gamemasters leave the players to themselves in this.

(2) A certain amount of general cultural information. Knowledge is power, but everyone is entitled to some. After growing to maturity, a character should have at least a vague idea of how his society works. The gamemaster can provide the needed information by reading from Harndex, or Harnview, but should be careful not to give the players too much knowledge; this will reduce the element of mystery and could even destroy the desire to explore. Use common sense. The gamemaster will also want to include some local legend/history and probably some downright lies. Among these will be some ideas for possible adventures (see: Scenarios). Remember that the idea of FRP is that the players can attempt anything they wish (within reason); it is usually better to let the players use their own imaginations than to lead them "by the nose" through pre-programmed adventure packages. Both players and gamemasters should be prepared to improvise.

HEXPAPERS

While any hexpaper is generally acceptable for map-making, we would like to take this opportunity to recommend the "Pathfinder" brand of hexpapers, which as you might guess is one of our products. This hexpaper, a sample of which is included on page 26, is specifically designed for Harn mapping, the hex and grid layout being identical with the Harn Regional Map.

PATHFINDER hexpapers come in the following sizes:

1. 5mm 8" x 11" (20 sheets per package)
2. 7mm 8" x 11" (20 sheets per package)
3. 7mm 16" x 11" (10 sheets per package)
4. 10mm 16" x 11" (10 sheets per package)

All hexpapers are printed one side only on deluxe non-glare paper and 3 hole punched to fit binders. The two larger sizes (3 & 4) are also folded to fit binders. Gamemasters should note that item (1) is a "player-sized" reduction of item (3); item (2) is a "player-sized" reduction of item (4). The sample on opposite page is item (2).

PRICE: \$3.00 Per Package, postage included.

"Pathfinder" is a trademark of Columbia Games Inc.



TIME & MOTION

We recommend the following routine for moving characters on Harn. The 24-hour day is divided into 6, 4-hour watches; the "1st watch" begins at midnight and ends at 4am (and so on).

Weather Generation

Using the tables provided, the gamemaster should first determine the weather for the upcoming watch, report it to the players, who record it in a journal or log.

Hazard Generation

Using the tables provided, the gamemaster should determine if the players will encounter any hazards during the watch. If a hazard is encountered, roll an 8-sided die to determine how many half-hours into the watch the hazard occurs.

Movement

The gamemaster should now ask the players in which direction they wish to travel. Using the table provided, the gamemaster can calculate how far the party can travel, either until the next hazard or the end of the watch whichever comes first. He should then move the party on the map (a small piece of acetate with a dot in the center makes a good marker) and describe the terrain crossed to the players who may map it. Of course, for many reasons, the players may not wish to move at all; they will not usually move at night (1st and 6th watches in summer, longer in winter). Once all business arising from record-keeping, mapping and hazards has been dealt with, the routine may be repeated for the next watch.

GAME TIME

(1) One of the greatest problems with running an ongoing campaign is the fact that players move through time as well as space. Coordinating several players who operate at different times on an ongoing basis can be a problem. Time travel should be strictly prohibited; it will cause real headaches for the gamemaster.

Personal Game Time

Once they start playing, players will each have a "Personal Game Time", a certain date and time to which they have advanced, a personal "location" in the history of Harn. One player may be several months ahead of another. It is not enough to know where a character is; it is also necessary to know when he is (or was) there. Two or more players may have the same personal game time as a result of travelling together, but in general, different players and certainly different groups of players will move independently through time.

Journals

It is strongly recommended that all players be required to keep legible journals or diaries clearly showing their last known time and place, and preferably with information on their activities to date. Journals are, by far, the easiest device for keeping track of each player's Personal Game Time.

Time Plots

The gamemaster must also keep a "time-plot" of all players and try to keep players as near each other in time as possible, even if this means forcing players to kill time in some village when they really want to go off adventuring. Players with different personal game times may wish to meet and this means that the player with the more advanced Personal Game Time will have to wait around somewhere letting his personal time drift by (or waste). A player with a more advanced Personal Game Time should never be allowed to inform less advanced players of events in their personal futures. The gamemaster will have to exercise great care in preserving the order of events, requiring a little ingenuity and a lot of rationalisation.

FUTURE HISTORY

The current "game year" is 720. Once players begin moving through time, it falls to the gamemaster to extend the historical framework and to coordinate his players within this plan. We recommend that gamemasters should always have at least one "game year" roughed out in advance of any player. Gamemasters may wish to run a few years by, to allow the insertion of events before using Harn. See: TUZYN RECKONING [hx]

EVENT GENERATION

Players will benefit from a rich background of events planned by the gamemaster. The following table may be used to randomly generate major events which the players may learn of by rumour or other means. An event may give an opportunity for adventure and will certainly affect the lives of characters from time to time. Players may rush off to slay beasts terrorising some village, join an army in time of war, or get caught in the middle of a plague or pirate raid. The table is of the most general sort; it is meant only to inspire and not to dictate events.

Procedure

Roll percentile dice once per game month for each of the following regions: Rethem, the Thardic Republic, Kanday, Orbaal, Tashala, Thay, and Melderyn. A gamemaster may wish to roll more than once per month and favour any region(s) with more rolls. Some randomly generated events will simply not "fit"; the gamemaster should ignore these and re-roll for that region. The table gives a general event type and possible manifestations listed below. They are not exhaustive; the gamemaster can add his own events/manifestations as desired. Some events will require development over a period of time and may last for several months or even years. Use discretion.

RANDOM EVENT GENERATION TABLE

SPG	SUM	AUT	WTR	EVENTS
01-02	01-03	01-02	01	STATE OCCASION Visit by dignitary State Wedding, etc. Tournament/Contest
03-04	04-05	03-04	02-03	EDICT Persecution/Witch Hunt Inquisition/Investigation
05-06	06-07	05-06	04-05	CIVIL UNREST Rebellion/Coup/Riots Major Intrigue
07	08	07	06	DEATH/ILLNESS Assassination Attempt Sickness of Personage
08-12	09-11	08-09	07-08	WAR/RAIDS Border or Pirate Raid Invasion/Foreign War Civil War
13-15	12-14	10-12	09-13	TERRORISATION Major Crime/Crimewave Marauding Creature Major Brigandage
16-17	15-17	13	n/a	EPIDEMIC Plague/Infestation (May Spread)
n/a	n/a	14-15	n/a	GOOD HARVEST Economic Disruption Population Growth
n/a	n/a	16-17	n/a	POOR HARVEST Famine/Food Shortage Food Riots Animal or Crop Blight
18-19	18-19	18-19	14-17	DISASTER Flood/Fire/Avalanche
20	20	20	18-20	FREAK WEATHER Drought/Heatwave Blizzard/Very Cold
21-22	21-22	21-22	21-22	MORE THAN ONE EVENT (Roll 1d20, 1-4 times)
23-00	23-00	23-00	23-00	NO SPECIAL EVENTS

SCENARIOS

Many player-characters will grow weary of honest labour and will want to take their lives in their hands and venture forth to seek their fortunes. Adventuring is dangerous work and only rarely should it actually be profitable. Most Harnians are insular in their outlook; they rarely travel more than a few leagues from their place of birth and are very wary of strangers. Travellers are assumed to be outlaws, tax-collectors or slightly off their heads, especially if there is no clear reason for their travels. The chance of success is remarkably low; characters are far more likely to suffer death (or worse) from wild animals or brigands than to find what they are questing for. Nevertheless, player-characters will no doubt want to abandon the security of the town or village, to adventure in distant realms where strange events transpire and fell beasts roam.

HOW TO USE THE SCENARIOS

Player-characters should probably start play with some knowledge of local legends and rumours. More lies will be picked up from tavern-crawlers with nothing better to do than talk. Stories are often told by yarn-spinners ostensibly relating their own experiences, for beer or coins, on street corners or in taverns. Such yarns are 90% fabrication but the occasional grain of truth may be heard. It is unlikely that anyone would sell a treasure map if he truly believed that it led to "treasure beyonde thy wildest imaginings"; one has to kiss a lot of frogs to get an actual prince.

The scenarios are intended only to inspire and must be developed by the gamemaster. The gamemaster should look through the following paragraphs and feed information (in dribbles) to his players. If they show signs of being interested enough to search out the truth of one, then the gamemaster can add appropriate details.

(1) THE LEGEND OF GENIN

A fairly well-known story in Thay and Tashal is the death of the mage Genin [hx]. After participating in the foundation of Thay, he is thought to have journeyed north along the trail that bears his name, spent some time with his friend Noron, then climbed into the Sorkin Mountains to meditate. On the slopes of Mount Sofyn the mage was set upon and slain by Gargun [hx] from Sokus. The local Hru [hx] drove off the Gargun and gave Genin a decent burial. Genin apparently always had several artifacts of mysterious powers in his possession and their fate is unknown. Perhaps they lie buried with the mage on Mount Sofyn, or they may have been carried off to Sokus where, lacking the knowledge to employ them, the Gargun simply stored and forgot them. Another theory is that the artifacts were given by the Hru to Noron [hx]. Apart from any powers of enchantment they may have, authenticated relics of Genin would bring a good price among the learned.

(2) QUEST FOR THE PENULTIMATE TOME

The legend of Lothrim the Foulspawner is fairly well known throughout Harn and the gamemaster can learn background for such adventures by reading the history and *Harn*dex. It should be noted that the Penultimate Tome was almost certainly not what Lothrim imagined it to be (if it ever existed at all). However, it is likely that some treasures of note were buried along with Lothrim and these may be worth finding.

(3) QUEST FOR THE SIRION SCROLLS

Since their theft from the Library of Sylud in 553, the Sirion Scrolls have been sought repeatedly. In 717, a rumour arose (throughout civilised Harn) that Letaxa, a chieftain of the Jeserniki tribe of the Tulwyn Nation [hx], has acquired a dozen or more scrolls which might fit the description. Since they are regarded as religious artifacts (the Jeserniki cannot read) it would not be easy to obtain the scrolls even if they are found. The Khuzdul of Azadmere would pay a handsome reward for the scrolls and there would be other possible buyers as well...

(4) THE SWORD OF CALSTEN

This is the jewel-encrusted weapon over which, ostensibly at least, was fought the Treasure War [hx]. A priceless heirloom of Kaldor's monarchy, rumours concerning its present location seem to crop up constantly. The latest of these has the sword in Coranan, in the possession of the commander of the Red Guard [hx]. Torastra offered a knighthood for the sword's return. King Miginath would almost certainly honour this pledge.

(5) THE RIDDLEMASTER OF ANRIST POINT

There are several sages scattered throughout Harn who have heard of Anrist Point and its strange resident. While any of these may desire a sample of the waters of the springs, they may be too "timid" to actually venture forth in person and may be prepared to offer money to player-characters brave (stupid?) enough to undertake an expedition. See "Anrist Point" [hx] for background. The gamemaster should work out such details as the Riddlemaster's appearance etc. and the geas of silence he places on those who see him, and (especially) a few good hard riddles before sending players on this quest.

(6) THE SUNKEN CITY OF RIDOW

For background, see Ridow [hx]. Lothrim seems to have been aware of the existence of the fabled sunken city and there are a few scholars of Ancient lore who would pay well for confirmation of its location and nature; a few might even wish to accompany a party of bold adventurers.

(7) SUNKEN TREASURE IN GENERAL

The Aleathian Odyssey [hx] resulted in many ships, laden with the most valued possessions of refugees from the Balshan Jihad and unknown wealth of a city, going to the bottom. By diligent effort, wrecks could be located at various points along Harn's south coast. Maps to one or another of these are always turning up, especially in Aleath and Thay.

The Cape Renda Disaster [hx] sent several score dragonships to the bottom. While it is true that the Orbaalese were seeking, rather than returning home with, treasure, legend has it that Captain Dyereff (among others) possessed enchanted weapons and/or armour. His ship, at least, is believed to have taken refuge on the mainland shore of Garvin Bay, only to be set upon by Gargun. While the crew was slain, they may well have buried their valuables to prevent their capture.

(8) THE PAMESANI GAMES

Adventures may easily be based on the Pamesani [hx]. The arenas in Golotha, Coranan and Shiran have an unending appetite for fresh meat. Wild beasts can bring a good price, the weirder the better. Ivashu [hx], especially the rare exotic types, bring exceptionally good prices. Some procurers have made fortunes on the proceeds but more have died trying.

One may also grow rich competing in the games. Apart from the depraved spectacles, there are ritual combats between matched pairs and between whole companies and cohorts. Individual gladiators make the most money; most of these are slaves and much of their earnings go to their masters but quite a few are professional freemen.

(9) MISCELLANEOUS

Although there is no substitution for GM inspiration, an interesting time can be had: building a transport company between two towns, but beware - there are no limited liability corporations on Harn; organising or participating in trading caravans, especially "out of season" (see: Tashal [hx]); visiting Earthmaster Sites (may be hazardous to your health); exploring Gargun complexes (this is not for the weak-stomached); and seeking out new mines, or opening old abandoned pits (See: IZORA [hx]).

ENCOUNTERS

ENVIRON TYPES

There are four basic environ types, each with its own Hazard Generation Table. When the gamemaster makes a hazard check, he should first decide which environ type the players are in (or will be in for the majority of the upcoming watch).

The Urban Environ

The Urban Hazard Table is used when the player/s are travelling within a walled town or, at gamemaster discretion, within a good-sized settlement of any type.

The Rural Environ

Use the Rural Hazard Table if the players are in the cropland/pasture surrounding civilisation.

The Highway Environ

Use the Highway Environ Hazard Table if the players are on or near a road or major trail, but outside a town. Note that the Highway Table may refer the gamemaster back to "Appropriate Environ"; this means that the nature of the hazard should be determined according to the surrounding "terrain": if the terrain through which the road/trail runs is Wilderness, then use the "Wilderness Hazard Table"; if the road/trail is surrounded by cropland/pasture, then use the "Rural Hazard Table".

The Wilderness Environ

Use the Wilderness Hazard Table if the player/s are away from all roads, major trails and civilisation (that is, in the wilderness).

CHANCE OF HAZARD

To determine if a hazard is encountered, roll 1d20. If the result of the roll is equal to, or greater than the number given below (for the appropriate environ type and time of day) then there will be a hazard/encounter.

Urban Environ:*	Day: 16+	Night: 20
Rural Environ:	Day: 14+	Night: 19+
Highway Environ:	Day: 17+	Night: 19+
Wilderness Environ:	Day: 19+	Night: 20

* Hazard Checks should be made in the Urban Environ once per minute rather than once per (4-hour) watch.

Optional: If a hazard is indicated, roll again to determine whether a second, or third etc., hazard is to occur. While it may be rare, there is no reason why several hazards should not be encountered in one watch.

HOW TO USE THE HAZARD TABLES AND SUBTABLES

Once the appropriate Environ Table has been selected, the gamemaster should, if necessary, select an appropriate column. For example, there are four columns on the "Urban Hazard" Table; if the players are in a district, or street, that is fairly well-patrolled (or safe), and it is daytime (light out) then the gamemaster should probably select the first column (lawful-Day); for rough, dangerous and/or poorly-patrolled districts, "Lawless-Day" or "Lawless-Night" are appropriate, and so on. Then simply roll percentile dice (1d100) and cross-index the result under the chosen column, read across to find the nature of the hazard. Sometimes, activities are suggested for entities encountered. If a roman numeral is given in square brackets, eg: [VII], this indicates a "Subtable" that can be used to generate additional information.

NOTE ON THE CREATURES OF HARN

The following tables reflect the nature of the denizens that inhabit Harn. Since Harn is intended as compatible with any rules system, it would be rather pointless to give extensive combat and other statistics for each of Harn's species. Gamemasters may find the closest equivalent beast in their own rules, or can invent appropriate statistics. We have indicated creatures described in *Harn*dex with [hx].

URBAN HAZARD TABLE

Lawful		Lawless		Hazard-Nature/Activity
Day	Night	Day	Night	
01-02	01	01-02	01	Peasants/Serfs/etc. [I]
03-04	02	03-04	02	Urchins/Children [I]
05	-	05	-	Workgang Building/Repairing Street/etc.
06-09	03-04	06-08	03-04	Labourers/etc. [I]
10	05-09	09-10	05-09	Item/s thrown from window (use your imagination)
-	10-13	11	10-11	Street Cleaner/s (may have/employ pigs)
11	-	12	12	Procession/Funeral/etc.
12	14	13	13	Crier [I]
13	15-17	14-15	14-17	Animals/Dogs/Rats/etc. May be starving/rabid/etc.
14-15	18	16-17	18	Household Servant(s) [I]
16	-	18	-	Ratter/Exterminator [I]
17-20	-	19-20	-	Unguilded Artisan [I]
21-22	-	21-22	-	Trapper/Hunter/Poacher [I]
23-26	-	23-25	-	Unguilded Pedlar [I]
27-30	-	26-27	-	Unguilded Freeman [I]
31	19-20	28-29	19-21	Pimp procuring/etc. [I]
32	21-24	30-32	22-25	Prostitute [I]
-	25-26	-	26-28	Leper/Cripple/etc. [I]
33-34	27-29	33-35	29	Beggar/Scavenger [I]
35-36	30-31	36-37	30-31	Foreigner (Roll again) [I]
37	32	38-39	32-35	Slavers (May be illegal) [I]
38	33-37	40-41	36-41	Ruffians/Street Gang [I]
-	38-39	42	42-43	Ruffians (armed?) engaged in rape/robbery/brawl/etc.
39	-	43	-	Mob Sporting: Greased Pig/Soccer/at the Fair/etc. [I]
40-42	-	44-45	-	Orator/Play/Auction/etc. with attendant Mob
-	40	46	44	Mob Looting/Rioting (?)
43	-	47-48	-	Mob at the "Hue and Cry" (may be led by soldiers)
44-48	41-43	49-51	45-47	Guildsmen [I]
49-52	-	52-53	-	Guildsmen: Moving/Delivering Goods (may block road)
53-54	-	54-55	-	Pedlar (Mercantyle) [I]
55-58	44-46	56-57	48-49	Journeyman/Apprentice [I]
59-60	47-51	58-59	50-52	Lia-Kavair/Thief [I]
61	52-53	60-61	53-54	Lia-Kavair: Collecting dues/protection/etc.
62-63	-	62-63	-	Lia-Kavair: Pursecutting/Stalking a mark/etc.
64	54	64-65	55-56	Lia-Kavair: Hustling/con job/gambling/touting/etc.)
-	55-60	-	57-63	Lia-Kavair: Burgling/intent on same
-	61-66	66	64-69	Lia-Kavair: Disposing of/smuggling goods/contraband
65	67	67	70-71	Assassin (likely Lia-Kavair) Stalking Prey/etc.
66-67	68-70	68-69	72-73	Cleric/s [I]
68-69	-	70-71	-	Cleric/s: Ministering flock/dispensing alms/etc.
70	-	72	-	Cleric/s: Inspecting Church property/lands/etc.
71-73	-	73-74	-	Cleric/s: Preaching
74	-	-	-	Cleric/s: Meditating/etc.
-	71	75	74-77	Cleric/s: Seeking Victims for Rituals/etc.
75-76	72-74	76-77	78-79	Cleric/s: Inquisiting after Heretics/Apostates/etc.
77-79	-	78-79	-	Town Official/s [I]
80	-	80	-	Town Official/s: Collecting/Assessing Taxes/etc.
81-82	75	81-82	80	Town Reeves/inquisitors: investigating/etc.
83-91	76-87	83-87	81-84	Town Garrison: On Patrol/seeking criminals/etc.
92	88-89	88-92	85-90	Town Guard: (Corrupt, may intimidate/blackmail)
93-95	90-92	93-94	91-92	Warriors: [I]
96	93	95-96	93-94	Warriors: Seeking Victims for religious/etc. rite
97-98	94-98	97-98	95-98	Warriors: Dueling/etc.
99-00	99-00	99-00	99-00	Noble/his men [I]

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RURAL HAZARD TABLE

Day	Night	Hazard/Activity
01-30	01-15	Peasants/Serfs/etc. [I]
31-40	16-30	Peasants: Herding Stock (Loafing?)
41	-	Peasants: Workgang Repairing Road/etc.
42	31-32	Ruffians [I]
43	33-34	Ruffians: (Rape/robbery/brawl/etc.)
44	-	Mob at the Hue and Cry
45-46	-	Mob Sporting: Greased Pig/at Fair/etc.
47-48	35-36	Domestic Animals (Dogs/Rats/etc.)
49-50	37-38	Unguilded Artisan/Pedlar [I]
51-52	39-40	Unguilded Freeman (miscellaneous) [I]
53	41-42	Slavers (May be Illegal) [I]
54-56	43-47	Beggar/Leper/Cripple/etc. [I]
57-58	48-52	Guildsmen: Journeyman/men [I]
59	53	Guildsmen: Master and/or Apprentices [I]
60-61	54-55	Pedlar (Mercantylar) offering wares
62-63	56-58	Lia-Kavair and/or Thief [I]
64-67	-	Cleric/s: Ministering/Preaching/etc.
68	-	Cleric/s: Inspecting Church property/etc.
69-70	59	Cleric/s: Meditating/On Pilgrimage/etc.
71	60-61	Cleric/s: Seeking Victims/Recruiting/etc.
72-73	62	Reeve/Official/Tax Collector [I]
74-76	63-66	Foresters seeking Poachers/etc. [I]
77-80	67-72	Poacher/Hunter/Trapper/etc. [I]
81-86	73-78	Soldiers on Patrol (?)
87-89	79-84	Knight(s)/Legionnaires/Mercenaries [I]
92-95	87-96	Roll again on "Highway Hazard" Table
96-00	97-00	Roll again on "Urban Hazard" Table

HIGHWAY HAZARD TABLE

Day	Night	Hazard
01-50	01-55	Roll for "Appropriate" Terrain (Rural or Wilderness)
51-55	56-57	Unguilded Artisan/Pedlar [I]
56-58	58-62	Trapper/Hunter/Poacher [I]
59-60	63-64	Unguilded Freeman (miscellaneous) [I]
61-63	65-66	Leper/Cripple/Diseased Person/etc. [I]
64-68	67-69	Guildsmen: Journeyman/men [I]
69-70	70-71	Guildsmen: Merchant Caravan with Escort
71-75	72-73	Pedlar (Mercantylar) offering wares
76-79	74-76	Cleric/s: On Sabatical/Pilgrimage/etc.
80-85	77-82	Foresters hunting poachers/etc [I]
86-90	83-85	Soldiers on Patrol
91-96	86-96	Brigands/Highwayman/etc. [I]
97-98	97-98	Knight(s)/Legionnaires/Mercenaries [I]
99-00	99-00	Noble and/or his men [I]

WILDERNESS HAZARD TABLE

Roll	Hazard
01-25	Tracks/spore/Sounds encountered-Re-roll
26-50	Locals: See Cultural-Political Map for identity
51	Wild Dogs/Wolves/etc. [III]
52	Mountain Lion/Wild Cat/etc. [III]
53	Ursine: Bear [III]
54-56	Stag/Deer/Hind/etc. [III]
57-58	Bovine: Wild/Stray Cattle/etc. [III]
59-62	Wild/Stray Sheep/Goats/etc. [III]
63-64	Wild/Stray Boar/Pig/etc. [III]
65	Avian: Large Birds/Eagle/Hawk/Falcon/etc. [III]
66-68	Equine: Horse/Pegasus/Unicorn/etc. [IV]
69	Reptile: Snake/Wyvern/Dragon/etc. [V]
70	Slimes: Dangerous Slimes/Moulds/Fungi [VI]
71-72	Ivashu: [VII]
73-74	Ethereal: Ghost/Gulmorvrin/Demon/etc. [VIII]
75	Dryad: [hx] Forest only.
76-81	Human: Miscellaneous Travellers [II]
82-84	Gargun: [hx] (Wandering Band) [II]
85-86	Khuzdul: Miscellaneous Travellers [II]
87-88	Sendarin: Miscellaneous Travellers [II]
89-90	Geomorphic: Landslide/Quicksand/Bog/etc.
91-92	Dispersal: One/more of party gets lost/seperated
93-94	Failure/Spoilage/Loss of shoe/pack/food/etc.
95-96	One/more of Party gets sick/food poisoning/etc.
97-98	One/more of party mutinies/quits/dissents/etc
99-00	Small Animal/Plant Hazard (poison ivy etc.)

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SUBTABLE I - General Activities

Lawful		Lawless		
Day	Night	Day	Night	
01-15	01-09	01-05	01-14	At Leisure-Carousing/Gambling
16-25	10	06-20	15	To/from market/church/work
26-30	11-15	21-30	16-20	Seeking/Offering Directions/Services/etc.
31-40	16-45	31-35	21-50	Camping/Seeking Lodgings/etc.
41-50	46-50	36-50	51-55	Seeking/Offering Employment
51-85	51-55	51-75	56-60	At Work-On guild Business/etc.
86-90	56-80	76-90	61-80	Escaping service/the law
				/Seeking protection/etc.
91-95	81-85	91-95	81-85	On Errand/Bearing Message
96-00	86-00	96-00	86-00	Seeking/In a duel/fight/etc

SUBTABLE II - Adventurer Activities

Day	Night	
01-05	01-75	Camping/Seeking Accommodation/etc. [II]
06-15	76-85	Patrolling/Exploring/seeking Adventure
16-25	86-90	Questing/Crusading/under Geas/etc.
26-35	91-93	Lost/Seeking Directions/Protection [II]
36-40	94-95	Escaping Persecution/The Law/Service/etc.
41-50	96	Bearing Proclamation/Dispatch/etc.
51-55	-	Looking for Trouble/A Joust/A Fight/etc.
56-65	-	Hunting Criminals/Runaways/Game/etc.
66-75	97-98	Escorting Cargo/Treasure/Person/etc.
76-80	99	In Distress/Under Attack/etc. [II]
81-85	00	Having/Recovering from Dispute/Brawl [II]
86-90	-	Burying/Caring for Wounded/Dead [II]
91-95	-	Preparing/Springing Ambush/etc.
96-00	-	Mopping up Ambush/Dividing Loot/etc.

SUBTABLE III - Animal Activities/Habits

01-30	Sleeping/Hibernating/Dormant
31-90	Stalking/Hunting Prey or Fleeing Predator
91-00	Eating Kill/Grazing/Foraging/Hunting/etc.

SUBTABLE IV - Equine/s

01-97	Wild Horses/Ponies [III]
98	Centaur/s [hx] [III]
99	Unicorn [hx]
00	Hirenu (Hippogriff) [hx] [III]

SUBTABLE V - Reptiles

01-95	Ordinary Snakes/Lizards [III]
96-97	Wyvern [hx] [III]
98-99	Yelgri (Harpie) [hx] [III]
00	Dragon [hx] [III]

SUBTABLE VI - Slimes

01-35	M'nogai [hx]
36-65	Langlah [hx]
66-00	Lurishi [hx]

SUBTABLE VII - Ivashu

Day	Night	
01-25	01-15	Aklash [hx] [III]
-	16-40	Hru (The Rock Giant) [hx] [II]
26-50	41-65	Nolah (Troll) [hx] [II]
51-60	66-75	Umbathri (Gargoyle) [hx] [II]
61-95	76-95	Vlasta [hx] [III]
96-00	96-00	Unique/Rare Ivashu [hx]

SUBTABLE VIII - Ethereals

Day	Night	
01-15	01-10	Elmithri (Water Sprite/s) [hx]
16-50	11-20	Asiri (Kami/Air Sprite/s) [hx]
51-60	21-30	Elemental (as applicable)
61-69	31-40	Salamander (as applicable)
70	41	Djinn/Efreet (as applicable)
71-84	42-60	Shade/Ghost/Astral Entity (as applicable)
85	61-80	Gulmorvrin (Undead) [hx]
86-90	81-90	Possessed Entity/Zombie (as applicable)
91-95	91-95	Demon/Demigod (?) [hx]
96-00	96-00	Rare Ethereal (GM Option)

WEATHER GENERATION TABLES

SPRING	SUMMER	AUTUMN	WINTER
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
13	13	13	13
14	14	14	14
15	15	15	15
16	16	16	16
17	17	17	17
18	18	18	18
19	19	19	19
20	20	20	20

INITIAL SETUP

For a weather report when the previous watch's weather is unknown, roll 1d20 and place a marker on the table for the appropriate season in the numbered box equal to the roll.

ONGOING VARIATION

Once started, weather is generated anew at the beginning of each watch (See Time and Motion). To get a new weather report, roll 1d6 and consult the following table:

ROLL WEATHER CHANGES

1	MOVE 1 UP
2-3	NO CHANGE
4-5	MOVE 1 DOWN
6	MOVE 2 DOWN

NB: If marker moves off table, then re-enter at other end. (Box 20 to Box 1 and vice-versa)



- OVERCAST 80% COVER (OR MORE)
- PARTLY CLOUDY 20-80% COVER
- CLEAR 20% COVER (OR LESS)

TEMPERATURE

Temperatures are subjective. If Hot then light clothing is called for, and heat exhaustion is possible. If Freezing frostbite or hypothermia are distinct possibilities. If an alternate temperature is given in brackets, eg: (Freezing), it should apply if it is a night watch.

WIND

The letter code indicates the mean direction from which the wind will blow during the watch; they correspond to the hex-grid on the regional map.

The number range (eg: 1-3) is the mean windforce; The GM can get a specific windforce by rolling 1d3. Better yet, use discretion to gauge the actual windforce (if needed); sheltered locales will be less windy (the low end of the range) and exposed areas will tend to have more violent winds (the top end).

Optional: Coastal Winds come into play during the dawn and dusk watches, if close to the shore: the wind is likely to blow onshore in the evening, offshore in the morning.

The following table is a guide to the scale used by most Harnic (and Lythian) Pilots:

Scale Force	Leagues/h	km/h	M.P.H.
0	Calm	0-2	0-8 0-5
1	Breeze	2-6	8-24 5-15
2	Windy	6-12	24-48 15-30
3	Gale	12-22	48-88 30-55
4	Storm	22+	88+ 55+

PRECIPITATION

- SHOWER(S)
- RAIN
- SNOW/SLEET
75% chance if Temperature is 0
40% chance otherwise
- THUNDERSTORM - 25% chance
- F/M FOG/MIST - Fog if Windforce is 0.
- HAIL - 10% chance

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MOVEMENT

All rates of movement are a matter of gamemaster discretion. The following table is intended as a guide.

The first number given is the average movement rate for foot travel, the second for horse, and the third for wagon. All movement rates are given in LEAGUES PER WATCH and are approximately equal to KM/HOUR.

The second to fourth columns are general weather assessments; the gamemaster will be able to best estimate which category is most suitable. Snow should be taken to mean that there is sufficient quantity on the ground to hamper movement. Blizzard conditions greatly hamper movement.

At the expense of incremental fatigue, handled at GM discretion, movement rates may be increased by up to 20% for foot or wagon traffic and 100% for horse traffic.

TERRAIN TYPE	DRY	MUDDY	SNOW	BLIZZARD
FLAT				
Cropland/Pasture	4:7:3	4:5:1	4:6:2	1:2:1
Mixed Woodland	5:9:3	4:8:1	4:8:2	1:2:1
Mixed Forest	4:6:1	3:4:1	3:5:1	1:1:1
Needleleaf Forest	5:7:2	4:5:1	4:6:1	1:2:1
Heathland	5:8:3	4:6:1	4:6:2	1:1:1
HILLY				
Cropland/Pasture	4:6:1	3:4:1	3:4:1	1:1:1
Mixed Woodland	4:8:1	3:6:1	3:6:1	1:1:1
Mixed Forest	3:4:0	2:2:0	3:2:0	1:1:0
Needleleaf Forest	4:5:1	3:3:0	2:4:0	1:1:0
Heathland	4:5:1	3:3:0	2:4:0	1:1:0
MOUNTAINOUS				
Mixed Woodland	2:2:0	1:1:0	1:1:0	1:0:0
Mixed Forest	1:1:0	1:0:0	1:1:0	0:0:0
Needleleaf Forest	2:1:0	1:1:0	1:1:0	1:0:0
Alpine Vegetation	2:1:0	1:0:0	1:0:0	0:0:0
Ice/Snow/Rockfield	1:0:0	0:0:0	0:0:0	0:0:0
SWAMP				
Mixed Woodland	3:3:1	1:0:0	2:1:1	1:2:1
Mixed Forest	2:2:0	1:0:0	2:1:1	1:1:0
Needleleaf Forest	3:3:1	1:0:0	2:1:1	1:1:1
Heathland	3:3:1	1:0:0	2:1:1	1:2:1
ROAD/TRAIL				
Paved Road	5:10:7	5:10:7	4:8:5	2:3:3
Unpaved Road	5:10:7	4:06:2	4:8:5	2:3:3
Trail	5:10:4	4:08:2	4:8:3	2:2:1

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COLUMBIA GAMES
BOX 8006
BLAINE, WA. 98230

COLUMBIA GAMES INC.
BOX 581, 810 WEST BROADWAY
VANCOUVER, B.C. V5Z 4C9



HARNDEXTM

GLOSSARY & REFERENCE FOR HARN MASTER MODULE

HARNDEXTM

Harndex is intended to be a general reference source for gamemasters who use the Harn system. The objective is to provide ready access to words and information that are unique to Harn. It could not, however, be complete; there is only so much room in 64 pages.

We have purposely set the type small so as to include as much information as possible, but we still had to make reluctant omissions. This master-module should nevertheless present a comprehensive picture of Harn; future modules will expand and develop it.

GEOGRAPHICAL ENTRIES

All features named on the Regional Map can be found in **Harndex**; many of these entries provide background information that cannot be found elsewhere. When player-characters arrive at a location, the Gamemaster can look it up easily. GMs should feel free to expand **Harndex** by adding more data...

HISTORICAL ENTRIES

Most Historical entries are either encapsulations of the information found in **Harnview** or "sidestream" material that was not appropriate to the general history in **Harnview**.

POLITICAL AND CULTURAL ENTRIES

All of the cultures and states named on the Cultural-Political map are described in **Harndex**. The stress here is on outstanding or unusual features.

ECONOMIC ENTRIES

Most economic facts are under the Guild Headings. Harn has, in comparison to Norman England, a well-developed guild subculture.

RELIGIOUS ENTRIES

The religious information given in **Harnview** is greatly expanded by **Harndex**. Entries can be found on every god, goddess and religious order.

A NOTE ON PRONUNCIATION

We simply did not have room for a dictionary of Harnic Languages. Most pronunciation of Harnic words is phonetic (obvious). The letter Y is almost always pronounced as a long e. The correct pronunciation of place names, can be learned from the residents.

ABBREVIATIONS USED

- | | |
|------|---|
| (qv) | This indicates that there is a relevant entry under the preceding term or name. |
| [] | Grid locations of entries that may be found on the regional map are given in square brackets. |

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AALDEM Keep [H2]

The domain of clan Taresaar in Orbaal, paying tribute to Vaagel.

ADAENUM, The

The tribal nation inhabiting the island of Anfla. The Adaenum are organised into about twenty, culturally indistinguishable tribes, varying in size between sixty and four hundred. Their inefficient agricultural techniques cause rapid soil depletion prompting tribes to move every few years. Villages will be reused, by the same or another tribe, about every fifteen to twenty years; a given site will not often be lived in for more than two to three years. Adaenum villages contain a mixture of permanent and movable constructs. For example, their huts have permanent wooden frames but the animal hide walls are portable. The Adaenum also herd sheep, goats, ponies and a few cattle.

AELENWE, Mount [H2]

The highest peak (8865') of the Jahl Mountains.

AFAREZIRS, The [D1+]

An archipelago of 58, hilly forested islands northwest of Harn between the seas of Tīrpāl and Itikir. The Afarezirs have many fine natural anchorages, mainly fjords. Several attempts have been made to colonize the islands but no permanent settlements remain.

AGE OF MEN

The present era of Harnic history, which began with the arrival of Harn's first human settlers, the Jarin (qv), just over 2,000 years ago.

AGE OF THE SINDARIN

The three millenia, from c.10,000 BT to c.7,000 BT, between the Lost Years and the Codominium. This was a "golden age" when the Sindarin, with their deity Siem, dwelt alone on Harn.

AGLIR of Telen

The 6th and last Autarch (668-674) of the Thardic League (qv). Since the founding of the Thardic League in 636, the power of its Autarchs had grown to a quasi-imperial status. Many league senators became uneasy with this trend and Aglir did little to appease them. Without the approval of the two senates, Aglir involved the League in the Salt War (qv) with Kaldor and when this war was lost in 673, Aglir's enemies sought to discredit and depose him. Aglir responded by planning a military coup which failed only because he was assassinated by members of his own guard in 674. With his death, the office of Autarch was abolished and the Thardic Republic (qv) was formed.

AGRAZHAR

The 6th month of the year by Tuzyn Reckoning (qv), named after the God Agrik. Agrazhar is the last month of summer.

AGRIK

"Lord of the Four Horsemen, Master of the V'hir, Immortal Warlord of Balgashang, Breeder of Plague, Squallor and Decay, The Reasonless Reaper, Tyrant of the Foul Chamber, He Who Knows the Ten Thousand Ways."

Agrik, the God diametrically opposed to Larani, is the breeder of war for its own sake. He is the principal deity of evil warriors who enjoy the dark side of war, rapine, pillage, cruelty and destruction. It said that the pious adherent of Agrik will learn as many of the "Ten Thousand Ways" (of inflicting pain) as possible.

Agrik dwells in his great flame-shrouded fortress of Balgashang among his attendant V'hir (qv). Somewhere within the castle is Ak-Syt (qv), the dreaded chamber of tortures. The fortress' location is uncertain; some believe it to be at the centre of Kethira. Agrik usually appears to mortals as a great V'hir with two claws missing from his left hand, bearing Gashang, his flaming mace and Sycanus, his ichor-dripping sickle. His missing claws have caused him constant pain and anger since the goddess Larani (qv) severed them. Never forgetting this ancient

indignity, only the terms of the Concordat of the Ilimitable Tome (qv) deter Agrik from seeking revenge. Some believe that he will eventually attempt to assassinate the goddess regardless of the consequences; there is certainly no love lost between the fighting-orders (qv) of the two deities.

The worship of Agrik is concentrated in the Thardic Republic and the Kingdom of Rethem but there are a few followers in Orbaal and elsewhere. In Kaldor, Kanday and Melderyn, it is a proscribed faith carrying the penalty of death by burning; this is ironic since Agrik is, more than any other deity, the god of fire. The ritual garb of Agrik's clergy is predominately of orange and black. Human sacrifice is practiced, often in ritual combat with a champion of a fighting-order.

Seven clerical sects are devoted to the worship of Agrik; each sponsors its own fighting-order. There are few dogmatic differences between the orders but they constantly squabble, often with fatal consequences for innocent bystanders. Although he has great difficulty maintaining his authority, the primate of Agrik for Harn is traditionally the grandmaster of the Order of Mamaka the Master of Steel; his seat is located within that order's compound in Golotha. The clerical orders and their sponsored fighting-orders (in brackets) are:

MAMAKA THE MASTER (Warriors of Mamaka)
KUKSHIN (Crimson Dancer)
OCTAGONAL PIT (Demon Pameshlu the Insatiable)
HERPA THE MACE (Red Shadows of Herpa)
PILLAR OF FIRE (The Companions of Roving Doom)
EIGHT DEMONS (Cohorts of Gashang)
FUMING GATE (Company of the Copper Hook)

Additional information on these orders and fighting orders may be found under their own headings.

AIDRIK I of Kaldor

The 5th king (307-342) of Kaldor.

AIDRIK II of Kaldor

The 7th ruler (362-377) of Kaldor. Aidrik II was clearly the legitimate successor when Maranos (qv) died. But the increase in royal power propagated by his predecessors caused many of the Kaldoric barons to support the rival claim of Fierth (qv). The Kaldoric Civil War (qv) was the result and Aidrik II was betrayed and captured in a battle near Kiban in 377. According to "popular" tradition, Aidrik and his family were roasted over an open fire by the usurper but his son, at least, survived to regain the throne in 406 (see: Restoration).

AIDRIK III of Kaldor

The 10th king of Kaldor (406-425). Prior to his capture by Fierth the Usurper in 377, Aidrik II made provisions for his heir's safety by sending him to Chybisa "for his education". The young man waited patiently, perhaps indulging in some intrigues. The excesses of Fierth the Usurper and of his son and successor Uthred outraged the Kaldoric barons, and with Uthred's assassination in 406, young Aidrik was invited to resume his father's throne. He took the title Aidrik III to symbolise the tradition and legitimacy of his rule while renaming his dynasty the House of Artane to symbolise a new start for his subjects. His reign was marked by conciliation and compromise; a profound relief to most of his barons.

AIDRIK IV of Kaldor

The 11th monarch to govern Kaldor (425-451) and the 2nd of the House of Artane. Aidrik IV furthered his father's (Aidrik III) policy of reconciliation after the Restoration but also subtly reverted to the trend of increasing royal power that had caused the Kaldoric Civil War. He was succeeded by his daughter Myselbane (qv).

AIDRIK V of Kaldor

The sickly son of Queen Chelebin I, who lived to reign over Kaldor for only two years (516-518). Aidrik V was the kingdom's 14th sovereign. He was succeeded by his younger sister Chelebin II.

AKAG, Cape [G1]

A headland in Orbaal jutting into the Sea of Itikir.

AKLASH (Vessel of the Choking Wind)

A variety of Ivashu (qv). The Aklash is a great, hulking, semi-intelligent creature, best known for its awesomely foul breath and complete lack of a neck. Ranging between six and eight feet in height, and weighing upwards of 300 lbs, the Aklash's hairless body is covered by rolls of pale fat which are able to heal over with alarming rapidity, making the Aklash very difficult to kill. Although possessed of great strength, its main weapon is its breath, which it is able to exhale with considerable power, causing profound nausea in most victims. The brain is located deep within the safety of its body, and the only significant exposed organs are the eyes, which are monochromatic and not very sensitive. With its huge, fanged mouth, the Aklash has a voracious, omnivorous appetite. Aklash are generally found in groups of 2-6.

**AK-SYT**

The "Torture Chamber of the Gods", a domain of the god Agrik. Ak-syt is, of course, not the torture chamber of all deities, since many of them dislike such practices. It is here that unspeakable demons practice the "ten thousand ways" on the hapless, unlamented dead. Located beneath the fortress of Balgashang, the name Ak-syt is used as a synonym for "hell".

AKOVA Island [C3]

The third largest island of the Afarezirs.

ALARIENEL

The fabled lost "city" of Daelda, king of Harn, during the Codominium.

ALASH, King

The founder and 1st monarch (356-371) of the Kingdom of Aleathia. Very little is known about Alash. He was a chieftain of the Aleta (qv) who unified them into a single tribe c.350, founded the city of Aleath and some six years later the Kingdom of Aleathia. It has been written that Alash was a "... gentle man, fond of things beautiful and harmonious...", an assessment no doubt based on the heritage of Aleath but it is unlikely that such a man could have unified the Aleta or persuaded them to make him their king.

ALDRIE Island [E2]

An island in the Afarezirs.

ALEATH, City of [E8]

The third largest settlement of western Harn and the largest in the Kingdom of Kandy (qv) Aleath is called by its inhabitants the "City of Truth and White Virtue". A seaport, at the mouth of the River Eryn, the city is somewhat isolated from the rest of Tharda, lying outside the plain of the Thard River. Aleath's hinterland is only moderately fertile but still possesses a fairly dense population. Boatbuilding and fishing are significant. The townsfolk pride themselves on their high standards of architecture and civic cleanliness, although Aleath is outstanding only by medieval criteria. The streets are regularly patrolled and Aleath is regarded as one of the safest spots on Harn. Aleathians tend to regard outsiders as morally bankrupt; they themselves are often deemed self-righteous, prudish snobs. The city is a freetown, governed under a royal charter, by a royally appointed lord mayor and aldermen; the king considers the advice of prominent citizens when making such appointments.

Aleath has a troubled past. The city was founded by Alash, a chieftain of the Aleta, in 356. For a century, the city prospered as the capital of the Kingdom of Aleathia, its wealth second only to that of Coranan. In 453, the Kingdom was incorporated into the Corani Empire and Aleath continued to prosper. Its port was expanded, and a paved road, linking it with the north, was built.

The city became known throughout the empire as the "fairest city of man". Between 551 and 559 the entire empire suffered a series of plagues and famines fostering the Balshan Jihad (qv). With the fall of Coranan to the armies of the jihad in 565, Aleath, the only untaken city, declared itself a republic and gathered the surviving loyalists to its bosom. This First Aleathian Republic lasted for seven years, until the city fell to the Balshans after a bitter three year siege in 572. Some Aleathians fled by sea, undertaking the Aleathian Odyssey (qv), and many others slew themselves, rather than witness the "Agony of Aleath", the terrible bloodbath that was to follow the city's fall.

The city reluctantly became a part of the Theocracy of Tekhos (qv), in 572, and suffered its share of religious purges and spectacles. During the Interregnum (qv) following the collapse of the Theocracy in 588, Aleath suffered from the chaos, along with everyone else but gradually gathered power to establish a second republic in 612. Slowly extending the city's benign influence over the nearby petty states, the republic hoped for a new liberal age but weakened by decades of war, Aleath's strength was inadequate to the task. With rumours of barbarian invasions in the north, the Aleathian senate chose the least of several evils. In 633, the republic voted its crown to the ascendant king of Kandy, Andasin II, who granted Aleath a liberal charter recognising its rights as a freetown within his kingdom. The following temples are to be found in Aleath:

HALEA	(Order of the Silken Voice)
LARANI	(Order of Hyvrik) *
PEONI	(Order of the Balm of Joy)
PEONI	(The Irreproachable Order) *
SAVE-K'NOR	(The Hyn-Aelori)

* Headquarters of the Order.

ALEATH REPUBLIC

The city of Aleath (qv) has formed two republics during its history. The first lasted seven years (565-572) after the demise of the Corani Empire, ending with the city's fall to the Theocracy of Tekhos. The second republic was formed in 612 to restore order during the Interregnum; it was abolished in 633 when it voted to join the Kingdom of Kandy.

ALEATHIA, Kingdom of

A kingdom founded in 356 by Alash, chieftain of the Aleta tribe. After a 97-year existence, under five monarchs, Aleathia was incorporated into the Corani Empire (qv) in 453. Aleathia's monarchs were:

1. ALASH	(356-371)
2. CALIN	(371-393)
3. ELANA	(393-409)
4. CHERNAE	(409-429)
5. XUAKA	(429-453)

ALEATHIAN ODYSSEY

The sea voyages of Aleathian fugitives from the Theocracy of Tekhos (qv), 572-573. A month before the City of Aleath fell to the Tekhosians, 400 nobles, priests, soldiers, artisans, merchants and farmers, chosen by lot, and most children under 12, boarded a motley fleet of some 50 ships and sailed eastward into the Gulf of Ederwyn, with the aim of founding a new Aleath. The expedition was organised over a period of several years by clan Melesen, originally immigrants from Melderyn. Written accounts of the Odyssey describe horrific weather and fanciful sea monsters. The foul weather of the Gulf broke the fleet into small flotillas; many vessels disappeared without trace. Legends about the stray ships, have them founding colonies at various, likely and unlikely, spots. Fully half of those who set sail from Aleath were lost. The rest eventually managed to assemble at the island of Keboth where they were succoured by the Sindarin. There (or possibly before, the records are ambiguous) the refugees met with Genin (qv), a mage of Melderyn, and under his guidance, they sailed through the Indatha Straits to found the city of

Thay in 573.

ALEGAR I, King

The 2nd monarch (692-714) of the Kingdom of Orbaal (qv).

ALEGAR II, King

The 3rd and current monarch of the Kingdom of Orbaal (qv). Alegar came to the throne in 714 (six years ago), and is faced with a host of problems trying to govern his unstable kingdom, compounded by a recent threat from the "homeland" of Ivinia, which regards Orbaal to be a colony and seeks to be paid unspecified annual tribute.

ALETA, The

A tribal nation inhabiting the southwest of Harn some five hundred years ago. The Aleta were unified under the chieftainship of Alash (qv), and this led to the foundation of the Kingdom of Aleathia (qv) in 356.

AMEKT [H2]

Located on the southern face of the central Jahl Mountains, into which it deeply burrows, Amekt is a Gargun (qv) abode and home to over 1,300 Gargu-kyani; one of the largest settlements of its kind on Harn. In a position to threaten travel between Lorkin, Leriell and Geldeheim, the Amekti show some restraint in their raiding. The surrounding countryside has numerous small bands of Gargu-kyani and Gargu-arak; most of the former are likely to be hunting parties from Amekt.

ANADEL [L7,L8,L9,M7,M8,M9]

A rough, highland extension of the Sorkin Mountains, lying between Horadir and the Plain of Thay. Anadel has no peaks over 6,000 feet and is predominately covered with mixed forest. Anadel generally isolates Thay from the rest of Harn; only one major trail bisects the region. Anadel is the range of the Bujoc (qv) nation.

ANCIENTS, The (see: EARTHMASTERS)

ANDASIN I, King

The 1st monarch (589-527) of the Kingdom of Kanday (qv). Andasin was the head of clan Kand, minor nobility of the Corani Empire, which achieved prominence after being outlawed by the Theocracy of Tekhos in 575. The clan established itself in exile in the Mimea Hills, harassed the forces of the government and sheltered other enemies of the state despite several attempts to exterminate them. When the Theocracy collapsed, Andasin captured the keep at Ibonost from its Tekhosian governor in 589, founding the Kingdom of Kanday. This was followed with the capture of Edino in 598 and Dyrisa in 620, an impressive castle which is now the principal seat of Kandian kings. A devout follower of Larani, Andasin founded the Order of the Checkered Shield (qv) in 622, which subsequently captured Quivum, Heroth, Ewen, Zerien, and Imiden for the young kingdom. Around 624, Andasin began a sad decline into senility to die in 627.



ANDASIN II, King

The 2nd monarch (627-654) of the Kingdom of Kanday (qv). Andasin II was the grandson of Andasin I (qv), whose sons had all died in battle. He was a peaceful man who established a Kandian tradition of enlightened kingship. More prone to negotiation than war, Andasin II made many alliances with bordering petty states and convinced the Aleath Republic (qv) to join with Kanday as a freetown in 633. By the time he died in 654, Kanday was a strong vigorous kingdom and its gentle influence had spread throughout most of southwest Tharda.

ANDASIN III, King

The 5th monarch (676-690) of the Kingdom of Kanday (qv). Andasin III succeeded the childless Queen Arelora; his claim to the throne being somewhat tenuous. He was the son of Melise, who was the bastard daughter of Kubro, the second son of Andasin I. He soon found himself waging the desperate war with Rethem known as

Ezar's War (682-697). Andasin conducted the early war with skill but was killed in 690, personally leading the successful recapture of Hebon.

ANDASIN IV, King

The 8th and current monarch of the Kingdom of Kanday (qv). See this entry for a biographical sketch.

ANDURIEN, Gulf of [C7+]

A body of water lying to the west of Harn, noted for sudden, frequent storms and generally bad weather.

ANEGIF, Mount [F5]

The major peak (7648') of the central Rayesha Mountains.

ANFLA Island [B9,B10,C9,C10]

The third largest of the Harnic isles, Anfla lies between the gulfs of Andurien and Ederwyn, and is separated from the mainland by the Emaba Strait. The western margins are heathland, while the rest is mixed forest and woodland; there are no permanent settlements, but there is some cropland and pasture created by the indigenous Adaenum (qv).

ANGCARADINA

The goddess Larani's legendary blood-red mail.

ANISH, River [H5]

A short swift river flowing from Lake Direna in the Felsha Mountains to Lake Benath.

ANISHA [H5]

A site of Earthmaster origin, at the northern end of Direna Lake in the Felsha Mountains. The site's environs are quite heavily forested but the visible structures seem well preserved. Lothrim the Foulspawner probably visited the site in his quest for the Penultimate Tome and other Earthmaster artifacts. There are extensive, unexplored (?) passages beneath. A village to the west, Haruch, is linked to the site by an extensive network of game-trails. The village's inhabitants, the Mendar Haruchi tribe, claim descent from the servants (?) of Anisha's original inhabitants, who were, according to their legends, godlike in their abilities. Hence, they consider the ruins sacred and believe it their duty to preserve and protect them for their masters' anticipated return. Highly superstitious, the Mendar do not themselves practice magic beyond a little folk-medicine. The village subsists on hunting and lake fishing and has a population of just over 200.

ANOA, The

The tribal, human nation inhabiting the fringes of eastern Orbaal and the northern portion of Nuthela. The Anoa are descended from Jarin peoples but have interbred with other folk. The Anoa are nomadic, subsisting on hunting, gathering and robbing the Orbaalese. Since they are often the object of punitive expeditions from Lorkin and Leriell and since their neighbours are mainly Gargun, they build no permanent settlements. The Anoa trade the region's abundant furs for various "civilised" implements when possible. They supplement their diets with fish from the Anoth River system. There are several dozen tribes, whose numbers rarely exceed a hundred.

ANOTH Delta [J2,J3,K2,K3]

A marshland, with more than a score of islands, at the mouth of the Anoth River. The vegetation is mixed woodland. The delta is a base of operations for Esobran, a wrecker, brigand, and erstwhile pirate. His band is mostly of Jarin extraction and ranges in number from several hundred (when times are bad) to less than a dozen (when times are good). Esobran preys mostly on Ivinian ships and settlements.

ANOTH, River [H3,I3,I2,J2,J3,K2,K3]

A river fed by the glaciers of Mount Obew, flowing generally north and east to empty through the Anoth Delta into the Sea of Ivae. The Anoth is considered the border between Orbaal and Nuthela; its broad alluvial plain is richly endowed with mixed forest. There are no bridges on the river but it is often fordable below its confluence with the Etece.

ANRIST Point [M4]

A hilly prominence on Harn's northeast coast jutting into the Sea of Ivae. Somewhere in the vicinity there is said to be a pool and hot springs (possibly subterranean) of miraculous healing virtue. Unfortunately, for those who would avail themselves, the springs have a guardian, called the Riddlemaster. It is the wont of this entity to challenge intruders with the words "riddle thee thrice"; those who can solve any of the three conundrums which the Riddlemaster will pose are permitted to bathe, but depart under a geas never to reveal the Riddlemaster's secrets, including that of his appearance. The fate of those with whom the master finds fault is unknown.

ANTIR Keep [I1]

The domain of clan Fyrdael in Orbaal, paying tribute to Marby.

APOTHECARIES' Guild

This Guild has a monopoly over the growing, gathering, mixing, buying and selling of herbs, medicines, potions, and the like. Many Apothecaries limit their practices to the buying, preparation and selling of wares in a shop, obtaining the essential herbs and ingredients from guild journeymen or other gatherers. Apothecaries do a lot of business with physicians, who are not (technically) permitted to concoct their own medicines. They also supply some members of the Guild of Arcane Lore with materiel.

COMMON HERBS	3d/oz	POTIONS AND MEDICINES
UNCOMMON HERBS	12d/oz	HERB PRICES X 5
RARE HERBS	60d/oz	

Apothecaries will buy raw herbs for about one third of their selling price.

ARAIN, Lake [L4]

Harn's third largest body of fresh water is located in the heart of the Sorkin Mountains and is both fed and emptied by the River Nephen. Rich in minerals and often mirrorlike in its tranquility, Arain has spiritual significance to the Khuzdul. Of late, several unverified sightings have been made of a serpentine creature cavorting in the moonlight. Surrounded by high mountain peaks, Arain ranks as one of the fairest wonders of Harn.

ARABAR I of Melderyn/Chybisa

The 12th king of Melderyn (440-463) and the 13th ruler (440-463) of Chybisa. Arabar I was the 4th king of the Rylan Dynasty and in accordance with the tradition already exant in Melderyn, tended to leave most of the governing to his councillors and vassals. Almost nothing is known of the man personally.

ARABAR II of Melderyn

The 14th ruler (475-538) of the Kingdom of Melderyn. Despite his bastidy, Arabar was chosen by the succession council to succeed his father Erebir V under the kingdom's vague laws of succession. The nobility of the former kingdom of Chybisa, however, declared that they were outraged at such a travesty, and promptly seceded, electing king Sharat I to govern them. Arabar does not seem to have been particularly abashed at this profound insult. After issuing a proclamation denying Chybisa's right to secede, he ignored the matter entirely and got back to the business of quiet, efficient government of Melderyn.

ARAKA-KALAI [H5]

Also called the "Pits of Ilvir", or "Ilvir's Shaft", Araka-Kalai is located in Misyn. Ilvir (qv) resides here, the only major deity to live on Harn. Beneath his crumbling tower, in dank, endless caverns, the "Accursed Lord of the Barren Cycle" spawns his "fatherless multitude" (See: Ivashu). A traveller approaching Araka-Kalai is likely to first detect its proximity with his nose; the pits have a stench which puts to shame all other malodorous humours.

ARAKU, House of

The current ruling dynasty of the Kingdom of Rethem, founded by Puril (qv) in 681, and currently headed by King Chafin III. The House of Araku replaced the house founded by Arlun the Barbarian in 635 and known as the Kuboran Dynasty. Given the nature of Rethemi politics, lengthy ruling dynasties are unlikely.

ARANATH, King of Evael

The present king of the Sindarin, Aranath has reigned since King Daelda received his mortal wound at the Battle of Sorrows c.683 BT. One reason that Aranath (Daelda's nephew) was selected was that many of Daelda's kin had fallen, fighting the barbarians, and most others chose to leave Harn for the Blessed Realm (qv). One of Aranath's first acts was to renounce his sovereignty over all of Harn, withdrawing his folk to the Shava Forest, where they established the Kingdom of Evael (qv). For 1,400 years, Aranath's wisdom and powers of enchantment, have kept his folk and his kingdom safe.

ARATHEL Island [G2]

An island off the west coast of Orbaal.

ARATHEL Castle [G2]

The domain of clan Cyen in Orbaal, paying tribute to King Alegar II in Geldeheim. The keeps at Pjagel, Wethom, and Vold, pay tribute to Arathel.

ARCANE LORE, Guild of

This is more a loose professional association than a guild; the only entrance requirement is a demonstrable personal talent in magic, alchemy or one of the other arcane arts. There are numerous secret societies and orders whose members practice the hidden arts; the Guild of Arcane Lore is simply an organization through which some practitioners of the esoteric arts, choose to occasionally represent themselves to the outside world. The guild grants no franchises and there is no fixed structure. There may be apprentices and journeymen but such is at the discretion of individual masters. While individual masters may enter the employ of outsiders, the guild will sell no contracts; members may come and go as they please. In general, those who practise the hidden arts are far too involved in their studies to take notice of others' "trivial" pursuits. This is a weak guild with some very powerful members.

ARDIR Island [C3]

The fourth largest of the Afarezirs.

ARELORA, Queen

The 4th monarch (659-676) of the Kingdom of Kanday. Queen Arelora is best remembered as the "warrior queen". During the Five Year War with the Thardic League, she assumed command of the Kandian army after its defeat at the Battle of the Teb Marshes in 663. Bedecked in silver armour and with stirring speeches to her demoralized troops, the 52 year old queen led her army to victory at the Battle of Eidru in 665, captured Kusem Castle for Kanday. Some say she would have conquered Coranan itself but for the barrier of the Thard River. Arelora's victories and charisma forced the League to sue for peace, ending the war in Kanday's favour in 666. Arelora, the widow of the former King Ashenan, died childless in 676, succeeded by Andasin III (qv).

ARKETH Keep [D6]

The orderial fief of the Order of the Companions of Roving Doom (qv), owing fealty to King Chafin III of Rethem.

ARLUN the Barbarian

The founder and 1st monarch (635-656) of the Kingdom of Rethem (qv). Around 625, the Kubora nation of Peran, some 90 tribes, were united under Arlun, a chieftain of great personal charisma and skill at arms. Convinced of a higher destiny, Arlun trained his followers in the arts of war, and prepared to invade and conquer the south, then in chaos during the Interregnum (qv). Arlun's hordes swept down into Rethem in 629, and after six years of brilliant strategy and manoeuvre, succeeded in conquering all of this region, including the city of

Golotha. He then founded the Kingdom of Rethem in 635, using Shostim as his capital. Until his death in 656, Arlun sought to further expand his empire but found that resistance from Kanday and the Thardic League, could not be overcome. At its peak, Arlun's kingdom was second only to the Corani Empire in size; it was, however, drastically reduced when Arlun was succeeded by men of much less capabilities.

ARONE Keep [K2]

The domain of clan Hulthard in Orbaal, paying tribute to Lorkin. Arone offers cheap refuge to mariners and is believed to have covert dealings with local pirates (see: Anoth).

AROSTA the Conquerer

The 5th monarch (366-380) of the Corani Empire. Some say Mejenes the Great (qv) was the greatest military leader Harn has ever produced; others say it was Arosta the Conquerer. Both were very successful military leaders. Arosta succeeded his father, Raelan, who was killed at the Battle of Klondis in 366. The Corani Empire might have perished then, for Raelan not only got himself killed but also lost most of the Corani army in the mountains of Hefiosa. Led by Adjak, the tribes of Hefiosa, advanced on Coranan but wasted time looting, which gave Arosta sufficient time to raise and train a new army. In a series of brilliant campaigns, Arosta first defeated the Hefiosa tribes between 366-369, and then defeated the Shira, Kom and Merdi tribes over the next ten years. When Arosta died in 380, planning to conquer the Kingdom of Aleathia in the southwest, he left to his heir, a kingdom which had more than tripled in size and which ruled most of Tharda.

ASAX Keep [I1]

the domain of clan Atejaal in Orbaal, paying tribute to Marby.

ASHENAN, King

The 3rd monarch (654-659) of the Kingdom of Kanday. Ashenan succeeded his brother, Andasin II, but died after only five years on the throne. Little can be said about him, other than he had the good sense to marry Arelora (qv) who became Kanday's first queen on his death.

ASIRI

A name used on Harn to describe any of a variety of minor, ethereal, spirit entities, whose elemental base is air. The Asiri are believed to exist all over Harn, where they secrete themselves in various objects. They possess diverse powers (usually minor) and can be mischievous or downright troublesome. Most Asiri can only be detected by those with appropriate psionic or magical powers.

ATANI WARS

The Sindarin name for the Lythian barbarian conquest of Harn (900-683 BT). The wars began as minor raids but gradually increased as the Lythians settled on Harn, with a view to conquest. The Atani Wars ended with the Battle of Sorrows in 683 BT, in which the Sindarin defeated the barbarians but the elven king, Daelda, suffered a mortal wound. As a result, Daelda's successor, Aranath, withdrew his folk to the Shava Forest, abandoned his Khuzdul and Jarin allies and renounced his kingship over Harn. This act allowed the Lythian barbarians to recover from their defeat and complete their conquest of Harn.

ATHELREN Keep [K5]

A Keep in Vemionshire in the Kingdom of Kaldor, the site of the Shire Moot, held for the King by the Sheriff of Vemion.

ATHUL [G6,G7,H6,H7]

A region of generally rough terrain between Lake Benath and the Gulf of Chakro. As the principal corridor between eastern and western Harn, the region is of strategic importance. Athul is sparsely populated by the Tulwyn Nation, a polite but mercenary collection of ruthless brigands. It is theoretically part of Ramala Province (qv) in the Thardic Republic (qv) but control is slight and the Ramala Legion is constantly skirmishing with the natives.

AVARKIEL

The legendary sword of the goddess Larani, also known as "Herald of the End of Life" and "Oathbinder".

AVERTU Keep [E9]

A royal keep in the Kingdom of Kanday. This is the the shire moot of Selionshire (qv); the Sheriff of Selion resides here.

AZADMERE [L4]

The mountain fastness, city and kingdom of King Hazmadul of the Harnic Khuzdul, located at the northern end of Lake Arain in the Sorkin Mountains. As is the custom with dwarven domiciles, Azadmere is mostly underground, although there are croplands/pastures nearby. Azadmere imports some of its food from Kaldor in exchange for cunningly wrought artifacts. Hazmadul is owed fealty and tribute, in the form of foodstuffs, by the Baron of Habe (a nearby human keep). The kingdom also includes the "castle" at Zerhun, whose constable is, traditionally, the crown King. The Kuzan Kings for the last 13 centuries have been:

1. HAZMADUL I (456-361)BT	8. TARTHIN (37-155)
2. HARAZUL I (361-208)	9. KARINAZUL (155-257)
3. KARASAT (208-164)	10. HAZMADUL II (257-390)
4. DHAZALAD (164-73)	11. DUNAZAK (390-524)
5. ZARHUL (73-47)	12. LHAZIN (524-547)
6. OHIN (47-12)TR	13. ERASATH (547-658)
7. HARAZUL II (12-37)	14. HAZMADUL III (658-)

AZURA

The 7th month of the year by Tuzyn Reckoning (qv); named after the Azure Bowl, a symbol of the god Siem. Azura is the first month of Autumn.

AZURE BOWL, The

A highly mystical symbol of the god Siem and of his religion. Sindarin legends, old even when they first reached Harn, describe the artifact as being connected with the "...making, the holding, and the very spilling forth of the stars...". If the original Azure Bowl ever existed, no mortal has ever seen it but there have been several facsimiles constructed and it is these to which most now apply the term. Without doubt, many Azure Bowls are the work of charlatans and of only aesthetic interest but some are authentic "gazing bowls". If one of these is filled with clear water (any special requirements are ambiguous), "visions" are apt to occur while gazing within but the spiritual fibre of the gazer, and possibly that of observers, may be altered. In view of the connection with Siem, such changes are probably benign.

BAILIFF

On Harn, a person appointed to run a manor on behalf of the owner, or the assistant to a Sheriff (qv). If the former, a bailiff will manage the fief either for a fixed stipend or a percentage of the revenues and will reside in the manorhouse. If the latter, a bailiff will probably be one of several bailiffs in a shire responsible for royal justice in a sub-division of the shire, usually called "a hundred". His formal title will then be "Bailiff of the Hundred" and he will reside in a manorhouse, owned by the king.

BALAKAS, The [J1,K1,K2]

An archipelago lying off the northeast coast of Orbaal in the Sea of Ivae. The largest island, Kereva, is inhabited. A combination of hard weather and numerous reefs make the islands hazardous for seafarers.

BALESIR of Chybisa

The 23rd monarch of the Kingdom of Chybisa. Balesir succeeded, almost by default, when the tragic death of Udine II brought an end to the House of Burzada in 664. The first ruler of the new House of Geledoth, perhaps through no fault of his own, became involved in the Treasure War with Kaldor in 675. After long years of

peace, Balesir's Chybisan army was no match for the Kaldoric knights and Balesir soon found himself besieged in Burzyn. Balesir held out until 678 when plague and rebellion forced him to surrender. Receiving honourable exile from Torastra, the Kaldoric King, Balesir and his few vassals journeyed to Melderyn where the outcast king was finally able to raise an army in 686 after promising his fealty to Melderyn's king Chuneil. At the battle of Geda, in 687, Balesir won back his throne but then broke his promise to swear fealty to Chuneil (an act for which Verlid VII, Balesir's successor, still has ulcers). Balesir himself died of stomach cramps in 691.

BALGASHANG

The legendary flame-shrouded fortress of the god Agrik and his minions, possibly located at the centre of Kethira and said to be the location of Ak-Syt (qv).

BALHAFEN [M5]

A good natural harbour lying at the mouth of the Beldel River on the Isle of Keron. Sandy beaches allow shallow-draught vessels to be dragged ashore for repair. An Ivinian/Orbaalese settlement was established here, in 704, as a preliminary to the planned attack on Thay but it was mysteriously destroyed (either by a freak storm or by some action on the part of Melderyn) in 707. The anchorage is still occasionally used by mariners plying Harn's east coast but is avoided by most Orbaalese.

BALIMSHIRE

A shire of the Kingdom of Kaldor. The Shire moots are held at Shebra, the keep there being held for the king by the Sheriff of Balim.

BALM OF JOY, Order of the

The celibate, female order of the church of Peoni (qv). The mother house is located in Thay and is also the residence of the Peonian primate of Harn. There are subsidiary temples in Aleath, Coranan, Cherafir and Tashal, as well as hundreds of unmanned roadside shrines dotted throughout civilised Harn. The sisters of the order are beloved and welcomed by common farming folk of good heart. Each temple has an infirmary, open to anyone of reasonable morals, on a pay as you can basis. The sisters spend most of their labours among the people, providing comfort and healing. The order abhors violence; most members would die themselves rather than cause suffering. The sisters tend to be ascetic vegetarians but there is no rule to this effect. The Irreproachable Order (qv), is the fraternal male equivalent of the Balm of Joy.

BALSHA

Born to a common soldier of the Corani Empire in the Province of Rethem in 520, Balsha was the most important religious personality in the history of Harn. His preaching of Balshanism (qv), his charismatic personality and the accuracy of his prophesies, won him a massive following. The emperor Medak had Balsha impaled in 558 but his martyrdom fostered the Balshan Jihad (qv), a rebellion that had destroyed the Corani Empire in seven bloody years. Some have suggested that Balsha was a renegade Melderyni mage but this is unlikely.

BALSHAN JIHAD

The rebellion triggered by the execution of Balsha in 558 and which by 565 had engulfed and destroyed the Corani Empire. The jihad led to the founding of the Theocracy of Tekhos (qv) in 568.

BALSHANISM

A variation of the dogma of the Church of Morgath, espoused by and named for the prophet Balsha (qv). Morgathian philosophy teaches that the afterlife is an eternity of misery and that one should live only for today. Balshanism argued that since the worldly existence of most, was in itself misery, to avoid eternal misery, one must serve Morgath well today and receive the rewards of a grateful deity, with "half-life eternal". In effect, Balshanism argues that worship of Morgath during one's lifetime, will moderate the misery of the afterlife, creating a state of eternal "undeath", now and forever.

BARON

The lowest hereditary title of nobility (on Harn), ranking below Earl. A barons's fief is called a Barony and usually contains a keep and about twenty manors. Roughly 70% of these will be held by vassal knights and the rest held by his appointed bailiffs.

BARSOTHE Falls [J3]

A 120 foot waterfall, which is the second cataract of the River Kald. Uvien, a master of elemental water is said to dwell nearby. Uvien's residence may be submarine, but is at least well hidden.

BASETA Keep [J4]

A keep in Meselyneshire, in the Kingdom of Kaldor, held by a constable on behalf of the Earl of Vemion.

BEDENES Keep [C6]

An ordinal fief in Hohnamshire in the Kingdom of Rethem, held by the Order of the Warriors of Mameka from King Chafin III.

BEJIST [K8]

An Earthmaster site on windswept Setha Heath. There is little evidence of this site above ground, but there may be many buried chambers. The Sindarin may have used the site for incarceration of criminals after the Codominium.

BEKAR Keep [D7]

A barony in Parachshire in the Kingdom of Rethem, held by Clan Orgatt from King Chafin III.

BELNA Island [J8,J9,K8,K9]

An island to the south of Setha Heath. It is the fourth largest of the Harnic Isles. The windward margins are hilly heathland, but the island is mostly mixed forest and woodland. Belna is the home of the Chymak (qv).

BELNA Strait [J8,K8]

The strait separating Belna Island from Setha Heath. The western entrance is hazardous due to reefs and shoals.

BENATH, Lake [F5,F6,G5,G6,H5,H6]

Harn's largest lake is fed by rivers of the Felsha and Rayesha Mountains, and drained by the Thard River into Boka Bay. The few small islands are uninhabited. There are the usual legends of fearsome monsters, but only a particularly nasty type of stinging, freshwater eel is known to exist. Some parts, such as the Kubend Sink off Firis, seem bottomless. The lake is important to Shiran's prosperous fishing industry and the raw materials for the town's famous perfumes are also, in part, obtained here. The lake is normally quite calm, but can become very rough during southwesterly gales or storms.

BIDOW Keep [J4]

A keep in the Kaldoric shire of Neph, held for the king by the Sheriff of Neph. The Shire Moots are held here.

BIJO Island [I1,J1]

The most northerly of the Harnic Isles, inhabited by seals and sea-birds.

BINDRA Point [K2]

A cape projecting into the Sea of Ivae north of the Anoth Delta.

BIREN, River [M9]

The central river of Solora which flows from the Anadel highlands to the Indatha Straits.

BIRENSHIRE

A shire of the kingdom of Melderyn. The Shire Moot is at Racyn, where the Sheriff of Biren holds the keep on behalf of the king. Theoretically, Birensire includes the Solora wilderness region (qv).

BJAKA

The legendary "wind demon" of Mount Fyso (qv).

BLACK LANTERN (See: Uhla)

BLESSED REALM, The

The euphemistic name (the real name is unknown) of the present home of Siem. The Sindarin were, at the time of their arrival on Harn, headed for this realm, lying "far to the west". Periodically, groups of Sindarin will set sail for the Blessed Realm, which, almost certainly lies beyond the bounds of Kethira, through a "gate" which opens only to Siem's command.

BOKA Bay [D6,D7]

An arm of the Gulf of Andurien at the mouth of the Thard River.

BRANT of Nurelia

The 3rd king (172-207) of Nurelia's only ruling house, clan Ethelyen. Brant guided his kingdom skilfully through much of the Migration Wars. He was succeeded by Nurelia's last king, Lotin the Grey.

BUJOC, The

The tribal nation inhabiting Anadel (qv). The Bujoc are noted for their quasi-matriarchal culture and for the fact that they have inherited many of their traditions from the early Jarin. Some Jarin blood is certainly present but the degree is uncertain. The Bujoc support themselves by hunting and gathering but herb and vegetable patches may be found dotted about Anadel. Their tribes rarely exceed 100 and are generally nomadic although they do seem to gather frequently for large moots. There seem to be around 30 tribes. The Bujoc are not very warlike, tend to be shy of strangers, but have been known to offer assistance to lost travellers. When forced to fight, they prefer to employ bow and arrow from ambush, or from amidst the vegetation where their woodcraft makes them hard to see.

The tribes will occasionally trade with outsiders, but do not like to venture into the surrounding settlements, preferring instead to stop travellers on the Genin Trail to barter wolf and bear skins and other forest products for civilised artifacts. The Bujoc share the northern end of their range with the troublesome Chindra-Gargun bands; there is no love lost between them. The Bujoc try to avoid conflict by avoiding the Gargun.

Superstition and magic is rife among the Bujoc; fully 80% of the population uses some kind of "minor medicines". Shamans, and their enterourges travel from tribe to tribe, carrying news and performing useful spells. Such a group will consist of the shaman (most frequently female) and up to a half dozen "apprentices".

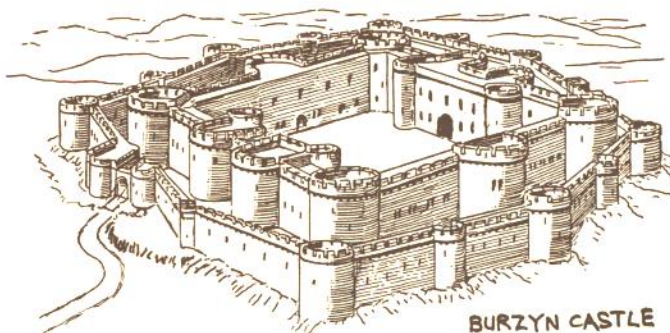
The Bujoc are matrilineal, and practice a high degree of sexual equality. The male "chief" usually acts on the advice of his wife, the real power behind the "throne". This de-facto government by the chief's wife will not, however, be apparent to outsiders who are rarely permitted even to look at the tribe's women. When the chief dies, his wife will take a new husband who will automatically become chief. When the chief's wife dies, the chief will take "the long walk", and her chosen heir (usually a daughter) will succeed her; her chosen mate will become chief. The women of the tribe sit frequently in council, and will settle tribal disputes among themselves. The Bujoc do not see marriage as a fundamentally sexual institution; any woman may summon to bed any unmarried male; married males may also be summoned with the permission of their wives, or of the chief's wife or of the women's council. Only the women are aware of the biological connection between sex and procreation.

BULA Pass [F8,F9,G8]

A strait separating the Isle of Domid from the mainland.

BURZYN Castle [L7]

The principal seat of the King of Chybisa, Verlid VII of the House of Geledoth. The king also holds Onden Keep directly. Burzyn may be the most impressive fortification on Harn. Located at the only bridge across the Ulmerien River, the original castle was built some 500 years ago to guard against barbarian encroachment, but has been improved and enlarged many times since. Burzyn is a trading centre of some significance. The Hodiri use it for trading and it also commands the traffic between Thay and Tashal.

**BURZYN CASTLE****BWAFT [H4]**

This Gargun (qv) cave-complex is located at an elevation of some 5,900', on the southeastern flank of Mount Obew. Winter forces the inhabitants (Gargu-kyani) into virtual hibernation.

BYTHE Keep [G6]

A fortress in the Thardic Republic, garrisoned by the Shiran Legion.

CALENDER

The calender most in use, throughout Harn, is of Melderyni origin and is known as TUZYN RECKONING (qv).

CALIN, King

The 2nd monarch (371-393) of the Kingdom of Aleathia (qv). Calin inherited the kingdom from his father, Alash (qv), and managed to expand it north to the Eryn River and west to Sarkum. His only son, Elos, disappeared on Ternu Heath in 389, leaving his only other child, a daughter called Elana (qv) to succeed him.

CALSTEN of Serelind

The first king (142-162) of Serelind (qv).

CAPE RENDA DISASTER, The

The name for the events of 707 when an Orbaalese fleet intended for the sack of Thay was wrecked by a strange storm, often attributed to some spell of the Melderyni.

CARCUST [F5]

A Gargun (qv) settlement, located in a high pass through the Rayeshas, Carcust is home to over 2,000 Gargu-hyeka.

CARNAGE OF KIRAZ, The

The name given to the rape, pillage, and massacre of Kiraz, an underground Kuzan city, by Lothrim (qv) in 120. This tragedy was avenged by the Khuzdul at the Battle of Sirion a few months later, when the enemy leader was captured and buried alive in "Lothrim's Tomb" (qv). Kiraz was subsequently sealed and abandoned.

CASTLE

A fortification consisting of, at least, a stone keep and outer wall, each with breastworks to facilitate defensive missile fire. A castle is distinguished from a "shell-keep"/"walled keep"/"keep" by the presence of fortified towers at the outer wall's weak points (usually the corners). A castle will also usually possess a fortified gatehouse or barbican and may be surrounded by a moat, ditch and/or earthworks. Additional concentric walls may also be present. Within the castle "bailey" will be various outbuildings necessary to the normal operation of the castle's household. Castles are usually constructed only in districts where unrest may be expected, such as on the frontier and in rebellious or newly conquered regions. Since the possession of a castle (or for that matter any good fortification) renders its owner immune from all but the most powerful assaults, Kings and princes will tend to outlaw the proliferation of such structures; only those absolutely necessary to

defend against invasion or unrest will be permitted. Another limiting factor on the construction of castles is the tremendous expense; castles require several years and a great deal of expertise to build. Only the richest of fiefholders will be able to afford them.

CENTAUR

The origin of Harn's centaurin (centaurs) is unknown to anyone. They are now few and far between, travel in small family groups and are extremely shy of strangers. Centaurs are intelligent and use weapons such as the axe, spear, bow and sling with great proficiency. Because they are so rare, most "educated" Harnians regard them as purely mythical. A Centaur's lifespan is around 400. They are hardy and do not wear garments, although they may carry belts, ornamental jewellery and packs. They are omnivorous, with a large fibre content to their diet.

CESTOR Keep [G6]

A fortress in Shiran Province in the Thardic Republic, garrisoned by the Shiran Legion.

CHAFIN I, King

The 6th monarch (692-703) of the Kingdom of Rethem (qv). Chafin was the eldest son of Kabe (qv), taking the throne during Ezar's War (qv). He was a competent strategist, and managed to maintain the war as a stalemate, despite the failure of the Sarkum Hebon campaigns. He determined that the assassination of Queen Eriel, Kanday's ruler, would demoralize his enemy and win him the war, and he ordered her murder by the Order of the Crimson Dancer (qv). The assassination was successful but did not have the desired effect. Kanday was outraged when the assassin was captured, made to confess, and implicated Chafin in the crime. Kanday then mounted a determined campaign to win the war which ended in its favour with the Peace of Selvos in 697. Looking for scapegoats, Chafin had Ezar (qv) murdered in 698, and showed much disfavour to the Order of the Crimson Dancer, forcing the order to leave Rethem and emigrate to Orbaal in 701. Having made so many enemies, inside and outside Rethem, Chafin was unlikely to survive long; he was assassinated in 703 by unknown assailants.



CHAFIN II, King

The 7th monarch (703-715) of the Kingdom of Rethem (qv). Chafin II was the brother of Chafin I. His reign was peaceful (by Rethemi standards) but still involved the usual internal dispute, rebellion, and political chaos. His elder brother had managed to antagonize most religious fighting-orders in Rethem and the new king spent most of his reign confined inside Shostim Castle, protected by a bodyguard of some 300 men. Powerful nobles, notably the Earl of Tormau, did what they wished, as did the fighting-orders. That Chafin survived to die peacefully in his bed in 715 was something of a miracle.

CHAFIN III, King

The 8th and current monarch of the Kingdom of Rethem. For a biographical sketch, see under Rethem, Kingdom of.

CHAKRO, Gulf of [G7,G8,H7,H8,I7,I8]

An arm of the Gulf of Ederwyn lying off the south coast of Harn.

CHAKTA Keep [D7]

A keep in the Rethemi shire of Zabin, held for the king by the Sheriff of Zabin. This keep guards the south end of the Dedergon Bridge, leading to Golotha.

CHAMBER OF THE RED DOMES, The

The Thardic Senate in Coranan, named for the crimson domes atop the building. The Chamber was built from 507-511 to house the imperial bureaucracy of the Corani Empire. It was damaged by fire when Coranan fell to the Balshans in 565, and again in 588 amid the riots that toppled the Theocracy of Tekhos. In 624, the Chamber was restored to house the senate of the Coranan Republic and refurbished in 675 for the Thardic Senate.

CHANDLERS, Guild of

The chandlers have a monopoly on the production and sale of candles, lamps, and the like. A recent development has involved the Chandlers in operating a "general store" where hundreds of items, purchased from other guilds, are sold at slightly higher prices. Every Harnic city now has one such establishment.

CANDLES	3d/lb	LAMP OIL	12d/gl
CANDLE WAX	1d/lb	COOKING OIL	3d/gl
GREASE	2d/lb	TAR	9d/gl
LANTERN	12d	TINDERBOXES	6d

CHARCOALERS, Guild of

This guild has a monopoly in the sale of charcoal, coal, and, in towns only, firewood. Coal is rare on Harn and quite expensive, but is used by some wealthy Harnians to heat their homes; most folk use firewood. Major customers for the Charcoalers are Metalsmiths and Weaponcrafters. Prices charged by this guild are: charcoal (1d/bushel), coal (6d bushel), and firewood (2d hundred).

CHARET, Mount [H2]

A peak in the central Jahl Mountains (7455')

CHECKERED SHIELD, Order of the

The western chivalrous fighting-order of the Temple of Larani. The Order of the Checkered Shield is sponsored by the clerical Order of Hyvrik and was founded in 622 by Andasin I to guard the northern border of Kanday (qv). The order's present headquarters are at Castle Menekod, which it seized from the Rethemi Order of the Copper Hook during Ezar's War (qv). The Checkered Shield is renowned for its individual and collective military prowess, as well as for its chivalry. The Order also provides guards for the Temples of the Order of Hyvrik and, on request, for any other "good" church.

CHELEBIN I of Kaldor

The 13th monarch (484-516) of Kaldor and that country's 2nd queen. She was the 4th ruler of the house of Artane, having succeeded her mother Myselbane. She was succeeded by her son Aidrik V.

CHELEBIN II of Kaldor

The 15th monarch and 3rd queen (518-533) of the Kingdom of Kaldor. She inherited the throne on the early death of her brother Aidrik V and was succeeded by her grandson Roloth. She was the 6th sovereign of the House of Artane.

CHELEBIN III of Kaldor

The 21st ruler (5th queen) of Kaldor (651-669) and the 3rd monarch of the House of Elendsa. She was the queen of Haldan the Younger by whom she bore Torastra. Her popularity was such that she was chosen to succeed, even over her own son, who was more interested in tournaments and duels at the time.

CHELMARCH

A district claimed but only loosely (if at all) controlled by the King of Kaldor who is the Warden. According to Kaldoric reckoning, the region is bordered on the west by the Isulon river and the Felsha Mountains, on the south by the Wend, on the north by the Efreil and on the east by the Geleme. Trobridge Inn lies within the claimed territory but remains independent.

CHELNA GAP [I6,J6]

A wooded plain lying between the Felsha Mountains and the highlands of the Shava Forest. The gap is crossed by the Salt Route and is the main land corridor between east and west. The Gap is the home of the generally hostile Chelni tribes. Control of its vital traffic was one of the issues leading to the Salt War between Kaldor and the Thardic League. Today, the region is claimed by Kaldor (Chelmarch) but only the odd patrol from Kaldor is likely to be encountered. Trobridge Inn (qv) lies at the western end of the gap. A battle was fought during the Salt War in 672, just east of the inn, where a Kaldoric army was defeated by a larger force of the Thardic League (qv).

CHELNI, The

The Chelni Nation, a loose federation of some 30 tribes, dwell in and around the Chelna gap, which is named for them. Individual tribes range in size from 60 to 200. Chelni warriors are mounted on the sturdy ponies that the tribes breed, trade, and race; they will be armed with bow and arrow, spears, and sometimes possess leather shields. In recent years, the Chelni have come to rely on trade items such as spearheads, steel knives, and arrowheads. They dwell in large communal tents which are also acquired by trade. Their main "exports" are oxen and horses; they keep herds of 100-300 head of each. They are not fond of herd-meat, however, and prefer to hunt for their own needs.

The Chelni are divided into three sub-nations, each speaking its own dialect; the Serachelni dwell near Lake Heras, the Isochelni dwell around Elkall-Anuz, and the Garachelni live at the eastern end of the gap. All three groups gather near Trobridge-Inn in the early spring. There they will trade with caravan merchants and each other, a truce being declared for the occasion. The "gather" will involve heavy wagering on horseracing and warrior feats of prowess, the initiation of young men into the warrior class, and the purchase of brides. The Chelni always marry out of tribe. Typical bride prices might range from three oxen, a good horse, a fine bow, spear or shield, or a good tent, to all of these and more besides. Brides are judged by their status (a chief's daughter is most valuable), their ability to cook, gather herbs and vegetables, and practice medicine/magic, this being the preserve of females. Contests are held at the gather to showcase these feminine arts. For the rest of the year, the Chelni tend to be hostile to each other and to travellers, whose only hope of traversing the gap is to convince a chief to give his protection in return for suitable gifts.

CHENAD Keep [F7]

A fortress in the Thardic Republic (Coranan Province), garrisoned by the Coranan Legion.

CHERAFIR, City of [N10]

The capital, and principal port of Melderyn (qv), situated on a headland in the Tuven River estuary. The "Mages' City" is deemed by most a bizarre anomaly, prone to strange happenings and inhabited by weird entities. Cherafir is the only part of Melderyn where foreign ships are permitted. All traffic between Lythia and Thay is required by law to dock here for inspection. There is an extensive list of goods which Melderyn will not permit Thay to import; proscribed items include weapons more "advanced" than those already present on Harn, books, and certain (unspecified) drugs, herbs and elixirs. Some potential immigrants, with special/advanced powers or knowledge, are also denied entry. A duty (10-500%) is levied against all allowable imports. Visitors to Cherafir are usually confined to the "Alienage"; this dockside district is the most cosmopolitan in the Harnic Isles. The following temples can be found in Cherafir:

HALEA (Order of the Silken Voice)
 LARANI (Order of the Spear of Shattered Sorrow)
 PEONI (Order of the Balm of Joy)
 PEONI (The Irreproachable Order)
 SAVE-K'NOR (The Shea-al-Aecor) *

* Headquarters of the Order and seat of the Primate of

the Harnic Isles.

CHERFINSHIRE

A shire in the Kingdom of Melderyn. Shire Moots are in Shenap, held for the king by the Sheriff of Cherfin.

CHERNAE, King

The 4th monarch (409-429) of the Kingdom of Aleathia (qv). This son of Queen Elana (qv) was a wastrel and effeminate ruler, probably homosexual. He did little during his twenty years on the throne other than hunt, fish, and lavishly entertain a clique of male advisors of a similar bent. Chernae drowned on a hunting expedition in 429, leaving no heir.

CHERON, Mount [I5]

A peak (7498') in the central Felsha Mountains.

CHETUL River [E5,D5,D4]

Rising in the western foothills of the Rayeshas, the Chetul flows north and west to the Sea of Tirpal. The Urdu nation deem this river sacred, and their boundary with the Kubora of Peran.

CHIDENA of Kaldor

The 17th ruler, and 4th queen, of the Kingdom of Kaldor (559-588). Chidena was the 8th monarch of the House of Artane and inherited the throne on the death of her father; she was succeeded by her only son Iemald.

CHINDRA, The

A disorganised Gargun (qv) nation of Gargu-hyeka inhabiting the northern half of Anadel.

CHISON Keep [E8]

A keep in the Kandian shire of Urien, held for the king by the Sheriff of Urien.

CHOLE, Mount [H2]

A peak (6854') in the central Jahl Mountains.

CHUNEL of Melderyn

The 20th and current pendragon (king) of Melderyn and 4th sovereign of the Toron Dynasty. Chunel succeeded his father in 684 and is renowned for his cynical wit. Like preceding monarchs, he leaves much of the government to his council, but is highly competent and active in affairs of state. When he took the throne, the tiny kingdom of Chybisa was under the occupation of Kaldor. Chunel decided to support the deposed monarch of Chybisa (Balesir) in return for a promise of fealty. With an army raised among the mainland possessions of Melderyn, Balesir regained his throne in 687 but did not keep his promise to Chunel. It is said that when news of this betrayal was brought him, Chunel expressed a lack of surprise; some say he actually laughed. Chunel subsequently denounced the treachery and has not given up his claim to Chybisa; neither has he taken any obvious action to press it. Chunel is in excellent health and comes from an extremely long-lived line. He is 58 years of age and has 5 healthy children (1 son).

CHYBISA, Kingdom of

A tiny kingdom located principally on the south bank of the Ulmerien around Burzyn (its capital). Chybisa was founded in 160 by a mixed group of tribes and immigrants led by Shobald, a knight (?) from Melderyn. For more than five centuries, Chybisa has survived in roughly its present size, although it has twice come under the control of foreign powers (409-475, Melderyn) and (378-387, Kaldor). Chybisa contains some of Harn's most impressive fortifications, particularly the castle at Burzyn, the principal residence of the present Chybisian

HOUSE OF SHOSEL

1. SHOBALD (160-183)	9. VERLID V (375-392)
2. VERLID I (183-210)	10. VERLID VI (392-409)
3. VERLID II (210-251)	
4. COLASTEN I (251-284)	HOUSE OF RYLIA *
5. VERLID III (284-316)	11. IMADAIN I (409-413)
6. VERLID IV (316-350)	12. IMADAIN II (413-440)
7. NYRENALIS (350-354)	13. ARABAR (440-463)
8. COLASTEN (354-375)	14. EREBIR (463-475)

HOUSE OF BURZADA		HOUSE OF GELEDOTH	
15. SHARAT I	(475-506)	23. BALESIR +	(664-691)
16. GOMETH	(506-521)	24. VERLID VII	(691-)
17. SHARAT II	(521-541)		
18. LONATAR	(541-559)	* In Melderyn called	the Rylian Dynasty
19. SABALYNE	(559-590)		
20. GEBRAL	(590-627)		
21. UDINE I	(627-661)	+ Torastras of Kaldor	ruled (678-687)
22. UDINE II	(661-664)		

Unlike other feudal kingdoms on Harn, Chybisa is not divided into shires. The present king, Verlid VII, has his principal seat at Burzyn and a royal keep at Onden; Geda Keep is held by Baron Forsetha, Lerenil Keep by Baron Legith, both from the king.

CHYMAK, The

The semi-nomadic human nation inhabiting Belna Island in the Gulf of Ederwyn. The Chymak are noted for their large sea-canoes, which they skillfully navigate through the area's perilous waters; fishing plays an important role in their survival. With their maritime expertise, the Chymak are in high demand as seamen, particularly on Aleathian and Thayan ships.

CHYREFAL Castle [N9]

A castle in Ikoshire in the Kingdom of Melderyn. It is held for the king by the Sheriff of Ikom. Shire Moats are held here, although with some irregularity.

CLOTHIERS' Guild

This is one of the largest of Harn's guilds. A master clothier will know all the arts of the tailor, glover, draper, and haberdasher, although he may specialise in one or two of these. A typical clothier will be a large establishment, employing dozens of journeymen and apprentices, catering to the middle and upper classes. Some nobles will have a bonded workshop; some masters will operate a small specialised shop. There is widespread disregard of the clothiers' monopoly since most of the population make their own rags, but large-scale violations for profit will impel the guild to litigation.



	LINEN	SERGE	BUCKRAM	RUSSET	WORSTED	SILK
YARD	4d	6d	10d	40d	60d	72d
CLOAK	48d	72d	120d	480d	720d	864d
GLOVES	6d	9d	---	60d	90d	108d
GOWN	24d	36d	60d	240d	360d	432d
HAT	4d	6d	10d	40d	60d	72d
HOOD	8d	12d	20d	80d	120d	144d
HOSE	8d	12d	---	80d	120d	144d
PURSE	3d	---	9d	---	---	60d
ROBE	40d	60d	100d	400d	600d	720d
SURCOAT	20d	30d	50d	200d	300d	360d
TUNIC	24d	36d	60d	240d	360d	432d

The basic garments are the male tunic and female gown/robe. All other items are optional, although most would wear some footwear. Nobility will usually wear hose and cloaks, possibly a robe instead of a tunic, and boots or good sandals. A surcoat is a loose fitting sleeveless tunic worn over armour. Priests favour robes over tunics. Very rich clothing tends to be made of "worsted" (fine quality wool) with silk linings. Add both prices together for cost.

CODOMINIUM, The

The era of Harnic history between the departure of Siem

c.7000 BT and the arrival of the first humans c.1300 BT. After the myth-steeped emergence of the Khuzdul, the elven king Daelda ruled both races for almost six millenia. The Codominium was one of Harn's most peaceful eras, with the divergent skills and cultures of the two elder peoples harmonising to produce a golden age of great achievements of which precious few survive. The Codominium ended with the establishment of human Jarin settlements on the east and south coasts of Harn. Daelda continued to reign over the whole island until his death c.683 BT.

COHORT

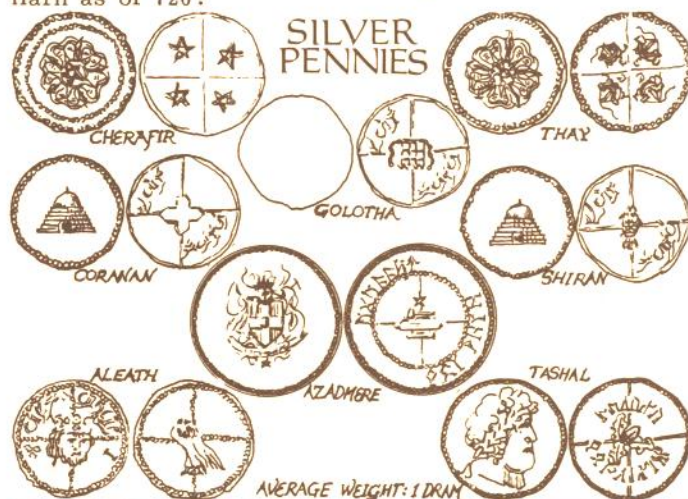
The nearest English translation of a term used in the Thardic Republic (qv) to describe a military unit of less than legion size. A Thardic cohort will be comprised of 400 men; ideally, 20 companies of 20 men each, but few are ideal.

COHORTS OF GASHANG, Order of the

A fighting-order of the temple of Agrik, headquartered at Themeson, and sponsored by the clerical order of the Eight Demons. The formal name of this order is the "Cohorts of Gashang the Emperor of Flame", but their full name is little used. Interestingly, the clerical order is restricted to women, while the fighting-order is open only to males. Originally only a sub-sect, the Cohorts of Gashang split from the Red Shadows of Herpa (qv) in 714 at the climax of a theological/political dispute. The "knights" of the Order are known to bring captives to the tender mercies of its parent clerical order in Golotha, Shiran and Coranan; most Harnians tend to avoid them.

COINS

The first Harnic "coins" were minted, by the Sindarin, as tokens of esteem for their human subjects, who were soon trading and forging them, making regulation necessary. When the Sindarin withdrew to the Shava Forest, they ceased minting coins, but the Khuzdul were already producing coins, with the most intricate and pleasing designs yet seen. The first comprehensive system of coinage was developed in the Corani Empire, some 300 years ago. In contemporary Harn, coins are generally struck at official government mints, but sometimes freemaster Jewellers will be awarded a contract/license to make coins for a fixed period. The penalty for making coins without permission of the authorities is death. The following coins are in use on Harn as of 720:



**KHUZAN
GOLD
CROWN**
(RARE)

WEIGHT: 1 OUNCE
VALUE: 320d +

There are no bronze or copper coins minted on Harn. The most common coin by far, and the only coin that most people will ever see, is the silver penny. This coin is

cut into two or four pieces if a smaller denomination is required. Pennies on Harn generally contain 75% of metal value, the difference being due to the cost of minting the coins and the addition of 10% tin for strength. Coins from Azadmere have universal acceptance throughout Harn; coins minted elsewhere are usually discounted in value if used outside their own territory. Rethemi coins, due to chronic problems of clipping and debasing are hard to pass outside Rethem.

COLASTEN I of Chybis

The 4th monarch (251-284) of Chybis.

COLASTEN II of Chybis

The 8th monarch (354-375) of Chybis.

COLURA of Coranan

The 5th Autarch (661-668) of the Thardic League (qv). Colura inherited the Five Year War (qv) initiated by his predecessor, Jalien (qv). For the first three years he was able to defeat Kandian armies at will but when faced by the Kandian warrior queen, Arelora, suffered a crushing defeat at the Battle of Eidru in 665. Forced to retreat to Coranan, Colura sued for peace in 666 and the war ended with victory for Kanday.

COMPANIONS OF ROVING DOOM, Order of the

A fighting-order of the temple of Agrik sponsored by the clerical Order of the Pillar of Fire. The Order was established in 604 during the Interregnum and helped Arlun the Barbarian to establish the Kingdom of Rethem. The order's house is Arketh, in the Kingdom of Rethem, from where "knights" of the Order sally forth to commit acts of brutality and intimidation. Kings of Rethem have traditionally employed the order to "lean on trouble-makers", enchanted, no doubt, by their efficiency.

COMPANY

The nearest English translation of a term used, generally throughout Harn, to describe a military unit composed of around 20 men.

COMPANY OF THE COPPER HOOK, Order of the

A fighting-order dedicated to the god Agrik, established in 623 under the sponsorship of the clerical Order of the Fuming Gate. After several decades of aimless pillage and poverty, the order swore fealty to King Arlun of Rethem, in 641, probably in the hope of being granted some lands, but it was not until 681 that they received a fief from Nemiran (qv). The next year, the order used its new bases at Menekod, Hyen, Dunir and Selvos to launch an attack on the Kandian keep at Imiden, starting a fifteen year conflict that was to be named after their Grandmaster, Ezar's War. With the defeat of Rethem and the peace of Selvos in 697, the lands of the Company of the Copper Hook had been reduced to a single keep, Hyen. The order has never recognised the Peace of Selvos as final and has continued to skirmish against Kandian units, especially those of the Order of the Checkered Shield (qv) for the last 23 years.

CONCORDAT OF THE ILLIMITIBLE TOME, The

The legendary treaty of peace between the gods that ended the "time of cataclysm doomed surely to be the end of all that be...". The Concordat, the Ke'lha-hy-Var-hyvra, provided that all the myriad knowledge of men and gods be removed from the minds of men, and reserved to the gods alone. This knowledge was written in the Var-hyvra (the Illimitable Tome) and placed in the keeping of the god Save-K'nor, against future need. The Concordat also established strict limits on the ways in which the deities could intervene to aid their adherents, and the frequency with which such interventions could take place (karma or manna). The articles of the great treaty are, by their very nature, incomprehensible to mortals, which fact is used to "explain" the sometimes inexplicable behaviour of the gods.

CONSTABLE

A officer appointed by a holder of a keep or castle to govern it for him. A constable is not a true fiefholder, since the office is not hereditary. His function is merely

to administer the estate in exchange for a fixed annual stipend or a percentage of the fief's revenues.

CORANAN, City of [E7]

Harn's largest city is located in the heart of the fertile Thard valley. Coranan was founded in 301 by Corthir, the first ruler of the Corani Empire (qv). As the imperial capital Coranan grew to dominate the cultural and economic affairs of Tharda. As the Empire aged, Coranan became decadent and its nadir occurred in 565 when it fell to the hordes of the Balshan Jihad. The establishment of the capital of the Theocracy of Tekhos at Shiran, perceived as a deliberate snub, made Coranan a center of intrigue against Tekhosian rule, culminating in the assassination of Horahnam (qv), dictator of the regime, in Coranan, in 588. The Interregnum (qv) that followed the collapse of The Theocracy hindered commerce throughout Tharda but Coranan was able to regain its relative importance. The Coranan Republic (qv), founded in 621, managed to restore order in central Tharda and the city began to flower again. In 632, an alliance was formed with the Shiran Republic (qv), developing into the Thardic League (qv) in 636. The Chamber of the Red Domes (qv), the League Senate, was located in Coranan. When the League became the Thardic Republic in 374, Coranan became its capital.

With the possible exception of the port of Cherafir, Coranan is the most cosmopolitan settlement of the Harnic Isles, and perhaps the only one deserving of the label "city". Coranan is noted for its profusion of palaces and major buildings. In addition to the Chamber of the Red Domes (the Thardic Senate) and the Citadel, formerly a palace of Corani Emperors and now the splendid home of the Red Guard (qv), the city has 12 major temples and Harn's largest Pamesani (qv) Arena. Coranan is a city of enclaves; its several quarters are divided by walls and armed guards.

Coranan is governed by two officials, 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 Magistrate of Coranan is Wejik, a competent administrator who has held the office for four years. The position of Warden is currently vacant and has been for three months due to a deadlock in the senate.

In spite of the political fragmentation of present day Tharda, Coranan is still the most important economic center. It is the terminus of the Salt Route, the main trade route with eastern Harn, and it sits astride the road and river links between the cities of Golotha, Shiran and Aleath. The Bazaar and merchants quarter are well known for their frenzied activity. The city is, however, poorly policed; the Red Guard tends to leave such duties to various privately funded, somewhat unruly, bands of mercenary guards. Coranan has the following temples:

AGRIK (Order of the Eight Demons)
AGRIK (Order of Herpa - the Mace - covert)
AGRIK (Order of the Octagonal Pit)
HALEA (Order of the Silken Voice)
LARANI (Order of Hyvrik)
MORGATH (Order of the Lord of Chaos)
NAVEH (Order inapplicable - covert) +
PEONI (Order of the Balm of Joy)
PEONI (The Irreproachable Order)
SAVE-K'NOR (the Hyn-Aelori) *
SAVE-K'NOR (Order of Rydequelyn)
SAVE-K'NOR (The Shea-al-Aecor)

* Headquarters of the Order.
+ Seat of the Primate of Harn.

CORANAN PROVINCE

One of the six provinces of the Thardic Republic (qv). The provincial capital is at Telen, the city of Coranan having its own administration. The provincial magistrate is Amerak and the marshal is Cobart. Both men are members of the powerful Nordaka family which owns thousands of acres around Telen.

CORANAN REPUBLIC

The plutocratic republic, centered on the city of Coranan, founded in 621, which together with the Shiran Republic, formed the Thardic League from 636-674. The republic was formally dissolved in 374 and replaced by the Thardic Republic (qv).

CORANI

The tribal nation which founded the Corani Empire under Corthir (qv)

CORANI EMPIRE, The

The empire founded by Corthir in 301, coming to dominate all of western Harn before collapsing to the Balshan Jihad in 565. The Corani empire was the largest human state in Harnic history. Seemingly destined to rule all of Harn, its corruption, too many weak emperors, and a series of floods, plagues, and famines led to its demise. Much of the character of present day Tharda had its roots in the empire; most of the region's fortifications, roads and ports were founded during its existence. The 15 monarchs who ruled the Corani Empire were:

1. CORTHIR	(301-318)	9. MEJENES	(443-465)
2. KUSEM	(318-333)	10. SYLUD	(465-485)
3. LOBIR	(333-361)	11. SAURACH	(485-491)
4. RAELAN	(361-366)	12. MINDRITHAR	(491-512)
5. AROSTA	(366-380)	13. KORAD	(512-528)
6. MALIAN	(380-394)	14. SHORKA	(528-555)
7. KOBAR	(394-437)	15. MEDAK	(555-565)
8. LAKETTA	(437-443)		

A biographical sketch of each will be found under their own headings.

CORTHIR,

The chieftain who unified the eight Corani tribes, founded the Corani Empire (qv), and ruled from 301-318. A Corani legend tells of how Corthir challenged and defeated each of seven other Corani chiefs in a single day to unify the tribes and found his kingdom. The site of his victories was apparently chosen to found the city of Coranan.

COSYUH Keep [M7]

A keep in Elorinshire in the Kingdom of Melderyn, held for the king by the Sheriff of Elorin. The Shire Moot is held here.

COURT OF PENTICLES, The

Established in 421 in the Corani Empire during the reign of Kobar the Eternal, the Court of Penticles was, at first, an economic advisory body to the imperium. Continually evolving, its financial influence spread over the whole of Harn as it gradually came to represent the interests of the "middle class". Effectively mediating between governments and the nascent guild "system", the Court became an international organisation and proved that it could best administer most commerce. In 493 it was renamed the Mangai (qv).

COURTESANS' Guild

The feminine guild whose members are skilled in the arts of pleasure. Courtesans should not be thought of as ordinary prostitutes; they offer a wide range of services in their franchised houses, which bear names such as "House of the Seven Joys" and "Floating World of Three Heavens". The guild acquires most of its apprentices, through brokers, by purchasing attractive teenage girls from their impoverished fathers. This may be considered a better fate than they would otherwise suffer. After two to four years of instruction in the erotic, and other, arts, the girl will either be sold outside the guild, or will be ready to entertain clients. At this stage, the girls are "bonded" to the house's mistress. After a number of years, her "contract" (if not previously sold outright) will be paid off and the fully qualified, courtesan will be free to operate her own "franchise", if she so desires. Many never succeed in paying off their contracts and few open their own houses. A "free" courtesan will usually

remain in the same house, receiving a fair share of the profits. Whether or not she retires immediately she has "cleared" her contract, a courtesan will usually leave the business before she is 30 with a tidy nest-egg; many will marry former clients or become "nuns" in the church of Halea (their patron deity). The guild is frowned on in Kaldor and Melderyn.

The most famous houses are in Shiran, where courtesans are as highly respected as any other artists (probably more so). A courtesan is always expensive; the great ladies of the profession can command fabulous remuneration.

The cost of an evening varies from 10-100d depending on the services required. (A common prostitute would be lucky to earn 1d for her services). Clients are expected to behave with decorum or they will not be allowed back. Some leeway is allowed for less wealthy clients who are favourites of individual courtesans but minimum standards are maintained. "Pillow money" is usually left at the lobby by the client; none speak of so crude a matter. The amount paid will determine the welcome received next time (if any). A house will employ several competent mercenary "bouncers".

CRIMSON CHAMBER, The

The mythical residence of the Goddess Halea; the Crimson Chamber is said to be the "room of ultimate indulgence", where the "chosen" of the immortal lady enjoy an afterlife of constant sexual, culinary and other erotic pleasures, until they presumeably go mad and are replaced by new "chosen".

CRIMSON DANCER, Order of the

The female fighting-order of the church of Agrik, sponsored by the clerical Order of Kukshin (also open only to women). The Order holds no lands outside Orbaal despite its Thardic origin. There is a hostel of the Order in Shiran but the isolated keep of Quimen has been the Order's headquarters since 701 when it was driven from Rethem. The order draws most of its recruits from martially inclined women of Orbaal, disenchanted with an otherwise subservient role in society.

CUNDRAS Keep [M8]

A chapter house of the Order of the Lady of Paladins, in the Kingdom of Melderyn; the order also holds Fosumo.

CUPETH Keep [M7]

A keep in Lenedshire in the Kingdom of Melderyn, held for the King by the Sheriff of Lened; the Shire Moots are held here.

CUTON Keep [E8]

A barony in the Kandian shire of Toren, held by clan Elcher from the Earl of Sarkum.

CYMRU, Mount [G2]

The westernmost major peak (6047') in the Jahl Mountains.

DAASEN Keep [H2]

The domain of clan Daasen in Orbaal, paying tribute to Vaagel.

DAELDA, King of Harn

The first and last Sindarin king of Harn. Daelda took power on the departure from Harn of the diety Siem c.7000 BT. Daelda's reign is, for the most part, synonymous with the Codominium but he ruled into the Age of Men, until his death c.683 BT when he was succeeded by Aranath. Most of Daelda's reign was peaceful and happy although the last two centuries were marred by violent incursions of barbaric humans from Lythia.

DAENSHIRE

A shire in the Kingdom of Kanday, shire moots being held at Edino. This shire is well settled in the west, including the principal royal castle at Dyrisa, but the west is largely forested and unsettled, containing the disputed Mimea Hills.

DAREBOR of Melderyn
The 5th pendragon (king) of Melderyn (157-186).

DARL, River [L5]

The Darl springs from a cave in the Sorkin Mountains, to flow southwest into Tontury Lake. Placer gold has been found on the banks of the Darl and there has been speculation that the motherlode lies inside the cave.

DASEN Keep [C6]

A fief in the Rethemi shire of Hohnam, held by a constable for the Earl of Tormau.

DATHSHIRE

A shire of the Kingdom of Melderyn. The Shire Moots are held at Jetust, where the keep is held for the king by the Sheriff of Dath.

DEDERGON Bridge

A wooden bridge across the south arm of the Thard River linking the City of Golotha to Chakta Keep. The bridge has been rebuilt several times due to destruction by war and floods.

DEITIES

The ten major gods/goddesses of Harn are:

AGRIK	God of evil war and fire
HALEA	Goddess of wealth and pleasure
ILVIR	God of strange beings and desolation
LARANI	Goddess of chivalrous battle
MORGATH	God of chaos, evil and the undead
NAVEH	God of thieves and assassins
PEONI	Goddess of healing and virtue
SARAJIN	God of lusty battle
SAVE-K'NOR	God of knowledge, puzzles and jest
SIEM	God of dreams, elves and dwarves

Each is described under its own entry.

DEKEJIS

A symbol and demonic servant of the god Naveh, appearing in the form of a black, red-eyed cat. Dekejis considers the eyes and genitals of humans a great delicacy. Those who lack, or who are said to lack, one or the other are said to bear the stigmata of Dekejis, or the curse of Naveh.

DEMON PAMESHLU THE INSATIABLE, Order of the

A so-called fighting-order of the temple of Agrik, sponsored by the clerical Order of the Octagonal Pit. The order holds no lands, serving primarily as guards, gladiators, beast and slave masters and administrators for its parent body which operates the Pamesani (qv).

DENIA River [D5,D6,C6]

Gathering in the Denia Swamp, the Denia runs swiftly to spill its waters into the Gulf of Pendos at Tormau.

DERET, River [F5]

Fed by the snowcap atop Mount Anegif, the Deret cascades through precipitous canyons to empty into the western end of Lake Benath. Silver mines dot the river's course (See:IRACU). Various explorers have sought here for Lothrim's Tomb but no success has been reported.

DIAFFA, The

An unorganised Gargun (qv) collection of Gargu-arak bands inhabiting the hilly forests of eastern Orbaal around Gedan.

DIRENA, Lake [H5]

A lake in the Felsha Mountains holding the headwaters of the Anish River; the site of the Anisha Ruins.

DOLITHOR

The legendary castle home of the goddess Larani, located in the "Land of the Mighty" (the heaven of her followers). The constable of Dolithor is Mendiz (qv).

DOMAIN

The name given to the lands held by an Orbaalese clan.

Domains are not fiefs in the feudal sense, being held mainly by right of conquest and also enjoying a greater degree of independence. Smaller Orbaalese domains generally owe tribute (qv) to more powerful lords, who in turn owe tribute to the Orbaalese king. In other kingdoms, the lands owned directly by the king may be termed the "Royal Domain".

DOMI, The

A minor branch of the Gozyda Nation residing on the Isle of Domid.

DOMID, Isle of [F8,F9,G8,G9]

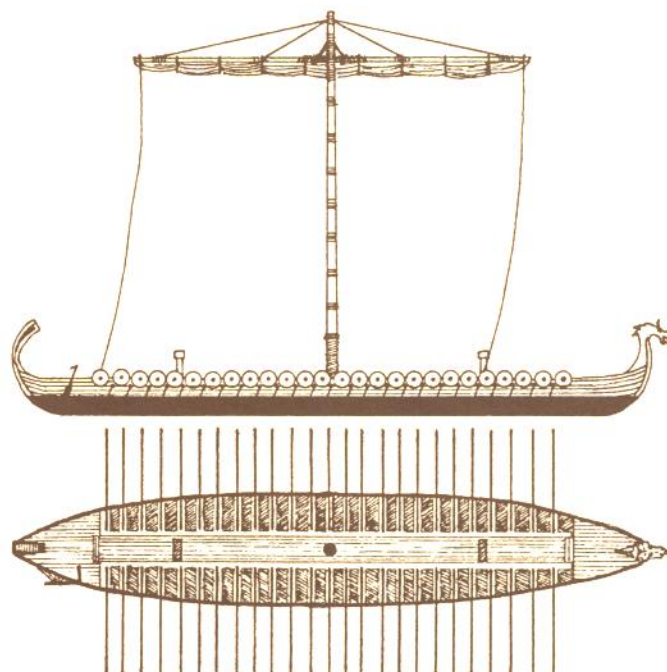
A well-forested island, off the southeast coast of Tharda, with a band of heathland on its southern margins. There are no permanent settlements but the remains of an Aleathian (?) village (see: Aleathian Odyssey) and the wreck of at least one vessel can be found. The present inhabitants are the Domi, a branch of the Gozyda.

DRAGON

Few dragons are personable enough for most people to approach on the subject of their history. It is not surprising then that little is known of dragon legend, dragon custom, dragon myths or dragon powers, except by dragons. The rarity of reports leads many to believe that dragons are now few and far between, although tales of dragons have existed for as long as there have been Sindarin. The last remnants of dragonkind are generally confined to wilderness (usually mountainous) regions; one will occasionally hear of a great worm descending from its lair to lay waste an isolated village, or to hunt. Harnic dragons are not true reptiles, for some breathe fire (with great effect). Not all dragons are evil man-eaters although few will wait long to determine one's innocence. They are long and sleek, fairly light-boned, have large scalloped wings (although not all can fly), four dexterous legs with taloned feet, and long graceful tails. They are possessed of considerable strength and intelligence. Dragons have been known to use magic, particularly a spell whereby those who gaze within a dragon's eyes are mesmerised. Dragons enjoy long periods of dormancy in their lairs and do not seem to experience hunger as often as their large bulks would indicate (they have been reported at more than forty feet in length). Unsubstantiated legend has it that dragons like to hoard treasure/shiny objects. What possible use they might have for such baubles is anyone's guess.

DRAGON SHIPS, The

The characteristic vessels of the Ivinians, the ruling class of Orbaal.



DRYAD

One of a "race" of legendary woods dwellers who assume the forms of trees during the day and the shapes of beautiful maidens at night. A mortal male who ventures into "dryad groves" (dotted throughout Harn) at night, may be charmed by their magic to dally, as a lover, for a year and a day, with little or no memory thereafter of what transpired. Except for stealing a man's time, they are relatively harmless, unless rejected or offended.

DUMON Keep [G6]

A fortress in the Thardic Republic (Kom Province), garrisoned by the Kom Legion.

DUNIR Keep [D8]

A barony in the Kandian shire of Peris, held by clan Xelados from the Earl of Selvos.

DURANGASH

The principal symbol of the god Morgath, a black circle on a field of brown, usually surrounded by an irregular black border.

DUZHAMIN, King of Kiraz

The last Khuzan king of Kiraz (qv) about whom nothing else is known.

DWARF (See: Khuzdul)

DYGU, River [F4,G4,G5]

Rising in the central Rayesha Mountains, the Dygu flows generally east and south, through Kabloq, into Lake Benath.

DYRIAMARCH

A region claimed by the Earl of Elorin. The region takes in the better part of Horadir and southern Anadel but no-one expects the Warden, presently the Earl's son, to do more than guard the passes from his headquarters at Laket.

DYRISA Castle [E8]

The royal castle and principal seat of King Andasin IV of Kaday. This impressive fortification, located at the head of navigation on the River Eryn, guards a good stone bridge bearing the Aleath-Coranan Road. The Constable of Dyrisa, probably the highest office in the royal bureaucracy, holds the castle when the king is not in residence.

EARL

A hereditary title of nobility ranking above Baron. An Earl's fief is known as an Earldom and his family seat will usually be a castle, sometimes a keep. The earldom will be comprised of lands equivalent to several baronies. Some lands, perhaps 30-80%, will be held by barons and knights, while the rest will be held directly by the Earl, his relatives, or his constables.

EARTHMASTERS, The

The name used, in lieu of the real name which is unknown, to describe the first inhabitants of Harn. The Earthmasters seem to have arrived on Harn c.20,000 years ago. Their origin is unknown, but they may have come to Harn through the "Nth" dimension (see:Kelestia). After establishing a global empire lasting about 5,000 years, they vanished as mysteriously as they had appeared. The era of the Ancients, as they are also known, was followed by a period called the "Lost Years". (Also see:GODSTONES)

EBEIN Keep [H2]

The hold of clan Gydasael in Orbaal, within the royal domain of Geldeheim. Clan Gydasael are loyal cousins of King Alegar II and hold Ebin at his pleasure.

EBON, Mount [G4]

A peak (7444') in the northern Rayesha Mountains.

ECHEPHON, Mount [E5]

The westernmost major peak (6948') of the Rayesha

Mountains, the source of the Suthen River.

EDERWYN, Gulf of [F10,G10+]

An arm of the Haonic Ocean seperating the Harnic Isles from Lythia. The gulf is notorious for its violent winds, turbulent seas and mountainous swells. Few mariners care to risk life and vessel in these waters. The name comes from the Jarin myth of Eder (?), a god whose violent nature caused his expulsion from the "High Forest of the Undamned" and his imprisonment in a huge cage (a league across) beneath the gulf's waters. His furious, but futile writhing, is thought to be responsible for the rough seas and maelstroms.

EDINO Keep [E8]

The shire moot in the Kandian shire of Daen, held for the king by the Sheriff of Daen.

EFESIR River [M6,M7,L6]

The Efesir rises in the southern Sorkin Mountains to run southwards into the Horka above Menio.

EFREL, River [I5,J5]

A river fed by Mount Cheron glaciers, flowing eastwards to join the Hemurin River west of Olokand.

EIDEL PROVINCE

One of the six provinces of the Thardic Republic. Its capital is Kuseme. Eidel was an Earldom of the Kingdom of Kaday until 712, when it was annexed during the Kuseme Wars. Eidel is unique among Thardic provinces in that both the offices of Marshal and Magistrate 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 and for this service, the senate voted him the offices in 713. Actually, fear of Kronas' popularity and military prowess motivated this unique "honour". The Senators hoped that he would become inundated with administrative tasks and therefore much too busy to pose a threat to the republic. However, Kronas has become the rallying point for many Thardans from all walks of life who favour the rebirth of an imperial state like the Corani Empire (qv). Kronas has publicly ignored any suggestion that he would make a good emperor; what he thinks in private is anyone's guess.

EIDRU Keep [F7]

A fortress in the Thardic Republic (Eidel Province), garrisoned by the Eidel Legion.

EIGHT DEMONS, Order of the

One of two female clerical orders of the church of Agrik. The Order is notorious for sexual-torture, mutilation and sacrifice of male captives, acquired from its sponsored fighting-order, the Cohorts of Gashang. The order was established in 714 when it split from the order of Herpa the Mace (qv). The mother-house of the order is located in Shiran; other temples are at Coranan and Golotha.

EJATUS [I2]

A Gargun (qv) cave-complex located in the eastern Jahl Mountains, inhabited by Gargu-khanu and Gargu-arak in a master-slave relationship.

ELANA, Queen

The 3rd monarch (393-409) of the Kingdom of Aleathia (qv). The daughter of Calin (qv), Elana did little to expand the kingdom but the fair city of Aleath owes much of its character to Elana. She insisted that some urban plan be followed, that the streets be at least 12 feet wide, and that public squares be included. The rural lords of Aleathia were similarly encouraged to build good roads and accommodations. Elana died at age 38, unmarried, but leaving an acknowledged bastard child (Chernae) to succeed her.

ELDER PEOPLES, The

The name sometimes used to collectively describe the Sindarin and Khuzdul of Harn.

ELENSA, House of

The royal clan of the Kingdom of Kaldor founded by

Haldan the Elder in 603, and presently headed by King Miganath.

ELF (See:Sindarin)

ELKALL-ANUZ [I6]

The best preserved of several sets of ruins, collectively known as the "Plain of Towers"; Elkall-Anuz is likely of Earthmaster origin. The ruins are located in a relatively flat area of woodland at the southwestern end of the Kathela Hills near the Farin River. Elkall-Anuz is best known as the capital of Lothrim's empire. There are unexcavated barrows in and around Elkall-Anuz, probably dating from before the time of Lothrim. The region is inhabited by tribes of Chelni but the site itself is generally avoided by them.

ELMITHRI

A "race" of water-dwelling sprites with various powers of enchantment. The Elmithri can usually be perceived only by those with psionic or magical sensitivity. Elmithri can be mischievous or downright dangerous but are usually quite harmless. They are similar and related to the Asiri (qv).

ELNAR, Island [M10]

A flat, wooded island in the Indatha Straits, a fief of Melderyn, and the location of Karveth Castle.

ELORINAR, Kingdom of

A state established in the general region of northern Anadel during the second century. Elorinar was almost obliterated by the rampaging Bujoc during the Migration Wars; feeling unable to defend his realm, Korob (the last monarch) swore fealty in 223 to king Shelir I of Melderyn who was somehow able to pacify the tribes.

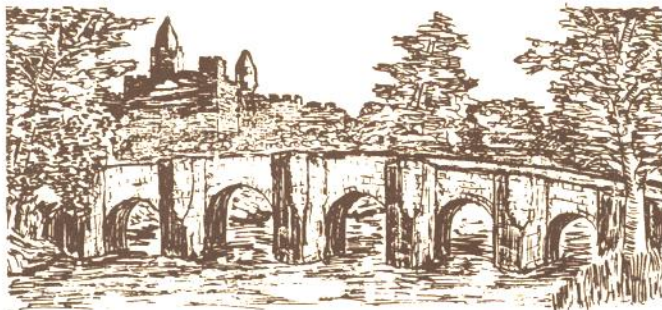
- | | |
|------------|-----------|
| 1. NATHWIC | (155-190) |
| 2. JANAKOR | (190-218) |
| 3. KOROB | (218-223) |

ELORINSHIRE

A shire of Melderyn; the Sheriff of Elorin holds Cosyuh for the king, and the Shire Moots are held there.

ELSHAVEL, Castle [I7]

The seat of King Aranath and capital of the Kingdom of Erael, located on the left bank of the Enorien in the carefully tended woodland heart of the Shava Forest. Nearby, is an impressive and very old stone bridge bearing the only paved road in eastern Harn. The castle environs are one of the two sites of the few necessary



permanent structures of Aranath's kingdom (Ulfshafen is the other). Said to be powerfully enchanted, the castle, and Erael in general, are almost always closed to non-Sindarin.

EMABA Strait [C9,D9]

A rough-water passage dividing the isle of Anfla from Harn. Treacherous rocks, some visible only during low spring tides, narrow the passage and have brought many a ship and its crew to their doom.

EMBALMERS' Guild

The embalmers' guild has a monopoly on the preparation,

for renumeration, of corpses for burial. Some temples and noble houses bury their own dead; many will, however, obtain assistance from the guild. The guild's customers are mostly the middle class. Most simplefolk are quietly buried in unmarked graves (or tossed down a hole). Services by this guild range from 200d to 5000d.

ENLAYA Island [C10]

A small, hilly, forested isle lying in the Gulf of Ederwyn. Generally uninhabited, Enlaya is periodically visited by the Adaenum of nearby Anfla.

ENORIEN, River [I7,J7]

The principal river of the Shava Forest, flowing from the Shava Highlands south to Elshavel, then eastward to enter the Kald Estuary at Ulfshafen. The river and its tributary streams are said to be under the enchantment of King Aranath of Erael, at whose command they flow cool or cold, swiftly or not at all. A recent belief is that the Sindarin derive their longevity, good health, and youthful appearance from its waters.

EQUANI, The

The peoples inhabiting the Equeth region. Claiming descent from the Jarin, and using their rough, forested land for cover, the Equani first achieved notoriety for their fierce resistance to conquest by the Corani Empire. The destruction of Kustan (qv) in 477, was brought about by the combined efforts of the Equani with their neighbors the Urdu and Kubora. This unprecedented degree of cooperation among the northwestern tribes could not be maintained and the Equani fell once again to squabbling with the Urdu and Ymodi, to say nothing of the always troublesome Gargun to the south. They have little contact with outsiders other than the surrounding tribes with whom they still war constantly. The Equani are divided into several dozen tribes which range in size between 40 and 130. They hunt mainly with spear and bow, and are among the most primitive of Harn's wild humans. They are notable for their custom of elaborate self-branding; these marks are inflicted as part of the male puberty ritual and as "honour signs" among the warriors. Even among themselves, the Equani raid for food and women.

EQUETH [E3,F3,E4,F4]

A hilly, northern, coastal region of mixed forest, bounded on the south and east by the Rayesha Mountains, and on the west by the Uthel and Pemetta Rivers. Equeth is the montaine of the Equani nation, for which it is named.

EREBIR of Chybisa

The last Chybisian king of the house of Rylia (463-475). Erebir was also king of Melderyn where he held the title Erebir V.

EREBIR I (Pendragon) of melderyn

The semi-legendary first king of Melderyn (1-51). It is known that he aquired the peaceful aquiescence of the Five Kingdoms to his pendragonship but his nature and origin are obscure. He and his line are called the Biradian Dynasty.

EREBIR II of Melderyn

The 2nd king of Melderyn (51-88).

EREBIR III of Melderyn

The 4th king of Melderyn (126-157).

EREBIR IV of Melderyn

The 7th king of Melderyn (240-291).

EREBIR V of Melderyn

The 13th king (463-475) of Melderyn. On his death, Erebir's bastard son, Arabar II, was chosen king over several legitimate heirs. This led to the secession of Chybisa which had been part of Melderyn since 409. Chybisian history records him as simply Erebir, since he was their only monarch by that name.

ERIEL, Queen

The 6th monarch (690-694) of the Kingdom of Kanday (qv). This young queen succeeded her father, Andasin

III, (qv) during Ezar' War (qv). Her beauty and charismatic presence inspired Kanday to recover from the death of its king but her reign was short. Eriel was assassinated by the Order of the Crimson Dancer, at the command of the Rethemi king, Chafin I. This treacherous act, intended to demoralize Kanday, backfired when an outraged Kanday pursued the war with greater vigour, forcing the Rethemi king to sue for peace in 697.

ERYN, River [E8]

Rising in the Ternu Hills, the Eryn flows southeast and south to Aleath on the Gulf of Ederwyn. The river is crossed by a bridge at Dyrisa, the head of navigation.

ERYNASHIRE

A shire in the Kingdom of Kanday; shire moots are held in Kedis. Although one of the smallest shires in Kanday, it is the most settled and includes the city of Aleath.

ESENOR Keep [K5]

A keep in Balimshire in the Kingdom of Kaldor, held by the Baron Tesla who owes fealty to the Earl of Nephshire.

ESIG, Mount [L4]

The highest summit (7586') of the Sorkin Mountains. It is sometimes alleged to be the primal home of the Khuzdul of Harn. Legend has a mail-clad, bearded ghost in residence at the time of the new moon.

ESURON Keep [F7]

A fortress in Coranan Province in the Thardic Republic, garrisoned by the Coranan Legion.

ETECE, River [I3]

A tributary of the Anoth rising in the western Rayesha Mountains.

ETOBRON

The 19th king (651-684) of Melderyn. Etobron was particularly fond of hunting and planted several thousand acres with forest; the trees have grown incredibly well since his death.

EVAEL, Kingdom of

The last remnant of the Sindarin Kingdom which once covered all of Harn. Evael's borders are, generally, the Farin River on the west, the Wend on the north and the Kald on the East. The islands of Yaelin and Keboth are also loosely controlled parts of the kingdom. There are only two permanent settlements; ULFSHAFEN, the only port, and ELSHAVAL, the capital. Since its founding some 1400 years ago by King Aranath, who still rules, Evael has served more as a sanctuary for the Sindarin of Harn than as a "kingdom" in the human sense. The forest is heavily enchanted and few non-elves are permitted within. Evael is home to no more than 5,000 semi-nomadic Sindarin. The kingdom seems to take little notice of the rest of Harn.

EWEN Keep [E7]

A keep in the Kandian shire of Norea, held by a constable for the Earl of Heroth.

EZAR

The Grandmaster of the Order of the Copper Hook (qv) who was responsible for starting Ezar's War, named after him. Ezar was assassinated in 698 after the war had ended with a defeat for Rethem.

EZAR'S WAR

The war between Kanday and Rethem (682-697), ending with victory for Kanday. The war began when the Order of the Copper Hook invaded Kanday without warning or provocation. Four monarchs, two from each side, died during this war. The current King of Rethem, Chafin III, has pledged to redress the Kandian victory, soon...

with care, since a single blow is able to split a mountain. The full fury of Fakang is said to cause storms and/or earthquakes. The axe's powers are considerably reduced when the god brings it into the realm of frail mortals.

FANA [L4]

A Gargun (qv) cave-complex in the Sorkin Mountains south of Azadmere. It is inhabited by Gargu-viasal. It was originally built as an outpost of the Khuzdul of Azadmere, but was taken by the Gargun in 135.

FARIN, River [I5,I6,H6,H7]

Rising among the glaciers of Mount Putest, the Farin flows generally south and west to enter and drain Lake Heras, thence running to the Gulf of Chakro. The Farin is the western boundary of the Kingdom of Evael, and (theoretically) the eastern boundary of the Thardic Republic. The river is fordable at Trobridge Inn.

FEBEN, River [G2]

A cold, swift Orbaalese river draining Jariga Lake into the Sea of Itikir, below Vold.

FELGOTH [L5]

A Gargun (qv) cave-complex in the Sorkin Mountains to the west of Garvin Bay. This settlement of Gargu-hyeka is surrounded by dozens of its nomadic splinter bands, most of which are very small.

FELSHA Mountains [H3,H4,H5,H6,I3,I4,I5]

Harn's most inhospitable region, lying generally between Lake Benath and Kaldor. The range has 14 peaks above 6000 feet, including Mount Wynan, Harn's highest. Atrocious winters and equally unpleasant inhabitants make the Felsha Mountains a hard place to survive. The principal Gargun nations are the Gifuso, Nizus, Korego and Pryeh. The area east of Misyn is also noted for its transient Ivashu. Scattered human tribes may also be found.

FEUDALISM

Feudalism is a system whereby all land is owned by the king (or head of state) who will grant fiefs (or fiefs) in exchange for military service. In this way, the king, while surrendering the revenues and other benefits from extensive territories, provides for the defence of the realm, and for local and regional government. The rights, privileges, titles and obligations pertaining to fiefs are inheritable. The great magnates of the kingdom are called "tenants-in-chief" because they hold their lands directly from the king; their fiefs are styled Duchies and Earldoms. Landholders will themselves grant fiefs to lesser persons; this process of breaking a fief into smaller fiefs is called "subinfeudation".

When a noble accepts a fief, he owes fealty to, and becomes a vassal of the person (liege) who bestowed it. Each grant of land is an individual contract between liege and vassal, involving service that is roughly proportional to the value of the land granted. Land is valued on the basis of how much revenue it can produce for the vassal in one year. On Harn this is normally 4d per acre, perhaps less if the land is deemed "poor". Land worth 1000-1500d annually must provide one fully equipped footman, or scutage (cash) of 20%. A "knight's fee", with revenues of 4800-7200d yearly, must provide a mounted knight or scutage of 20%. If personal service is given, as opposed to scutage, it is due for 30-60 days each year. Service will either be in the army of the liege, attendance at his court to give counsel, or whatsoever he deems fit and honourable. If a fief has to be defended against external attack, military service above and beyond normal service is required.

In addition to service, a liege has certain other claims he can make on a vassal. He can demand up to 20% of annual revenue (10% is common) as a contribution to the dowry of his eldest daughter or to offset expenses when his eldest son is knighted or for payment of ransom should he ever be taken prisoner by an enemy. He can, and usually will, levy death duties (herots) of up to 25% on the estate of a deceased vassal. In keeping with his duty to defend and administer justice in his domain, he may summon vassals to his court to account for their actions, and if appropriate, punish them with fines, take

FAKANG

The great double-bladed battleaxe borne by the god Sarajin. One of its blades is dull-silver in colour, while the other is a dirty gray. The deity weilds the weapon

back the fief held, bannish, or even pass sentence of death on an offending vassal. The betrothals of tenants-in-chief are often of political importance and of vital concern to the king. Similarly, tenants-in-chief are very interested in the nuptials of their own vassals. Thus a leige also has the right to forbid and/or arrange the marriages of his vassals. Finally, a fiefholder has the right to expect the loyalty and support of his vassals.

At the bottom of the feudal pyramid are the serfs who work the land. In return for protection, justice, and security of life and land, they owe service in the form of agricultural and other labour, including (in time of pressing need since they are not reliable troops) duty in the militia. They are bound to the land and may not leave it without permission. They too are subject to payment of the special taxes mentioned above; a herot of the best animal is common and serfs whose daughters wish to marry outside the village might have to pay a similar tax.

FIERTH (The Usurper) of Kaldor

The 8th king of Kaldor and the 1st of the House of Orgael. When King Maranos died in 362, many Kaldoric barons supported Fierth's claim to the throne because he promised to restore the powers that had been gradually eroded over the previous reigns. Fierth claimed to be the bastard-elder brother of his legitimate rival Aidrik II. The resulting civil war did considerable damage to the kingdom, but Fierth caught (and allegedly roasted) Aidrik II in 377. Fierth failed to deliver on his promise to the barons, many of whom were tried and executed for treason under Kaldor's newly corrupted judicial system. Fierth so alienated the very barons who had given him the crown that they again revolted on his death, forcing Fierth's son Uthred (385-406) to fight for his throne.

FIGHTING-ORDER

An organisation of fighting-men. Fighting-orders are generally comprised of a number of knights-bachelor (qv), but may also have a "commonality", that is a contingent of simple warriors; only rarely is a fighting-order comprised purely of commoners. Fighting-orders are usually devoted to some "high purpose", such as the religious conversion of a barbaric region, or the protection of an important individual or institution. Some may be cynical political pressure groups. The following are Harn's principal fighting-orders; each is described under its own entry:

THE CHECKERED SHIELD
COMPANIONS OF ROVING DOOM
COMPANY OF THE COPPER HOOK
THE CRIMSON DANCER
DEMON PAMESHLU THE INSATIABLE
COHORTS OF GASHANG
THE LADY OF PALADINS
THE RED SHADOWS OF HERPA
THE WARRIORS OF MAMEKA

FINDUMON Keep [E8]

A barony in the Kandian shire of Urien, held by clan Seben from the Earl of Heroth.

FIRIS Castle [G6]

A fortress in Shiran Province in the Thardic Republic, garrisoned by the Shiran Legion.

FISEN Keep [K5]

A keep in Balimshire in the Kingdom of Kaldor, held by a constable on behalf of the Earl of Balim.

FIVE YEAR WAR

The war between the Thardic League (qv) and Kingdom of Kandy (661-666). The war began when the League attacked Moleryn, a Kandian ally. The first two years of the war were essentially a series of minor skirmishes, but a serious defeat was inflicted on the Kandian army by the League at the Battle of the Teb Marshes in 663. This defeat led to Queen Aurelora of Kandy taking personal command of her army and inspiring it to win a series of victories which won the war for Kandy. The lands around Kuseme were annexed by Kandy in the terms of peace but these were later lost in the Kuseme

Wars (qv).

FJAJA Keep [H2]

The hold of clan Staeld in Orbaal, within the royal domain of Geldeheim. Clan Staeld are loyal cousins to King Alegar II, and hold Fjaga at his pleasure.

FOBIN Keep [E7]

A fortress in Gerium Province in the Thardic Republic, garrisoned by the Gerium Legion.

FOMENIEN, Mount [I4]

A peak (6145') in the northern Felsha Mountains; the source of the river Nethil.

FOOD

The diet shown below is a rough indication of what types of food are normally consumed on Harn. Note the importance of bread and the effect a serious crop failure would have on sustenance.

	COMMONERS	NOBILITY
BREAD	80%	50%
VEGETABLES	10%	20%
MEAT	7%	20%
DAIRY PRODUCTS	2%	5%
WINE/ALE	1%	5%
DAILY COST	1d	4d
DAILY CALORIES	2000	2500

The above percentages are consumption, not cost. For common folk, bread will be 50% of cost; everything else, adding up to 20% of diet, would be 50% of cost. The average commoner will eat, per day; 2 loafs of bread, a bowl of oatmeal porridge, two bowls of soup or stew, possibly containing small amounts of meat or fish, but mostly vegetables such as peas, beans, lentils, and cabbage, (potatoes, onions, carrots, turnips, and other root crops, do not exist on Harn), and sometimes some cheap wine or ale. Eggs, cheese, milk, and meat roasts are luxuries, available more readily to producers, but generally the preserve of the middle and upper classes.

BEEF	1.50d/lb	MUTTON	.75d/lb
CHICKEN	1.00d/lb	PHEASANT	2.00d/lb
DUCK	1.25d/lb	PIDGEON	1.00d/lb
GOOSE	1.50d/lb	PORK	1.75d/lb
HAM/BACON	2.00d/lb	RABBIT	1.25d/lb
HORSEMEAT	1.00d/lb	SWAN	2.50d/lb
LAMB	3.00d/lb	VEAL	3.00d/lb
LARD	1.00d/lb	VENISON	2.00d/lb
BREAD/rye	.25d/lf	RYE FLOUR	.25d/lb
BREAD/wheat	.50d/lf	WHEAT FLOUR	.50d/lb
OATCAKES	.25d/dz	OATMEAL	.25d/lb
SCONES/BUNS	.50d/dz		
BUTTER	.50d/lb	EGGS	2.00d/dz
CHEESE	.75d/lb	HONEY	12.00d/gl
CREAM	6.00d/gl	MILK	2.00d/gl
CURDS	.50d/lb		
COD	1.00d/lb	OYSTERS	.50d/lb
CRAB	1.00d/lb	PIKE	1.00d/lb
EELS	.75d/lb	SALMON	2.00d/lb
HERRING	.50d/lb	STURGEON	1.50d/lb
MACKEREL	.25d/lb	TROUT	1.25d/lb
APPLES	.25d/lb	BEANS	.25d/lb
BERRIES	.75d/lb	CABBAGE	.50d/lb
CHERRIES	.50d/lb	LENTILS	.50d/lb
PEARS	.50d/lb	PEAS	.25d/lb
PLUMS	.75d/lb		
NOTE: DRIED, SALTED, & SMOKED MEATS AND FISH WILL BE 50%-100% MORE			

Generally, animals are not kept to provide meat. Because it takes roughly eight pounds of grain to get one pound of animal protein, livestock farming is not efficient or common. Sheep are raised for milk, wool and manure, cattle as beasts of burden and to provide milk, goats to provide milk, and chickens or ducks to provide eggs. Of course these animals are eaten when they grow too old to be useful, but lamb or veal is a luxury and very expensive. Game animals such as deer and pheasant are hunted by the nobility; the peasant farmer might poach one or two at great risk to himself, but the odd rabbit in the pot is more likely. Along sea coasts, fish will be part of the diet, perhaps as much as 20%. Agricultural prices (grains and livestock) are listed in MANOR (qv), and alcoholic beverages in INNKEEPERS Guild (qv).

FORN of Melderyn

The 8th king (291-327) of Melderyn.

FOSUMO Keep [M8]

A keep in Birensire in the Kingdom of Melderyn; it is a chapter-house of the fighting-order of the Lady of Paladins (which also holds nearby Cundras).

FOULSPAWN (See: Gargun)

FOY, River [G3,G4]

A short, swift river rising in the Tendut snowfield, plunging northward and meeting with the Weben to form the River Peliryn.

FUMING GATE, Order of the

A clerical order of the temple of Agrik which sponsors the fighting-Order of The Company of the Copper Hook. The Fuming Gate's only major temple is in Golotha. Since Ezar's War (qv), and the fiascos suffered therein by the Copper Hook, the order has been in steady decline. It is doubtful that the Golotha headquarters hold more than a dozen priests.

FUR ROAD, The [I3+]

The trail running between Orbaal and Kaldor to Tashal; so called because of the shipments of hides and furs moved along it each spring. The trail passes through the range of the Taela nation, who can at times solicit "gifts".

FYSO, Mount [I2]

The easternmost major peak (6477') of the Jahl Mountains. Called by some "Windheim", it is said to house Bjaka, a wind-demon known as the scourge of shipping on Jarin Bay.

GARDIREN Castle [K4]

A castle in Nephshire in the Kingdom of Kaldor and the principal seat of Earl Curo of Neph.

GARGOYLE

The closest Harnic equivalent of an Earthly gargoyle is called the UMBATHRI (qv).

GARGUN, The

The Gargun (also called Foulspawn, orcs or goblins) first appeared on Harn in Elkal-Anuz during the Tyranny of the Lothrim c.110. How Lothrim produced them is far from clear; it is theorised that he either "imported" them by magick, or bred them from another species. In any event, they outlived their "creator" and by 250 had spread throughout the island.

Because their bodies are covered with coarse fur, and for numerous other reasons, Gargun are vastly different from Harn's other culture-forming races. They are divided into five distinct sub-species: Gargu-arak, Gargu-hyeka, Gargu-khanu, Gargu-kyani, and Gargu-Viasal. Each of these possess unique racial traits detailed in sub-headings below. It is almost certain that different subspecies existed at the time of Lothrim.

The Gargun have a reproductive system resembling that of some insects. In each tribe there will usually be, at most, one fertile female (the queen) and generally only one fertile male (the king). Both sexes become fertile only through continued social exposure to the opposite sex (all such contact leads to fertility), but

most male Gargun will have no sexual contact with females of their own species. This is not to say that Gargun males are impotent; they are fully capable of rape, an ability which they will demonstrate from time to time by sating their lust on the unwilling females (and sometimes males) of other species.

Approximately one month after fertilization, the queen will lay, depending on her age and health, up to eighty gelatinous eggs. Queens are most fertile between the ages of eight and twelve. If the eggs are stored in a dark, humid environment, and given a good supply of decomposing organic material (offal), they will hatch in three to six months. Newborn Gargun have an extensive racial memory, permitting almost immediate social interaction with others in the tribe. This racial memory also has the effect of preserving the customs of the Gargun from one generation to the next. Hence, while other species may evolve, Gargun society is almost totally unchanging.

Only one percent of the eggs will hatch as females. If exposed to males for about six consecutive hours these "princesses" will become fertile queens. Since only one queen is generally tolerated, the princesses are segregated on hatching to form a "Queens Guard"; they are reckoned the most vicious fighters of the tribe. Occasionally, a princess will escape with, or be abducted by, a group of males from the same tribe with the intention of starting a new colony. Tribes which are queenless, will strive to kidnap a princess or else face certain extinction. Since the queens become bloated and somewhat immobile, few princesses actually desire the role. Contrary to widely held belief, due to chemical peculiarities, the Gargun cannot fertilise or be fertilised outside their own sub-species (at least not without the intervention of magic or alchemy). If fertile, such matches would, in view of the differing racial memories and cultural patterns involved, probably produce sterile individuals who would be insane even by Gargun standards (which are not very high).

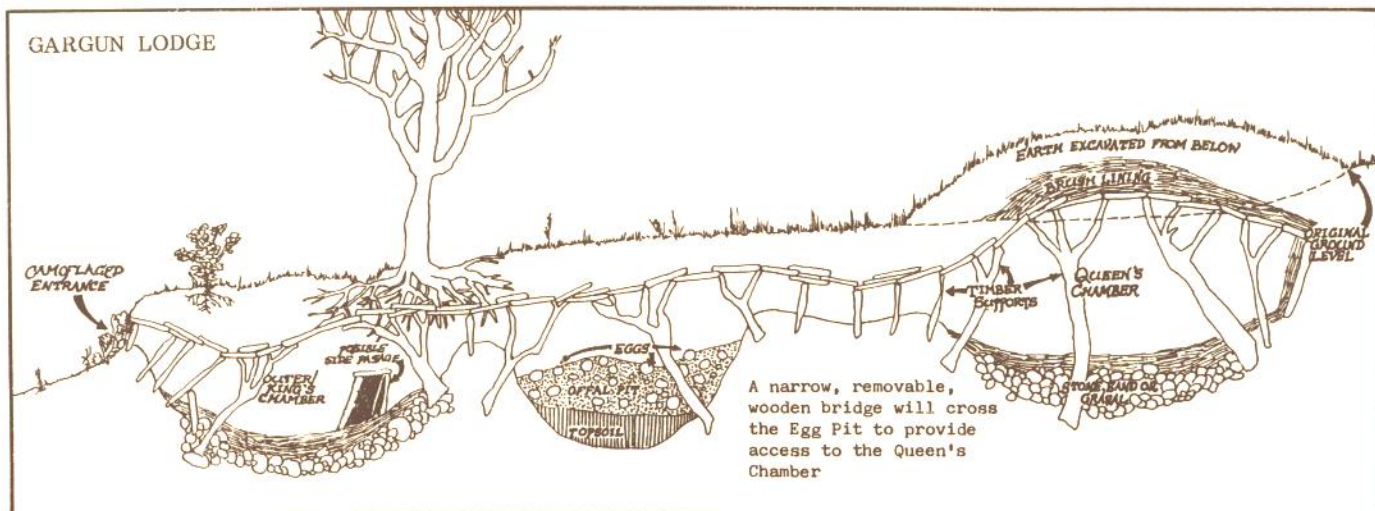
There are few, if any, social injunctions restricting the competition among the tribe's strongest and most intelligent males to become king and thereby gain access to the queen. Methods chosen by the candidates range from open challenge to mortal combat, with the community watching, to a knife in the back while sleeping. The only requirement, from the point of view of the would-be king, is that once the kingship is achieved, he must survive long enough to enjoy it. Few survive more than a few months.

Of Harn's culture-forming races, Gargun have the shortest lifespans. Fully grown within a year of hatching, they rarely live past the age of twenty five, although most die violently long before that. This is because they constantly squabble, maim, and kill, among themselves, with other Gargun tribes, and with any other race. Only when there is an exceptionally strong king, or an external power manages to enslave them, is there any hope of (relative) tranquility within a Gargun tribe or settlement.

All Gargun seem to have an abiding hatred for the Khuzdul and will, if there is any chance of victory, attack any they happen upon. The two races have a long history of mutual animosity dating from the Gargun's appearance on Harn and the subsequent Carnage of Kiraz.

By choice Gargun eat only meat and sometimes keep food animals. They will not hesitate at cannibalism and very much enjoy eating human or Khuzan flesh; sometimes they cook or kill their food before dining. As a rule, the Gargun are nocturnal, hunting and raiding only at night; sunlight seems to demoralise them.

Gargun who dwell in large communities are subject to certain special phenomena. When the population pressure grows beyond the ability of the community to support, there will occur either a sudden bloody civil war, or a "swarming". Civil wars can kill up to 80% of the male population in an uncontrollable orgy of bloodletting, perhaps lasting a mere hour. A swarm occurs when a significant number of males, perhaps 40%, seize the queen or princess(es) and fight their way out to freedom. Having escaped, the swarm will attempt to establish a new community. Only one in ten will succeed. A swarm can be extremely unpleasant for any settlements in its path.



Gargu-arak (the Small, or Streaked Orc)

The Gargu-arak are generally smaller and lighter than the other subspecies and are usually possessed of streaky brown and tawny fur. Less repelled by the outdoors than the others, they may often be found dwelling nomadically in woodland or forest where their tribes will range in size between 40 and 240. Despite their diminutive statures (they average three feet in height) they are among the most feared of nocturnal predators. They possess an acute sense of smell. Their dwellings are often little more than crude huts or shelters, sometimes they sling "nests" in trees, but about one in every six tribes will have a queen to protect, and will use a large cave, or construct a lodge. A Gargun Lodge (see illustration) will be constructed by first excavating a large pit and then building a shored, earthen roof over the whole. It will consist of several interlocking chambers, and will acquire additional side tunnels as time passes. The longer established tribes are likely to have manufacturing capacity; they will make their own spears, bows and arrows, and possibly also Mankars (short, broad-bladed, blunt-ended scimitars). The Gargu-arak tend to avoid other Gargun whenever possible.

Gargu-hyeka (the Common or Brown Orc)

The common orc represents, perhaps, fifty percent of Harn's Gargun population. Their fur ranges in colour from black to auburn and they average just under four feet in height. Small bands may be found dwelling in the mode of the Gargu-arak (qv), but they are noted for their large cave-complexes. A Gargu-hyeka community will usually be located on the edge of a mountainous region and will consist of one queen, several dozen princesses and between 1,000 and 2,000 males. There will likely be large food animal stocks but these will rarely meet the needs of the complex; hence, bands of 20 to 80 foragers will be out constantly. If there is a shortage of enemy settlements, the community will require a huge hunting range (perhaps over a 1,000 square kilometres, or 4-6 hexes on the map). The complex will be tunneled out of rock or earth and will be utilitarian rather than aesthetic; chambers and passages will generally run in straight lines. There will be numerous redoubts and blind ways, pit, and other, traps, all designed to foil invaders. The architecture may include natural caverns and there are likely to be mines at one level or another. Armouries will produce fairly good weapons, notably Mangs, a unique type of bladed club, and Mankars (see Gargu-arak). The Gargu-hyeka also produce passable scale and sometimes even mail armour, but most of the adults will wear leather armour, or none at all.



MANG

Gargu-khanu (the Great or Black Orc)

At an average height of 4'10", the Gargu-khanu are the largest, strongest and most murderous subspecies of Orc. Their fur is usually black or dark brown. They justifiably regard themselves as the "warrior elite" of the Gargun. Fortunately for the rest of Harn, they breed far more slowly, and kill each other more readily than any other species. The Gargu-khanu may dwell in smaller versions of the Gargu-hyeka (qv) cave complex but they are most often found as the ruling, minority/elite in a hybrid culture with one or more of the other Gargun subspecies in the role of slave (usually Gargu-arak or Gargu-hyeka).

Gargu-kyani (the White Orc)

At an average height of 3'10", the Gargu-kyani are the second smallest of the subspecies. Their fur ranges in colour from light brown to off-white or white. Occasionally dwelling in woodland bands like the Gargu-araki, they usually build cave-complexes in regions where there would be snow on the ground for much of the year (ie, at high elevations). Tribes will range from 200 to 1,200 in size. Of the various subspecies of Gargun, the kyani are the least prone to violence and have the least unpleasant personalities. They often to keep dogs or wolves as pets, which they do not maltreat too much. They also produce finer artifacts, and possess an identifiable, if alien, sense of tribal and personal honour. Despite this, they still have an evil reputation among non-Gargun. They tend to avoid outsiders assiduously.

Gargu-viasal (the Red Orc)

The Gargu-viasal, at an average height of four feet, are the second largest of the Gargun subspecies. Their fur is commonly auburn to red in colour. Except for their slower birthrate, smaller communities (of perhaps 700-1200), and less frequent swarming, the culture and habits of the Gargu-viasal are similar to the Gargu-Hyeka (qv).

GARVIN Bay [M4,M5]

A passage separating Keron Island from the east coast of Harn.

GASHANG

The flaming mace of the god Agrik, which is capable of inflicting "supreme" pain. The fighting-order, Cohorts of Gashang, carry red tipped maces as a favourite weapon.

GEBRAL of Chybisa

Chybisa's 20th ruler (590-627), Gebral was the third son of Queen Sabalyne and did not expect to inherit his mother's title. His eldest brother died of a hunting accident in 588; the second son had opted to become a cleric of Larani in 581. Although not groomed to rule, Gebral developed into a capable administrator but was unable to stem the graft rampant in his bureaucracy. He was succeeded by his only daughter Udine I.

GEDA Keep [L7]

A keep in the Kingdom of Chybisa held by the Baron Forsetha. Kjal Forsetha, who is of Orbaalese extraction, obtained the fief as a result of a wager won with its previous tenant, who had bet that Kjal would be unable to lift his horse. The terms of the wager were confirmed in 715 by King Verlid VII who observed that he was probably well rid of a fool who would so readily cast aside his heritage. Kjal himself is still alive and well and, although he claims to be fifty, sixty or seventy years old (depending on his mood), he still delights in performing feats of strength for his guests.

GEDAN [J2]

A site, likely of Earthmaster origin, in eastern Orbaal. Situated in well forested hills. It has, at some time, been used by Jarin (?), as a burial ground. Its funereal role seems very ancient and is sometimes referred to as the "Lodge of a Thousand Souls". Few in their right minds will approach at night but this is partly because the region is the range of the Diaffa Gargun.

GEDIL Island [J1]

A mountainous, forested island off the northeast coast of Orbaal.

GEDYF [F4]

A Gargun (qv) cave-complex in the Rayesha Mountains, near Mount Anegif, occupied by Gargu-hyeka.

GELDEHEIM Castle [H2]

The principal seat of King Alegar II of Orbaal, the traditional domain of Clan Taareskeld. Geldeheim is the strongest fortification and largest settlement in Orbaal and possesses a fine harbour, the Geldesfjord. The castle was built between 668 and 673, on the site of the captured Jarin keep of Lethwyn. Four keeps are within the royal domain of Geldeheim: Ebein, Fjaga, Shien, and Zynholm. Each of these is held, at the king's pleasure by relatives.

**GELDESFJORD [G1,H1,G2,H2]**

A deep curved fjord in northwestern Orbaal. Being the centre of Orbaalese commerce, the fjord is protected by several fortified settlements.

GELDYM Falls [F6]

A cataract on the River Pech in Kom. The district possesses a number of natural limestone caverns, some of which were at one time used by brigands.

GELEDOTH, House of

The present royal house of the Kingdom of Chybisa.

GELEME, River [J5,J6]

A minor tributary of the Kald which rises in the Kathela Hills.

GELIMO [M10]

Five enigmatic, concentric rings of standing stones, located in heathland overlooking the rocky west coast of Melderyn. A multitude of theories exist concerning the henge's origin and purpose, but none are widely known or accepted. The site is now little more than an object of curiosity to the local mages.

GEMAL, Cape [D9]

The southwesternmost point of the Harnic mainland.

GEMINOST Keep [E7]

A fortress in Gerium Province in the Thardic League, garrisoned by the Gerium Legion.

GEMRIL of Melderyn

The 9th king (327-369) of Melderyn, Gemril succeeded his second cousin Forn and was followed by his nephew Imadain I.

GENIN, Mage of Melderyn

One of several Melderyni wizards (?) whose actions have, periodically, affected the history of mainland Harn. Of obscure motivation, Genin seems first to have made his presence felt during the Aleathian Odessy (qv), when he met the refugees on the island of Keboth. He then led them to the mouth of the River Horka where they founded Thay in 573. Vague rumours connect Genin with various strange events that have occurred from time to time. It is not known if the mage still lives, or where, but Thayans revere him as a benign figure who will (hopefully) come to their aid in time of need.

**GENIN TRAIL, The [K7+]**

The trail used by travellers between Thay and Tashal, named after the legendary mage Genin, although the connection with that mage is obscure. It may be that he blazed or used the route for a "pilgrimage" northwards in 574-575.

GERIUM PROVINCE

One of six provinces in the Thardic Republic; Geshtei is the provincial capital. The Marshal, Jithias of clan Mariam, obtained the office by the influence of his uncle (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. Jithias is prone to rashness and the provincial magistrate, Borisir of the powerful Wytel clan, is constantly sending unfavourable reports to the senate. Most believe it is only a matter of time before one these officers assassinates the other.

GESHTEI Castle [E7]

A fortress and the capital of Gerium Province in the Thardic Republic. It is the headquarters of the Gerium Legion, and the castle guards a stone bridge across the Imris River.

GETHA Keep [K5]

A keep in Nephshire in the Kingdom of Kaldor, held by Baron Indama who owes fealty to the King.

GETHEDON, River [I4,I5,H5]

A river rising in the northern Felshas and flowing southwestward into Lake Benath. It is the southern border of Misyn.

GIANT

The closest Harnic equivalent to a giant is the HRU (qv).

GIFUSO [I5]

A Gargun (qv) colony of Gargu-hyeka on the eastern edge of the Felsha Mountains. The region is often aswam with miscellaneous Gargun bands, most from Gifuso (qv).

GIMON Keep [E9]

A barony in the Kandian shire of Selion, held by clan Jevasa from the Earl of Sarkum.

GLASSWORKERS, Guild of

This guild has a monopoly over the production of glass products. Since the methods of manufacture are not widely known, glassworkers are occasionally accused of employing some kind of magic in their work. The Sindarin are well known for their glassmaking ability, a fact which also lends mystery to the art. Glass windows are much too expensive for most Harnians; the master glassworker is likely to earn a reasonably good living by producing exquisite glass pottery (12d-240d), stained glass (12d sq.ft.), and windows (2d sq.ft.) for Harn's elite.

GLENOTH Keep [N9]

A keep in Dathshire in the Kingdom of Melderyn. Glenoth

is situated on an island of the same name and is held by Baron Halwyn from the Earl of Nurisel.

GOBLIN

A name used by simpletons and children to describe Gargun.

GODS/GODDESSES (See: Deities)

GODSTONES

Enigmatic artifacts found at all Earthmaster sites. The Godstones are monolithic blocks, some 5' wide and 3' thick at the base, tapering to a height of 10'. They are made of an impervious, dark gray, stone-like material which is otherwise unknown on Harn. They are also possessed of powerful psionic auras (they may in fact be psychic constructs). The stones are strongly associated with weird, often fatal events, and are generally treated with religious awe or avoided completely.

The Godstones are in fact teleportal gates which the Earthmasters used to travel between any two gates on Harn and elsewhere on Kethira. The master gate, used by the Earthmasters to come to, and leave from Kethira, is in Lythia. Most, if not all, godstones are still operational and are used by a select group of Mages with the prerequisite psychic abilities.

GOLOTHA, City of [D7]

The largest city of the Kingdom of Rethem (qv), located on an island at the mouth of the River Thard. The Dedergon Bridge links the city with Chakta keep on the south bank. The city was founded under the name of Merethos in 388 by Malian, the first Corani emperor. During the Corani Empire, the city enjoyed prosperity as a port and trading centre, handling much of the empire's trade. In 562, Merethos was the first city to fall to the Balshan Jihad after a battle of only three hours. The jihadists gave the city its present name. Golotha provided much of the impetus for the rebels but was snubbed, in 568, when the capital of the Theocracy of Tekhos (qv) was established at Shiran. Golotha remained the religious centre for the new "state religion", the worship of Morgath. With the chaos following the collapse of the Theocracy in 588, Golotha was able to maintain a Morgathian theocracy and, to some degree, controlled most of Rethem during the Interregnum. However, Rethem and then Golotha itself were conquered by Arlun the Barbarian in 635 and the Kingdom of Rethem was founded. Golotha was made a Rethemi "freetown".

Golotha is a city of secrets and dark places. Its narrow, poorly policed streets are regarded as dangerous, even during the day. The evil temples, which virtually govern the place, have an almost free reign in their nefarious activities. Many hapless citizens and visitors have been whisked off never to be heard of again. The city is crossed by canals which are distinguishable from the sewers only by their depth and the presence of boats. The city suffered severe flooding in 707 when the Thard broke its banks. This was only the latest in a long series of such catastrophes, the worst being the "great flood" of 521, when fully half the city was destroyed. The port remains busy, with Thard river traffic.

Golotha is governed by a heptarchial council with members appointed by the Mangai, the temple of Agrik, the temple of Halea and the temple of Morgath, the latter electing four. Due to the overwhelming dominance of the temples, Golotha is generally regarded as the political heir to the Theocracy of Tekhos. Golotha contains the following temples:

- AGRIK (Order of the Eight Demons) *
- AGRIK (Order of the Fuming Gate) *
- AGRIK (Order of Herpa the Mace) *
- AGRIK (Order of Mameka the Master of Steel) * +
- AGRIK (Order of the Octagonal Pit) *
- HALEA (Order of the Silken Voice)
- ILVIR (No recognisable order)
- MORGATH (Order of the Lord of Chaos) * +
- NAVEH (Order n/a)
- SAVE-K'NOR (The Hyn-Aelori)

- * Headquarters of the Order.
- + Seat of the Primate of Harn.

GOMETH of Chybisa

The 16th monarch (506-521) of the Kingdom of Chybisa. Gometh was greedy and corrupt; he directed monies into his personal coffers that were desperately needed for the defence of the realm.

GOMISEN, River [E6,E7]

A tributary of the Thard River, originating in the western Rayeshas.

GOSUS Keep [N10]

A keep in Cherfinshire in the Kingdom of Melderyn. It is held by Baron Maradyne who owes fealty to the Earl of Nurisel.

GOZYDA, The

The tribal nation dwelling in and around the Mimea Hills in southwestern Tharda. A branch of the Gozyda, the Domi, inhabit the nearby island of Domid. At various times, different Thardic states have attempted to assimilate the Gozyda, but the tribes have resisted, and the region has always been wilderness. The Gozyda have welcomed into their ranks numerous outlaws from Tharda, and despite being organised into nomadic bands of 60 or less, and subsisting mostly on hunting, raiding and larceny, they have maintained a fairly extensive knowledge of up to date weapons and guerrilla tactics. They will also trade the products of their hunting with the nearest villages. The Gozyda are, surprisingly short of women and children who will represent well under fifty percent of the population.

GRAY BLIGHT, the

A crop disease that affected most of Tharda in 602. Less than 20% of the normal crop was harvested that year and roughly 12,000 Thardans died of famine.

GREEN TOWER, The

The mythological origin of the equally mythological Tomes of the Green Tower. The tower itself was apparently a structure rising out of the murk, representing an island of calm in the primeval chaos. To this place came several great immortal sages (none of whom are easy to identify) who would commit their journals to the copper (?) walls. At various times, anonymous sages have claimed to have visited the tower and copied the runes from the walls. These varied writings were edited and "published" around the time of Lothrim (qv) by one Nala-Uroh, a scholar of Elkall-Anuz. This is the only form in which the Tomes of the Green Tower now exist. The Tomes of the Green Tower are significant mainly because they have come to form the basis of the Twentieth Tome (qv).

GUILDS

On Harn, and throughout Lythia as well, virtually all significant commercial and professional activities fall within the monopolies of powerful guilds. There are usually three ranks within each guild: Apprentice, Journeyman, and Master.

Apprenticeship

Apprenticeship is usually granted to the eldest son or daughter of an existing Master (the custom varies). The guild may also permit (or sell) additional apprenticeships if the anticipated demand for the services or goods it sells cannot be met by the existing Franchises [hx]. Newly created apprenticeships will almost always be granted first to the other offspring of Masters. Apprentices receive only room and board for pay; it is deemed a privilege to be given an apprenticeship. Apprentices will rarely, if ever, serve under their own fathers, since it is believed that a father will not administer adequate discipline. The treatment they receive varies greatly; frequent beatings, and long hours of menial labour, are considered normal. Apprenticeships usually have a duration of 5-7 years unless specified otherwise in a particular guild entry.

Journeyman

The rules governing the promotion of an apprentice to journeyman vary slightly from guild to guild and according to circumstance. The candidate may have to

complete a practical or oral examination before the guild's Board of Syndics (see below) to establish his competence, or the simple vouching of his master may be sufficient. The professional guilds usually have the most stringent requirements. Some masters will intentionally deny advancement to their apprentices because of the cheap labour they represent, but the guild will usually step in to prevent this from going on too long. A few guilds do not have the rank of journeyman.

Journeyman, in addition to room and board, are entitled to a small wage. They are usually expected to travel from one location to another, working for various different masters of their guild, who are the only persons permitted by law to employ them. After a prescribed period (usually 3-5 years) the journeyman may apply to any Board of Syndics for a Franchise; most often, he will return home to work for his father and inherit the family franchise when his father dies or retires. A new franchise may be purchased but fees are stiff, ranging from two to ten years income as a master, plus the customary bribes. There is always some kind of examination required to attain the rank of Master.

Masters

There are two kinds of master within most guilds, Freemaster, and Bonded Master. A Freemaster is one who holds a "free franchise", which is simply a licence granted by the guild to own and operate a business in a particular location. A Bonded Master works, under contract, for a wealthy person or institution. Both types of Master pay ten percent of their net income to the guild as dues. Depending on the availability of resources, and the merits of the specific case, various masters may receive grants or loans to establish a new franchise, or salvage an old one. However, most of the time, "free enterprise" is the rule, and troubled businesses are permitted to go bankrupt. If a master suffers hardship (his shop burns down, or is robbed, for example) the guild might provide assistance to him (or his widow or children).

Syndics and Guildmasters

All masters will be members of the local guild chapter with one vote. They will elect from among their number, a syndic or board of syndics who will then appoint a Guildmaster from among themselves. These officers are responsible for the day to day administration of the chapter and, except in the case of very wealthy guilds, continue to be practicing masters. They may or may not receive a stipend for their administrative role. The Guildmaster will represent the guild in the local chapter of the Mangai and in any regional conventions the guild may hold. The way in which a given guild chapter is actually run depends mostly on the personalities involved.

Individual Guilds

On Harn the guilds tend to take in large groups of related businesses. The monopoly of each guild, and any peculiarities it may have with regard to the previously described system, are described under their own headings. For a list of Harn's guilds, see INCOMES (qv).

GULMORVRIN, The

Possessed of demonic power, the Gulmorvrin are the most feared of the undead of Morgath. Governed by the great demon Klyss, the Gulmorvrin have lost any will they once had and exist only to serve their evil masters. When touched by the "Shadow of Bukrai", a force exuded by all Gulmorvrin, all who lack the will to resist, will fall into the "endless death". Gulmorvrin are not created, they are converted (by the shadow) from ordinary mortals. In their new form, they retain any powers they previously had, and receive also the "shadow". If the Gulmorvrin serves the interests of Morgath well, it may be granted additional powers, and possibly a "Bukrai Blade" (a sword which will enhance the "Shadow" of its wielder). Regardless of how well a victim comes to serve the Lord of Chaos, it will inevitably become subservient to Klyss; eternal suffering is the ultimate reward.

GUTHE, River [L4,L5]

A swift-flowing tributary of the Nephen River, fed by the

Jenzu snowfield.

GWAERYN Keep [H3]

The Jarin domain of clan Aeryn in Orbaal, paying tribute to the Jarin castle at Leriell.

GYFYN Keep [G1]

The domain of clan Djagg in Orbaal, paying tribute to Tandir Castle.

GYTHRUN Castle [M8]

A castle in Birensire in the Kingdom of Melderyn. It is the principal seat of Earl Gwenalin of Biren.

GYZEM, Isle of [H10]

A small, isolated, hilly, forested isle deep in the Gulf of Ederwyn. Gyzem is the site of the fabled sunken city of Ridow (qv).

HABE Keep [L4]

The only human settlement within the domains of King Hazmadul of Azadmere. Lying on the left bank of the diminutive Idain River, Habe and the surrounding croplands and pastures are the main suppliers of food to the Khuzdul. The fief enjoys a high degree of independence under the rule of Baron Kophar, a human trusted and respected by Hazmadul. Humans are rarely permitted to approach any closer than this to the city of Azadmere.

HAFEG Island [D2]

An island in the Afarezirs.

HAGINED, King

The founder and 1st king (686-692) of the Kingdom of Orbaal (qv).

HAİN of Pagostra

The founder and first king (137-166) of the Kingdom of Pagostra (qv).

HALANE

The 8th month in the Tuzyn Reckoning (qv) calendar; named after the Goddess Halea. Halane is a mid-autumn month.

HALDAN the Elder

The 19th king of Kaldor and founder of the present ruling House of Elendsa. Haldan achieved power in 603 after a baronial revolt that had lasted for nearly four years. His reign was mainly concerned with rebuilding the shattered economy and in furthering a return to traditional feudalism. He died in 636, leaving a peaceful realm to his son Haldan the Younger.

HALDAN the Younger

The 20th ruler (636-651) of the Kingdom of Kaldor.

HALEA

"The Empress of Opulence, the Queen of Pleasures and Self-Fulfilment, the Maker of Bargains, Guardian of the Treasure Hoards of Heaven, Enslaver of Hearts and Loins, Mistress of the Stolen Moment Forever Lost, Unchaste Lady of the Ten Forgotten Acts and the Ten Times Ten Secret Arts, Golden Temptress of the Crimson Chamber."

Halea is the amoral Goddess of wealth and pleasure. Often regarded the most beautiful creature of Kelestia, one whose true form would drive men mad with passion, she will usually appear to mortals in the guise of an "ordinarily" beautiful young woman. Halea is the Goddess of those who would live moment by moment, wringing from each instant its uttermost yield of hedonistic pleasure. She is the deity of those who crave wealth and the pleasures that wealth can bring. She is not, as some would have it, shallow or empty-headed. Halea is a shrewd schemer, renowned for her ability to seduce the reason of lesser beings with her silken voice and subtle arts.

Halea requires no particular morality of her

adherants but does demand unswerving devotion and loves elaborate rituals and flattery of all kinds. Many followers donate as much as half their incomes to her church and if they deem this prudent, who can argue? Halea is reckoned an easy deity to worship; she is the "Maker of Bargains", willing to negotiate for her favours. The Goddess prefers to bargain from a position of strength with those in great need of her aid. It is sometimes said that she "demands all while giving nought", but she does keep the pacts she makes although not always in the way anticipated. Those who would bargain with the Empress of Opulence had best hasten to fulfil their part; Halea is quick to anger.

Many "serious" individuals do not credit the clerics or lay-followers of the Golden Lady with much intellectual depth, but priestesses may be found in high administrative posts in the governments of Tharda. There are no fighting orders dedicated to Halea and the Order of the Silken Voice is the only clerical order. The Order's main temple, and the seat of Halea's primate for Harn, is located in the City of Shiran. There are subsidiary houses in every city of Harn, except Azadmere. The "mother" house contributes to the fame of Shiran by its sale and "rental" of pleasure slaves, highly trained in the erotic arts. The slaves are usually obtained from poor folk. The trade in slaves (of both sexes) is a significant source of revenue for Halea's church.

Halea's priesthood is composed entirely of women of pleasant appearance. They are fond of esoteric frills and ambiguous wording. Their ritual garb is diaphanous and of all hues but the colours purple, crimson and gold seem to dominate. Various symbols are used. Among them are stylised bells, coins and genitalia. A priestess conducting a ceremony improvises as she proceeds. The monthly "high mass" always seems to end in an orgy.

HALFLINGS

A race of half-sized, humanly-proportioned beings which, according to a seamens' legend, dwell on an island somewhere in the Gulf of Ederwyn. This story may be connected with the possible shipwreck of some children during the Aleathian Odyssey (qv).

HAONIC Ocean [A6+]

Kethira's largest body of water across which there has been no recorded crossing, and few attempts, since the edge of the world is commonly known to lie 100 leagues off Harn's west coast.

HARDEN Castle [M7]

The principal seat of Earl Alaga of Elorin, located in Elorinshire in the Kingdom of Melderyn.

HARNIC Isles

The name given to Harn and its attendant islands. There are some 350 islands in the archipelago; the largest by far is Harn. Other islands and groups of note are Melderyn, Anfla, Belna, Keboth, Yaelin, the Afarezirs, and the Balakas.

HARPERS, College of

The harpers have a monopoly over arts relating to the production and sale of musical instruments. Almost all Harpers are accomplished musicians and will earn a good living as journeymen, when they are called minstrels, bards or skalds. The instruments will be carefully crafted by master harpers, assisted by apprentices and journeymen learning their trades. The most common musical instruments in Harn are the harp, flute, drum, horn, and lute. There are four harpers' halls in the Harnic Isles, at Azadmere, Elshavel, Cherafir and Aleath. Admission to the college is by audition (often flavoured by politics). The Azadmere hall is exclusively for the Khuzdul. Elshavel is generally regarded as the finest place to study and while most Harpers aspire to



attend, it is exceedingly rare for a non-Sindarin to be invited to that august institution; the Sindarin are without doubt the best at these respected arts. Advanced masters of harpercraft are said to "weave their tales with spells, by caress of string, by gentle rhythm to touch men's souls and bannish afar the troubles to which flesh, and bone and aching hearts are heir." The truly great luthiers are able to make instruments of seemingly awesome magick. A few players have been able to coax any emotions they wished from their listeners.

The average journeyman plays an important role in the conveyance of news, tales, legends and oral history, of which the College is a major repository. Bonded on short contracts to a noble's court, or simply travelling from village to village, bards are able to find a reasonably good living, even among some of the wild tribes of the island. In especially great demand are minstrels who have recently come from far off places and who can bring hardly credible songs and poetry of strange folk and weird goings-on. The skalds of Orbaal and far Ivinia are noted for their epic tales of heroes and villains. The elves, while they rarely play for outsiders, are beloved for their never fully understood, but beautiful renditions about their own enchanted pasts. Harpers are also commissioned by various temples to compose religious songs and chants. The following are typical prices for instruments and services although prices will vary with the skill of the harper and his reputation for craftsmanship.

DRUM	36d	COMPOSITION	12-360d
FLUTE	18d	PERFORMANCE	3- 24d
HARP	300d		
LYRE	120d	All prices are highly	
PIPES	60d	Variable.	

HARPIE/HARPY

For information on the closest Harnic equivalent to a harpie, see YELGRI.

HAZMADUL III, King

The present monarch of the Khuzdul of Azadmere (qv). He is 215 years old, and was crowned in 658.

HEBON Keep [D9]

A keep in the Kandian shire of Selion, held by a constable for the Earl of Sarkum.

HEDIRO Keep [G6]

A fortress in Shiran Province in the Thardic Republic, garrisoned by the Shiran Legion.

HEFIOSA [F6,F7]

A mountainous bandit-controlled district in the Thardic Republic, which is able to defy authority because of its ruggedness.

HEMURIN, River [I4,J4,J5]

A tributary of the Kald, rising in the extensive Wynan Icefields, which feeds and drains Lake Myen.

HENWE Keep [D7]

A barony in the Rethemi shire of Zabin, held by clan Pozen from the Earl of Tormau.

HERALDS, College of

The College of Heraldry is closely associated with the nobility which supplies, directly and indirectly, many of its members. Heraldry is one of the few professions which are not deemed beneath the dignity of a noble. All young nobles are, in fact, required to learn the fundamentals of heraldry as part of their training, usually between the ages of ten and thirteen. Young sons and daughters of the nobility who are not likely to inherit anything when they come of age, form the majority of college entrants and will progress rapidly through the ranks. Most heralds are bonded to land-holding nobles, responsible for the keeping of records of family arms, genealogies, and much of the education of the clan's children.

Heralds also play an important role as ambassadors

skilled in the etiquette of diplomacy and warfare. In this role, they are afforded a high degree of political neutrality. When a major battle is to be joined, the heralds from the opposing camps (who may well be personal friends) will meet to exchange formalities, and possibly to conduct last minute negotiations. Assuming no accommodations are made, they will arrange such details as the time hostilities will commence, and possibly break off, terms for surrender, and the treatment of captives. Opposing heralds will quite often watch the battle from the same vantage point, free from any harm.

The institutions in which heralds receive advanced training are called colleges. They are also vitally important repositories for all of Harn's heraldic records (both geneological and those having to do with the marshalling of arms). The Enclave of the Golden Orb located in the city of Cherafir is the governing house; it holds in its archives the official records for all the Harnic Isles, and is the residence of the chief herald of Harn. An idea of the importance of the College of Heraldry is given by the title of the chief herald; he is called the Sunrise King of Arms. There are several semi-autonomous regional colleges, a complete list follows:

LOCATION	COLLEGES
AZADMERE	WHITE MOUNTAIN LODGE
BURZYN	TOWER OF THE UNICORN
ELSHAVEL	SILVER HARP PALACE
TASHAL	ENCLAVE OF THE HOLY OAK
ALEATH	VIOLET MANTLE PALACE
CHERAFIR	ENCLAVE OF THE GOLDEN ORB
GELDEHEIM	GRAY WHALE COLLEGE OF ARMS
GOLOTHA	MANSE OF THE SANGUINE SALTIRE
CORANAN	PALACE OF GULES

The grounds of the colleges are inviolate by law; even heads of state are forbidden to enter them without invitation.

On Harn, only nobles, fighting-orders and standing legions may receive a grant of arms; only the College of Heraldry may make such a grant. An application for a grant of arms may be made, with or without a request for a particular design, at any of the regional colleges. Since no two matriculations may be similar, all grants must be referred through the central archives at Cherafir. If the holder of a grant of arms travels beyond the Harnic Isles, to Lythia for example, he would be required to "difference" his arms by adding a scalloped azure bordure to his escutcheon (shield). This marking is distinctive to Harn and was agreed on in order to save constant, time-consuming referral between the islands and the continent. Hence, when a noble travels to Lythia, he may be assured that his arms will remain unique. It will usually take at least four months for a grant to be approved; there will be a fee of 5,000d or more, half of which must be paid in advance. There are severe penalties everywhere on Harn for bearing false arms.

HERAS, Lake [I6]

Located on the River Farin in the west of the Chelna Gap, Heras is Harn's fourth largest body of fresh water.

HEREB, Mount [K4]

A peak (6498') in the central Sorkin Mountains near Azadmere.

HEROTH Castle [E7]

The principal seat of the Earl of Heroth, located in the Kandian shire of Norea. Clan Cassean holds this fief from the king.

HERPA THE MACE, Order of

A clerical order of the church of Agrik, sponsoring the fighting-Order of The Red Shadows of Herpa (qv). This is the most mystical of Agrik's orders; it involves itself in politics, favouring an (evil temple) crusade against the rest of Harn. Its main temple is in Golotha and it maintains a secret temple in Coranan, engaged in subversion. In 714, a faction broke off to form the Order of the Eight Demons (qv).

HERTH-AKAN, The

A ritual of the temple of Naveh. A miscreant cleric is

given a one hour head start and for three successive days and nights thereafter must evade the murderous pursuit of seven of his temple brothers. Few do! The ritual is occasionally used against enemies of the temple, or against those that the temple has contracted to kill. If the victim evades death for the required period, he is permitted to live, but the failed brothers will undertake ceremonial suicide.

HERU Keep [J5]

A keep in Semethshire in the Kingdom of Kaldor held on behalf of the Earl of Osel by a constable.

HIBUT Keep [F7]

A fortress in Coranan Province in the Thardic Republic, garrisoned by the Coranan Legion.

HIDEWORKERS', Guild

This guild has a monopoly over the curing of all types of hides, including furs, and leatherworking. A master hideworker's establishment may be a tannery, usually located on the outskirts of a town because it will stink of the urine used in the curing process, or a retail workshop where cured hides are made into various leather products such as belts, whips, harnesses, and waterskins. Cobblers producing leather boots, sandals, etc. also belong to this guild. Leathercrafting which involves horses (bridles, saddles, etc.) is a monopoly of the Ostlers' Guild (qv). A tannery will purchase raw hides and furs from anyone although most are obtained from local manors and the Mercantylers Guild.

HARNESS (ox)	18d	HIDE (ox)	24d
QUIVER	4d	HIDE (horse)	10d
BOOTS	60d	PIGSKIN	5d
SANDALS	8d	LAMBSKIN	3d
WHIP	12d	CALFSKIN	12d
WINESKIN	10d	DEERSKIN	6d
		RABBITSKIN	1d

Prices are average prices paid by the guild to buy hides. They will be sold after tanning, curing, etc., for between 50-100% more. These hides will be purchased by individuals and various guilds for further manufacture.

HIKUN [F6]

Located around Geldym Falls on the River Pech in Kom are several iron mines, Hikun being the largest. The mines are frequently abandoned during the winter. Rumours that gold and silver are mined at Hikun are falsely spread to draw attention from the real gold and silver mines, whose secret location is at Iracu (qv). The ore from Hikun is floated down the Pech, on elaborate rafts, to Stimos for smelting and then shipped to Shiran.

HIMOD [G3,H3]

A hilly, forested area, between the Jahl and Rayesha Mountains in north-central Harn. Himod is the range of the Ymodi (qv) tribes.

HIRENU (Harnic Hippogriff)

A rare chimera with the body and hindquarters of a horse, and a neck, head and wings resembling those of an eagle. The Hirenu is solitary and tends to dwell in highland regions. Contrary to popular belief, the hirenu is not capable of true flight, despite its relatively light bones and frame, but it will glide silently onto its prey. The Hirenu is omnivorous and has a particular taste for horse meat. Very few are strong enough to carry men. They are unintelligent.

HJAEEL Keep [H1]

The domain of clan Erlanger in Orbaal, paying tribute to Kerien Castle.

HODIRI, The

The tribal nation inhabiting the region of Horadir in southeastern Harn. The Hodiri are well known as breeders and riders of small, but stout horses; they go so far as to set forest fires in order to create grazing land for their beloved mounts. They also keep sizable herds of

cattle and sheep. The Hodiri are loosely organised into about 80 tribes of 60 to 300 persons. Various attempts to unite them into a cohesive nation have failed. There is, however, a chieftain by the name of Jherdela who has brought three of the tribes under his control. If he lives long enough he may succeed in uniting the rest.

The Hodiri respect their own women although they will raid each other for slaves and wives; their women can ride as well as most men. Each family within a tribe will possess its own large cart which the family oxen will pull, serving as home to the family and its possessions. The whole Hodiri nation gathers every year at Patrel (qv).

The Hodiri are fierce warriors, some say the equal of a Melderyni or Kaldoric knight. At the moment, the Hodiri are not particularly hostile to their neighbors and come frequently to Burzyn to trade their horses and cattle for the products of civilisation. During the last few centuries the Hodiri have adopted short-bows, obtained mainly in Burzyn, as their favourite weapon. Some have questioned the wisdom of the King of Chybisa in allowing the Hodiri to be so armed; they will occasionally attack trade caravans. The Earl of Elorin claims the region, which he calls Dyriamarch. From time to time he will send scouts and punitive expeditions into the region from Laket. The Hodiri have so far failed to notice that they are part of any kingdom!

HOENGREB, Mount [H3]

A prominent snow-capped peak (7498') in the southwestern Jahl Mountains.

HOHNAMSHIRE

A shire in the Kingdom of Rethem; shire moots are held in Winen. This is the largest shire in Rethem although the control exercised by the king is, at best, minimal. His Sheriff of Winen, a notorious scoundrel, is under the influence (and bribes) of the Earl of Tormau.

HOJ, Mount [H4]

A peak (8874') in the northwestern Felsha Mountains.

HORAB, Cape [L10]

The most southerly promontory of Harn, Cape Horab is "world's end" to the Hodiri nomads. Its gentle, wooded terrain is a curse to seafarers. Many ships have been wrecked here, driven ashore by a combination of southwesterlies, deceptive tidal currents and the sudden appearance of this low lying, often foggy, lee shore.

HORADIR [K8,K9,K10,L8,L9,L10]

An extensive woodland plain in the southeast of Harn, inhabited by the Hodiri (qv). The region is claimed by the Earl of Elorinshire; he calls it Dyriamarch.

HORAHNAM, of Tekhos,

The founder and only ruler (568-588) of the Theocracy of Tekhos (qv). Horahnam was a Morgathian priest of noble birth. His family, clan Tekhos, governed Shiran during the last years of the Corani Empire. In 564, Horahnam seized power by murdering his father and elder brother and then declared his support for the Balshan Jihad (qv). This treacherous act ensured the demise of the Corani Empire which fell in 565. Horahnam then emerged as the undisputed Balshan leader in 568, after some astute political moves (assassinations) and founded the Theocracy of Tekhos in that same year. For twenty years he ruled the Theocracy as a ruthless dictator but was assassinated himself in 588. The Theocracy collapsed with his death.



HORKA, River [L8,M7]

A river rising in the Anadel highlands, to flow north and east to the Sea of Ivae. The river is the de-facto northern boundary of the mainland possessions of Melderyn, although Elorinshire lies on both sides. The city of Thay lies at its mouth, on the south bank.

HURU (The Rock Giant)

A variety of Ivashu (qv). The placid, giant Hru has the appearance of a bloated, dry Nolah (qv). They may attain fifteen feet in height and four tons in weight. Transformed during the day into a large boulder, or pile of rocks, the Hru draws sustenance directly from the earth (in the manner of a tree). At night the Hru's earth-shaking stride has frightened many a traveller. Hru may be found in colonies of up to forty, strewn across stony highland wastes. They are fairly sociable creatures and their midnight intercourse, strange rumbling songs, has sent shivers down the spines of most who have heard it. The fact that their voices are at the lowest pitch of human hearing, extending into "sub-sonics", may cause discomfort to human listeners. They are slow thinkers but many are quite wise; their main concerns are centered around the preservation of their homes.

HUTOP Keep [K6]

The keep held for the Kaldoric king by the Sheriff of Oselshire. It is the site of Shire Moots.

HUVOS Keep [M7]

A Keep held by Baron Perhel, from the Earl of Nurisel, in the Melderyni shire of Lened.

HUXUTH [H4]

A Gargun (qv) colony of Gargu-hyeka lying in a pass between the Felsha and Rayesha Mountains.

HYEN Keep [D7]

An orderial fief in the Rethemi shire of Zabin, held by the Order of the Copper Hook (qv) from the King. This order once held extensive lands in Rethem but as a result of Ezar's War (qv) now hold only Hyen.

HYN-AELORI, Order of the

One of three clerical orders of the temple of Save-K'nor. The "Order of the Sage of Heaven" is the largest and most conservative of the three. It tends to avoid any overt societal action, preferring instead to gather huge collections of literature and artifacts for their private perusal. The order's chief temple is in Coranan; other temples are located at Aleath, Golotha, Tashal and Thay.

HYVRIK

The legendary red and white checkered shield of the Goddess Larani. Knights of the Order of the Checkered Shield (qv) bear facsimiles of this shield in combat.

HYVRIK, Order of

The clerical order of the temple of Larani which sponsors the Order of the Checkered Shield (qv) and whose sphere of operations is western Harn (as opposed to the Order of the Spear of Shattered Sorrow, which is generally confined to the east). The headquarters of the order were re-established in Aleath sometime after the collapse of the Theocracy of Tekhos, during which it was an underground resistance movement. Other temples are in Coranan and Shiran.

IBONOST Keep [F7]

A royal keep in the Kandian shire of Daen, held for the king by the Constable of Ibonost. This keep has much sentimental importance to the royal clan. It was the first major settlement taken by Andasin I in his rise to power and is the favourite summer residence of King Andasin IV.

IBUTHINE of Kaldor

The 4th king (279-307) of the Kingdom of Kaldor.

IDAIN, River [L4]

This river is unnamed on the map. It is located in the Sorkin Mountains, and empties into Arain Lake. Habe keep is on its left bank guarding an old stone bridge.

IEMALAD of Kaldor

The 18th ruler (588-599) of Kaldor and the last of the House of Artane. Iemalad was the only son of Queen

Chidena. He abused the powers that had been accrued by the crown over the preceding reigns and alienated the nobility with his excesses and debauchery. When he died without any legitimate heirs, a baronial revolt broke out that lasted until 603 when a new dynasty (Elendsa) was founded by Haldan the Elder.

IKOM, Isle of [N9]

A hilly and forested island off the north coast of Melderyn. Ikom is the better part of Ikoshire in the Kingdom of Melderyn.

IKOSHIRE

A Melderyni island Shire. The Sheriff and Shire Moots are at Chyrefal.

ILLIMITIBLE TOME, The

The mythical book, in the keeping of the god Save-K'nor, in which all the knowledge of gods and men is writ. The proper name of the tome is the Var-Hyvrak. See also CONCORDAT OF THE ILLIMITIBLE TOME.

ILME, The

The proper name of a strange race of demi-dragons who dwell in and around Ilmen Marsh. Also known as "Mere Dragons", the Ilme bear only a limited likeness to their great cousins, the true dragons. While they are reptilian, the Ilme have no wings and probably could not fly even if they had; they commonly attain a height of twelve feet and a weight of two tons. Despite a high intelligence and undisputed strength the Ilme are somewhat cowardly, preferring to hunt from ambush or eat carrion. They will rarely attack a competent-seeming warrior but will fight with limb tearing desperation when cornered. Even then, they usually try to negotiate first. The Ilme do not breathe fire although their breath is far from sweet. The Ilme are frequently bullied and robbed by Gargu-arak bands of the Ruthuba (qv) "nation" dwelling in the region.



ILMEN Marsh [L5,L6]

Extensive marshlands on the southeast shore of Tontury Lake. The marshes contain bottomless bogs and they are the home of the Ilme (although few know this fact).

ILMEN, River [L5,L6]

The tributary of the River Osel that drains Ilmen Marsh.

ILVIN

The 10th month of the Tuzyn Reckoning (qv) calendar; named after the god Ilvir, Ilvin is the first month of winter.

ILVIR

"Master of Araka-Kalai, Brooder in the Blasted Plains, The Serpent that Dwells Below, Accursed Lord of the Barren Cycle, Prince of the Fatherless Multitude, and Craven Lord of Sterile Lands."

Ilvir is the only deity who dwells permanently on Harn. He is best known as the lord-creator, of the Ivashu (qv). Ilvir is also known as the Craven Lord because he seldom ventures from his home at Araka-Kalai (qv). He is symbolised by a sundered claw (some say he picked up the severed claws of Agrik (qv) from which to make his creatures); his colours are yellow and brown.

The worship of Ilvir is scattered widely throughout Harn, but is not common. The clerical orders are disorganised and indifferent to politics. Ilvir seems to make few demands on his followers but also seems to give little in return. The religion is shrouded in so much mysticism that many claim that even its clerics have no idea of what is going on. Ceremonies have been known to include animal and human sacrifice but this does not seem

to be an official part of ritual. Powers exercised by the clergy, or by Ilvir himself, tend to be very indirect; some would say sneaky. The followers of Ilvir do not take anything very seriously. There are Ilvirian temples in Golotha, Tashal, Shiran and Castle Leriell; the last two being jumping-off points for pilgrimages to Misyn. The high priest of the Leriell temple is the closest thing to a primate of Harn.

ILVIR'S SHAFT

A name for Araka-Kalai (qv).

IMADAIN I of Melderyn/Chybisa

The 10th king of Melderyn (369-413) and the 11th of Chybisa (409-413). He obtained the Chybisian crown when Verlid VI of Chybisa died in 409 and the barons of that kingdom offered it him in an attempt to stave off an anticipated war with the surrounding tribes.

IMADAIN II of Melderyn/Chybisa

The 2nd sovereign to wear the crowns of both Melderyn and Chybisa, reigning from 413-440. He was succeeded by his own son Arabar I.

IMADAIN III of Melderyn

The 15th king (538-557) of Melderyn.

IMIDEN Keep [E7]

The shire moot of the Kandian shire of Peris, held for the king by the Sheriff of Peris.

IMMUTABLE ONES (See: First Gods)

IMRIS, River [E6,E7]

A tributary of the Thard River, rising in the southern Rayesha Mountains near Imrium Castle. Salt is floated down this river from mines in the mountains west of Imrium.

IMRIUM Castle [E6]

A fortress in Gerium Province in the Thardic Republic, garrisoned by the Gerium Legion. It is also noted as a salt producing district.

INCOMES

GUILDED	DAY	MONTH	UNGUILDED	DAY	MONTH
APOTHECARY	2.50d	60d	ANIMAL TRAINER	3.00d	72d
ARCANE LORE	variable		BEGGAR	1.00d	24d
CHANDLER	2.25d	54d	CARTOGRAPHER	3.50d	84d
CHARCOALER	2.25d	54d	COOK	1.25d	30d
CLOTHIER	2.50d	60d	EXECUTIONER	5.00d	120d
COURTESAN	variable		FARMHAND	1.00d	24d
EMBALMER	2.00d	48d	FISHERMAN	2.00d	48d
GLASSWORKER	2.75d	66d	GAOLER	1.50d	36d
HARPER	1.75d	42d	HERDSMAN	1.00d	24d
HERALD	3.25d	78d	HUNTER	1.75d	42d
HIDEWORKER	2.50d	60d	ICEMAN	2.50d	60d
INNKEEPER	2.50d	60d	JESTER/FOOL	2.00d	48d
JEWELLER	2.75d	66d	LABOURER	1.75d	42d
LEXIGRAPHER	2.75d	66d	LONGSHOREMAN	1.75d	42d
LIA-KAVAIR	variable		PORTER	1.75d	42d
LITIGANT	3.00d	72d	PROSTITUTE	1.50d	36d
LOCKSMITH	2.50d	60d	RATTER	2.50d	60d
MASON	4.00d	96d	SAGE/TUTOR	3.50d	84d
MERCANTYLER	variable		SCRIBE	2.75d	66d
METALSMITH	3.00d	72d	SERVANT	1.00d	24d
MILLER	3.50d	84d	SHEPHERD	1.00d	24d
MINER	3.50d	84d	SWINEHERD	1.25d	30d
OSTLER	3.25d	78d	SWORDMASTER	5.00d	120d
PERFUMER	2.75d	66d	TEAMSTER	3.00d	72d
PHYSICIAN	3.00d	72d	THATCHER	2.25d	54d
PILOT	variable		TOYMAKER	2.00d	48d
POTTER	2.50d	60d	TRAPPER	1.50d	36d
SALTER	2.00d	48d			
SEAMAN (AB)	2.00d	48d	MILITARY		
SHIPWRIGHT	3.75d	90d	KNIGHT	12.00d	288d
TENTMAKER	3.00d	72d	ARCHER	2.00d	48d
THESPIAN	1.50d	36d	SAPPER	1.75d	42d
TIMBERWRIGHT	3.25d	78d	SCOUT	1.50d	36d
WEAPONCRAFTER	4.50d	108d	MAN AT ARMS	1.25d	30d
WOODCRAFTER	2.75d	66d	COMMON SOLDIER	1.00d	24d

INCOME NOTES

1. Guilded wages shown are for BONDED MASTERS; room and board may also be provided. The employer would bear the additional cost of providing materials and supplies but tools are generally owned by the master. A highly skilled master, such as a mason-architect in charge of a large royal building project or an exquisite sword craftsman, could earn fees up to six times the rate shown, but such incomes are very rare indeed. Apprentices, in most cases, receive only room & board, possibly a small pittance for wages (10%) towards the end of training. A Journeyman would receive between 30-60% of rate shown plus room and board. A FREEMASTER will have a variable income, possibly even a loss, since he must provide his own room and board, supplies, tools, etc., and may have employees and rent to pay. Unless the referee wishes to take all of these factors into account, calculating a "profit and loss" statement for a freemaster player, (Freemasters rarely keep any form of books, depending instead on rules of thumb) we suggest the following simple formula:

NET INCOME = (10-2D6) X ONE HALF BM RATE

WEAPONCRAFTER (10-7) X 54 = 162d PROFIT

CHANDLER (10-11) X 27 = 27d LOSS

2. Unguilded wages are for "experienced help". Beginners, particularly in the higher paid occupations, would receive 50-80% of these rates.

3. Incomes are based on working 24 days per month; the average number of days worked per month, after various holidays are deducted. The incomes shown are averages for the year; in reality, summer wages are higher and winter wages are less due to the amount of hours that can be worked in a given day (dawn to dusk hours are the norm for most work). If desired, adjust wages as follows:

SPRING 100%
SUMMER 120%
AUTUMN 100%
WINTER 80%

4. When provided, room and board perks tend to increase with the status of the employee. A cost of 30% of wage rate is appropriate, minimum cost of 1d per day.

5. Military wages apply to mercenaries and professional soldiers only. Food and maintenance is an additional cost to the employer. If serving due to fealty service, food and maintenance is not provided. After two months of service, wages, food, and maintenance, might be paid, but more often is accrued for future payment which more often than not means no payment, certainly not to the losers.

6. Military wages usually paid quarterly but listed as monthly for comparison to other incomes. Considering the danger, military wages are low, but there are some perks such as booty. Traditionally, any soldier of any rank, may keep 2/3 of booty taken; 1/3 is given to the next highest rank, who gives 1/3 of it to the next highest rank, and so on. A commander of a large army can get quite a tidy sum in this way.

INDATHA Straits [M9,M10]

The narrow, island studded waterway, separating Melderyn from the southeast coast of Harn. The strait, and the islands therein, are controlled by the Earl of Karveth. These waters are a notorious death trap for mariners, especially during southwesterly gales and storms.

INNKEEPERS' Guild

The Innkeepers Guild has a monopoly on the operation of any inn, tavern, or similar establishment. Guildsmen will usually make their own ales but wine and food is generally purchased from various sources. An Inn will usually have a stable attached, owned and operated by a freemaster Ostler, in partnership with the innkeeper, or be owned by the innkeeper and operated by a bonded-master Ostler in his employ.

TAVERN PRICES

ALE	0.25d/Tankard	HOT MEAL	1.00d
BEER	0.25d/Tankard	COLD MEAL	0.75d
CIDER	0.25d/Tankard	DORMITORY	1.00d/day
MEAD	0.50d/Tankard	PRIVATE ROOM	6.00d/day
WINE	0.75d/Goblet	STABLING	1.50d/day
BRANDY	4.00d/Goblet	(includes fodder)	

A tankard will contain one pint (if full); a goblet, one half pint. A hot meal will consist of a bowl of soup or stew, possibly containing some meat, and a half loaf of bread. A cold meal is likely to be bread and cheese. Delux meals of meat roasts, eggs, milk, etc., may be available for two or three times the prices shown in FOOD (qv). Some inns have private two room suites costing 12d or more per night. Most inns will provide packed provisions (bread and cheese) for two meals at 1d but these must be eaten off the premises. A wineskin of one gallon capacity will be filled for six times price shown (ale, beer, cider, mead) or twelve times price shown (wine and brandy) for off-premises consumption.

A few of the larger establishments have small "breweries" attached, where large barrels of beverage can be bought, available in hogsheads (50 gallons), pipes (100 gallons), or tuns (200 gallons):

	HOGSHEAD	PIPE	TUN
ALE	72d	130d	235d
BEER	75d	135d	244d
CIDER	80d	144d	260d
MEAD	140d	252d	274d
WINE	400d	720d	---
BRANDY	1800d	---	---

INTERREGNUM, The

The period of war and chaos throughout Tharda following the collapse of the Theocracy of Tekhos in 588. After years of turmoil, conditions slowly stabilised with the founding of a second Aleath Republic (qv) in 612, the Coranan Republic (qv) in 621, and the Shiran Republic (qv) in 625. Golotha maintained itself as a lonely relic of Tekhosian rule until conquered by Arlun the Barbarian in 635, who founded the kingdom of Rethem on its ashes.

IRACU Mines [F5]

The vicinity of the Upper Deret River contains several silver mines, the largest of which is Iracu. The Khuzdul of Kiraz opened Iracu and mined gold, silver (and possibly mythal/platinum) here. They were abandoned at the time of the Carnage of Kiraz. The Miners' Guild now operates the upper levels for silver during the summer. The silver ores are smelted and floated down the Deret to Sirion, then reshipped to Shiran. The mines' locations are carefully guarded secrets; most of those brought in to work, as well as the 50-100 mercenaries employed by the guild, are kept below decks and/or blindfolded during the journey in and out. The guild also spreads the rumour that its mines at Hikun (qv) are the real source of the silver. The present operators have had continuing problems with cave-ins and flooding; their skills simply do not equal those of the dwarves. The mines are of indeterminate depth, possibly the deepest and most labyrinthine on Harn; most of the lower levels, those thought to contain the most valuable veins, have not been worked due to the dangers involved and because some miners believe the lower levels are the realm of ghosts, demons, and the like.

IRREPROACHABLE ORDER, The

The celebrate, male, clerical order of the church of Peoni in Harn and the brother-order of the Balm of Joy (qv). The only apparent reason for the existence of two separate orders, is their celibacy. The chief temple of the Order is located in the City of Aleath. The male order tends to look to the female order for leadership, especially to the primate for Harn (located in Thay). Other temples of the Irreproachable Order are in Cherafir, Thay, Tashal, Shiran and Coranan.

ISULON, River [H5,H6,I6]

A short river rising near Mount Uthoc in the Felsha Mountains, and flowing into Lake Heras. A high mountain pass (4250') leading to Lake Dyrena begins at its headwaters.

ITHIKO Castle [C6]

The seat of the Earl of Ithiko, located in the Rethemi shire of Hohnam, held by clan Barzak from the king.

ITHIUS Keep [C6]

A fief in the Rethemi shire of Hohnam, held by a constable for the Earl of Tormau.

ITIKIR, Sea of [A1+]

The Sea of Itikir surrounds Kethira's north pole and is more properly an ocean. Drift ice sometimes reaches the latitude of Harn in the spring and summer months. Pack ice can be found between 400 and 500 leagues north of Harn depending on the season. The Sea of Itikir is known for its unpleasant weather all year round.

IVAE, Sea of [M2+]

An arm of the Sea of Itikir, lying to the east of Harn, separating the island from the northern part of the continent of Lythia. The Sea is named for the inhabitants of the far shores, the Ivinians, who conquered the Harnic region now known as Orbaal.

IVASHU, The

The "enchanted" creatures created by the god Ilvir (qv) and who are known, variously as the "fatherless multitude", the "accursed beasts of the Barren cycle" and so on. Ilvir enjoys creating strange life forms but has at his disposal a limited number of souls which he is constrained to employ over and over again. The Ivashu are totally sexless and cannot breed; when they die, their auras/souls return to Ilvir's tower, Araka-Kalai (qv), where they are reincarnated in a new, possibly experimental, body. After spending some time in attendance at Ilvir's court (he is the only major deity believed to live permanently on Harn) they are sent into the world. Most are slain quite quickly. Some are taken captive for shipment to Tharda where they will appear in the Pamesani but a few Ivashu get past these obstacles and may be found in any part of Harn. The Ivashu make up for their sterility by possessing strange powers. Some are intelligent and speak their own Ivashi language; others are semi-intelligent, speaking not at all, and operating mostly on instinct. Almost any conceivable type of creature may be produced in small numbers by Ilvir but the following five varieties are most common:

AKLASH	Vessel of the Choking Wind
HRU	The Rock Giant
NOLAH	The Dank Stalker
UMBATHRI	Bearer of the Mask
VLASTA	The Swift One, Eater of Eyes

Each is fully described under its own heading.

IVINIA.

A part of the continent of Lythia lying to the northeast of the Harnic Isles. Ivinia was the homeland of the barbarians who conquered Jara (now Orbaal).

IVINIAN CONQUEST, The

The conquest of Jara, subsequently renamed Orbaal, by Ivinian seafaring clans (652-686). The Kingdom of Orbaal was proclaimed in 686 but conflict between the Ivinians and their subject Jarin continues to the present.

IZORA Mines [G4]

A district in the heart of the Rayesha Mountains containing an unknown number of abandoned gold and silver mines. Of Khuzan origin, the location of the mines was forgotten when the Khuzdul departed Kiraz, but in 590 they were rediscovered by an expedition from Shiran. For almost a century some of the mines yielded gold and silver. The mining camps were massacred by a Gargun Swarm in 684. There has often been talk of reopening the mines, said to "hold the golden heart of Halea herself", but talk is cheap...

JAFTE, Mount [H2]

The second highest peak (8759') in the Jahl Mountains in Orbaal.

JAHL Mountains [H1+]

The mountainous backbone of Orbaal running on a northeast/southeast axis. There are nine peaks above 6,000 feet. The region is home to several Gargun nations. See: Amekt, Diaffa, Ejatus and Pujet.

JALIEN of Shiran

The 4th Autarch (657-661) of the Thardic League (qv). Jalien, like his predecessor Karnis of Coranan, undertook to expand the League but he was more ambitious. Overtures were made to Moleryn, an independent state allied to Kanday, to join the League. When politely declined, Jalien invaded on some minor pretext and annexed Moleryn by force but was mysteriously slain by a stray arrow. The seizure of Moleryn triggered the Five Year War (qv) between the League and Kanday which Jalien's successor (Colura) inherited and lost.

JANAKOR of Elorinar

The 2nd king of Elorinar (190-218), Janakor was slain at the sack of Laket by the Bujoc during the Migration Wars. His son swore fealty to Melderyn in 233.

JARA

The former name of Orbaal, derived from the indigenous Jarin peoples.

JARIG, River [H2]

A swift flowing river, rising in the Jahl Mountains, then flowing northwards into the Vaagesfjord in northern Orbaal.

JARIGA Lake [G2,H2]

An ice-cold lake in the Jahl Mountains. The lake is fed and drained by the Feben River. The Jarin keep of Pethwys lies on the eastern shore. Jariga Lake is said to be bottomless.

JARIN, The

The name now given to the first human inhabitants of Harn or to their descendants living in and around Orbaal today. The Jarin fled into the Jahl Mountains after the Atani Wars (qv), where they developed a form of feudalism that involved no king or overlord and a high degree of autonomy for each Jarin settlement. Although most Jarin settlements were fortified against Gargun raiding, they were no match for the warlike Ivinians who conquered them between 652-686 to found the Kingdom of Orbaal. Through their exposure to the Elder Peoples from 1300-700 BT, the Jarin acquired a special mystique which has tended to set them apart from other humans on Harn and has earned them some distrust. They are essentially a peaceful race, a trait which the Ivinians interpret as cowardice. In Orbaal today, the Jarin are mainly serfs or slaves of their Ivinian overlords, but a few independent settlements have survived. Despite some assimilation between the Jarin and the Ivinians, relations between the two are tense. The recent Jarin Rebellion (qv) is evidence that the Jarin may prefer peace but are definitely not cowardly.

JARIN Bay [J2,K2]

A body of water separating the Balakas from the mainland of Orbaal. Jarin Bay is noted for sudden local westerlies which are believed to be the responsibility of Bjaka, a particularly unpleasant wind-demon, who dwells on Mount Fyso. The Bjaka Winds have sent many unwary seamen to the bottom.

JARIN REBELLION

A two year revolt (701-703) when the Jarin sought to expell their Ivinian overlords from Orbaal. The Jarin outnumber their Ivinian masters by about 10-1, but the rebellion failed, mainly because the Jarin allowed themselves to be subdued piecemeal. It is certain there will be another Jarin Rebellion before too long; perhaps they will learn from past experience and fight as a united nation.

JARLAK

A demigod and symbol of the god Sarajin. Jarlak is the king of the Snow Wolves that dwell in Talagaad.

JEERU, River [L9,K9,K10]

A river rising in the Anadel highlands, flowing southwest across the wooded plain of Horadir, to empty into the Gulf of Ederwyn.

JEDS Keep [J6]

A keep held by a constable for the Earl of Balim in the Kaldoric shire of Osel. The keep was first built around 350 and was used as a base of operations by Fierth the Usurper for a few years during the Kaldoric Civil War. Jedes keep stands on the east bank of the River Kald and is the first civilized settlement in Kaldor to be seen when moving upriver. There is a boat landing stage nearby to facilitate easy river communication with Tashal, 14 leagues upstream. The king is known to be fond of this location; he spends more time visiting it (at the Earl of Balim's expense) than most other fiefs.

**JENZU, Mount [L4]**

A peak (6898') in the Sorkins, southeast of Azadmere. There are caverns and mines running deep within the mountain, which can only be entered from Zerhun Castle.

JETUST Keep [M10]

The keep held from the Melderyni king by the Sheriff of Dathshire.

JEWELLERS' Guild

A master jeweller will be familiar with the arts of the jeweller, goldsmith, and silversmith but his shop will often specialize in one of the three. A guildmember will normally purchase metals and gems from the Miners' Guild but may buy from anyone. Very few master jewellers on Harn can match the skill of the Khuzdul and Sindarin; their works command the highest prices. Most content themselves with more modest arts and with selling the occasional work of the elder peoples. This guild has recently acquired a monopoly in fine metal engraving. Freemasters who specialize in this will make seals to order; a few are bonded as coinmakers to mints.

It is not possible to give specific jewellery prices; they vary too much depending on materials used and jeweller skills. All pieces will be custom made and will cost from 2-5 times the material they contain; Khuzdul and Sindarin items up to 10 times.

JOBASA [H3]

A Gargun (qv) cave complex inhabited by Gargu-hyeka.

JOBUS, Mount [H4]

A peak (6709') at the eastern end of the Rayesha Mountains.

JOTHET Keep [M7]

A keep in Lenedshire in the Kingdom of Melderyn, held by the Baron Dessar from the Earl of Birensheire.

JUFYX [G4]

A Gargun (qv) cave-complex of Gargu-viasal; the region is also inhabited by numerous bands of Gargu-arak. The former consider the latter their slaves although few araki dwell in Jufyx.

JUSIKU [F5]

A Gargun (qv) cave-complex near the north shore of Lake Benath, inhabited by Gargu-viasal. The region also has odd bands of Gargu-araki.

KABE, King

The 5th monarch (689-692) of the Kingdom of Rethem (qv). He succeeded his father (Puril) and took command

of the Rethemi invasion army in Sarkum during Ezar's War (qv). Kabe found his army was pinned inside and around Sarkum by a larger Kandian besieging force. For almost three years, Kabe plotted and planned a breakout, stubbornly refusing to abandon his army and flee by sea. In 692, a fire broke out within Sarkum and Kabe died fighting it. Sarkum surrendered after his death, but the war continued in the north.

KABLOQ [G5,G4]

The forested alluvial plain of the Dygu River, on the northern shore of Lake Benath. The local inhabitants (the Kabloqui) are of unknown ethnic origin and dwell in a crude nomadic state. Their bands rarely exceed two dozen members, following the game into the hills in summer and to the shores of the lake in winter. They practise no agriculture and starvation is a common pastime. Rumours of cannibalism are probably true. They spend a good deal of time hiding from bands of Gargun from Jusiku and Jufyx.

KADAG Strait [B4,C4]

A body of water separating the southern end of the Afarezirs from the Peran mainland. The strait is generally quite calm and safe, but storms can build quickly from the northwest.

KALD, River [J3,J4,J5,J6,J7,I7]

Harn's longest river (over 150 leagues), the Kald rises at the northern end of the Sorkin Mountains and flows generally southwards to enter the Gulf of Chakro. Two cataracts at Barsothe and Tuleme Falls make the river almost useless for navigation. River fishing is seasonal but abundant; trout and salmon supplement the diets of various inhabitants along the river.

KALDOR [J5+]

The region comprising the watershed of the Kald River and lying generally between the Sorkin and Felsha Mountains. Kaldor contains mixed woodland, forest, cropland and pasture. A generally flat area, Kaldor does have several hilly regions, notably the Kathela Hills and Upper Osel.

KALDOR, Kingdom of

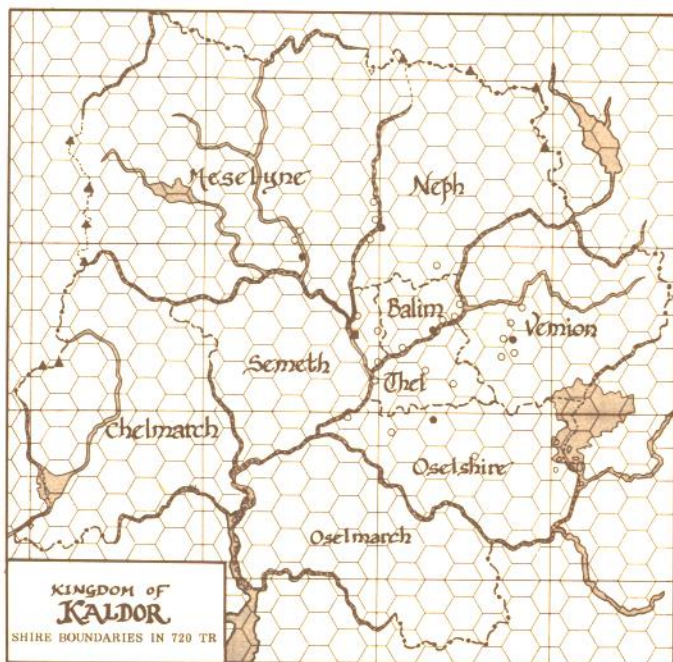
One of Harn's six kingdoms. Founded more than five centuries ago (188), Kaldor is a feudal state ruled by King Miganath from his seat at Tashal. Throughout its history, external threats to Kaldor have been minimal but internal strife has been common, notably the Kaldoric Civil War (362-377) and Baronial Revolt (599-603). Both conflicts were the result of a tendency for kings of Kaldor to draw power into their own hands at the expense of the barons. The most recent dynasty (Elendsa), founded in 603, has encouraged a return to traditional principles of feudalism and chivalry, while maintaining a tradition of royal justice.

HOUSE OF TANE		12. MYSELBANE	(451-484)
1. MEDRIK I	(178-192)	13. CHELEBIN I	(484-516)
2. KALABIN	(192-239)	14. AIDRIK V	(516-518)
3. MEDRIK II	(239-279)	15. CHELEBIN II	(518-533)
4. IBUTHINE	(279-307)	16. ROLOTH	(533-559)
5. AIDRIK I	(307-342)	17. CHIDENA	(559-588)
6. MARANOS	(342-362)	18. IEMALD	(599-599)
7. AIDRIK II	(362-377)	BARONIAL REVOLT (599-603)	
HOUSE OF ORGAEL		HOUSE OF ELENDSA	
8. FIERTH	(362-385)	19. HALDAN/Elder	(603-636)
9. UTHRED	(385-406)	20. HALDAN/Young	(636-651)
HOUSE OF ARTANE		21. CHELEBIN III	(651-669)
10. AIDRIK III	(406-425)	22. TORASTRA	(669-693)
11. AIDRIK IV	(425-451)	23. MIGANATH	(693-)

The present king of Kaldor, Miganath, was 41 years old when he succeeded his father (Torastra) in 693. Always sickly, his imminent death from any of his numerous ailments has been yearly predicted. After 27 years, the aged king continues to baffle his subjects simply by living on. Because of his poor health, he has never married, leaving the succession a matter of contention between two or three bastard sons, and a score of nieces and nephews.

HOLD	TYPE	SHIRE	HOLDER	FROM
*ATHELREN	KEEP	VEMION	(SHERIFF OF VEMION)	KING
BASETA	KEEP	MESELYNE	(CONSTABLE)	MINARSAS
*BIDOW	KEEP	NEPH	(SHERIFF OF NEPH)	KING
ESENOR	KEEP	BALIM	BARON TESLA	GARDIREN
FISEN	KEEP	BALIM	(CONSTABLE)	KIBAN
GARDIREN	CAS.	NEPH	EARL CURO	KING
GETHA	KEEP	NEPH	BARON INDAMA	KING
HERU	KEEP	SEMETH	(CONSTABLE)	QUALDRIS
*HUTOP	KEEP	OSEL	(SHERIFF OF OSEL)	KING
JEDES	KEEP	OSEL	(CONSTABLE)	KIBAN
KIBAN	CAS.	BALIM	EARL DARIUNE	KING
KOBING	KEEP	OSEL	BARON FIRITH	KING
KOLORN	KEEP	THEL	BARON BASTUNE	MINARSAS
KYG	KEEP	VEMION	(CONSTABLE)	KIBAN
MINARSAS	CAS.	VEMION	EARL CALDETH	KING
NENDA	KEEP	VEMION	BARON HIRNEN	KING
NUBETH	KEEP	THEL	BARON ELORIETH	QUALDRIS
*OLOKAND	CAS.	MESELYNE	(SHERIFF OF MESELENE)	KING
PENDETH	KEEP	VEMION	(CONSTABLE)	GARDIREN
QUALDRIS	CAS.	OSEL	EARL MELEKEN	KING
*QUERINA	KEEP	SEMETH	(SHERIFF OF SEMETH)	KING
SETREW	KEEP	MESELYNE	BARON ETHASIEL	GARDIREN
*SHEBRA	KEEP	BALIM	(SHERIFF OF BALIM)	KING
*SIRENDEL	KEEP	THEL	(SHERIFF OF THEL)	KING
TASHAL	CITY	SEMETH	(CONSTABLE/ALDERMEN)	KING
TERNUA	KEEP	SEMETH	BARON VERDRETH	KING
TONOT	KEEP	MESELYNE	BARON PIERSTEL	KIBAN
ULDIEN	KEEP	BALIM	BARON UBAL	KIBAN
YEGED	KEEP	MESELYNE	BARON LONDEL	GARDIREN
ZOBEN	KEEP	VEMION	(CONSTABLE)	MINARSAS

* SHIRE MOOT



KALDORIC CIVIL WAR

The period of warfare from 362 to 377 during which Aidrik II, the legitimate heir, vied with Fierth (the Usurper) who claimed to be his bastard elder brother. After 15 years of struggle, Fierth won a decisive victory at the Battle of Kiban in 377, founding a new dynasty which lasted only until the murder of his son and successor (Uthred) in 406.

KAMACE, Isle of [A10,B10]

An island of mixed forest and heathland inhabited by the Kamaki (qv) tribesmen. In the path of the prevailing southwesterlies, Kamace has almost constant high winds and storms. Trees in exposed locales are stunted and lean dramatically to leeward, giving an eerie impression. A Thardic legend recounts that at one time an army embarked from the far west and was shipwrecked here. The island was treeless at this time. Unable to find the lumber needed to repair their vessels, the survivors imprudently cursed the local Gods. Acknowledging the derth, the deities rooted their critics to the ground as

stunted trees, striving impotently Harnward.

KAMAKI, The

The natives of the isle of Kanace (qv). The Kamaki raise sheep, goats and ponies, and are just beginning to make their first attempts at agriculture. The Kamaki seem to be related to the Adaenum of Anfla but another distinct (possibly non Harnic) strain is present. There are approximately 15 tribes, rarely exceeding 100 in number.

KAMARAND

The smallest of the three continents of Kethira. Its existence is unknown to Harnians; it lies far to the southwest across the wide Haonic Ocean.

KAND, House of

The ruling house of the Kingdom of Kanday (qv), also known as the Kandian Dynasty, which has ruled this kingdom since its foundation in 589.

KAND, Isle of [C2,C3]

An island in the Afarezirs.

KANDAY [E8+]

A woodland region in the southwest of Harn and the name of the kingdom located there.

KANDAY, Kingdom of

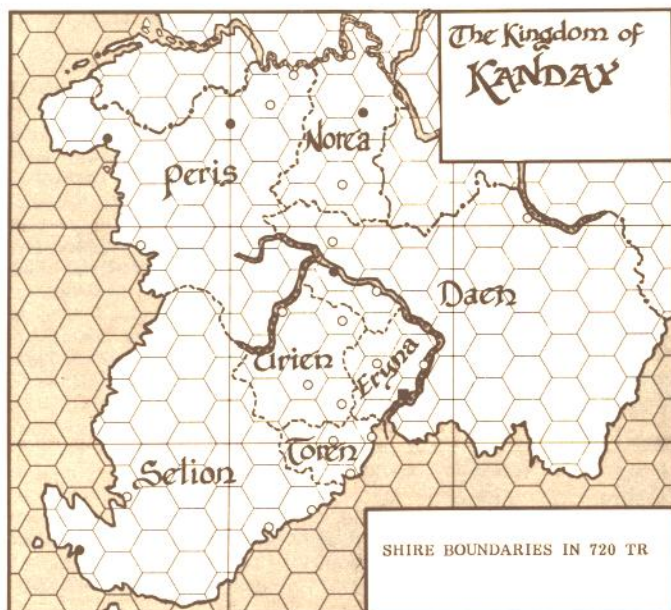
One of Harn's six kingdoms. Founded in 589, the Kingdom of Kanday is a feudal state, ruled by King Andasin IV from his seat at Dyrisa. The city of Aleath is a freetown within the kingdom. The eight monarchs who have ruled Kanday are:

- | | |
|-------------------------|--------------------------|
| 1. ANDASIN I (589-627) | 5. ANDASIN III (676-690) |
| 2. ANDASIN II (627-654) | 6. ERIEL (690-694) |
| 3. ASHENAN (654-659) | 7. MIRELAEL (694-707) |
| 4. ARELORA (659-676) | 8. ANDASIN IV (707-) |

The current King is Andasin IV, a learned ruler who dislikes war and seeks to maintain the Kandian tradition of enlightened, liberal government. Although Andasin would prefer peace, the Rethemi border has long been the scene of bloody skirmishes between the Orders of the Checkered Shield and the Copper Hook (qv). The coming to power in Rethem of Chafin III may herald the eventual onset of another full scale war with Kanday. The wounds left by the war with the Thardic Republic in 712-713 have yet to fully heal, and that state's radical, senatorial form of government leaves Kandayans guessing as to its attitude in the case of war with Rethem. Andasin's greatest fear is an alliance between his two northern rivals.

HOLD	TYPE	SHIRE	HOLDER	FROM
ALEATH	CITY	ERYNA	FREETOWN/ALDERMEN	KING
*AVERTU	KEEP	SELION	(SHERIFF OF SELION)	KING
*CHISON	KEEP	URIEN	(SHERIFF OF URIEN)	KING
CUTON	KEEP	TOREN	BARON ELCHER	SARKUM
DUNIR	KEEP	PERI	BARON XELADOS	SELVOS
DYRISA	CAS.	DAEN	(CONSTABLE)	KING
*EDINO	KEEP	DAEN	(SHERIFF OF DAEN)	KING
EWEN	KEEP	NOREA	(CONSTABLE)	HEROTH
FINDUMON	KEEP	URIEN	BARON SEBEN	HEROTH
GIMON	KEEP	SELION	BARON JEVASA	SARKUM
HEBON	KEEP	SELION	(CONSTABLE)	SARKUM
HEROTH	CAS.	NOREA	EARL CASSEAN	KING
IBONOST	KEEP	DAEN	(CONSTABLE)	KING
*IMIDEN	KEEP	PERI	(SHERIFF OF PERIS)	KING
*KEDIS	KEEP	ERYNA	(SHERIFF OF ERYNA)	KING
MENEKOD	CAS.	PERI	CHECKERED SHIELD	KING
MINILAOUS	KEEP	TOREN	BARON PESIRIAS	KING
OHETIS	KEEP	DAEN	BARON JULOR	KING
PINDE	KEEP	URIEN	BARON TERTIMIS	KING
*QUIVUM	KEEP	NOREA	(SHERIFF OF NOREA)	KING
SARKUM	CAS.	SELION	EARL MILAKA	KING
SELVOS	CAS.	PERI	EARL CHAHRYN	KING
SEPIRE	KEEP	URIEN	BARON TERHUNE	HEROTH
SUMON	KEEP	ERYNA	BARON UDANEL	HEROTH
*TORTHAN	KEEP	TOREN	(SHERIFF OF TOREN)	KING
ZERIEN	KEEP	PERI	BARON IRIEN	SELVOS

* SHIRE MOOTS



KARNIS of Coranan

The 3rd Autarch (650-657) of the Thardic League (qv). Karnis was the first Autarch to hail from Coranan. Since his two predecessors had largely taken care of external threats to the League, Karnis decided to create his own problems to keep him and the Autarch Guard busy. In 654 he invaded Kom, a wild and independent state, and annexed it for the League. This produced something of a crisis; Shiran demanded control of the new territory by right of proximity and tradition (Shiran had ruled Kom during the Corani Empire), but Coranan objected most strongly. A compromise was reached by which Kom became a province, held by the Autarch, on behalf of both republics equally. When Karnis retired in 657 he was appointed governor of Kom.

KARVETH Islands [E3+]

A small archipelago in the Sea of Tirpal off the coasts of Peran and Equeth. They infrequently serve as shelter for itinerant Orbaalese seafarers. The islands tend to be small, have no permanent settlements or large streams, but are well-forested.

KARVETH Castle [M10]

The seat of the Melderyni Earl Avona of Karveth on the island of Elnar in the Indatha Straits. The earl is well known for his love of the sea (a perilous paramour in these waters).

KATH, The

A loose federation of wild and primitive tribes inhabiting the region of the Kathela Hills. The Kathes will trade with their more civilised neighbours, but are as likely to rob and kill small bands of travellers. There are over 60 bands (few exceed 30 in number) but the tribes frequently have some sort of gather.

KATHELA HILLS [I5, I6, J5, J6]

A hilly, well-forested spur of the Felsha Mountains jutting into Kaldor. The name originates from the native Kath nation. Adventurous, possibly desperate, small gangs of Gargun will periodically intrude here from the west and northwest, especially during winter. The Salt Route traverses the region. King Torastra of Kaldor fought a campaign here in 689, seeking to establish control of the region, but could only pacify the area east of the Geleme River. Today, the region west of this river is called Chelmarch (qv) by Kaldor.

KEBOTH Island [H8, I8]

The fifth largest of the Harnic Isles, lying in the Gulf of Chakro. Relatively flat and amply endowed with forest and woodland, Keboth is frequently visited by the Sindarin

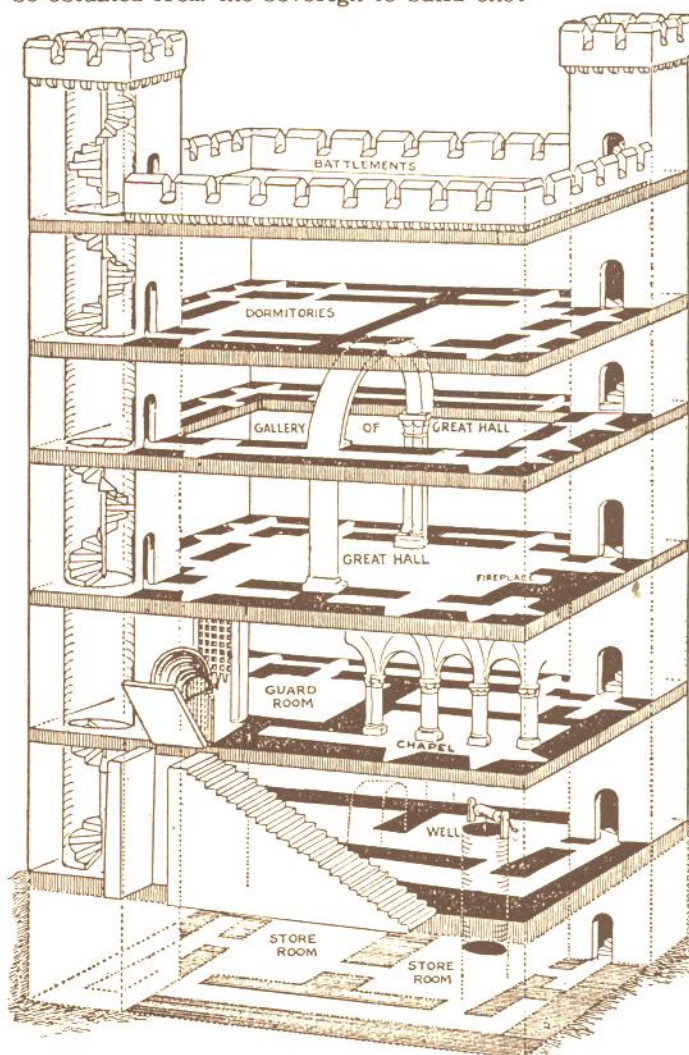
of the Shava Forest. It is generally deemed to be part of the kingdom of Evael, but has no permanent inhabitants.

KEDIS Keep [E8]

A royal keep in Kandian shire of Eryna, held for the king by the Sheriff of Eryna.

KEEP

A fortified structure characterised by a 3-6 story stone central tower, surrounded by a stone battlemented wall, without supplementary towers, but with some sort of gatehouse. The wall will enclose outbuildings and will often be surrounded by a moat, ditch and/or earthworks. Keeps are found in regions that expect frequent unrest, now or in the past. Due to the expense of their construction, keeps are usually the centres of fairly rich fiefs, held by barons or earls. Since they give the ability to hold off almost any enemy for some time, their construction is usually limited by law and a charter must be obtained from the sovereign to build one.



KEIREN Castle [H1]

The domain of clan Galbart in Orbaal, paying tribute to King Alegar II in Geldeheim. Kerien receives tribute from Hjael, Teryff, and Utera.

KELAPYN-ANUZ

The easternmost major outpost of the empire of Lothrim (qv). It was sacked in 121 but the Kephrians founded the city of Tashal on the site c.128.

KELÉN

The 3rd month of Tuzyn Reckoning (qv), thought to be named from Kelestia (qv). Kelen is the last month of

spring.

KELESTIA.

The name used among the learned of Harn to describe the entire "cosmic all", or everything that exists. Kelestia is believed to be comprised of an infinite number of "quasi-parallel universes". Under this regime, all possible worlds can exist. Universes widely separated in space and time, may be closely linked by the "Nth" dimension. Worlds of similar culture, environment, and evolution form "families of proximity" in the "Nth" dimension; between these travel is easiest. The Earthmasters were likely able to cross the Nth dimension utilizing "gates" like those found on Harn and called by the natives "Godstones" (qv).

KEPHRIA, Kingdom of

The state founded in 128 by Shala, around the city of Tashal. Kephria suffered terribly in the Migration Wars, and was driven from all of its lands west of the Kald. When Torbet died fighting the Kath in 187, Medrik I of Serelind (later Kaldor) siezed the kingdom. Torbet's heirs were children who, after surrendering their rights, were well cared for (but were never allowed to marry). The three kings of Kephria were:

1. SHALA (128-145)
2. PAROGAR (145-162)
3. TORBET (162-187)

KEREVA Island [K1,K2]

The largest island in the Balakas, off the northeast coast of Orbaal. There are two keeps on the island at Kjen and Thoen.

KERON, Isle of [M5,N5]

A forested, hilly island 15 leagues off Harn's east coast. This was an Ivinian colony from 704-707 but is now the home of a few wild tribesmen. The natural harbour of Balhafen (qv) lies at the mouth of an unnamed river that drains the "bottomless" Keron Lake. The island is said to be haunted by the souls of Ivinian warriors who perished in 707 at the Cape Renda disaster (qv).

KETHIRA

The location of Harn, Kethira is the second of five planets of the star Nolomar (qv). Kethira orbits its sun at an average distance of 108,000,000 statute miles or 173,000,000 kilometres (by earthly measure), has an orbital year of 360 days, and rotates once on its axis (21 degree inclined) every 24 hours. The planet has a diameter of approximately 7,100 miles (11,500 Km) and one moon called Yael. Kethira is predominantly a water-planet but has two large polar icecaps and three continental land masses. These continents are, in order of size, Lythia, Mernat, and Kamarand. All three are inhabited by men and kindred species.

KHUZDUL, The

The dwarves of Harn are as materialistic as the Sindarin are spitual. They bear a superficial resemblance to humans but average well under five feet in height. They are stocky and possess strength out of proportion to their size. As a group, they tend to be secretive, acquisitive, jealous, stubborn, and very clanish but they are also polite and have strong senses of racial and personal honour. Dwarves may live 200-300 years. In that span they will rarely, if ever, forget friend or foe.

For some unknown reason, Khuzan males outnumber females by about three to one. Outsiders find it hard to distinguish the sexes apart but rarely see the females anyway. If a dwarf marries he will usually be around 100 years old. Polyandry is uncommon so most males never marry. In any case, the Khuzdul, like the Sindarin, are not particularly fertile.

The Khuzdul prefer to dwell underground. During the Codominium (qv) Harn boasted several, sizable, Khuzan settlements. Today, almost all of Harn's dwarves reside at Azadmere in the Sorkin Mountains. The location of lost Khuzan towns are unknown, with the exception of Kiraz (qv) which was abandoned 600 years ago (see: Carnage of Kiraz). Azadmere is governed by the royal Clan

Tarazakh whose present head is King Hazmadul III. There also are two large retainer-clans, Kuhrdin and Hurenfal, who supply the bulk of the Khuzan army, the Royal Guard.

Almost uniquely, the Khuzdul combine heavy armour with heavy weapons, a battleaxe or broadsword being most common; their superior strength permits this unusual mix. The Khuzan superheavy foot (dwarves never fight mounted) is highly regarded. However, all Khuzan males have some skill in arms and most can, at a pinch, serve in a military capacity.

Unlike other subterranean dwellers, the Khuzdul maintain spacious, clean and well lit underground abodes. The few outsiders who have seen the halls of Azadmere have been awed at their majesty. The Khuzdul are unrivalled masons and their architecture utilizes the natural beauty of the living rock from which it is hewn. Most Khuzan clans specialise in a craft such as weaponmaking, mining, smithing, etc., and in this regard have a similar function to that of human guilds. In the arts of mining and the making of artifacts from iron, gold, silver, and jewels, they are supremely competent, having a natural affinity for such things. Dwarves are buried in stone where possible and even their embalmers are master masons; they will cremate their dead in preference to burial in earth.

The Khuzdul will not teach their language to outsiders. When they trade with others they will speak only the language of their customers. They do not enjoy agriculture, preferring to obtain foodstuffs through the trade of their finely wrought artifacts. The cropland and pastures around Azadmere are worked by humans who, while acknowledging the rule of Hazmadul III, have a semi-independent society in and around Habe keep. Additional foodstuffs are imported from Kaldor. The Khuzdul are master-traders and drive hard bargains.

The Khuzdul are not fond of the Sindarin who, they believe, betrayed them during the Atani Wars and failed to assist them during the Tyranny of the Foulspawner; the Khuzdul have long memories. They will kill Gargun on sight. Since Azadmere is surrounded by Gargun tribes, there is constant skirmishing. The Khuzdul are not overly fond of humans but presenting the head of a Gargun to a dwarf is likely to meet with a favourable response. The Khuzdul are often the butt of human jokes and prejudice but they will settle among outsiders for trade and profit. However, they cannot be subjugated. A dwarf enslaved will wither and die within a few months.

KIB, Isle of [D2]

An island in the Afarezirs.

KIBAN Castle [K5]

The seat of Earl Dariune of Balimshire in Kaldor.



KIRAZ [F4]

A Khuzdul underground city, abandoned some six hundred years ago when it was sealed "with enchantment and good stone" to bar future entry (see: Carnage of Kiraz). It is possible that valuable artifacts are buried herein, and the spacious halls are generally considered to be haunted by the previous residents. Kiraz is located in the Rayesha Mountains.

KJEN Keep [K1]

The domain of clan Ekkart on the island of Kereva, off the northeast coast of Orbaal. Kjen pays tribute (reluctantly) to Sherwyn.

KJENFJORD [I1,I2]

An Orbaalese fjord 20 leagues in length. Its shores are

largely unsettled but it is guarded by reefs, and by Zuden Castle, at its seaward entrance.

KLYSS

The demon lord of the Gulmorvin (qv) and chief servant of Morgath.

KNIGHT

The lowest rank of the nobility. While knighthood is non-hereditary, most knights are born to the station, being the sons of (at least) knights themselves. Nevertheless, anyone may theoretically be knighted. The training for knighthood (apprentice knights are called squires) may be undertaken in a noble household at the invitation of the head thereof. Boys will usually begin training around the age of twelve, learning the "knightly virtues", skill at arms, heraldry, and getting a general education. If the training goes well, and the squire satisfies his "master of squires", he may be knighted around the age of 21. While any knight may create other knights as he deems fit, most have to work their way up through squirehood; this is almost the only way to gain the necessary skills of horsemanship. It is customary to provide the new knight with a horse and full war-gear, the considerable expense of which tends to deter most who could legally grant the rank from doing so. Most knighthoods are granted by knights who are also wealthy fiefholders. The quality of training received by a squire will vary according to the wealth of the household where he receives his training. The number of knights far exceeds the number that can be enfeoffed (granted fiefs). While some knights will inherit or marry into land, most will spend their careers as Knights Batchelor.



KNIGHT-BACHELOR

A knight (qv) who lacks the land to support himself and is therefore forced to seek employment. It is the principal ambition of such men that they be enfeoffed by some greater noble; most will never fulfil this ambition. Knights-Bachelor may find sustenance as the retainers of great (land-holding) nobles, within the ranks of fighting-orders, or (gods forbid) by adventuring.

KNIGHT'S FEE

A grant of land in exchange for which the services of a mounted knight must be provided. Such grants, or enfeoffments, are not necessarily made to knights since scutage (sufficient funds to hire a replacement) may be substituted for actual service. Grants of "half a knight's fee" or less are not uncommon. Each grant of land in exchange for service (or scutage) is an individual bargain between leige and tenant. (See also: FEUDALISM and MANOR).

KOBAR, the Eternal

The 7th monarch (394-437) of the Corani Empire (qv). This son of Malian (qv) came to the throne at age 23 and reigned for 43 years. Kobar was a superb administrator, responsible for building good paved roads between the empire's cities and towns, introducing official coinage, and generally promoting trade, commerce, and good government. The population of Tharda doubled during his reign. When Kobar died, he left a flourishing empire seemingly destined to rule all of Harn.

KOBAR BRIDGE

The bridge which crosses the Thard River from Coranan to Kuseme. Built in 405, but repaired many times since, the bridge is the only crossing of the Thard between Golotha and Shiran. The bridge has a wooden deck,

supported on stone piers. A working drawbridge opens up one span to allow river traffic to pass and has also served in the past as a defensive barrier. The Kobar bridge is the longest and widest on Harn.

KOBE0, Cape [B5]

A forested, low-lying headland, on the west coast of Peran.

KOBING Keep [K6]

The most southerly keep of the Kingdom of Kaldor, and of Oselshire. It is held by the Baron Firith from the king. The Baron is also the Warden of Oselmarch.

KOGEN Peninsula [G1,G2]

A mountainous, fjord-indented peninsula of northern Orbaal.

KOLORN Keep [J5]

A keep in the Kaldoric shire of Thel, held by Baron Bastune from the Earl of Vemionshire.

KOM [F5,F6,E6]

A hilly and forested region, north of the Pech River, south of the Rayesha Mountains, on the western shore of Lake Benath. The region is noted for its iron mines at Hikun (qv). Most of Kom lies within Kom Province of the Thardic Republic.

KOM PROVINCE

One of six provinces of the Thardic Republic (qv). The provincial capital is Parnan, the Marshal is Xeldon of Clan Pesed and the Magistrate's post has, since Ilvin 719, been haggled over in the senate.

KORAD, the Fool

The 13th monarch (512-528) of the Corani Empire (qv). This son of Mindrithar (qv) was quite mad. Although he was 27 when he inherited the throne, he had the mental capacity of a 10 year old due to a birthing defect. He was accepted as the new emperor, however, because the Corani nobility thought it would be just fine to have a pliable moron on the throne; they could win back some of the powers his father had taken from them. Korad spent most of his reign issuing a series of juvenile edicts that were promptly forgotten. His reign would have been harmless except that a series of disasters, including the Great Flood of 521, battered the empire, causing great hardship. Most sages today point to Korad's rule as the start of the decline of the Corani Empire.

KOREGO [H6]

A Gargun (qv) settlement, inhabited by Gargu-hyeka, in the southern Felsha Mountains. Gargun from this complex are frequently active along the Salt Route in Athul and constantly raid the human Tulwyn tribes to the south.

KOROB of Elorinar

The 3rd and last king of Elorinar. Following his father's death at Laket in 218, the invading Bujoc slaughtered every army that Korob could raise. In a last desperate attempt to save his people, Korob proclaimed his fealty to Shelir I of Melderyn. Shelir pacified the Bujoc through negotiation and Elorinar has been part of Melderyn ever since.

KRAMEN, Cape [I1]

The stormy and most northern extremity of Harn. Few mariners, other than the fearless Orbaalese and Ivinians, will navigate these waters.

KUBORA, The

The tribal inhabitants of western Peran (qv). The Kubora are known for their fierce independent nature. Together with the Urdu and Equani, they defeated the armies of the Corani Empire in 477, establishing a "holy" or celebratory gathering site on the ruins of the Imperial fort at Kustan (qv). The Kubora were united under the brilliant leadership of Arlun the Barbarian almost a century ago, invaded and conquered large areas of Tharda, and founded the Kingdom of Rethem in 635. When Arlun died the Kubora federation collapsed and they withdrew once again into squabbling isolation in Peran.

The Kubora wear heavy hides of bear and wolf, as well as woven fabrics which they make and trade for. They deem women inferior, but treat them well. Their main export is the wild beasts, mostly bear, feline and wolf, that they ship to Tharda down the Scarlet Ribbon (qv) for use in the Pamesani (qv). Some Kubora find employment in the Pamesani arenas and as mercenaries in Rethem and the Golotha region. Some are kidnapped by Thardan slavers who value their fierce strength.

KUKSHIN, Order of

One of the seven clerical sects of the church of Agrik (qv) and one of the two which admit only women. The Order of Kukshin sponsors the unique female fighting-order, The Crimson Dancer. Both orders are of Thardic origin but now conduct most of their business in Orbaal. The Order's only official temple is located at Quimen (qv) in Orbaal.

KUSEM, King

The 2nd monarch (318-333) of the Corani Empire (qv). Kusem, the eldest son of Corthir, consolidated the kingdom founded by his father. New fortifications were built and fiefs were handed out to trusted relatives. Towards the end of his reign, Kusem conquered new lands east to present day Telen, but died under mysterious circumstances seeking to expand the kingdom northwards.

KUSEME Castle [E7]

A fortress and the capital of Eidel Province in the Thardic Republic. It is one of the oldest structures on Harn, being built more than 400 years ago by Corthir (qv). Kuseme was an Earldom of Kandy but was conquered by the republic in 712. The fortress is garrisoned by the Eidel Legion, commanded by Marshal Kronas, who has the unique distinction of also being the Magistrate of Eidel Province.

KUSTAN [C4]

Originally established in 414 as an outpost of the Corani Empire (qv). The fort fell to the local Kubora tribes in 477 and since then, although in disrepair, has served as a tribal mootplace. Many of the Kubora consider the fort sacred, regarding it as a symbol of their proud, independent heritage. The site is surrounded by many barrows; most of these are the tombs of Kuboran chieftains.

KUZA Point [M3]

A promitory in the Sea of Ivae east of Azadmere, named by/for the Khuzdul.

KYG Keep [K5]

A keep in Vemionshire in the Kingdom of Kaldor, held on behalf of the Earl of Balimshire by a constable.

KYN-ASSARD

A semi-legendary sword in the possession of King Hazmadul of Azadmere, believed to be of Earthmaster origin. Of "marvelous potency", several generations of Hazmadul's kith have been driven mad in their attempts to duplicate it. Since the Khuzdul are Harn's finest weaponcrafters, its powers must be great indeed.

LADY OF PALADINS, Order of the

The fighting-order of the church of Larani (qv) sponsored by the clerical order of the Spear of Shattered Sorrow. Both orders tend to limit their activities to eastern Harn. The fighting-order holds the keeps of Cundras and Fosumo in Melderyn. The knights of the order are currently engaged in the subjugation of Solora (qv) and "crusading" patrols are often found there.

LAHR-DARIN

The mythical lost "city" of the Earthmasters, located within some mountain on Harn, possibly in Orbaal. Often the object of fruitless search, the site is believed to be fully functional and to contain all manner of wonders.

LAKET Keep [L8]

A Melderyn keep held by Earl Alaga of Elorinshire whose

son is the Warden. Laket was built to guard the Anadel passes but has recently been used as a base to control Dyriamarch. A lack of resources tends to limit the warden in this role (see: Horadir).

LAKETTA, Emperor

The 8th monarch (437-443) of the Corani Empire (qv). Laketta was the son of Kobar and after several decades as crown prince he was little interested in affairs of state when he inherited the throne. Most of his reign was spent indulging his expensive tastes in women and entertainment. He numbered among his possessions, a menagerie of rare birds and animals imported from Lythia and a thousand female pleasure slaves. He died after a six year reign, worn out it was said by sexual excess, unmarried, and leaving no legitimate heir.

LAKISE

The script brought to Harn after the Codominium by human settlers from Lythia. Lakise is the principal form of writing on Harn today and remains almost identical to that still used in western Lythia.

LANGLAH (The Gray Ooze)

A variety of M'nogai (qv) which changes its colour for camouflage and is very hard to see. There are several varieties; most grow a light crust when dormant. Breaching the crust will activate the Langlah.

LANGUAGES

The Sindarin, Khuzdul and Gargun each speak their own languages (Sindar, Khuzan and Gargun respectively). Some Ivashu also speak their own languages. See also under Scripts. Human languages on Harn are:

Harnic: the language, in one dialect or another, spoken by the majority of Harnians.

Orbaalese: the language spoken in Orbaal, a mixture of Ivinian, Harnic and Jarinese. Most Ivinians speak their own language (Ivinian) to each other.

Jarinese: an almost dead language; modern dialects of Jarinese are spoken by some tribes and by some stubborn Jarin.

LARANE

The 5th month of the Tuzyn Reckoning (qv) calender, named after the Goddess Larani. Larane is the mid-summer month.

LARANI

"Shieldmaiden of the Worthy Cause, Guardian of Dolithor, Protector of the Brave, Lady of Paladins and The Unwilling Warrior."

Larani is the good Goddess of battle, the reluctant warrior, and the deity of chivalry. Said to dwell in the "Land of the Mighty" in the fortress of Dolithor, she periodically leaves the guardianship of her kingdom to her bannerbearer Mendiz to walk among men. Those who follow Larani must display courage, compassion and unimpeachable honor. Hence, Larani is the lady of chivalrous knights. While combat for sake of honor and tilting according to the rules is permitted, serious or mortal combat is indulged in with reluctance. Her loyal adherents are loath to take life if there is an honorable alternative. Almost all of Larani's lay-adherents and many of her clerics are warriors of some ability. On rare occasions, Larani loses her patience and appears to men as the "Terrible Lady of the Flowing Red". In this guise she bears her awesome ancient symbols Avarkiel (qv), Hyvrik (qv), and Angcaradina (qv).

In Harn two principal sects worship Larani; each sponsors its own lay-fighting-order. There is no real philosophical difference between the orders, which exist partly to provide a degree of competition for honour in time of peace, and partly for geographical reasons. The clerical orders are: The Order of Hyvrik (sponsors of the fighting-order, The Checkered Shield); and the Order of the Spear of Shattered Sorrow (which sponsors the fighting-order, The Lady of Paladins). The ritual garb of the clerics will vary according to circumstance and

need; the predominant colours are red and silver/white. The seat of the Laranian primate of Harn is in Thay.

LEAGUE

The English translation of the Harnic word "Lhrdu", a unit of linear measure roughly equal to 4 kilometres, or 2.5 statute miles. The original word seems to have been derived from the Kuzan term "Luzhain", the distance to the horizon. The Harnic League is the most commonly used measure of distance on Harn today.

LEGION

A form of military organisation used in the Thardic Republic (qv). Each of the Thardic provinces has its own legion under the command of a Marshal and comprised of a varying number of cohorts and companies which are assigned at the discretion of the Thardic senate. The legions are responsible for maintaining order within the provinces and for their defence against foreign aggression. All provinces contain keeps and castles which are garrisoned by units of its legion.

LENEDSHIRE

A Shire in the mainland possessions of Melderyn. Shire Moots are at Cupeth, held for the king by the Sheriff of Lened.

LEPRAL of Telen

The 2nd Autarch (643-650) of the Thardic League (qv). The choice of Lepral as the second Autarch established a tradition; he was the commander of the Autarch's Guard and all subsequent holders of this office were chosen in this way. Since every Autarch had the sole right to appoint officers to the guard, he had, in effect, the right to choose his successor. Lepral made important contributions to peace within the League by exterminating several large bands of outlaws within it.

LERENIL Keep [K7]

A keep held by Baron Legith from the King of Chybis.

LERIEL Castle [H3]

The Jarin domain of clan Marwyn in Orbaal, paying reluctant tribute to King Alegar II in Geldeheim. This is the only proper castle in the hands of a Jarin family. Lerielle receives tribute from the two Jarin keeps of Gwaeryn and Pethwys. Lerielle is, of course, the focus of Jarin intrigue against their Ivinian masters. Lerielle is also the site of the most important temple on Harn to Ilvir; the settlement's relative proximity to Misyn makes it a jumping off point for the occasional pilgrimage to Araka-Kalai.

LETHWYN

The Jarin name for Geldeheim (qv).

LEXIGRAPHERS' GUILD

This guild has a monopoly in the manufacture and sale of vellum, parchment, scrolls, inks, quills, and the like. There is no paper on Harn. The guild will buy calfskin for vellum and lambskin for parchment from tanneries; both are expensive. Some guild members confine their activity to manufacture of these products, others operate retail outlets where they are sold. Some lexicographers sell maps and various manuscripts. Although they do not have a monopoly on the art of writing, some scribes belong to this guild and they will provide competent writing services to those who need it; most Harnians can neither read nor write.



VELLUM	2d/sq ft	SCROLL	6d/24"
PARCHMENT	1d/sq ft	SEAL	36d
INK	3d/qt	MAPS	12d+
QUILL	1d		

LIA-KAVAIR

Harn's "Thieves' Guild" does not have official recognition anywhere on Harn and is not directly represented in or by the Mangai (qv). A representative of another guild will generally be tacitly understood to speak for it. The Lia-Kavair controls a host of illicit activities such as pursecutting (anything carried on a person is fair game) protection (especially of secular beggars and ungilded persons), drug running, smuggling and burglary (mostly from the middle classes rather than the nobility). The Lia-Kavair does receive tacit support from many powerful groups because it tends to keep crime under control and will provide the services of skilled assassins (for a stiff fee) with few questions asked.

The Lia-Kavair is hardly revolutionary. It is as much in their interest to maintain the status-quo as it is for any other guild or government. Strict, but unwritten rules, prevent any segment of society from being over-victimised. Quite often an individual will be robbed of only a few items although circumstances would allow his being picked clean. The Lia-Kavair will rarely intervene to free or defend a member who has been caught, nor would such intervention be effective with most governments. The cardinal rule is to never get caught. Troublesome criminals will either quietly disappear or be betrayed to the authorities for appropriate punishment. The organization always operates covertly; the general public will not be aware of the location of its "guildhalls", nor the names of the individuals who run it.

LIBRAM OF THE PANTHEON, The

A tome, existing in several different versions, which describes the present beliefs of Harnians concerning the deities (qv) of Harn.

LITIGANTS' Guild

The Litigants' Guild handle legal transactions on behalf of various clients; they do not have a monopoly, just expertise, in legal matters. The nobility tends to view this profession with some distaste but Litigants are in demand by middle class Harnians who can afford to employ their skills. Litigants will represent their clients in matters of real estate, contracts, trade agreements and the like, in and out of court (usually before some noble). Members of the guild often hold positions of influence in the administration of towns. Litigants are rarely tolerated in rural areas where justice is met out by the local fiefholder whose legal expertise is not likely to go much beyond basic common law, custom and common sense. Typical prices are: wills (24d), deeds (18d), contracts (12d), and court appearances (12d per day); very complex wills, etc. will cost much more.

LJARL

The code of honour advocated by the followers of Sarajin (qv). The cardinal virtues are courage, duty and truthfulness. The code does not seem to be rigidly adhered to since backstabbing and treachery are common.

LOBIR, King

The 3rd monarch (333-361) of the Corani Empire (qv). Lobir was the eldest son of Kusem (qv) and came to the throne at age 17 on the unexpected death of his father. A plot to assassinate the young king by Kusem's younger brother, Camrae, was uncovered soon after his coronation. Camrae was arrested and executed for treason. After a slow start, Lobir proved to be an able monarch. He expanded the kingdom with a series of well planned campaigns until he ran into the Merdi (qv), which persuaded him to halt and consolidate. Lobir was succeeded by his own brother, Raelan (qv).

LOCKSMITHS' Guild

The monopoly of this guild involves the manufacture, installation and repair of locks, keys and similar items. They will also produce lockboxes and safes and may be consulted in the design and placement of secret doors, trapdoors etc., which are much in vogue with the nobility. Typical prices charged by Locksmiths are: Locks (4-12d), Keys (1-3d), Lockboxes (12-36d), and Fetterlocks (3-6d).

LODROS of Melderyn

The 17th king of Melderyn (585-639) and the 1st of the Toron Dynasty.

LONATAR of Chybisa

The 18th ruler of the Kingdom of Chybisa (541-559) and the 4th of the House of Burzada. Lonatar died of the Red Death.

LORKIN Castle [J2]

The domain of clan Geldestaar in Orbaal, paying tribute to King Alegar II in Geldeheim. Lorkin receives fealty from Arone and Shese keeps. The castle commands the head of the Anoth Delta and was built by the Ivinians in 365. The Jarin captured the castle in 701 during the Jarin Rebellion. It became a symbol of Jarin resistance until recaptured by the Ivinians in 703, after the mysterious decapitation of Lord Gweffryn, the Jarin Overlord. Periodically, guards and relatives of clan Geldestaar, are themselves found "headless", giving rise to a belief in a "Spectre of Lorkin".

LOST YEARS, The

The period between the departure of the Earthmasters, c. 15,000 BT, and the arrival of the Sindarin on Harn, c. 10,000 BT. No artifacts of the period have been found but the Lost Years are claimed to have been "...an age of dragons, trolls and fell beasts that defy description and harm the eye".

LOTHRIM, the Foulspawner

The chieftain of a tribe inhabiting the Chelna Gap about 600 years ago. Unlike other leaders of this time, Lothrim was a man of some learning, and some have speculated that he was a renegade or outcast Melderyni mage. Lothrim was obsessed by the mystique and powers of the Earthmasters; forever searching for their Penultimate Tome (qv). He also delved into long-forbidden branches of the arcane arts. With the powers he acquired he was able to gain control of a tribal federation stretching between the Thard and Kald rivers.

The nickname "foulspawner" came to Lothrim from the race of humanoid creatures he bred or imported into Harn. These foulspawn (Gargun) were enlisted by Lothrim to conduct the reign of terror through which he maintained power. Lothrim came to believe that the Khuzdul of Kiraz had, in their possession the Penultimate Tome. The tyrant met his doom when he embarked on a campaign to secure this fabled work (See: Carnage of Kiraz). After his death at the Battle of Sirion c. 120, Lothrim's tribal federation collapsed, but the legacy of the Foulspawner, the Gargun, remain to this day.

LOTHRIM'S TOMB

When Lothrim the Foulspawner was captured by the Khuzdul during the Battle of Sirion, a much told tale recounts his fate. The dwarves, as revenge for the Carnage of Kiraz (qv), decided to bury him alive. A chamber was carved under a mountain (Mount Anegif is most often recited) and into it were cast a screaming Lothrim, his precious Penultimate Tome (?), and an "honour guard" of a dozen starving Foulspawn. Good stone and mortar was brought and the chamber was sealed. The location of Lothrim's Tomb and the valuable tome it may contain has been the object of much search and speculation. None have yet found it and returned to speak of it. The Khuzdul of Azadmere may know the truth, but they will not speak of the Foulspawner.

LOTIN (The Gray) of Nurelia

Lotin (207-235) was the 4th and last monarch of the House of Ethelyen. He presided over his kingdom at a time when it was facing the last years of the Migration Wars. His son, Brant II, never succeeded since Lotin's death was followed by a baronial revolt that gave the crown to Kalabin of Kaldor in 236.

LOWER OSEL [J6,K6]

A relatively flat and wooded region encompassing the lower plain of the Osel River. This territory is the northern half of the range of the Pagaelin tribesmen, but is claimed by the kings of Chybisa and Kaldor.

LUCRAIN [H4]

A Gargun (qv) cave complex in the eastern Rayesha Mountains, inhabited by Gargu-kyani.

LURISHI (The Yellow Mould)

The generic name for several species of fungus ranging in colour from brown to yellow. Different varieties may be found in woodland, on rockfaces, and in well-shaded damp areas. The Lurishi grows a delicate crust that may rupture if touched, or even if there is significant vibration; some will rupture at approaching footsteps. On rupturing, the Lurishi explodes, releasing a cloud of spores; most species' spores are poisonous.

LYF Keep [M7]

A Melderyni Keep in Lenedshire. It is held by the Baron Arbustren who owes fealty to the Earl of Elorin.

LYTHIA

The largest of the three continents of Kethira, Lythia contains many diverse peoples and cultures. The Harnic Isles lie just off the northwest coast of the continent but Lythians tend to give them a wide berth. There is little communication between Harn and Lythia; only a few bold travellers, adventurers and traders, make their lonely ways back and forth.

MALIAN, the Good

The 6th monarch (380-394) of the Corani Empire (qv). Malian the Good inherited the Corani throne from his father Arosta the Conquerer and was the first ruler to take the title "Emperor", previous rulers having been "Kings". During Malian's reign, the cities of Merethos (Golotha) and Shiran were founded, and the empire was divided into provinces to ease the burden of administering the domains won by his father.

MAMAKA THE MASTER OF STEEL, Order of

The supreme clerical sect of the church of Agrik (qv) and the sponsor of the fighting-Order, The Warriors of Mameka. The Order's only temple is in Golotha and this house is the seat of the primate for Harn who, for the past three decades, has been the grandmaster of the Order of Mamaka the Master of Steel. The present grandmaster and primate is chairman of the Heptarchy of the city of Golotha; his name is Klyrdes of Clan Bisidril. While he claims descent from the alleged bastard daughter of the prophet Balsha (qv), his philosophical leanings are more conservative than were the prophet's. The main problem for the primate of Agrik has remained the same throughout history; keeping the various orders from tearing each other apart. Klyrdes, in 717, orchestrated the last in a series of "temple wars" wherein the temple of the Order of the Pillar of Fire in Golotha, along with most of the priests thereof, were razed "mysteriously". The near total destruction of an entire sect did, of course, merit the "sincere condolences" of the primate. Such wars are carried on in secret, are never acknowledged, and will hardly be apparent to bystanders, but hardly a month goes by without some fatalities.

MANGAI, The

The joint association of all Harnic guilds. Its primary functions are to regulate guilds, settle any disputes between them, and make any recommendations it deems appropriate concerning guild rights and privileges to the governments of Harn. A crucial function of the Mangai is its exclusive right to sponsor and organize all fairs and markets in towns and settlements, appropriate fees being paid to whomever governs the settlement for this right. The Mangai recoups its investment by charging fees (usually 1d per day) to all who wish to sell their wares in the markets and fairs. The Mangai holds triennial conventions, attended by syndics and/or guildmasters of every Harnic guild, to conduct its business; it functions democratically. This convention moves from one town to another; one is scheduled for the city of Thay in 721.

MANGAI, Charter of the

The document delineating the rights and privileges of the Mangai. The charter was modelled on laws pertaining on

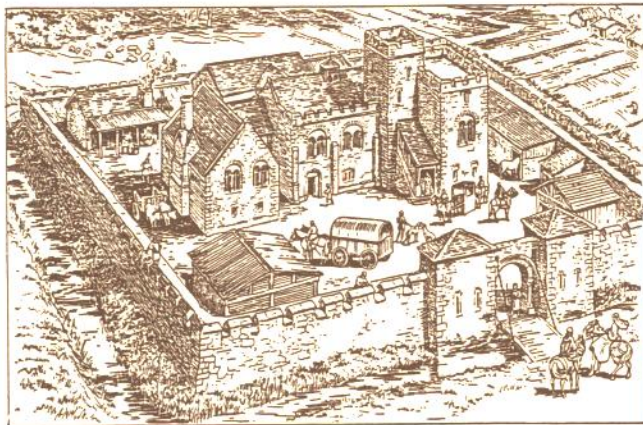
the continent of Lythia and was first proclaimed as law in the City of Coranan in 493. The principles of the charter had already been established for almost a century by the Court of Penticles (qv). While the charter is, officially, legislation amendable only by the governments of the various states which have adopted it, in practice, they will usually make any changes advised by the Mangai as a matter of course.

MANOR

The basic economic unit arrived at by subinfeudation in feudal Harn is the manor or manorial fief. Manors are not shown on the regional map; manorial fiefs range from 600-3600 acres in size; each hex on the map is nearly 90,000 acres. However, since the manor is so important, and because it will appear in future local modules, the following information is included.

A manorial fief on Harn is usually held by a knight (a knight's fee), who will owe fealty and military service to a baron or earl, but may be held directly by a monarch or any noble, and a bailiff will be appointed to manage the estate for him. Some manors are held by religious and fighting orders; a few are held by wealthy commoners, who may choose to be resident, but who usually have their estate managed by an appointed bailiff.

The manorial fief will contain a manorhouse for the lord, at least one village (home to 10-20 rural families) and probably one mill. The manorhouse will usually be a fortified stronghold, characterised by a "great hall", of wood or stone, surrounded by an outer wall of similar make, enclosing several outbuildings. The outer wall will usually be manable or battlemented, the house will often be situated on a natural or artificial hill, and may be surrounded by a ditch, moat or earthworks. Each villager will have a cottage and small adjacent garden plot. The mill will likely be owned by the Miller's Guild (qv).



Manorial lords have infinite choice in how to work their fiefs. They may cultivate all the land themselves, for subsistence and profit, hiring agricultural labour as required; they may "farm-out" all of the land to various tenants in return for cash rents or fixed crop shares; but most manorial fiefs will have a variable blend of these two extremes, some demense (lord's land) and some tenancy.

Tenants will be of two major classes: freehold and unfree (serfs). The distinction between the two is sometimes vague. Generally, freehold tenants will cultivate 10-60 acres, owing only cash rents (4-12d per acre) or crop shares (20%-50%). Serfs, on the other hand, will cultivate from 5-30 acres, and they will be required to labour on the lord's demense (3-5 days per year for each acre they hold) instead of paying rent or crop share. It should be noted, however, that there are instances on Harn where freehold tenants cultivate some land on which is owed some agricultural labour (usually seasonal), and some serfs hold some land on which rent or crop share is paid.

Every village and the tenants therein will owe fealty to the manor lord. Freehold tenants are generally free to grow what crops they please, may come and go as they wish, and may sell their land to another party, subject to the lord's permission which can not be unreasonably refused. There is often a special class of

freehold tenants, called "yeomen", who hold land in exchange for providing military service, usually one man-at-arms for 30-60 days per year or equivalent scutage. Yeomen are often required to serve on juries and perform other functions the lord and they agree upon. Serfs, on the other hand, are bound to the land and the lord. They can not leave the manor, or marry, without the lord's permission and may not sell any land they hold (unless it is a freehold parcel). In return, serfs can not be deprived of their land without just cause and are entitled to the lord's protection and justice. Serfs may be able to substitute payment of scutage (1-2d per acre per year) for all or part of their agricultural service, if the lord feels he has a surplus of labour. They might obtain their "freedom" by payment of a stiff manumission fee, becoming freehold tenants in doing so. It must be stressed, however, that the homage and fealty arrangements between the lord of a manor and his tenant vassals can have endless permutations of military service, agricultural service, scutage, rent, and crop share; they will vary with the personalities involved, local custom, and the current situation.

The "typical" manor on Harn is 1200-1800 acres in size, which is considered to be sufficient land to support a knight and his household. The respective areas of land use vary:

Arable	20%-60%	(40% average)
Pasture	20%-60%	(40% average)
Woods	10%-30%	(20% average)

Three field crop rotation is not practised on Harn. Arable land will usually be divided into two large fields. One field will be sown with various crops (rye, wheat, barley, oats, beans, and peas), the other will lie fallow for one year. However, in some areas of Harn, the arable land will be organized as one third inner fields, cultivated every year with judicious use of fertilizing manures and crop rotation, and two thirds outer fields, some of which will be cultivated sporadically, some left fallow or as pasture. The fields are usually open (no fences, hedges, etc) but are generally divided into strips, some of which will be part of the lord's demense, some of which will be cultivated by freehold tenants or serfs. Some lord's prefer to have their demense as an enclosed area, surrounding the manorhouse. If small, it will likely be choice land, containing fruit orchards, vegetable gardens, lush meadowland, and a few small fields to grow cash crops such as flax.

Adjacent to the arable fields, there will be pasture lands, the amount of which will depend on whether the fief stresses crops or animal husbandry. The best pasture (possibly 30%) will be enclosed and reserved as meadowland where winter fodder (hay) is harvested. The balance will be common pasture for grazing sheep, oxen, horses and goats, some owned by the lord, some owned by the tenancy. Sheep are particularly numerous on Harn, providing milk, wool, and meat. Oxen are kept mainly as plough animals, slaughtered for meat and hides when too old to work. Other than the elite stock kept by the lord, horses are not common. They work harder than oxen, but require 2-3 times the winter fodder of oxen and winter feed is both scarce and expensive. The fallow fields are also used for grazing animals, partly to keep the weeds down, but mainly to manure the resting soil. The remainder of the fief will be wooded areas for timber and firewood, grazing pigs, and the lord's hunting (other's poaching). Woodland may be extensive (particularly in recently settled fiefs) and new arable land will be expanded by clearing some of it as needed. However, this area is also likely to include wasteland, bogs, and other useless acreage. Finally, there may be a well stocked fishpond or two, mostly for the exclusive use of the lord.

Crop prices are based on average yield of 9 bushels per acre. If less, then prices will rise, if more, the prices will fall. The price of wheat hit an all time high of 17d/bushel in Kaldor in 709, after a particularly wet and cold summer lowered the average crop yield to about 4 bushels per acre. The lowest price for wheat in recent memory was 5d/bushel in Kanday in 716 after a particularly bountiful crop of 16 bushels per acre. The prices of livestock vary throughout the year; highest in

spring (+20%) and lowest in autumn (-20%) as winter and the need for winter fodder approaches. Grain prices tend to be lowest just after harvest.

WHEAT	8d/bl (50lbs)	SHEEP	12.00d
RYE	6d/bl (45lbs)	OX/COW	96.00d
OATS	4d/bl (25lbs)	HORSE (see: OSTLERS)	
BARLEY	5d/bl (40lbs)	PIG	24.00d
HAY	6d/bl (10lbs)	GOAT	10.00d
BEANS	5d/bl (40lbs)	LAMB	6.00d
PEAS	5d/bl (40lbs)	CALF	60.00d
VETCHES	4d/bl (40lbs)	CHICKEN	1.50d
LAND VALUE	4-12d acre	CAPON	2.00d
YIELDS	6-12 bl/acre	DUCK	1.75d
RAW WOOL	4d/lb	GOOSE	2.50d
HIDES (see: HIDEWORKERS)		PIDGEON	.25d

MARANOS of Kaldor

One of Kaldor's worst monarchs, Maranos took the throne in 42 and by his death in 362, had so alienated the barons that many of them supported the claim of the bastard Fierth over that of the legitimate heir, Maranos' son Aidrik II. The misrule and excesses of Maranos were a major contributing factor to the Kaldoric Civil War (qv) that followed his death.

MARBY Castle [I1]

The domain of clan Serewyn, paying tribute to King Alegar II in Geldeheim. Marby receives tribute from Asax and Antir. There is deep, often murderous rivalry with the related Clan Sherwyn of Sherwyn Castle; each claims the other's lands. Both clans have Jarin blood; neither will admit it.

MASONS' Guild

This is perhaps the most respected guild on Harn. Commoners and nobles alike are in awe of skilled mason-architects who design and construct large buildings, bridges, ports, mills, etc. Some masons will be expert architects, highly paid and honoured; most are competent quarrymen, stonemasons, and stonecutters. Most towns require that construction within its walls be done by this guild and nearly all fortifications, manor houses, keeps, castles, etc. involve mason participation in design, building, and repair. The Masons' Guild has a strict monopoly over all stone quarrying and the preparation of stone. Brick manufacture and construction is not used on Harn. A quarry may be owned and operated by a single master freemason but most larger operations are jointly run by two or more masters. Partnership with outside investors is common. The best stone on Harn is quarried in hills north of Telen and transported at great expense to the building site. Few can afford Telen stone and make do with poorer quality local material. Most manual labour is done by unguilted locals, hired on a daily basis as needed.



STONES	.50d/ea	CASTLE	250,000d+
TELEN STONE	.75d/ea	KEEP	50,000d+
GRINDSTONE	12.00d/ea	MANORHOUSE	10,000d+
MILLSTONE	250.00d/ea	MILL	2,000d+

MEDAK, the Impaler

The last emperor (555-565) of the Corani Empire (qv). Medak was a strong vigorous emperor but he had the misfortune to follow two weak emperors and reigned during years when famine and plague were rampant. He sought to stem the corruption of previous regimes, earning the epithet "the Impaler" for the numerous executions he ordered. However, one of his victims was

Balsha (qv) and the empire was then overtaken by events of the Balshan Jihad. Medak was executed (by impalement) by the victorious Balshans. The Corani Empire died with him.

MEDRIK I of Kaldor/Serelind

The 2nd king of Serelind (162-188) and 1st king of Kaldor (188-192). He was the first among the Seven Kingdoms to inflict a defeat on the barbarians in the Migration Wars (qv) when he bested the Eastern Taelda at the battle of Noneth in 180. His army combined with that of the Kingdom of Pagostra to defeat the Pagaelin at the battle of Kobing in 185. In accordance with an earlier promise extracted from King Orsin of Pagostra, Medrik received that king's fealty and added this kingdom to his own in 186. When Torbet of Kephria was killed fighting the Kath, Medrik I quickly marched on Tashal and added the last remnants of Kephria to Serelind. In 188, Medrik proclaimed the Kingdom of Kaldor and became its first king.

MEDRIK II of Kaldor

The 3rd king (239-279) of Kaldor.

MEFEB0, Mount [I4]

Harn's third highest peak (9007'), located in the central Felsha Mountains.

MEFIM, Cape [E3]

A headland extending into the Sea of Tirpal on the north coast of Harn. The area is held sacred by the Equani (qv).

MEJENES, the Great

The 9th monarch (443-465) of the Corani Empire (qv). Mejenes was of royal Corani blood but was not next in line to inherit the throne on the death of Laketta. When Laketta died heirless in 443, the Kingdom of Aleathia sought to take advantage of a succession crisis by invading the empire. Mejenes was chosen over Laketta's brother to become emperor, mainly because of his reputation as a brilliant military leader. As emperor, Mejenes defeated and annexed Aleathia, thus removing the last obstacle to Corani hegemony in western Harn. He died of a fever while seeking to expand Corani rule in the northern wilderness of Equeth.

MELDERYN, Isle of [M9,M10,N9,N10]

The second largest of the Harnic Isles. Lying southeast of Harn, Melderyn is within twenty leagues of Lythia. The inhabitants of Meleryn, also called the "Wizard's Isle", are an enigma to the rest of Harn.

MELDERYN, Kingdom of

The island of Melderyn was subject to the same invasions of Jarin and barbaric Lythians as the rest of the Harnic Isles but has assimilated all with a remarkable lack of friction. While there is evidence that would date the island's first "civilised culture" at least 1,500 years ago, the first historical records describe the peaceful existence of five small kingdoms in 228 BT. The Five Kingdoms Period ended when Erebir Pendragon was elected (?) the first king of the Biradian Dynasty in the year "1" (the calender in common use throughout Harn is dated from this event). Since then, Melderyn has had a total of twenty kings from three royal houses:

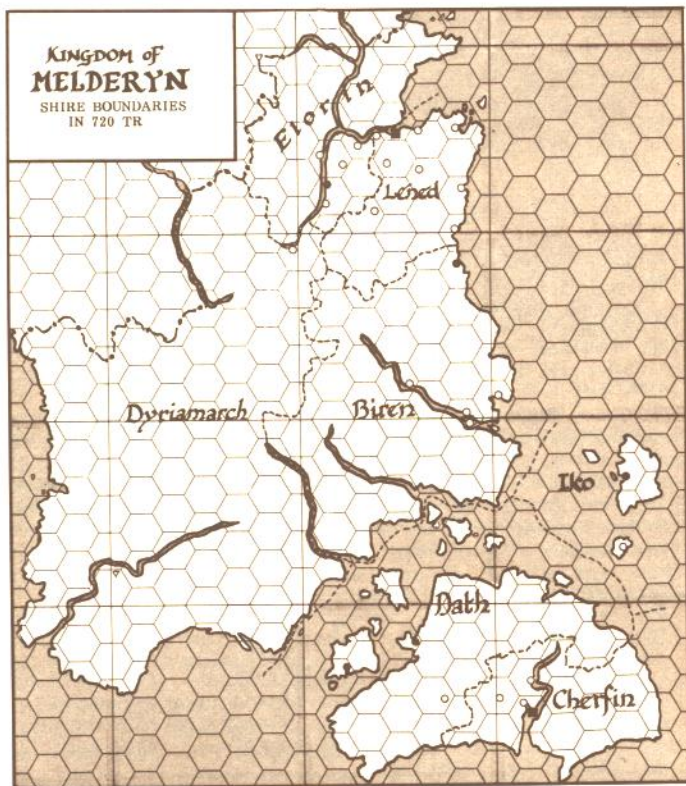
BIRADIAN DYNASTY		11. IMADAIN II	(413-440) *
1. EREBIR I	(1- 51)	12. ARABAR I	(440-463) *
2. EREBIR II	(51- 88)	13. EREBIR V	(463-475) *
3. NINON	(88-126)	14. ARABAR II	(475-538)
4. EREBIR III	(126-157)	15. IMADAIN III	(538-557)
5. DAREBOR	(157-186)	16. POLERYN	(557-585)
6. SHELIR	(186-240)	TORON DYNASTY	
7. EREBIR IV	(240-291)	17. LODROS	(585-639)
8. FORN	(291-327)	18. SHELIR II	(639-651)
RYLIAN DYNASTY		19. ETOBRON	(651-684)
9. GEMRIL	(327-369)	20. CHUNEL	(684-)
10. IMADAIN I	(369-413)*	* Also ruled Chybis	

Erebir appointed a council of eleven advisors from the secret societies and orders that were, even then, headquartered on the island. The council was given the

right to appoint its own members, rule on matters affecting the succession of the sovereign, and was also to play a major role in the education of the king's children. The council has always exerted vast influence in Melderyni affairs but its actions are subtle; its advice to the sovereign is rarely ignored and yet its very existence is not widely known.

HOLD	TYPE	SHIRE	HOLDER	FROM
CHERAFIR	CITY	CHERFIN	(CONSTABLE/ALDERMEN)	KING
*CHYREFAL	CAS.	IKO	(SHERIFF OF IKOM)	KING
*COSYUH	KEEP	ELORIN	(SHERIFF OF ELORIN)	KING
CUNDRAS	KEEP	BIREN	LADY OF PALADINS	KING
*CUPETH	KEEP	LENED	(SHERIFF OF LENED)	KING
FOSUMO	KEEP	BIREN	LADY OF PALADINS	KING
GLENOTH	KEEP	DATH	BARON HALWYN	NURISEL
GOSUS	KEEP	CHERFIN	BARON MARADYNE	NURISEL
GYTHRUN	CAS.	BIREN	EARL GWENALIN	KING
HARDEN	CAS.	ELORIN	EARL ALAGA	KING
HUVOS	KEEP	LENED	BARON PERHEL	NURISEL
*JETUST	KEEP	DATH	(SHERIFF OF DATH)	KING
JOTHET	KEEP	LENED	BARON DESSAR	GYTHRUN
KARVETH	CAS.	DATH	EARL AVONA	KING
LAKET	KEEP	DYRIA	(WARDEN OF DYRIAMARCH)	HARDEN
LYF	KEEP	LENED	BARON ARBUSTREN	HARDEN
MENIO	KEEP	ELORIN	BARON MOREZYN	GYTHRUN
MOQUE	KEEP	LENED	BARON WEDERINE	KING
NURISEL	CAS.	DATH	EARL THABEL	KING
ONTUR	KEEP	ELORIN	BARON JOTHYSAN	HARDEN
PARIOS	KEEP	ELORIN	(CONSTABLE)	HARDEN
PARNAM	KEEP	LENED	(CONSTABLE)	GYTHRUN
*RACYN	KEEP	BIREN	(SHERIFF OF BIREN)	KING
RAMERE	KEEP	ELORIN	BARON ERDARTA	GYTHRUN
*SHENAP	KEEP	CHERFIN	(SHERIFF OF CHERFIN)	KING
THAY	CITY	LENED	FREETOWN/ALDERMEN	KING
WHARO	KEEP	CHERFIN	BARON CHORLON	NURISEL
YAEI	KEEP	BIREN	BARON DUATHANE	KING
ZULLOS	KEEP	LENED	BARON AVONASEN	KARVETH

* SHIRE MOOTS



Although Melderyn has had possessions on the Harnic mainland since 223, no king has ever fielded an army there; Melderyn has traditionally limited its intervention to occasional visits by individuals, many of whom have exhibited strange powers. Genin (qv) is the best known of the Melderyni "Mages". The reputation of Melderyni magick has probably grown out of proportion to the facts. Almost all prominent historical figures have, at one time or another, been attributed with Melderyni origin.

Whenever something out of the ordinary happens there is speculation that the hand of Melderyn is in some way involved.

MENEKAI Castle [E6]

An orderial fief in the Rethemi shire of Parach, held by the Red Shadows of Herpa from the king.

MENEKOD Castle [E7]

An orderial fief in the Kandian shire of Peris, held by the Order of the Checkered Shield from the king.

MENDIZ, the Lion of Dolithor

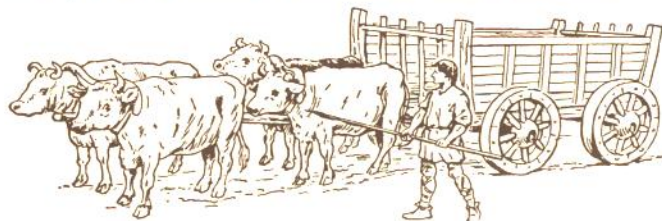
The constable of Dolithor (qv) and the banner-bearer and chief demigod of the goddess Larani. Mendiz has the form of a winged-lion and is the patron deity of some heralds.

MENIO Keep [M7]

A keep in Elorinshire in the Kingdom of Melderyn. It is held by the Baron Morezyn from the Earl of Biren.

MERCANTYLERS' Guild

The monopoly of this guild is ambiguous. In general, Mercantylers are involved in the trading of goods at a profit, acting either as the actual buyers and sellers of merchandise or as intermediaries. One or more masters will be involved in organizing trading caravans, and ship cargos, being responsible for the hiring of wagons, vessels, porters, drivers, guards, etc. To reduce their risk, mercantylers will often pay for such services by offering a percentage of the gross proceeds when a cargo is sold; around 25% of the gross value of the goods transported is usually allowed for such overhead.



Enforcing a monopoly over all trading activity would be impossible, but guild masters will try to deal exclusively with each other, giving them a de-facto stranglehold in the buying and selling of goods. All major towns have a Mercantylers' Hall in which guild members, and only guildmembers, may operate. Non-guild members can participate in this private market only by hiring a mercantylers as an agent for a fee or commission.

To further insure that the guild will remain at the center of most economic activity on Harn, they have acquired one important monopoly which is rigidly enforced. Only Mercantylers can practise usury, the changing and loaning of money for profit (interest). Some Mercantylers specialise in this activity (Userers). The interest rates are high, ranging from 5% to 50% per month, compounded monthly. The rate charged is based on risk, collateral, and social standing. Nobles customarily enjoy the benefit of lower rates.

When foreign coinage is changed, a commission of 20% is normal but negotiable. Userers also issue promissory notes, the closest thing to paper money on Harn. There are not nearly enough coins in circulation on Harn to cover the value of goods traded; nearly all large payments are made by way of these notes. A userer's note will be redeemed in full when presented back to him; a guild master in another city will also redeem his colleagues' notes, at a discount of 5-20%. Discounts in excess of 20% are in order on foreign notes. Mercantylers often trade in bars/ingots/etc. of raw metal.

Freight

Freight rates are based on weight/volume per league, but such data is difficult to use. A close approximation will be to increase the retail price of any good transported by Land (5% per hex), and by water (1% per hex). For example, if an item is transported 20 hexes (100 leagues) by land, it would cost 100% more; the same distance by sea/river would be 20% more.

MERDI, The

The tribes occupying the region of present day Rethem some 400 years ago. In 347, they formed the Merdi Federation, a loose alliance to defend against the Corani Empire (qv). The Federation defeated Lobir (qv) in 349 and was able to maintain its independence for many years. However, the Merdi failed to establish a unified state and in 377 were defeated and subjugated by the Corani Emperor, Arosta.

MEREM, Isle of [C3]

An island of the Afarezirs (qv).

MERETHOS

The city founded by Emperor Malian of the Corani Empire (qv) in 388 and now called Golotha (qv).

MERNAT

The second largest continent of Kethira. Harnians know nothing of Mernat. It is inhabited mainly by nomads.

MESELYNESHIRE

A shire of Kaldor. The Sheriff holds the royal castle of Olokand, where the Shire Moot is held.

METALSMITH'S Guild

This guild has a monopoly over all metalworking except weaponcrafting, coinmaking, and the activities of the Jeweller's Guild. A master metalworker may be bonded to a noble household, or own and operate a large workshop in town, but most are small village smiths. The city of Shiran is noted for the quality of its metal products. Most metal items are made from iron or steel. Copper, brass, bronze or pewter are used for most tableware and cooking utensils; their high prices (relatively) reflect this.

AXE	12d	KNIFE (kitchen)	6d
AXLE	6d	PAN (copper)	12d
BRANDING IRON	18d	PICK	8d
CAULDRON (iron)	10d	PITCHFORK	6d
CHAIN/ per foot	1d	PLATE (pewter)	5d
CROWBAR	9d	PLOUGHSHARE	8d
FLAIL (grain)	1d	RAZOR	6d
GOBLET (pewter)	3d	SCYTHE	24d
GRAPPLE	10d	SICKLE	10d
HAMMER	6d	SPADE	8d
HATCHET	6d	SPIKES/NAILS/lb	2d
HOE	3d	SPURS	18d
HORSECOMB	3d	TANKARD (pewter)	4d
HORSESHOE	1d	WEDGE	1d

METIM, Mount [I2]

The third highest peak (7875') of the Jahl Mountains, Mount Metim lies near the eastern extremity of the range.

MIGANATH of Kaldor

The twenty-third and present ruler of Kaldor (qv). See this entry for a biographical sketch.

MIGRATION WARS

The period of violent tribal activity that plagued eastern Harn for more than fifty years, beginning with the sudden assault of the Kath on the Kephrian town of Hosat in the Kathela Hills in 178. The Taela, Pagaelin, Bujoc and Kath nations simultaneously experienced population growth and pressure from suddenly numerous Gargun in their highland ranges. The consequent migrations that they undertook severely tested six of the seven eastern Harnic Kingdoms. Four of the northern kingdoms were forced to combine into the single state of Kaldor. Elorinar saved itself by joining (immune) Melderyn. Chybis survived by the brilliant generalship of her early kings and the rapid construction of some excellent fortifications.

MILLERS AND MILLWRIGHTS, Guild of

This is one of the most important guilds on Harn; they have a monopoly on the ownership of all mills and milling.

Since various grains are the staple crop and bread the most important food on Harn (see: FOOD), the activities of this guild are of paramount importance. Local fiefholders have often sought to usurp the guild's monopoly by building their own mills, but the mason's guild will not build any such mills, the millers refuse to operate them, and any illicit mills have eventually failed. Mills are used only for grinding grain; most manors have at least one mill. There are more than 1400 mills on Harn, the majority being water-powered, although some windmills exist in the west. Each mill is owned by the guild but a tax of approximately 240d per annum is usually paid to the local fiefholder or landlord. The mills are awarded as franchises to guild masters, who pay a stiff 20% guild levy to offset the investment costs involved in building a mill. A freemaster miller will normally receive 5%-15% of the flour he mills most of which he will sell. Some millers own large commercial ovens and use part of their flour to bake bread for sale to the community.

MIMEA Hills [F7,F8,G7,G8]

Forested highlands in southeast Tharda, long popular among the nobility of Tharda for game hunting. Lodges were built here for the kings of Aleathia. The outlawed House of Kand (qv), used the area as a base of operations against the Theocracy of Tekhos. The hills straddle the border between Ramala Province in the Thardic Republic and Daenshire of the Kingdom of Kaday, but the Gozyda tribesmen (qv) exercise more control than either state.

MINARSAS Castle [K5]

The principal seat of Earl Caldeh of Vemionshire.

MINDRITHAR, the Just

The 12th monarch (491-512) of the Corani Empire (qv). Mindrithar was probably the best Corani emperor; he was aggressive and tough when required, a very good administrator, and a learned scholar. He is best remembered for his "Mindrithar Code", an enlightened legal system of fair justice for all, which has, unfortunately, largely disappeared with the rise of feudalism. He is also credited with promoting religious freedom, tax reform, and the formation of the Mangai (qv) in 493. It need hardly be said that Mindrithar was very unpopular with the Corani nobility; most of his efforts eroded their own jealously guarded powers.

MINERS' Guild

This is one of the most powerful and wealthiest guilds on Harn. They have a rigid monopoly on mining and smelting. The guild owns and operates a few mines (the source of its wealth), notably at Hikun and Iracu, but most miners are bonded to mines owned by the state. In Kaday, Melderyn, Rethem, Kaldor, and Chybis, mining rights are held by the king. An earl or baron whose fief includes a silver mine is out of luck; the mine and the revenue it produces is not his.

It is this arrangement which has made the Miners' Guild powerful; to protect miners from jealous nobles, most monarchs have granted them unique and special privileges. These include: the right to prospect on any lands, other than in temple domains, orchards, gardens, or highways; the right to cut timber, with or without the local lord's permission, to use in their mines and forges; the right to hold their own courts of law; the right to protect anyone employed at a mine; and, in most cases, freedom from taxes, tolls, and military service. In fact, any serf who flees to a king's mine, and is employed therein for two years, automatically becomes a "freeman". This is a source of much aggravation to the nobility, who have accused the guild of impressing their serfs for cheap labour. Impressment is possible, even likely, but all miners are well paid, including labouring serfs, which is, of course, yet another inducement for serfs to flee to mine employment. Not a few master miners, who specialize in searching for new mineral deposits, have mysteriously vanished; most believe they are victims of local nobles who wish to prevent the opening of a mine on their lands. In the Thardic Republic, mines are owned by the local landlords; the guild is less powerful here, but miners are still well paid. Silver, tin, copper, iron, lead, and salt are the most common

metals and minerals mined on Harn. Gold is mined in the Sorkin Mountains, but only by the Khuzdul.

Most ores are smelted in small foundries and forges set up at or near a mine to avoid excessive transportation of bulk ores. Such foundries are never popular with the local nobility since they will consume vast quantities of timber as fuel.

IRON	.05d/lb	PEWTER	3.00d/lb (ALLOY)
STEEL	.25d/lb	BRASS	3.25d/lb (ALLOY)
LEAD	.50d/lb	BRONZE	3.50d/lb (ALLOY)
TIN	1.75d/lb	SILVER	320.00d/lb
COPPER	2.00d/lb	GOLD	6400.00d/lb
ZINC	2.50d/lb	SALT (SEE: SALTERS' GUILD)	

The value of metals varies according to their refined purity. This is usually between 85-95% (if honestly refined); the Khuzdul are able to refine to 98%+ purity.

MINILAOUS Keep [E9]

A keep in the Kandian shire of Toren, held by the Baron Pesiras from the king.

MIRATH Islands [A3,A4]

A chain of uninhabited islands off Cape Vikod to the northwest of Harn. Some of the islands are forested, most are treeless heathland. Kubora tribesmen sometimes visit the chain. At least one attempt to colonise has been made by the Orbaalese (as a base for raiding) but no settlement survives.

MIRELAEL, Queen

The 7th monarch (694-707) of the Kingdom of Kanday (qv). Mirelael succeeded her elder sister, Eriel (qv), who was assassinated in 694, and led Kanday to victory in Ezar's War (qv). For the balance of her reign, Mirelael sought to re-establish peace in the region and rebuild the shattered economy of Kanday; in both she was successful. She was much loved and grieved when she died.

MISYN [H4,H5]

A woodland region on the northeast shore of Lake Benath. Misyn is the Kingdom of the god Ilvir (qv), a place of mystery and alien pursuits which most Harnians would do well to avoid. The Tower of Araka-Kalai (qv) is to be found here. This is also the range of the strange Ivashu (qv).

M'NOGAI (The Green Slime)

A type of lustrous "fungus" that grows in damp shady locations. Mostly dormant, the M'nogai has the ability to rapidly convert living organic material it touches into a fermenting slurry, which it then consumes gradually. There are dozens of varieties, some of which are immune to various types of harm and may be enchanted.

MOLERYN Castle [F7]

A fortress in Ramala Province of the Thardic Republic, headquarters of the Ramala Legion, and seat of the provincial magistrate and marshal. The fortress guards a wooden bridge by which the Salt Route (qv) crosses the Teb.

MONEY (See: Coins)

MOQUE Keep [M7]

The keep of Baron Wederine in Lenedshire in the Kingdom of Melderyn; he holds it from the king.

MORGAT

The 12th and last month of the year by Tuzyn Reckoning (qv); named after the deity Morgath, it is the last month of winter.

MORGATH

"Tormentor of the Unlamented Dead, Master of the Principle of Evil, Lord of the Gulmorvin of the Black Pit, Wielder of the Shadow of Incarnate Evil, Wrecker of Chaos."

Morgath is the self-appointed master of chaos and evil. Of all the Gods, he is the most prone to violence and insanity and the quickest to anger. He is a lord of retribution but cares nothing for justice. He is filled, it is said, with an abiding hatred for all things fair and noble. When Morgath appears to men, it is usually in some ethereal form, his true shape being unbearable to behold. He is never portrayed, but rather symbolised by the Durangash, a black circle on a field of brown, often surrounded by an irregular black border. Morgath is best known as the master of the undead, particularly the Gulmorvin (qv), who are governed by his chief demigod Klyss (qv). Morgath is believed to have thirteen "true" names, one reason why that number is deemed unlucky on Harn; it is deemed the greatest folly to utter any of them aloud.

How the religion of Morgath came to Harn is unclear. It is believed that Lothrim the Foulspawner worshipped Morgath and it is known that Balsha claimed to be his prophet. In present day Harn, the worship of this deity is confined to Tharda and is particularly prominent in the City of Golotha. Elsewhere his clergy are covert. In Kaldor, Chybisa and Melderyn the worship of Morgath is punishable by death. Even in Golotha, the followers of Morgath are not numerous; this is not an attractive religion. It is difficult to take much comfort from a faith that preaches "all are doomed to eternal torment in the after-life" although this is counter-balanced with the notion of living in worldly excess until death. The remainder of Morgathian philosophy seems to encourage the acquisition and exercise of ruthless power for its own sake, particularly among its clerics. Indeed, the clerics of Morgath, inspire fear whenever recognised, if only because they practice frequent ritual human sacrifice. The dour and morbid religion of Morgath is reflected in the costumes of its clerics; mostly of black and brown. When the clerics are able to wear their full regalia, their ritual dress will include hideous masks, partly to terrify, but mainly to hide their identity. There is a single clerical sect in the church of Morgath. Called the Order of the Lord of Chaos, it has major temples only in Golotha and Coranan, the former being the headquarters of the order and the seat of the primate of Morgath for Harn.

MORVILYA Bay [F3]

A sheltered bay on the coast of Equeth. Many attempts by the Orbaalese to establish settlements have so far been repulsed by the proud Equani tribesmen (qv). One small settlement on the southeast corner of the Bay was annihilated as recently as 710.

MOVEL Island [C2,D2,C3,D3]

The largest island in the Afarezirs. Fresh water is available on the island. The ruin of an abandoned Ivinian settlement (?) can be found on the south coast.

MOYM

A motley assortment of Gargun (qv), mainly Gargu-araki bands, dwelling across the River Horka from Thay.

MOZIL Point [N9]

The most easterly point of land on the Harnic mainland. This is a prominent landfall to seafarers voyaging to and from Thay. Attempts to maintain a beacon on the point, a responsibility of the Sheriff of Biren, have been sabotaged by Solori tribesmen.

MUL Keep [I1]

The domain of clan Gurtak in Orbaal, paying tribute to Zuden.

MYEN Lake [I4]

A lake in foothills of the northeast Felsha Mountains. The Lake is fed and drained by the Hemurin River. The waters of Myen are murky and very cold.

MYSELBANE of Kaldor

The 12th monarch (451-484) and 1st queen of the Kingdom of Kaldor.

NALA-UROH

A theologian who lived in Elkall-Anuz at the time of Lothrim. His only surviving work is his compilation, editing, and embellishment of the Libram of the Pantheon (qv).

NANIOM Bridge [K5]

A very old stone bridge over the River Nephen on the Silver Way. The original bridge may be of Khuzan origin although the central stone tower is more recent. The bridge is, theoretically at least, within the borders of Kaldor but the King's control over it is tenuous. Naniom Bridge is often used by the local nobility as a field of honour.

**NATHWIC of Elorinar**

The founder and first king (155-190) of the Kingdom of Elorinar.

NAVA-SHAK-ARA

The ebony knife of the god Naveh and one of his principal symbols.

NAVEH

"Lord of the Pitch Shadows, Master of Deceit and Evil Dreams, Lord of the Last Illusion, The Merchant of Death, The Unseen Lifter of Lives, Trancer the Cat, Wealth's Worry."

Best known as the bringer of nightmares, Naveh is the deity most likely to be worshipped by assassins and thieves. It is sometimes thought that Naveh and his invisible minions, the Gytevesha (qv) are powerless in daylight, but it is more likely that their powers are only reduced by sunlight. Naveh is a Lord of secrets, a doer of the impossible. His main symbols are D'kejis (qv), Nava-shak-ara (qv), and Shinkra-akra (qv). Naveh's principal hue is black, sometimes with a trace of blood red.

Any temple of Naveh is always hidden from public view, even where lawful. As a consequence, very little is known of the Church by outsiders. It has a degree of discipline second to none; temple masters have been known to order loyal underlings to commit ritual suicide for no apparent reason. Witness, the oft told tale, of a master who ordered a favourite to slit his throat as a demonstration of loyalty to a guest. There is a marked distinction between the laity and the clergy, the latter seeming to have little interest in the former. It is widely believed that the temples kidnap children, of good or noble birth, to be raised as clerics and servants. Each temple is self-sufficient. The chief temple and the seat of the primate for Harn is in Coranan; there are also temples hidden in Golotha, Shiran and Tashal.

Ritual murder and suicide play a major role in the worship of Naveh. The temples will take commissions for assassinations or thievery, including those which are too difficult for the Lia-Kavair, which probably supports and pays it tribute. Any approach for such services is usually done through the Lia-Kavair. Fees are exorbitant and the Church is prone to refuse contracts without explanation.

Temple ritual sometimes involves drug induced trances. The clerical garb is loose fitting, to allow freedom of movement, and usually black in colour. Ranking clergy wear an over-robe of red and may don the dreaded skull-mask denoting imminent death. All clergy carry razor sharp daggers. A temple assassin going out on a "job" will often wear a broad belt of white cloth which will be red with the victim's blood when returned to the temple. Success and failure are judged by more than the simple death of the victim; there is a degree of "artistry" involved. Various punishments are meted out for failure. The most interesting of these is the Herth-akan (qv).

NAVEK

The 11th month of the year by Tuzyn Reckoning (qv); it

is named for the deity Naveh, and falls in mid-winter.

NEJ, River [B4,B5]

A short river, flowing into the Kadag Strait.

NEMIRAN, King

The 3rd monarch (672-681) of the Kingdom of Rethem (qv). Nemiran has the unique distinction of being the only Rethem king who did not start or engage in a war. Using Kanday as a model, he gave up trying to rule Rethem by himself, parcelling out his domain to trusted retainers in a traditional feudal arrangement. However, he is best remembered as being a religious zealot who came under the influence of the Temple of Agrik in Golotha. Most of the fighting-orders of Agrik, who now hold lands in Rethem, received them from Nemiran. He was assassinated in 681.

NENDA Keep [K5]

The keep of Baron Hirnen in Vemionshire in the Kingdom of Kaldor; Hirnen owes fealty to the King.

NEPHEN, River [K3,K4,K5,J5,L4]

The Kald's second greatest tributary, rises near Mount Tezith, feeds and drains Lake Arain and flows generally southwest to join with the Kald 6 leagues below Tashal. The Nephen is crossed by the Naniom and Ternua bridges. The Silver Way (qv) follows the river for part of its course.

NEPESHIRE

A Kaldoric shire. The Sheriff holds, and the Shire Moots are held at, Bidow.

NERADAS, of Shiran

The 1st Autarch (636-343) of the Thardic League (qv). Neridas was the commander of the Shiran Legion, a small elite army formed in 628 to guard and protect the Shiran Republic. When the Thardic League was formed between the Shiran and Coranan Republics in 636, Neradas was chosen as the first Autarch of the League. He formed the League army known as the Autarch Guard and halted further expansion by Arlun the Barbarian at the Gomisen River, after losing Menekai and Senun to the Rethem kingdom.

NETHIL River [I4,I3]

This tributary of the Anoth River, is fed by the glaciers of Mount Fomenien and flows northward, plunging over rapids, to join with the Anoth near Leriell.

N'GARITH

An exquisite bowl of pure, white jade believed to be of Earthmaster origin. This priceless work of art is possessed by the King of Kaldor and is said to change, forever, any who gaze within it.

NINON of Melderyn

The third king (88-126) of Melderyn.

NIPHEL, Mount [G4]

The highest peak (8595') in the Rayesha Mountains. Viewed from Himod, the mountain has the profile of a sleeping bear. The Ymodi tribesmen consider it taboo and will try to prevent access to it for fear of "awakening the beast". Niphel is rumoured a possible site of Lahr-Darin (qv).

NIZUS [I5]

A Gargun (qv) cave-complex inhabited by Gargu-viasal.

NJEHU

The Lord of the Gray Whales, a demigod and religious symbol of Sarajin.

NOLAH (The Dank Stalker)

A variety of Ivashu (qv). The Nolah, or Harnic Troll, has an affinity for damp stone and earth and is able to contort its moist hairless body so as to fit between the stones of a wall or bridge, where it prefers to rest. Nolah are quite intelligent and are able to cast some kind of "charm" to lure their victims. They are man-sized humanoids, use weapons captured from their victims, but

have no use for clothing or armour since most blows are absorbed harmlessly by their rubbery hides. They can only be slain by enchanted weapons. They are fascinated by gems and similar treasure which they will hoard in their lairs. They prefer to make their homes under bridges or similar damp structures, in an enchanted "bubble" with no accessways. A Nolah will exit and enter by "flowing". They can breathe water, and do not breathe at all while sleeping. The Nolah is often used as a bugaboo to frighten children but they rarely venture into inhabited settlements. Nolah are solitary by disposition.

NOLOMAR

Kethira's sun.

NOLUS

The 4th month by Tuzyn Reckoning (qv); named after the sun, Nolomar, it is the first month of Summer.

NOREASHIRE

A shire in the Kingdom of Kandy; the shire moot is at Quivum. Norea formerly included the territory now held by the Thardic Republic as the province of Eidel, but lost to Kandy during the Kuseme Wars (412-413).

NORIENAR Keep [D7]

A keep in the Rethemi shire of Parach, held by a constable for the king.

NORON, Keep [J3]

Noron's Keep is an isolated stronghold at the northern end of the Sorkin Mountains near the source of the Kald River. The keep is held by Noron, a seven foot tall humanoid of unknown origin. Rumoured attributes of this half-giant include the ability to shapechange. He and his eleven sons, all over six feet tall, rule some thirty families of serfs. The major form of recreation for this unusual clan is the extraction of excessive tolls from users of the trail, sometimes as much as half the goods carried; few argue. However, Noron has been known to refund the toll if travellers (who are generally lodged for the night in his huge barn) can spin a good yarn. Noron is wisely treated as being of noble status by most visitors. If he takes a liking to a party, he is inclined to treat them as guests, reprovisioning them as necessary, sometimes most generously.

NORON'S WAY [J4+]

The trail from Gardiren, north to Lorkin, via Noron's Keep. Due to the presence of Noron the trail is little used by other than complete idiots and first-time travellers, although a few veterans known to, and liked by, Noron use it often. The Taelda tribesmen do not generally interfere with travellers on this trail, perhaps by arrangement with Noron.

NORU Keep [E7]

A fortress in Gerium Province of the Thardic Republic, garrisoned by the Gerium Legion.

NUBETH Keep [K5]

A Kaldoric keep, in Thelshire, held by Baron Elorieth who owes fealty to the Earl of Osel

NUEM, River [M8,M9,N9]

A river rising in the Anadel highlands and flowing southeast into the Sea of Ivae.

NURELIA, Kingdom of

The kingdom founded by Sanric I in 125, in what is now northern Kaldor. Soon after its establishment, the kingdom found itself plunged into the Migration Wars, but it was the kingdom of Kaldor that finally extinguished Nurelia in 235-236, when Kalabin of Kaldor obtained the Nurelian crown. Four kings ruled Nurelia; all of the house of Ethelyen:

- | | |
|-------------------|-----------|
| 1. SANRIC I | (125-140) |
| 2. SANRIC II | (140-172) |
| 3. BRANT | (172-207) |
| 4. LOTIN THE GREY | (207-235) |

When Lotin the Gray passed on, a baronial revolt ensued against perceived bad government. Lotin's son (who would have been Brand II) tried to take the throne but a group of barons offered the crown to Kalabin, king of Kaldor. Not all barons wished to see a foreign king but Kalabin silenced any remaining dissent at the Battle of Olokand in 238.

NURISEL Castle [M10]

A Melderyni castle in Dathshire, and the principal seat of Earl Thaebel of Nurisel.

NUTHELA [I3,J3+]

A hilly, forested, wilderness plateau, lying between Kaldor and Orbaal. The region is the range of the Anoa and Taelda nations. Two trails cross the plateau, one from Olokand to Leriell (the Fur Road), the other from Gardiren to Lorkin via Noron's keep (Noron's Way).

NUTHUK

A disorderly assortment of Gargun bands dwelling in and around the northern Felsha Mountains and in western Nuthela. The Nuthuk proper are mostly Gargu-arak, but there is a minority of Gargu-hyeka bands and a very small number of Gargu-kyani.

NUZYAEL

The 1st month of the year by Tuzyn Reckoning (qv); named after the moon Yael, it is the first month of Spring.

NYRENALIS of Chybisa

The 7th king (350-354) of Chybisa

OBEO, Cape [M6]

An isolated, hilly and wooded headland on the east coast of Harn. The point is rarely seen except by seafarers.

OBOW, Mount [H4]

A majestic peak (8779') at the northern end of the Felsha Mountains. The massive Obow Glacier flows down the northeast slope to feed the Anoth River.

OBODU HILLS [B4+]

A region of particularly rough terrain near the western end of the Peran Peninsula. The Obodu Kubora (qv) tribes are especially fierce, and proudly claim that Arlun the Barbarian (qv) was one of their number.

OBRAS, King

The 2nd monarch (656-672) of the Kingdom of Rethem (qv). When Arlun the Barbarian died in 656, his son Obras became the new Rethemi king. He had little of his father's leadership capabilities. Within a few months the wild tribes of Peran renounced their loyalty to Obras and the region withdrew from the kingdom to maintain its rugged independent status of today. Obras was then faced with a series of internal revolts and rebellions which almost destroyed the young kingdom. This much harried king was slain in 672 while putting down yet another rebellion at Tormau, leaving his kingdom in chaos to his son Nemiran(qv).

OCTAGONAL PIT, The

The huge, symbolic fire pit which is a central ceremonial feature in many temples of Agrik. The pits represent a mystical opening into the heart of the planet and into the heart of the god. The fires are kept burning constantly and many items are cast in...

OCTAGONAL PIT, Order of the

One of the seven clerical sects of the church of Agrik, and the sponsor of the, so called, fighting-Order of Demon Pameshlu the Insatiable. Both orders are almost solely concerned with the operation of the Pamesani (games) in Golotha, Shiran and Coranan. The headquarters are at Golotha.

OHETIS Keep [E8]

A Kandian fief in Daenshire, held by Baron Julor from the King.

OLOKAND Castle [J5]

The shire moot of Meselyneshire in the Kingdom of Kaldor, held by the Sheriff of Meselyne for the king. The castle guards a sturdy wooden bridge across the Kald River and is the southern terminus of the Fur Road (qv).

OMNIS Keep [E7]

A Rethemi fief in Zabinshire held by Baron Sayorsaxe from the Earl of Techen.

ONDEN Keep [L7]

A royal keep in the Kingdom of Chybisa, held by a constable for the king.

ONDEN, River [L7,M6,M7]

A short river rising in the mountains of Anadel and flowing southeastwards to join with the Efesir.

ONTUR Keep [M7]

A Melderyni fief in Elorinshire, held by Baron Jothysan from the Earl of Elorin.

ORBAAL [H1+]

The name of the northernmost region of Harn, formerly called Jara, and of the kingdom located there. The region's geography is dominated by the Jahl Mountains and numerous fjords.

ORBAAL, Kingdom of

The Kingdom of Orbaal was proclaimed in 686, after the Ivinian Conquest of the indigenous Jarin was completed. The Orbaalese state embodies both the traditions of the invaders and the early feudalism of the Jarin. Orbaal is a host of semi-independent clan domains, the smaller of which owe tribute to more powerful clans, who in turn owe it to the Orbaalese king in Geldeheim. Some call the larger domains "kingdoms" and the king at Geldeheim an "overking", or "pendragon", but the Orbaalese are not as formal about titles as the rest of Harn. Orbaalese clans are constantly squabbling and fighting among themselves, each going their own way, with very little interference from the king, whose only real claim to the title is that he has the biggest and most powerful domain. Ninety percent of the population is still Jarin, acting as serfs, peasants, or thralls to their Ivinian masters, although a few Jarin still hold land. This "racial" stratification has led to serious tensions in Orbaalese society, including a Jarin rebellion, put down with considerable bloodshed. The landholding Jarin are a significant divisive faction, promoting unrest, some still plotting the expulsion of the hated "barbarians" from their native soil. The Orbaalese king faces considerable problems; on the one hand the lack of unity among his subjects, and on the other, periodic claims on his kingdom by various rulers of the Ivinian homeland, which regards Orbaal as a colony.

The Ivinian males are trained to arms but the Jarin thralls are forbidden any weapons at all. The royal clans specialise in government and maintain a standing army of their own members and of warriors received as tribute from the vassal clans. The task of an Orbaalese ruler is difficult indeed; both the Ivinians and Jarin are freedom-loving, rowdy and rebellious.

The Ivinians and the Orbaalese are best known for their piracy. In hard economic times, various clans will take to the sea in their dragonships and go "viking". Expeditions made up, mostly, of the young men of various clans sign up to raid foreign villages, or in the case of larger expeditions even towns. For the last few decades, the Lythian mainland has been the target of most such raids (to the relief of Harnians).

There have been three Orbaalese kings since 386, all members of clan Taareskeld of Geldeheim:

1. HAGINED (686-692)
2. ALEGAR I (692-714)
3. ALEGAR II (714-)

The basic unit of Orbaalese society is the clan, ruled by a Valhakar (qv) and by a council called the Thrangaad (qv). Any member of the council may challenge for the leadership by trial of combat but most are elected. There are no fixed rules of succession.

DOMAIN	TYPE	CLAN	TRIBUTE TO
AALDEM	KEEP	TAARESAAR	VAAGEL
ANTIR	KEEP	FYRDAEL	MARBY
ARATHIEL	CASTLE	CYEEN	KING
ARONE	KEEP	HULTHARD	LORKIN
ASAX	KEEP	ATEJAAL	MARBY
DAASEN	KEEP	DAASEN	VAAGEL
EBEIN	KEEP	GYDASAEAL	KING
FJAGA	KEEP	STAEALD	KING
GELDEHEIM	CASTLE	TAARESKELD	IVINIA
GWAERYN*	KEEP	AERYN	LERIEL
GYFYN	KEEP	DJAGG	TANDIR
HJAEAL	KEEP	ERLANGER	KERIEN
KEIREN	CASTLE	GALBART	KING
KJEN	KEEP	EKKART	SHERWYN
LERIEL*	CASTLE	MARWYN	KING
LORKIN	CASTLE	GELDESTAAR	KING
MARBY	CASTLE	SEREWYN	KING
MUL	KEEP	GURTAK	ZUDEN
PETHWYS*	KEEP	WEYMYSS	LERIEL
PJAGEL	KEEP	BAELINSEN	ARATHIEL
PLED	CASTLE	STORZAND	KING
PYBERG	KEEP	ALGAAR	PLED
QUIAM	KEEP	BURGASTAU	TANDIR
QUIMEN	KEEP	CRIMSON DANCER	KING
SHERWYN	CASTLE	SHERWYN	KING
SHESE	KEEP	HAIDAAAR	LORKIN
SHIEN	KEEP	HAMMARKEL	KING
TANDIR	CASTLE	VERAKAAR	KING
TAWHEIM	KEEP	ZWAIGA	KING
TERYFF	KEEP	SIRAJUD	KERIEN
THOEN	KEEP	MORDAUK	SHERWYN
THRAND	KEEP	TRAJAKA	PLED
THURSA	KEEP	SARDOSK	ZUDEN
UTERA	KEEP	LAKSIT	KERIEN
VAAGEL	CASTLE	KAROLAAN	KING
VOLD	KEEP	MAAREN	ARATHIEL
WETHOM	KEEP	KYRODWE	ARATHIEL
ZUDEN	CASTLE	RUINDAEL	KING
ZYNHOLM	KEEP	SAARGAX	KING

* JARIN HELD

ORSIN of Pagostra

The 2nd and last king (134-116 BT) of the Kingdom of Pagostra (qv).

OSEL, River [L7,L6,K6,J6]

The longest tributary of the Kald River. The Osel rises in the southern end of the Sorkin Mountains and flows generally northwest, to join with the Kald 18 leagues downstream from the City of Tashal. The Osel is the theoretical southern boundary of the Principality of Tashala.

OSELBRIDGE [K6]

This very old stone bridge is the only crossing of the Osel River on the Genin Trail. No one really controls the bridge. It has been seized from time to time by the local Pagaelin tribesmen, Kaldor, and Chybisa, but none have established real authority here. The bridge is a favourite rendezvous for various tribesmen, adventurers, brigands and riff-raff. It is likely the Warden of Oselmarch (Baron Firth of Kobing) will intervene soon to provide much needed repairs to the crossing.

OSELMARCH

One of two marches in the Kingdom of Kaldor. Baron Firth of Kobing is the warden of Oselmarch. This territory is also claimed by the Kingdom of Chybisa.

OSELSHIRE

One of seven shires in the Kingdom of Kaldor; Hutop is the shire moot and residence of the Sheriff of Osel.

OSTENOR Keep [F7]

A fortress in Coranan Province of the Thardic Republic, garrisoned by the Coranan Legion.

OSTLERS' Guild

Sometimes called the Liverymans' Guild, Ostlers have a monopoly over the breeding, care, and sale of horses. A master ostler will be an expert farrier, horse-vetinarian, stablemaster, and tackmaker. Some ostlers will specialise; a breeder of "sturdy and noble horses" commands very high prices for his stock. Any competent ostler is highly respected and well paid. Most noble households find a bonded master ostler indispensable. Many franchises are attached to inns in partnership with or bonded to the innkeeper. Freemasters are also to be found wherever horses are raced. There will invariably be a fenced "guild common" outside each town where horses are grazed. Individual ostlers may also own private pastures near their stable-yards. Shoeing of horses is done by this guild, using horseshoes they buy from the Metalsmith's Guild.

CARTHORSE	180d	RIDING HORSE	360d
PLOUGHHORSE	240d	WARHORSE	600d+
SHOEING	2.00d/ONE	SADDLE	80d
GROOMING	0.50d	HARNESS	18d
STABLING	1.00d/DAY	COLLAR	18d
FODDER	0.50d/DAY	BRIDLE	12d
TACK REPAIR	4.00d/DAY	HORSE CLOTH	12d
VET. SERVICES	6.00d/DAY	HORSE COMB	3d

OTTENBOEN, Mount [I2]

A peak (6256') in the eastern Jahl Mountains.

OVIEN, River [I4,I3,I2]

A major tributary of the Anoth River, the Ovien is fed by the snows of Mount Wynan, Harn's highest peak. The river flows swiftly northwards from the northern Felsha Mountains, plunging through rapids, and crossing Nuthela, to join with the Anoth. The Fur Road crosses the Ovien at a ford likely to be guarded by a troublemaker or two.

PAGAE LIN, The

The nomadic, tribal nation dwelling roughly between the Osel River and Setha Heath. The Pagaelin do not practice animal husbandry and their agriculture is limited to odd grain and vegetable patches dotted about their range. There are approximately 120 tribes of 60-240 members. Women are respected, but are deemed inferior. Many tribes will be mounted on ponies and horses but despite their warlike nature, the Pagaelin are no match for the knights of Kaldor or Chybisa. The tribes occasionally raid their more civilised neighbours and fight incessantly among themselves, but serious attacks on Burzyn and the southern fiefs of Kaldor happen only when several tribes are combined under one strong leader. Seven or eight of the tribes are inclined to raid traffic on the Genin Trail and especially to ambush caravans, or collect tolls, at Oselbridge. The tribes are armed with a combination of home-made weapons; mostly bows, spears, axes, and captured swords, shields and armour.

PAGOSTRA, Kingdom of

One of the, so-called, Seven Kingdoms, founded in 137 by King Hain (137-166) of the House of Parlis. Hain's heir, Orsin (166-184), was unable to maintain Pagostra's independence; in 184 he swore fealty to Medrik I of Serelind in payment for his aid at the battle of Kobing.

PAMESANI, The

The spectacles/pageants/games held each Yaelah (qv) and Yaelmor (qv) in the cities of Golotha, Coranan and Shiran. The games are organised by the Clerical Order of the Octagonal Pit (qv) and are frequented by a wide cross-section of persons. Originally started as quasi-chivalrous combats between champions of minor factions, a sort of public dueling, the games have grown more violent and perverted. Recent events have included

female slaves, bound and helpless, being "raped" by a variety of wild beasts, and then consumed by their "lovers"; a quartering contest to see which horse-team of four could pull hapless captives into the most equal of parts; and a torch-carrying race of one league where the victor had the honour of setting alight a bonfire atop of which was chained the loser. In short, under the careful management of the priests of Agrik, there seem to be few acts of depravity left undone in the name of entertainment. The price of admission ranges from 1-12d. There are few empty seats.

PARACHSHIRE

The second largest of three shires in the Kingdom of Rethem. The shire moot is Shostim, which is also the principal residence of the king. The Constable of Shostim, who governs Shostim in the king's absence, is also the Sheriff of Parach.

PARIOS Keep [M7]

A keep in the Melderyni shire of Elorin, held by a constable for the Earl of Elorin.

PARNAM Keep [M7]

A keep in the Melderyni shire of Lened, held by a constable for the Earl of Biren.

PARNAN Castle [G6]

A fortress in Kom Province of the Thardic Republic. It is the provincial capital and headquarters of the Kom Legion.

PAROGAR of Kephria

The second king (145-162) of Kephria.

PATREL [L9]

The national/tribal moot place of the Hodiri (qv). Various tribesmen meet spontaneously at Patrel throughout the year; it is considered a sanctuary where all are safe from attack. Every year, in early spring, the entire Hodiri nation gathers here for about three weeks to trade goods, news and women.

PAZEL [L4]

A Gargun (qv) Cave-Complex inhabited by Gargu-hyeka.

PECH, River [E6,F6]

A river rising in the southeast Rayesha Mountains, flowing south and then east over rapids and falls, before draining into Lake Benath. The river is used to transport iron ore from the mines at Hikun to Stimos.

PEDEN Keep [F6]

A fortress in Shiran Province of the Thardic Republic, garrisoned by the Shiran Legion.

PELIRYN, River [G3,H3]

A river in Himod formed by the confluence of the Weben and Foy. The river is jealously guarded by the fierce and independent Ymodi peoples.

PEMETTA, River [E4]

A river formed by the confluence of the Uthel and Suthen Rivers flowing into the Sea of Tiral. The river is deemed the border between Equeth and Peran.

PENDETH Keep [K5]

A fief in the Kaldoric shire of Vemion, held by a constable for the Earl of Neph.

PENDOS, Gulf of [B5,B6,C5,C6]

A sheltered body of water between the Tirsa Islands and the coasts of Peran and Rethem.

PENDRAGON

Generally, a name given to any king elected to office by his chief subjects. On Harn, the ruler of Melderyn (qv) and, more rarely, the king of Orbaal are sometimes titled pendragons.

PENULTIMATE TOME, The

A mythical book said to contain the secrets of the Earthmasters. Since no evidence of any Ancient written

language has ever been found, the Penultimate Tome may not be of Earthmaster origin, and may not exist at all. Despite this, Lothrim's (qv) search for it led to the Carnage of Kiraz (qv). The term is now most used to describe whatever tome was buried in Lothrim's Tomb (qv).

PEONI

"The Restorer, Bringer of Life Renewed, Maker of Balms, Lady of Truth, the Everliving Daughter of White Virtue, Guardian of the Meek, Lady of Industrious Labours and the Ripe Harvest, Confidant of Lovers, Lady of Honest Love."

In Harn, Peoni is the most popular diety among those who work with their hands or of peasants who are virtuous and value hard work as the path to just rewards. She is the kindest and most gentle of the gods. Peoni will accept any with an honest heart into her fold. She loves the scholarly who use their knowledge in service to others, the meek and innocent who have no power to care for themselves, the hard working, and lovers who love with true love.

Peoni is the patron Goddess of healing, the poor, agriculture and lovers. She requires of her adherants a strict moral code of gentleness and kindness to others but is forgiving of those who transgress. She is most often represented as a young girl with gentle hands worn red from hard work. She is symbolised by any of several spring flowers or by any of the fruits of agriculture. It is said that she prefers white flowers and that the daisy is her favorite.

The countryside is dotted with peasant-made shrines to Peoni; where clerics easily find shelter and warm hospitality. The clerics are divided into two, celebrate orders: the Balm of Joy (female); and the Irreproachable Order (male). The orders have separate temples. The primate of Peoni for Harn is the grandmistress of the female order; her seat is in Thay. The Church of Peoni is always verging on bankruptcy, since most of the wealth, gathered mainly through donations, is distributed among the poor. Large Temples have houses of healing on the grounds, which are open to anyone of pure heart; patients pay according to their means. The clerics will most often be found among the poor and sick, blessing their labours and easing their tasks with boundless comfort.

The clerics of Peoni will change their grab with the season, wearing white in the winter, green in spring, beige in summer, and yellow in autumn. While Peoni is swift to forgive, strict morals are required from her clerics.

The clerics of Peoni make a point of staying out of political issues. They do however have enormous influence with the peasants, and even powerful leige lords will avoid causing bodily harm to members of these orders. There have been rumours about their involvement with the Jarin in Orbaal; some say they actively take part in the "underground" movement.

PEONU

The 2nd month of the year by Tuzyn Reckoning (qv); named after the goddess Peoni, it falls in the middle of spring.

PERAN [C5,D5+]

A densely forested region of northwest Harn. This is the largest tract of wilderness on Harn and the range of the Kubora and Urdu nations. The region was once held by the Corani Empire but the imperial forces were driven out after the massacre of Kustan (qv). Peran barbarians, led by Arlun, conquered northwest Tharda and founded the Kingdom of Rethem in 635.

PERATH, River [D5,C5]

A river rising in the central highlands of Peran and flowing southwest into the Gulf of Pendoros. The river is little used except by Golothan seamen trading with the Kubora tribesmen.

PERFUMERS' Guild

The monopoly of this guild covers the manufacture and sale of soap, perfume, incense and like products. Some

temples have a special dispensation to make such stuff themselves, but most buy from the local perfumer. The guild is highly secretive about its arts. The perfumers of the City of Shiran are famous for their subtle essences, which are widely exported. The average prices of the common items sold are:

INCENSE	12d/LB
PERFUME	6d/OZ
SOAP	1d/LB

PERISHIRE

A shire in the northwest of the Kingdom of Kanday; the shire moot is at Imiden. Ezar's War (qv) added large tracts of land to this shire, a loss the current Rethemi king intends to avenge.

PESINO [H7]

A site of Earthmaster origin, located in the western Shava Forest and within the borders of Evael (qv). The Sindarin, who have explored the site extensively, found the Earthmaster artifacts there of alarming potency; some were removed. The site has been sealed by elven enchantments and is watched by the Sindarin. Intruders will be taken captive and interviewed; those found "moral" will be shown the borders and told not to return (on pain of death) and those found "evil" will have all memories of Pesino "erased"; they will experience a feeling of extreme revulsion if they ever attempt to return to Evael.

PETHWYS Keep [H2]

The Jarin domain of Clan Weymyss in Orbaal, paying tribute to Leriell.

PHIRA Keep [E7]

A fief in the Rethemi shire of Zabin, held by a constable for the Earl of Techen.

PHYSICIANS, Society of

The variation in expertise among the members of this guild is extreme. Some "masters" are primitive and incompetent quacks, but usually cheap; others are skilled surgeons (who would not be found wanting in a modern earthly hospital) and command very high fees. Most physicians confine their talents to general practice and the treatment of minor ailments. The guild is loosely organized. Any master may take on as many apprentices as he chooses although some deference to the guild is generally made. Very little thought is given to maintaining standards, but of course, if a physician kills or maims too many important people, he is likely to be expelled or banished, assuming he survives family revenge. Many physicians have associations with the church of Peoni (qv); it is widely believed that they dabble in "magic". Generally, physicians are highly respected and earn very good incomes. A decision to be bonded to a wealthy household is entirely their own; most are independent.

PILLAR OF FIRE, Order of the

The male, clerical sect of the church of Agrik which sponsors the Order of the Companions of Roving Doom. The order's only temple, with most of the members inside, was razed during a "temple war" with the primate, Klyrdes of Clan Bisidril, in 717. No more than a few dozen priests of the order survived. The few clerics left are in hiding. Their temple, perhaps coven is a better word, moves secretly from one place to another. Priests of the order never reveal their identities to outsiders and will (attempt to) kill anyone who learns the temple's current location. The Pillar of Fire intends to assassinate the primate at the first opportunity to extract revenge for the temple massacre. It is generally accepted that the order, like other sects of the Church of Agrik, was plotting to sieze the primacy when it was purged. The Companions of Roving Doom have not demonstrated a high degree of loyalty since the crisis.

PILOTS' Guild

A pilot is a skilled navigator who directs ships from one

port to another. While a ship's captain decides the ultimate destination, it is the pilot who actually plots and steers the courses to be followed. Since the pilot's function is the most skilled on board, he will usually be paid more than anyone else, with the possible exception of an owner-captain. All ocean-going vessels over 30 feet are required to carry a master pilot. They are also employed as harbourmasters in all major ports. When navigating a river, a local pilot is usually required, and pilots familiar with reefs, or other special hazards, may be available at nearby ports. Fishing vessels, operating to and from the same port (of local registry) are exempt.

The Pilots' Guild is well organized and powerful. Because of the extensive, specialised knowledge of its masters, it is worldwide in scope. Master pilots are given immunity, even by most pirates; it is almost universally taboo to harm them. They are simply much too valuable and vital to sea trade. Every master pilot compiles a private rutter, containing his accumulated knowledge along with some gathered by other pilots. A pilot's rutter is carefully guarded and may be the most valuable item aboard; its loss could easily bring disaster. The unauthorised possession of a rutter carries the penalty of immediate execution but their high value is an enormous temptation to thieves. A sizable reward is available to anyone who turns in a "lost" rutter at a guild hall.

Pilot's training is very secretive, alternating between the guildhall, where theory is taught and practical training at sea with a master. Master pilots have wide discretionary powers with regard to taking on apprentices. Apprenticeship usually involves at least nine years of rigorous training. The rank of journeyman pilot does not exist. The pilot of a merchantman usually works for a share of the gross, ranging from 3%-6%, with 4% being common. Veteran pilots may also be captain, entitled to an additional 2%-5%. A good pilot can become wealthy, owning his own ship, but the rough seas around Harn claim most before they can die in their beds.

PINDE Keep [E8]

A fief in the Kandian shire of Urien, held by Baron Tertimas from the king.

PITECH, Mount [I4]

A peak (7654') in the northeastern Felsha Mountains.

PITS (OF ILVIR), the

A name for Araka-Kalai (qv).

PJAGEL Keep [G2]

The domain of clan Baelinsen in Orbaal, paying tribute to Arathel.

PLAIN OF TOWERS

The district in and around Elkall-Anuz (qv).

PLED Castle [H1]

The domain of clan Storzand in Orbaal, paying tribute to King Alegar II in Geldeheim. Pled receives tribute from Pyberg and Thrاند and all are constantly feuding with Vaagel, further up the Vaagesfjord.

POLERYN of Melderyn

The 16th king (557-585) of Melderyn (qv) and the last monarch of its Rylan Dynasty. Poleryn's queen was barren but the king was devoted to her. Hence the line died out with him. In 573, Poleryn granted a charter to the refugees of the Aleathian Odyssey (qv), enabling them to found the city of Thay in his mainland possessions.

POTTERS' Guild

The guild with a monopoly over the manufacture and sale of ceramics. They will buy clay and other materials to produce pots, vases, urns, jars, and any number of similar artifacts. The master potters of Thay and Coranan are noted for their skill and artistry.



BOWL	2d	CUP	1d	URN (5GL)	12d
PLATE	1d	FLAGON	3d	VASE	4d

PRYEH

The collective term for an unknown number of Gargun (qv) bands of Gargu-araki dwelling west of Elkall-Anuz. The bands are often fighting their neighbours and interloping Gargu-hyeka from the Felsha Mountains.

PUJET [G3]

A Gargun (qv) cave-complex in western Orbaal. Pujet is inhabited by Gargu-kyani and is probably a colony of Amekt (qv).

PURIL, King

The 4th monarch (681-689) of the Kingdom of Rethem (qv). Puril was the ambitious commander of King Nemiran's bodyguard. When Nemiran was assassinated in 681, Puril ruled as regent for six months and then "reluctantly" became king when all legitimate claimants to the throne "mysteriously died". It is assumed that Puril ordered the assassination of Nemiran but no proof exists. As the first of a new dynasty (currently the ruling house of Rethem), Puril sought to consolidate his power with an unprovoked war against Kaday. In 682 he encouraged and supported Ezar's War (qv), and very nearly won it. Devising a brilliant campaign to outflank Kaday, he moved an army by sea and captured the independent states of Hebon and Sarkum, both allies of Kaday. Puril died in Sarkum in 689 from wounds received during the campaign.

PUTEST, Mount [I5]

A peak (6479') in the central Felsha Mountains.

PWEFFYN, Mount [G3]

A peak (7527') at the western end of the Jahl Mountains.

PYBERG Keep [H1]

The domain of clan Algaar in Orbaal, paying tribute to Pled.

PYXYN [I4]

A Gargun (qv) cave complex of Gargu-Khanu in the Sorkin Mountains near, and constantly at war with, Azadmere. There is also a sizeable slave population of Gargu-Hyeka within.

QUALDRIS Castle [K6]

A fief in the Kaldoric shire of Osel held by Earl Meleken of Osel from the king. The Earl of Osel also holds Heru keep and receives fealty from the Baron of Nubeth. The Earl, a man of renowned honour, departed early in 719 in search of a murderer; he has not returned as yet.

QUERINA Keep [K5]

A royal keep in the Kaldoric shire of Semeth, held for the king by the Sheriff of Semeth. Querina is the shire moot.

QUIAM Keep [G2]

The domain of clan Burgastau in Orbaal, paying tribute to Tandir.

QUIMEN Keep [H1]

The orderial fief of the Order of the Crimson Dancer (qv) in Orbaal; they give loyal support to King Alegar II at Geldeheim. Quimen was a Jarin keep until 401 when it was siezed by the Crimson Dancer with Ivinian complicity. This act sparked the unsuccessful Jarin Rebellion (401-403).

QUIISO Keep [D6]

A fief in the Rethemi shire of Hohnam, held by Baron Yonan from the Earl of Tormau.

QUIVUM Keep [E7]

A royal keep and the shire moot of Norea in the Kingdom of Kanday, held for the king by the Sheriff of Norea.

QULF Island [E2]

An island in the Afarezirs.

QUORONE, Mount [I2]

A peak (6978') in the northern Jahl Mountains. The mountain is visible from Quimen Keep (qv) and has some obscure religious significance to the Jarin.

QUSTE Keep [D6]

A fief in the Rethemi shire of Parach, held by Baron Uldseth from the Earl of Tormau.

QUSTUP [G4]

A Gargun (qv) colony of Gargu-hyeka in the Rayesha Mountains.

**RAYESHA Mountains [E5, E6, F4, F5, G3, G4, G5, H3, H4]**

The range of mountains stretching from northern Tharda to the Felsha Mountains, north of Lake Benath. The dividing line between the Rayeshas and the Felshas is considered to be the high pass between Mounts Jobus and Obew. The Rayeshas have six peaks above 6,000 feet. The inhabitants of the mountains are mostly Gargun.

RACYN Keep [M9]

An island stronghold at the mouth of the Nuem River. Racyn is the shire moot in the Melderyni shire of Biren and is held for the king by the Sheriff of Biren.

RAELAN, King

The 4th monarch (361-366) of the Corani Empire (qv). Raelan was the younger brother of Lobir (qv) and succeeded to the throne when his elder brother died leaving no legitimate heir. Raelan immediately chose to follow a policy of further Corani expansion. Specifically, he sought to conquer the mountainous region of Hefiosa, which harboured tribes and various opponents of Corani rule. Four years into his reign, Raelan mounted a large campaign to invade and annex the region; his army was trapped by winter snows and soundly defeated in the following spring at the Battle of Klondis in 366. Raelan was killed during this debacle. Fortunately for the empire, his son Arosta the Conquerer (qv) succeeded him.

RAMALA GAP [G7+]

A fairly flat, heavily-forested region lying between the Mimea Hills and Athul. The gap is crossed by the Salt Route and is sporadically patrolled by the Ramala Legion (qv).

RAMALA PROVINCE

The largest of the six provinces of the Thardic Republic (qv), 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. The Tulwyn (qv) have resisted the half-hearted attempts to settle the eastern half of the province and many a soldier of the Ramala Legion has fallen here. East of Moleryn, the capital, patrols cannot safely venture far off the Salt Route (qv). The soldiers of the Ramala Legion have a saying, "Nothing lies beyond Taztos save arrows thick as rain and an unmarked grave". The current magistrate, Mardorva of clan Seris, declines to live in the province, preferring his Shiran townhouse. Civil administration is left to Marshal Parga of the Ostardas family who keeps an extra 30% of the "take".

RAMERE Keep [M7]

A Melderyni fief in the shire of Elorin, held by Baron Erdarta from the Earl of Biren. The keep guards the Horka Ford.

RAPE OF THAY, The

The name given to the Ivinian assault on the City of Thay in 705. The Ivinians attacked with a fleet of some 40 dragonships, landed and invested the walled city, but could not breach its defences. For three days they rampaged around the city, venting their frustration on the manors and villages nearby. Finally, the Ivinians retired, carrying off much women and booty. Two years later, the Ivinians returned (see: RENDA, Cape).

RED DEATH, The

The popular name for the epidemic of spotted fever that decimated all of Harn in 559-560. Some areas were more sorely affected. In Tharda, the plague, following as it did on a series of floods and famine, contributed greatly to the conditions of hopelessness that helped to propagate the Balshan Jihad.

RED GUARD

The "fighting-order" formed in 574 to protect the Chamber of the Red Domes, the Thardic Senate. The guard is headquartered in the Coranan Citadel and is the only unit of the Thardic army permitted within the city's walls. The Guard sees itself as the cream of the republic's warriors; entrance requirements are high, but years of indolence and the practice of granting membership to favourite nephews of senators, has probably blunted its fighting edge. The Guard is also supposed to be the garrison/police force of Coranan but it deems such duties too trivial; they have gradually been taken over by a multiplicity of privately-funded mercenary bands.

RED SHADOWS OF HERPA, Order of the

The fighting-order of the church of Agrik sponsored by the clerical Order of Herpa the Mace. The order is headquartered at Menakai, in the Kingdom of Rethem. It favours a "holy" crusade against the rest of Harn. The order was granted its lands in 681 by King Nemiran. In 708, it sent a force across the Gomisen and siezed Themeson keep from the Thardic Republic. However, when a faction broke away to become the Order of the Cohorts of Gashang in 714, they siezed Themeson for their own. The Red Shadows are currently undertaking a long-term campaign to exterminate the Kubora tribesmen of southeastern Peran. In keeping with their policy of spreading-by-the-sword the word of Agrik, the order supports Chafin III, who is seen as a leader who might be able to unify Rethem and lead the crusade they favour.

REND, Cape [M6]

A prominent headland on Harn's east coast, northwest of Thay. The hilly point overlooks extensive reefs known as the Renda Rocks. This graveyard of unwary seafarers is given a wide berth. In the late summer of 707, an Orbaalese invasion fleet of 100 (?) ships, intent on conquering Thay, met with disaster here. While rounding Cape Renda, a freak storm arose which sunk many ships, cast others on to the Renda Rocks, and scattered the remainder. Many believe the Cape Renda disaster was intervention by some god, or by Melderyn.

RESTORATION, The

A name used in Kaldor to describe the events of 406 whereby the House of Orgael was removed from the throne in favour of Aidrik III. Aidrik was properly a member of the House of Tane which had been removed in 377 but changed the name of his dynasty (to Artane) to symbolise a new start.

RETHEM [C6,D6,E6]

A region of northwest Tharda. Rethem was a province of the Corani Empire (qv), and is infamous as the cradle of the Balshan Jihad (qv). The region is now the site of the Kingdom of Rethem.

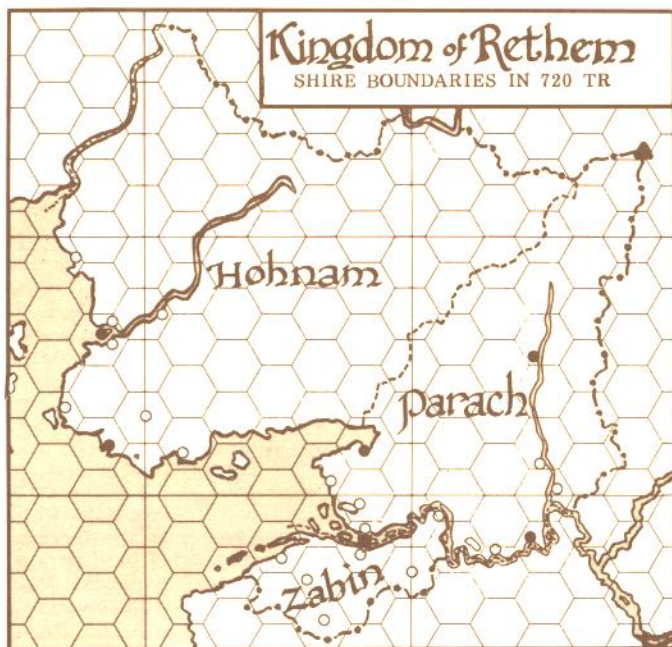
RETHEM, Kingdom of

A kingdom of western Harn, founded in 635 by Arlun the Barbarian. Rethem combines the barbarism of its Peran conquerors with many of the spiritual traditions of the Theocracy of Tekhos (qv) to make it Harn's most treacherous and dangerous, state. While Rethem is a kingdom on the feudal model, only lip-service is paid to the institutions of fealty and honour. In practice, Rethemi politics are a maelstrom of intrigue and assassination and the kingdom suffers from chronic disunity, to the verge of anarchy. Rethem has been ruled by the following kings:

1. ARLUN	(635-656)	5. KABE	(689-692)
2. OBRAS	(656-672)	6. CHAFIN I	(692-703)
3. NEMIRAN	(672-681)	7. CHAFIN II	(703-715)
4. PURIL	(681-689)	8. CHAFIN III	(715-)

HOLD	TYPE	SHIRE	HOLDER	FROM
ARKETH	KEEP	HOHNAM	ROVING DOOM	KING
BEDENES	KEEP	HOHNAM	WARRIORS OF MAMEKA	KING
BEKAR	KEEP	PARACH	BARON ORGATT	KING
*CHAKTA	KEEP	ZABIN	(SHERIFF OF ZABIN)	KING
DASEN	KEEP	HOHNAM	(CONSTABLE)	TORMAU
GOLOTHA	TOWN	PARACH	FREETOWN/COUNCIL	KING
HENWE	KEEP	ZABIN	BARON POZEN	TORMAU
HYEN	KEEP	ZABIN	COPPER HOOK	KING
ITHIKO	CAS.	HOHNAM	EARL BARZAK	KING
ITHIUS	KEEP	HOHNAM	(CONSTABLE)	TORMAU
MENKAI	CAS.	PARACH	RED SHADOWS OF HERPA	KING
NORIENAR	KEEP	PARACH	(CONSTABLE)	KING
OMNIS	KEEP	ZABIN	BARON SAYORSAXE	TECHEN
PHIRA	KEEP	ZABIN	(CONSTABLE)	TECHEN
QUISO	KEEP	HOHNAM	BARON YONAN	TORMAU
QUSTE	KEEP	PARACH	BARON ULDSETH	TORMAU
SENUM	KEEP	PARACH	(CONSTABLE)	TECHEN
*SHOSTIM	CAS.	PARACH	(SHERIFF OF PARACH)	KING
TECHEN	CAS.	PARACH	EARL LENESQUE	KING
THEMESON	KEEP	PARACH	COHORTS OF GASHANG	KING
THIRI	KEEP	ZABIN	BARON RISALSIN	TECHEN
TORMAU	CAS.	HOHNAM	EARL LYNNÆUS	KING
WESEDA	KEEP	ZABIN	(CONSTABLE)	TORMAU
*WINEN	KEEP	HOHNAM	(SHERIFF OF HOHNAM)	KING
ZAHA	KEEP	HOHNAM	BARON PAQUE	ITHIKO

* SHIRE MOOTS



When Chafin II died in 715, a covert power struggle ensued among his relatives. The ruthless cousin who emerged the victor took the name Chafin III. In the first four years of his reign, Chafin III, by various means, has managed to reaffirm the fealty of the Earls of Ithiko and Techen, as well as the Orders of the Warriors of Mameka, Roving Doom and the Red Shadows of Herpa. The powerful Earl of Tormau is of doubtful loyalty but Chafin's drive and competence lead many to believe that he will, if he lives long enough, unite Rethem under his iron fist and redress the "wrongs" suffered by his kingdom at the hands of hated Kanday.

RHU, River [I4,J4]

A tributary of the Kald River, rising in the northeast Felsha Mountains.

RIDDLEMASTER (See: Anrist Point)**RIDOW [H10]**

A sunken city, possibly of earthmaster origin, unknown to Harnians; Ridow is totally submerged in twenty fathoms of water. During very low tides, a cave on the south shore of Ridow bay is revealed, framed by a graceful white archway seemingly constructed of a single piece of polished stone. Those who pass through the portal and enter the cave, will find a magnificent stairway which climbs about seventy feet to enter a vast chamber, clearly not of natural origin. At one end of the chamber is an entrance to a tunnel which descends gradually for about two leagues. At its terminus lies Ridow, a beautiful city of white stone, enclosed in a shimmering translucent dome, through which can be observed the water and marine life of the bay. The city is circular, symmetrical, and generally laid out in the form of a spoked wheel one quarter league in diameter. There are great pointed arches and magnificent towers throughout the city which give an illusion of improbable height. All the buildings seem to glow with an eerie phosphorescence. Most of the buildings have relief carvings of intricate design, some of which depict creatures that are half humanoid and half dolphin, but the city appears to be uninhabited.

ROLOTH of Kaldor

The 16th ruler of Kaldor (533-559) and grandson of Queen Chelebin II. He died of the Red Death (qv) in 559.

RUNIC

The angular, stone-carving script, originated by the Khuzdul and now used throughout eastern Harn. The Orbaalese, when they first arrived on Harn, seem to have been already familiar with Runic, which they claim as their own invention. It is more likely that the Ivinians learned the script from dwarves in their own land before they migrated and this is evidence that the Khuzdul of Harn have, or had at one time, cousins overseas.

RUTHUBA

An assortment of Gargu-arak bands living southeast of Tontury Lake. Some of the bands hunt in the Ilmen Marsh where they are wont to intimidate and steal from the Ilme (qv).

RUON, Lake [I1]

A small lake in northern Orbaal.

RYDEQUELYN, Order of (the Fool)

The most prominent of the three clerical sects of the church of Save-K'nor (qv) and the order which stresses the comedic aspect of the deity. The chief temple is in Shiran; there is only one other, at Coranan.

SABALYNE of Chybisa

Sabalyne was the 5th ruler of the House of Burzada, Chybisa's 19th monarch and its 1st queen. Although she was only the 4th offspring and 2nd daughter of Lonarar, she succeeded in 559 when her father, and most of her siblings perished in the Red Death (qv). She was an unusually good ruler in comparison to those who preceded and followed; she actually made an attempt to restore

and improve the kingdom's defences but the inertia and corruption of her leading lieutenants was to foil her. When she died in 590, she had achieved little more than the love of her simple subjects.

SALT ROUTE, The [G7+]

The trail running from Tashal to Coranan, so named because it is used to transport salt, from Tharda to Kaldor, although other goods now move in both directions. Ninety percent of the traffic is carried by two great annual caravans, one in spring bearing salt and other goods from Tharda to Tashal, and the other in late summer or autumn conveying the products of the East to Coranan. At other times, smaller groups of bold merchants use the trail but most are reluctant to risk the danger of tribes along the way. From the Farin River west, the trail is sporadically patrolled by a few companies of the Ramala Legion (qv). The trail east of Trobridge Inn (qv) is intermittently guarded by forces of the King of Kaldor. Neither state is able to exert as much control as the Kath, Chelni, and Tulwyn tribes.

SALT WAR, The

The war between the Thardic League and Kaldor 672-673, ending with victory for the latter. Caused by a dispute over the salt trade, the war was neither long nor particularly bloody, but it had some significant effects. The defeat of the League contributed to the founding of the Thardic Republic in 674. Tashal went on to become the pre-eminent trading center in eastern Harn.

SALTERS' Guild

Salterers have a monopoly in the retailing of salt, an essential mineral since it is the principal method of preserving food on Harn. A master salter will own a shop in town, where bulk salt can be purchased and also a variety of pickled or salted preserved foods. Mining of salt is done by the Miners' Guild; transportation of salt between mine and town is generally done by Mercantylers, where it can only be sold to a master salter, who will mark it up for re-sale. In coastal regions, some salters have sought to circumvent other guild monopolies by producing sea-salt through evaporation of sea water in salt pans; the process is expensive and not very successful. Rock salt tastes better and is more in demand. Salt will typically cost 0.25d per pound; pickled and salted foods are usually 50-100% more than the prices of fresh food.

SANRIC I of Nurelia

The founder of the kingdom of Nurelia, which he ruled from 125-140.

SANRIC II of Nurelia

The second king (140-172) of Nurelia.

SARAJIN

"King of the Icy Wind, Lord of the Perilous Quest and of the Blooded Axe, Master of Frosty Climes, the Gray Slayer."

Sarajin is a god of Battlelust, requiring of his adherents fearlessness and bravado. He likes those who love the "sport" of war, and takes great pleasure in watching, and even participating in, large battles. The only virtue universally admired among the adherents of Sarajin is courage. Some value the Ljarl, a code of honor, but backstabbing and treachery is not unknown.

Sarajin most often appears as a giant, yellow-haired warrior dressed in leather and furs, bearing Fakang (qv), his great double-bladed axe. He has many symbols including Usnarl (qv), Jarlak (qv) and Njehu (qv), all of whom are demigods. Inanimate symbols of Sarajin are a pair of crossed handaxes and his sled, Shalka. The deity dwells at Talagaad (qv).

The worship of Sarajin was brought to Harn by the Ivinians and is the major religion in Orbaal. It is sometimes said that "they who follow the King of the Icy Wind worship death"; this may explain the failure of the religion to win adherents among Harnians not of Ivinian ancestry. Where Sarajinianism is followed, the religious needs of the community are taken care of by a single clan. The Ivinians tend to approach religion like any other

business. It is a loosely organised religion, little interested in rituals or frills. Each clan will have a different interpretation of the truth but all agree that courage, strength and skill at arms are the cardinal virtues. Clerics of Sarajin have no particular mode of dress; most are warriors and will dress accordingly.

SARKUM Castle [D9]

Located in the Kandian shire of Selion, this is the principal seat of the Earl of Sarkum (clan Milaka). The earl also holds Hebon Keep and receives fealty from the Barons of Cuton and Gimon.

SAURACH, Emperor

The 11th monarch (485-491) of the Corani Empire (qv). Saurach was the younger brother of Sylud the Scholar (qv), but unlike his predecessor, Saurach's short reign was a disaster. He was a religious zealot who supported the Church of Agrik and used the power of the imperial throne to create what amounted to a religious theocracy. Imperial funds were given to temples of Agrik and they were given tax free status. In 491, Saurach proclaimed the infamous "Unification Writ" which banned all other religions within the empire. A few hours after this decree, Saurach was assassinated by a female assailant, dressed in flowing crimson robes, who overpowered a bodyguard of some fifteen men, cut the emperor into two equal parts with one stroke of her sword, and then mysteriously disappeared. It has been speculated that a priestess of Larani was the assassin; some say the Goddess Larani herself.

SAVE-K'NOR

"Lord of Puzzles, Conundrums and Mazes, Sage of the Gods, Lord of Jesters, Mixer of Potions, Knower of Many Things, Keeper of the Var-Hyvrak, The Lost Guide."

Save-K'nor is an intellectual snob, he will not accept worshippers of less than genius level intelligence. He has a voracious appetite for knowledge and will go to great lengths to obtain mysterious scrolls and books; his adherents will make frequent sacrifice of such esoteria. Save-K'nor most often appears to mortals as an aged sage, a beggar in rags, a minstrel, bard, skald, or jester. He is known as the keeper of the Var-Hyvrak (qv). The religion of Save-K'nor is the most intellectually demanding on Harn; there are few adherents. Save-K'nor has several symbols, the most commonly used being a scroll (usually blank of writing), a book (portrayed so that the script is illegible), a quill in inkpot, and Uhla, the black lantern.

Very little is apparent to outsiders of the church of Save-K'nor. The three orders are loosely organised and care little for internal politics. Despite this, the church wields considerable political power. Clerics and laymen of the religion are found in high offices throughout Harn and Melderyn. Generally each temple is left to itself, being little more than a hostel for clerics, although services are held weekly. Several orders, or perhaps schools of thought, may be identified. These are the Rydequelyn (the Order of the Fool), the Hyn-Aelori (Order of the Sage of Heaven), and the Shea-al-Aecor (the Order of the Lost Guide). Of these three, the Rydequelyn is the most prominent, although they are only the second largest. This is due to their practice of public acts of esoteric comedy, stressing the jester aspect of their god. The largest and most conservative order is the Hyn-Aelori, tending to avoid any kind of overt action in society, and being satisfied by the gathering of huge collections of literature and artifacts for their private perusal. The Shea-al-Aecor is the smallest order, an elite group of very scholarly individuals who believe in using what they know to help society in general. These are the ones who will be found most often behind the political scenes. While such administrators seem to serve loyally, their motivation is obscure and they will often resign offices for no apparent reason. Of the three orders, the Shea-al-Aecor is the hardest to enter. It may be entered only by members of the other orders of proven ability and motivation, although entry requirements are vague. If anyone actually governs the clerics of Save-K'nor, it is the Shea-al-Aecor. All three orders favour gray as their formal attire. High ranking

members of the church (usually of the Shea-al-Aecor) will bear emblems of office (a lantern, usually borne by an aide, or a staff is common). The primate is the grandmaster of the Shea-al-Aecor in Cherafir.

SAVOR

The 9th month of the year by Tuzyn Reckoning (qv); named for the god Save-K'nor, it is the last month of Autumn.

SCARLET RIBBON, The [D5+]

The name of the trail from Dasen to Kustan. Blazed during the Corani Empire (qv) in the reign of Kobar the Eternal, it was the scene of frequent ambush by the local Peran tribes (hence its name) culminating in the massacre at Kustan in 477. The route is now used by traders but it is not a busy highway.

SCRIPTS

Any language (qv) may be written in any script, and any script can convey any language. Three scripts are used on Harn: Lakise (qv), Runic (qv), and Selenian (qv).

SCUTAGE

Money paid by an enfeoffed "vassal" to his "leige" in lieu of military service and sufficient to hire a mercenary replacement. There are many reasons why scutage might be paid; the age and/or infirmity of the vassal, for example. Scutage may even be preferred by a liege who has no need of military service at that time.

SEAMENS' Guild

Anyone hiring a shipcrew for a vessel over 30 feet in length must do so from the Seamen's Guild. If the guild cannot provide sufficient hands, unguilted labour can be used on a temporary basis. The ranks of the guild are: apprentice (deck boy), ordinary seaman (OS), able-bodied seaman (AB) and master mariner. Promotion from one rank to the next generally requires a minimum of two years sea time; the time spent ashore between voyages is not counted, but time spent in port, while signed on to a vessel, is applicable. Therefore, the minimum sea-time necessary to become a master mariner is six years, although it could take as many as ten years. In addition, promotion from AB to master mariner requires the recommendation of at least two other master mariners and the passing of an oral examination administered by the guild.

It should be noted that a master mariner is not usually the captain of a ship. A captain is appointed directly by the shipowner and may be completely ignorant of maritime affairs. Sometimes a master mariner will be appointed captain, sometimes the master pilot will be so honoured. A large ship is likely to have a captain, a master pilot and one apprentice pilot, and a master mariner. The captain is the owner's agent, deciding on such matters as ports of call, cargoes carried and transportation rates. The master mariner will be responsible for day to day operation and maintenance of the ship, commanding all seamen aboard, and overseeing all duties they perform. In these tasks he will be assisted by a boatswain (bosun), a veteran AB.

Because a seaman does not always serve under a single master, or on the same vessel, throughout his career, an elaborate procedure is used to keep track of his status. When a seaman is discharged from a ship after a voyage, the master mariner must report the details of his service to the local guildhall. When a seaman has acquired sufficient time to be promoted he receives a specific tattoo on his left arm. The tattoo for the rank of OS is a red dolphin; that for the rank of AB is a black anchor positioned behind the dolphin; finally, the image is contained within a two inch blue circle when he achieves the rank of master mariner. The penalty for bearing a false tattoo is the amputation of the offending limb. As a result, a Harnian with his left arm missing, regardless of how it was lost, will not be employed as a seaman, but may be found on pirate vessels or fishing boats.

SELENE, River [L5,K5]

A tributary of the Neph river, rising in the Sorkin Mountains. The river is fordable at Nenda keep.

SELENIEN

The aesthetic, cursive script of the Sindarin whose invention is credited to the demigod Sweldre.

SELIONSHIRE

One of seven shires in the Kingdom of Kandy, in the southwest of the realm. Avertu is the shire moot, held by the Sheriff of Selion for the king.

SELVOS Castle [D7]

Located in the Kandian shire of Peris, Selvos is held by the Earl of Selvos (clan Chahryn) from the king. The earl receives fealty from the Barons of Dunir and Zerien.

SEMETHSHIRE

One of seven shires in the Kingdom of Kaldor; Querina is the shire moot, held by the Sheriff of Semeth for the king.

SENUN Keep [E6]

A Rethemi fief in Parachshire, held by a constable for the Earl of Techen.

SEPIRE Keep [E8]

A Kandian fief in Urienshire, held by Baron Terhune from the Earl of Heroth.

SERELIND, Kingdom of

One of the so called Seven Kingdoms of eastern Harn. Serelind was established in 142 by Calsten (142-162) of the House of Tane. His successor, Medrik I, added Pagostra and Kephria to the kingdom and changed its name to Kaldor in 188, reigning as the first king of Kaldor until 192.

SERENIEL

The semi-autonomous demigod of Siem (qv) who is said to intercede at his master's court on behalf of the Harnic Khuzdul. According to Khuzan mythology, it was Sereniel who breathed life into the dwarves to end their long slumber.

SERLU, Mount [H6]

A peak (6058') at the southern end of the Felsha Mountains.

SETHA Heath [I7,I8,J7,J8,K7,K8]

This large desolate area, known for its treacherous bogs and high winds, is home to no more than a few dozen lonely shepherds. It is said that when the winds blow on the heath at night, "...the gods may be heard howling their displeasure to trespassers".

SETREW Keep [J4]

A Kaldoric keep in Meselyneshire, held by Baron Ethasiel from the Earl of Neph.

SEVEN KINGDOMS, The

A collective name given to the kingdoms of Nurelia, Serelind, Pagostra, Kephria, Chybisa, Elorinar and Melderyn. All seven coexisted in eastern Harn sometime after the demise of Lothrim and into the early stages of the Migration Wars.

SHALA of Kephria

The founder and first king of Kephria (128-145). Shala was of the house of Eish and either he, or his father, is believed to have been one of Lothrim's lieutenants. Shala and his bands of ethnically diverse men participated in the sack of Kelapyn-Anuz (an eastern outpost of Lothrim's empire) and Shala founded Tashal on its ruins in 128.

SHALKA

The legendary sled of the god Sarajin.

SHAPECHANGERS

Not so much a class of entities as an ability, shapechangers have always been around in one form or another. A shapechanger is simply one who is able to change his physical form. Some scholars of the Earthmasters (qv) believe that Harn's first inhabitants possessed the ability.

SHARAT I of Chybisa

The first king (475-506) of Chybisa after its secession from Melderyn. He was the first ruler of the house of Burzada and Chybisa's fifteenth monarch. Sharat was a powerful baron who was elected king by his peers when a bastard succeeded to the Melderyni throne.

SHARAT II of Chybisa

The 17th monarch (521-541) of Chybisa.

SHATA Island [J10]

A small, hilly, forested and uninhabited island in the Gulf of Ederwyn.

SHAVA Forest [H6,H7,I6,I7,J6,J7]

A region of generally dense, mixed forest lying on the coast of south central Harn. The Shava Highlands comprise the northern third. Most of the Shava Forest lies within the Kingdom of Evael (qv).

SHEBRA Keep [K5]

The shire moot of Balimshire in the Kingdom of Kaldor, held by the Sheriff of Balim for the king.

SHELIR I of Melderyn

The 6th king (186-240) of Melderyn.

SHELIR II of Melderyn

The 18th king (639-651) of Melderyn.

SHEM, River [K4,J4,J5]

A tributary of the Kald, rising in the northern Sorkin Mountains, and flowing southwards past Gardiren Castle to merge with the Kald a few leagues north of the City of Tashal.

SHENAP Keep [N10]

The shire moot of Cherfinshire in the Kingdom of Melderyn, held by the Sheriff of Cherfin for the king.

SHERIFF

The royally-appointed chief judicial officer of a shire (qv).

SHERWYN Castle [J1]

The domain of clan Sherwyn, paying tribute to King Alegar II in Geldeheim. Sherwyn receives somewhat tenuous tribute from Kjen and Thoen on Kereva Island.

SHESE Keep [J3]

The domain of clan Haidaar in Orbaal, paying tribute to Lorkin Castle.

SHIEN Keep [H2]

The hold of clan Hammarkel in Orbaal, within the royal domain of Geldeheim. Clan Hammarkel are loyal cousins of King Alegar II, and hold Shien at his pleasure.

SHINKRA-AKRA

A mystical symbol of the temple of Naveh (qv) in the form of a translucent human (?) skull. Shinkra-Akra represents the mortality and transience of man.

SHIPWRIGHTS' Guild

A master shipwright is fully qualified in the arts of vessel design, construction and outfitting. His yard will make all of the ships, boats, and maritime accessories required in his market area. A freemaster's yard, (no Harnic town has more than one) may produce sturdy, sea-going ships, or be limited to the production of small river-craft, cordage and fishing-nets. While the monopoly does not cover rope, shipwrights produce the best. Some master shipwrights are bonded to ships where they serve as ships' carpenters.



ANCHOR	12d	NET	60d/fathom
BOAT	4d/ft2*	ROPE	4d/fathom
MAST	6d/ft	CANVAS	3d/sq.yd.
OAR	5d		

* EXAMPLE: 8ft dingy cost (4d x 8 x 8) = 256d

SHIRA

The tribe dwelling on the southwestern shore of Lake Benath that was defeated at the Battle of the Source in 372 and absorbed into the Corani Empire under Arosta.

SHIRAN, City of [G6]

The fourth largest city of Tharda, founded in 391 by the Corani Emperor Malian, at the point where the River Thard flows from Lake Benath. First established as the central military strongpoint of the newly acquired province of upper Tharda, to govern and control the native Shira, Shiran's early existence lacked distinction. It was not until well into the third century that the settlement developed into a real town with all of the commerce and bustle this entails. The coming to power of clan Tekhos in 543, marked the coming of age of the city and it reached its zenith when Horahnam (qv) established the capital of the Theocracy of Tekhos in Shiran. After the collapse of the Theocracy in 588, Shiran became the capital of the Shiran Republic (qv) in 625, joined Coranan in the Thardic League (qv) in 636, and voted to be part of the Thardic Republic (qv) in 674.

Shiran is the capital of Shiran Province (qv) in the Thardic Republic. There is a notable fishing industry operating on Lake Benath. Shiran is famous for the manufacture of perfumes and dyes, and for the skilled pleasure-slaves and courtesans it produces (see: Courtesans). Iron and silver is also shipped here, across the lake (See: Iracu, Hikun and Izora) and the Miners', Metalsmiths' and Jewellers' Guilds thrive. There is a paved highway linking the city to Coranan but most bulk cargos are moved by barge and boat on the River Thard.

A high degree of religious toleration has always existed in Shiran, even during the Theocracy of Tekhos. The chief Harnic temple to the Goddess Halea is housed in the city and Halian clerics and lay-adherents play a significant, albeit subtle, role in many spheres of Shiran life. The major temples in Shiran are:

AGRIK (Order of the Eight Demons) *
 AGRIK (Order of the Octagonal Pit)
 HALEA (Order of the Silken Voice) * +
 ILVIR (No recognisable order)
 LARANI (Order of Hyvrik)
 NAVEH (Order n/a)
 PEONI (The Irreproachable Order)
 SAVE-K'NOR (The Rydequelyn) *

* Headquarters of the Order

+ Residence of the Primate of Harn

SHIRAN LEGION

The army of Shiran Province (qv) in the Thardic Republic (qv).

SHIRAN PROVINCE

A province of the Thardic Republic (qv) situated on the shore of Lake Benath. The capital of the province is Shiran (qv). The present Marshal is Quarlid of clan Jeredosta, generally regarded as something of a simpleton, but amenable to the suggestions of the temple of Halea and the Mangai. The provincial magistrate is a woman called Serenima of clan Dethale; she has a reputation for assessing very high fines for minor offences. Her connection with the Halian church is well known and a sizable proportion of the provincial revenue finds its way into temple coffers.

SHIRAN REPUBLIC

The state established around the City of Shiran in 625, bringing order to the area from the chaos of the Interregnum (qv). With the Coranan Republic (qv), it formed the Thardic League (qv) in 636 and provided its

first Autarch (Neradas). In 674, the two republics merged into the Thardic Republic (qv). The boundaries of the Shiran Republic approximated the present boundaries of Shiran Province.

SHIRE

An administrative district designed to facilitate the execution of justice. The division of Kaldor into shires was well under way by the latter part of the third century and the concept has since spread throughout most of civilized Harn. Simply, a shire is a "province" containing the organs of royal justice, in the form of courts and judges, before which all litigation between freemen must be tried. Shires may be subdivided into "Hundreds", these too have their own legal organs. In each hundred/shire there are specific "suits", part of whose feudal obligation is to attend the Hundred/Shire Moot, and pass judgement in the name of the king on the cases brought before them.

The presiding officer over a shire is termed a sheriff (Shire-Reeve) and that over a Hundred is called a "baliff of the hundred". These officers are charged with responsibility for executing the decisions of the Moots and with deciding whether appealed cases should be permitted to rise to a higher court. Since the Moots meet no more than monthly, these officers wield considerable discretionary powers that are often (particularly in Rethem) open to abuse.

SHOBALD of Chybisa

The founder and first king (160-183) of Chybisa. He is believed to have been a Melderyni knight whose "mission" was to bring peace and civilization to the region.

SHOLO Island [D2]

The second largest of the Afarezirs.

SHOMOS, River [K7, J7, J6]

A river, rising in highlands of the Seta Heath and flowing westwards into the Kald estuary. The river is occasionally used by the Sindarin for hunting expeditions, although Pagelin (qv) tribesmen are more common upriver.

SHORKA the Terrible

The 14th monarch (528-555) of the Corani Empire. Shorka succeeded his "father" Korad the Fool (qv); some doubt exists as to the identity of his true father. His epithet "terrible" seems to be mainly based on the fact that he poisoned Korad, but is also due to the corrupt and tyrannical regime he fostered. He was a weak emperor, little interested in affairs of state, who allowed his court astrologer, Workol (qv), to first influence, and then dominate him. Workol's policies were so unpopular that when Shorka died of an apoplectic seizure in 555, the empire, for the most part, rejoiced.

SHOSTIM Castle [D6]

The principal seat of King Chafin III of Rethem and the shire moot of Parachshire. The Constable of Shostim, who governs Shostim in the king's absence, is also the Sheriff of Parach. King Chafin III has recently undertaken to renovate Shostim Castle (at great expense), intending it to be the most formidable and impressive fortification in western Harn.

SIEM

"Master of the Lords of Dream, Bringer of Meriorius Dreams and Blessed Forgetfulness, Lord of the Starlit and Thrice-blessed Realm, King of the Uttermost West, Master of the Sundered Ones in Exile, Spirit of the Mist, the Never-changing Lord of the Azure Bowl."

Siem is a benign god of mystery and shadow, magic and dreams, a wielder of esoteric powers, and a knower of secrets. At one time, Siem was foremost of the gods of Harn, the personally-present king of the Sindarin. Prior to the coming of men, however, Siem laid down his sceptre and quit Harn in favor of the "Blessed Realm" (qv) but will still, on occasion, answer the call of his Harnic followers. Several of his demi-divine underlings, notably the Lords Sereniel and Sweldre, are more accessible and may be worshiped directly. The power that

Siem and his servants wield in Harn today is subtle; Siem sends dreams and forgetfulness of unpleasant memories. He is far more apt to confuse an enemy, than slay him outright or bestow martial powers.

Siem's priesthood is minute. They are wielders of illusion and keepers of ancient secrets. Not even the names of the various orders that worship Siem are known. They are fond of symbolism and magic and attach much significance to the stars and twilight. They build no temples, preferring to worship in sacred forest glades under the stars.

SILKEN VOICE, Order of the

The sole clerical order of the church of Halea (qv) on Harn.

SILVER WAY, The [K5+]

The name given to the trail linking Tashal and Azadmere via the Nanion Bridge.

SINDARIN, The

The elves of Harn are somewhat degenerate compared to those of Tolkien. Physically, they resemble humans, but tend to be slim, slightly shorter, graceful and fair of face. The Sindarin are immune to human diseases, tending to suffer from ailments of the spirit rather than those of the flesh. Unless they fall victim to violence, elves live forever. Their immortality profoundly influences their character, giving them great patience, sensitivity, wisdom, and moodiness. A Sindarin may sit, or stand, for days on end, with no perceptible movement, contemplating a personal view of Kelestia (qv). Sindarin do not sleep, experiencing instead a half-conscious blend of dreaming and wakefulness, incomprehensible to other races, to whom it might resemble a hallucinatory drug-trance. In fact, the dream-state is more akin to *jamais-vu*, the seeing of familiar things in unfamiliar ways. The Sindarin also experience *deja-vu*, probably due to their longevity. They are also possessed of powerful auras (psionic force) and tend, therefore, to be sensitive to enchantment.

The Sindarin are able to inter-breed with humankind and such matches have become more common in recent millenia, a possible cause of the elves' decline from their past glory. The offspring of such combinations will have many of the traits of both races but never immortality.

The Sindarin dwell almost exclusively within the Shava Forest in the Kingdom of Eval, ruled by Tar-Aranath (King Aranath), an elfen king of great age, wisdom and power. The elves neither farm nor keep livestock, not liking to interfere with the natural beauty of their forest. They are, in effect, hunter-gatherers of such skill that they never seem to starve or suffer a dearth of leisure time for the pursuit of their unique poetry-music and other arts. The Sindarin have built only a few necessary structures in Eval; there are castles and associated buildings at Elshavel and Ulfshafen. The former is the seat of Aranath and the latter the kingdom's harbour and shipyard; a paved road links the two. The majority of the elves live in bands of 20 to 60, ranging at will throughout the forest, little affected by extremes of weather. Non-Sindarin are rarely permitted within the forest. It is said that King Aranath is aware of each leaf and twig within his realm; the woodcraft of his subjects is certainly awesome.

In comparison with others, elfen culture lacks structure. There are no unfree persons, no slaves, no serfs, but there is an enlightened nobility, served out of love, respect and tradition, rather than out of fear, obligation, or legal compulsion. Guilds do not exist. An elf is free to try his hand at any craft and will likely have skill in several. Most have acquired some skill at arms and there are unrivalled warriors among them.

The Kingdom of Eval takes little interest in the politics and cultures of other Harnians which seem transient in Sindarin terms. They expect the same consideration in return. A few Sindarin will enter into human society for a few decades or centuries in their youth. If they are recognised as elves, they are often treated with suspicion and jealousy. Small bands of wandering elves, and individuals, may also be found (if they wish to be found) exploring the wild lands of Harn. The islands of Keboth and Yaelin are frequently visited

by the Sindarin but none live there.

The Sindarin and the Khuzdul do not generally like or associate with each other. During the Codominium (qv), they dwelt harmoniously until later events, notably the Atani Wars (qv) and the Carnage of Kiraz (qv), brought about the current enmity between them.

Given their immortality and peaceful ways, it would be natural to think the elven population to be large and growing, but such is not the case. There are no more than five thousand Sindarin on Harn. Their numbers were not great to begin with, they breed very slowly, and historically, many have simply departed by sea for the west. Even today, when elves grow weary of Harn, they will set sail from Ulfshafen in ships with white sails, headed for the Blessed Realm (qv), never to return. Only the Sindarin know whether this is an elaborate form of suicide or a genuine voyage to a new land.

SIRENDEL Keep [K5]

The shire moot of Thelshire in the Kingdom of Kaldor, held by the Sheriff of Thel for the king.

SIRION [F5]

Lying at the mouth of the Deret River on the Shore of Lake Benath, Sirion is a well-guarded and secret base for mining operations at Iracu (qv). There is a small, manor-like fort, manned by 60 to 120 mercenaries in the employ of the Miners' Guild, slightly inland and not visible from the lake or river. Silver is floated downstream from Iracu and loaded into boats for reshipment to Shiran, sometimes via Stimos. The decisive battle between the Khuzdul of Kiraz (qv) and Lothrim (qv) was fought nearby around 120.

SIRION SCROLLS, The

In 481, an expedition sponsored by the Corani Emperor Sylud, discovered a cache of fourteen Khuzan scrolls near the mouth of the Deret River, at the presumed site of the Battle of Sirion (qv). It is speculated that Lothrim had acquired the scrolls during his pillage of Kiraz and buried them just before or during the battle. Most current belief concerning the early history of Harn is based on the scrolls, several of which tell of events seven millenia ago and hint at events prior to this. One scroll tells of the Khuzdul emerging from a "cradle of stone, artfully wrought, and split asunder...to give guard to the children of a benign deity". Some scholars have argued that the deity must have been Siem (qv), creating or awakening the dwarves to guard his elves before departing the island; the Sindarin deem this interpretation ludicrous. Others put a different emphasis on the words "guard" and "children", suggesting the "cradle of stone" guarded the dwarves, who are themselves the children of a benign deity. Either interpretation can be made to agree with the legend of the Khuzan nativity, providing the tale with some factual basis. The location of the Sirion Scrolls has been unknown since they were stolen from the Library of Sylud in 553.

SLAVES

Slavery on Harn is prevalent only in Rethem, the Thardic Republic and in Orbaal where they are called Thralls. Harnic slavers are members of the Mercantylers' Guild. The following are typical prices of slaves: Exceptional

LABOURER/THRALL	240-480d
PLEASURE SLAVE	300-600d
GLADIATOR/ETC.	480-960d

slaves do, of course, command exceptional prices. Lobrad, a Golothan gladiator with a score of wins in the Pamesani, was sold in 715 to a Thardic Senator for over 9,600d; since then he has won nearly twice that in wagers for his master.

SLI-HORDRH

Earthmaster (?) artifacts, in the shape of tetrahedrons, possessed of psionic powers. One is secretly in the possession of Daelda, the King of Erael, through which he is able to cast his mind and communicate widely.

SOFYN, Mount [K3]

A peak (6497') in the northwest Sorkin Mountains. The mountain can be seen from Noron keep and its foothills are the source of the Kald River.

SOKUS [J3]

A Gargun (qv) cave-complex inhabited by Gargu-hyeka, located in the northern Sorkin Mountains.

SOLENO, River [L9,M9]

A river of southeastern Harn, rising in the Anadel highlands, and flowing south and east into the Indatha Straits.

SOLOLA [M8,M9]

A sparsely populated, hilly, wooded, coastal region in southeast Harn, lying between the Soleno and Nuem rivers. Solara is the home of the Solori nation (qv). The Order of the Lady of Paladins (qv) are in the process of subjugating the region, and their "crusading" knights often patrol here.

SOLORI, The

A wild and barbaric human nation, comprised of at least 30 tribes of 40-150 people, ranging throughout Solara. Constantly at war with the Hodiri (qv) to the west, and the Order of the Lady of Paladins (qv) to the northeast, they are continually forced by these superior enemies to move camps in order to survive. The Solori have been unable to develop their culture above the most primitive level. Most of the crafts of civilisation are unknown; the tribes dress in hides, and employ crude tools and weapons. They have been unable to unite against their foes but a Solori legend recounts that one day soon, a leader will come from the south (?), bearing a sword of miraculous enchantment, to drive their enemies away.

SOMET, Mount [H5]

A peak (7994') overlooking Direna Lake in the central Felsha Mountains.

SORKIN Mountains [J3-J4,K3-K4,L3-L6,M4-M6]

A major mountain range in eastern Harn. Over 100 leagues in length, and as much as 30 wide, the Sorkins are a formidable barrier between Kaldor and the coast. The region is inhabited by several Gargun tribes, and the Khuzan kingdom of Azadmere lies at its heart. There are 6 peaks over 6,000'; the highest is Mount Esig at 7586'.

SPEAR OF SHATTERED SORROW, Order of the

The clerical order of the church of Larani (qv) which operates in eastern Harn and whose chief temple is at Thay. Other temples are in Cherafir and Tashal. The "Spear" sponsors the fighting-order, The Lady of Paladins (qv).

STIMOS Keep [F6]

A fortress in Kom Province in the Thardic Republic, garrisoned by the Kom Legion. 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/forges built at Stimos, to smelt ores before shipment to Shiran and elsewhere.

SUMON Keep [E8]

A Kandian fief in Erynshire, held by Baron Udanel from the Earl of Heroth.

SUTHEN, River [E4,E5]

A swift-flowing river, rising on the slopes of Mount Echephon, and flowing northwards to join with the Uthel to form the Pemetta. The Suthen is fordable three leagues upriver from this confluence.

SWARM

A large migration of Gargun (qv).

SWELDRE

A demigod of Siem (qv) who visits Harn more often than does his master. Sweldre is believed to intercede before the throne of Siem on behalf of the Harnic Sindarin. Among Sweldre's achievements is the creation of the

script used by the Sindarin, Selenien.

SYCANUS

The ichor-dripping sickle wielded by the god Agrik (qv).

SYLUD the Scholar

The 10th monarch (465-485) of the Corani Empire. The son of Mejenes the Great (qv), Sylud was a totally different ruler to his father. He was absolutely opposed to war and encouraged learning and the arts to flourish within the empire. Sylud's court was filled with learned, educated advisors. He adopted the Melderyni calendar (Tuzyn Reckoning) in 471 to replace the inaccurate Corani calendar then in use, built several cultural centers such as the Library of Sylud in Coranan, and encouraged archaeological expeditions, one of which discovered the famous Sirion Scrolls (qv) in 481. Unfortunately, Sylud's distaste for militarism had its price; in 477 the imperial fortress at Kustan, short of both men and supplies, was captured by Peran barbarians, its garrison massacred. Corani rule in this wilderness was effectively terminated, never to be regained.

SYNDIC (See: Guilds)

TAARESKELD

The Ivinian clan that is the royal "house" of Orbaal. Founded in 686 by Hagined (qv), the three kings of Orbaal to date have all been from this clan, which holds the powerful domain of Geldeheim. Alegar II is the current head of Clan Taareskeld.

TAELDA, The

The tribal nation inhabiting northern Kaldor and southern Nuthela. A Taela community, usually several hundred individuals, will move to a new range yearly. Log houses and hide tents are both used by the tribes. Although they weave various cloths, most of the males dress warmly in the cured skins and furs for which the region is well known. The warriors employ spears and bows for hunting but some have short swords which have been obtained through trade or pillage. The Taela are neither particularly friendly nor hostile to travellers. There are around forty tribes. Some are beginning to practice slash and burn agriculture; most survive on hunting and gathering. The Taela do not waste much effort on internecine warfare but are often engaged against the various surrounding Gargun tribes.

TALAGAAD

The ice-castle home of the god Sarajin (qv). Those who worship Sarajin and fall in battle (the righteous dead), come to Talagaad and spend each day in the valley below the castle, hacking and slaying each other 'till the snow runs red. At dusk, all retire within Talagaad, including those newly slain, for a long night of feasting and wenching. By dawn, all will be revitalized in this warrior's paradise to repeat the endless battle.

TANDIR Castle [G2]

The domain of Clan Verakaar in Orbaal, paying tribute to King Alegar II in Geldeheim. Tandir controls the Akag Peninsula and receives tribute from the domains of Gyfin and Quiam.

TASHAL, City of [J5]

The largest settlement of the Kingdom of Kaldor and the principal seat of its ruling clan Elendsa. Tashal is situated on the left bank of the River Kald just below its confluence with the Hemurin. Tashal was founded in 128 by Shala of Kephria on the ruins of Kelapyn-Anuz, an eastern outpost of the "empire" of Lothrim that had been plundered in 121. During the early years of the Migration Wars, the barbaric Kath destroyed most of Kephria's lands, but Tashal itself was sieged by Medrik I of Serelind in 187 and incorporated into his Kingdom of Kaldor in 188.

Tashal is not exceptional for its architecture. As a royal city, however, it does boast impressive fortifications. The hidden guildhall of the Lia-Kavair and

the covert temple of Naveh are connected to extensive, labyrinthine, underground tunnels. Many of these, due to their proximity to the Kald, are prone to flooding. Few know of the tunnels, fewer still explore them. The tunnels may have been designed as sewers by the architects of Kelapyn-Anuz. Tashal has the following temples:

HALEA (Order of the Silken Voice)

ILVIR (no particular sect)

LARANI (Order of the Spear of Shattered Sorrow)

NAVEH (sect inapplicable) covert and illegal

PEONI (Order of the Balm of Joy)

PEONI (The Irreproachable Order)

SARAJIN (Clan Endjan)

SAVE-K'NOR (The Hyn-Aelori)

Tashal's strategic location at the intersection of the Orbaal-Thay and Azadmere-Tharda trails has enhanced its economic pre-eminence in eastern Harn. A lucrative, if small, trade with Azadmere has developed. Every spring four large caravans converge on Tashal; from Orbaal and the North down the Fur Road, from Azadmere via the Silver Way, from Tharda along the Salt Route, and from Thay by way of the Genin Trail. The diverse products they bring are busily traded throughout the spring and summer in something of a "carnival" atmosphere and, as autumn commences, four caravans bear away goods to the north, south, east and west. Tashal has some of the wealthiest guilds on Harn; Kaldoric mercantylers venture all over the island and sometimes reach Lythia in their search for profit.

TAWHEIM Keep [J2]

The domain of clan Zwaiga in Orbaal, paying tribute to King Alegar II in Geldeheim. Tawheim has no tributary domains and is accessible only by sea.

TAZTOS [G7]

A fort similar in construction to a manor house but with no surrounding villages or farmlands in Ramala (qv). Taztos is garrisoned by roughly five companies (100 men) of the Ramala Legion, a force which is hopelessly inadequate for its assigned task; patrolling a thousand square leagues of wilderness. There are rumours that the Marshal of Ramala is planning to build a new fort further east along the Salt Route (qv), some say on the Farin River. The last such expedition in 714, by a pitiful company of 20 men, was ambushed by the Tulwyn (qv) and only two lived to tell of it.

TEB, River [F7,F8]

A slow-running river, rising in the Teb Marshes along the northwest flank of the Mimea Hills. The Teb is a tributary of the Thard River and is bridged at Moleryn Castle.

TECHEN Castle [E7]

The principal seat of the Earl of Techen of clan Lenesque, located in Parachshire in the Kingdom of Rethem. The Earl of Techen, one of three powerful tenants-in-chief in this perfidious realm, also holds Phira and Senun keeps, and receives fealty from the Barons of Omnis and Thiri. He currently supports King Chafin III against the very powerful Earl of Tormau, but loyalty is not a Rethemi trait.

TELEN Castle [F7]

A fortress and the capital of Coranan Province (qv) in the Thardic Republic. The Coranan Legion is headquartered here, under the command of the provincial marshal.

TELUMAR [L7]

An Earthmaster site located in a pass separating the Sorkin Mountains from Anadel. The few, above-ground, ruins give off a pinkish glow in moonlight and inexplicably bright flashes and "light-storms" have been reported. The few explorers who have ventured inside Telumar have not returned. All of this causes most intelligent beings to avoid the site assiduously. It is not widely known that one Lepridis of Melderyn, an eccentric master of illusion, with several apprentices and servants, is

resident here. Giving the impression of senility to most who encounter him, Lepridis has, since 713, been studying the site's strange optical properties.

TENDUT, Mount [H4]

A high peak (8297') in the western Rayesha Mountains. The Foy Glacier flows down its northwest slope to feed the Foy River.

TEPR, River [E8]

A short river forming in marshland of the Ternu Heath and flowing northeast to join with the Eryn River, three leagues above Dyrisa Castle.

TERNU Heath [D7,D8,D9,E7,E8,E9]

An extensive, hilly, coastal heathland in southwest Harn, possessed of several marshy areas. A few bandits live here, but not much else.

TERNUA Keep [K5]

A Kaldoric fief in Semethshire, held by the Baron Verdeth from the king. The keep guards a well maintained wooden bridge over the Nephon on the Genin Trail.

TERYFF Keep [H1]

The domain of clan Sirajud in Orbaal, paying tribute to Kerien.

TESIEN [D7]

An Earthmaster site located in Ternu Heath and partly inundated by marshland. The sinister reputation of the district for "swallowing travellers whole" through enchantment and simple bog, keeps most folk away. However, at least one band of outlaws has sought refuge in and around the ruins.

TEZITH, Mount [L3]

A majestic peak (6488') in the Sorkin Mountains northwest of Azadmere. As with most of the mountains nearby, the Khuzdul deem it sacred and off-limits to travellers.

THARD, River [G6,F6,F7,E7,D7]

The river that has dominated the economic and cultural history of Tharda for centuries. At roughly 110 leagues, the Thard is the second longest river of Harn. Its senile meanderings have provided a fertile, aluvial valley and several of Harn's human civilizations began there. Golotha, Coranan, and Shiran were all founded on its banks. Its wide channels are generally navigable from Lake Benath to the Sea. Below Coranan, the river is subject to occasional flooding. The "Great Flood" of 521, drowned thousands of Thardans; the flood of 707 was less destructive, killing only a few hundred.

THARDA [D6,D7,E6,E7,F6,F7,G6,G7]

The region in southwest Harn, named for the Thard river, which bisects it. Tharda is a relatively flat region of woodland and mixed forest and is the most densely populated region on Harn.

THARDIC LEAGUE

The League formed in 636 by the Coranan and Shiran Republics (qv) and which evolved into the Thardic Republic (qv) in 674. The two republics, both of which had arisen from the ashes of the Interregnum (qv), formed a mutual defence alliance in 632. When Arlun the Barbarian led his Peran tribesmen down from the north to conquer Golotha and found the Kingdom of Rethem (qv) in 635, the republics hastily concluded a new treaty. The treaty created the office of Autarch, to be held by men of military experience, who would have responsibility for external affairs and defence; the republics were to retain internal autonomy. Autarchs were to be elected for terms of seven years, and might not serve more than once. Six men held the office of Autarch:

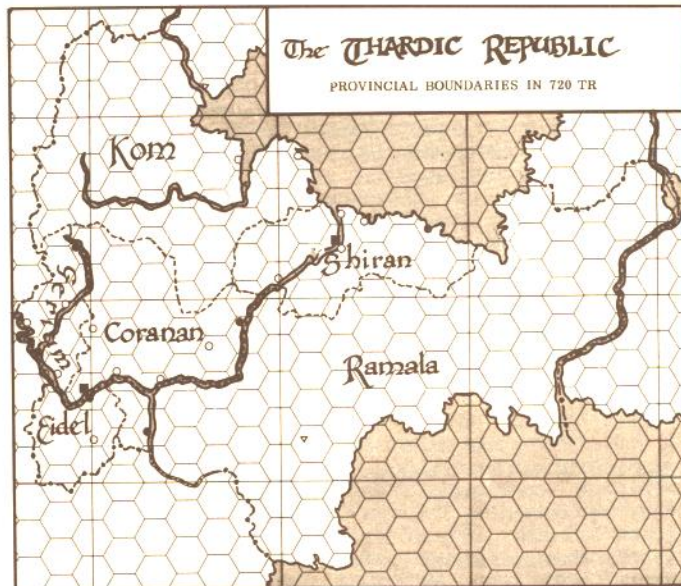
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|------------|-----------|-----------|-----------|
| 1. NERADAS | (636-643) | 4. JALIEN | (657-661) |
| 2. LEPRAL | (643-650) | 5. COLURA | (661-668) |
| 3. KARNIS | (650-657) | 6. AGLIR | (668-674) |

With the assassination of Aglir in 674, the office of Autarch was abolished and later that year the League

voted to form the Thardic Republic.

THARDIC REPUBLIC

An plutocratic senatorial republic founded in 674, evolving from the Thardic League (qv). The capital of the republic is Coranan (qv). There is one other city of note, Shiran (qv), and the republic is divided into six administrative provinces: Coranan, Eidel, Gerium, Kom, Ramala, and Shiran. The capital has its own, separate, government.



NAME	TYPE	PROVINCE	GOVERNORS
BYTHE	KEEP	SHIRAN	SEE:SHIRAN
CESTOR	KEEP	SHIRAN	SEE:SHIRAN
CHENAD	KEEP	CORANAN	SEE:TELEN
+CORANAN	CITY	CAPITAL	WEJIK/VACANT
DUMON	KEEP	KOM	SEE:PARNAN
EIDRU	KEEP	EIDEL	SEE:GESHTEI
ESURON	KEEP	CORANAN	SEE:TELEN
FIRIS	CAS.	SHIRAN	SEE:SHIRAN
POBIN	KEEP	GERIUM	SEE:GESHTEI
GEMINOST	KEEP	GERIUM	SEE:GESHTEI
*GESHTEI	CAS.	GERIUM	BORISIR/JITHIAS
HEDIRO	KEEP	SHIRAN	SEE:SHIRAN
HIBUT	KEEP	CORANAN	SEE:TELEN
IMRIUM	CAS.	GERIUM	SEE:GESHTEI
*KUSEME	CAS.	EIDEL	KRONAS/KRONAS
*MOLERYN	CAS.	RAMALA	MARDORVA/PARGA
NORU	KEEP	GERIUM	SEE:GESHTEI
OSTENOR	KEEP	CORANAN	SEE:TELEN
*PARNAN	CAS.	KOM	VACANT/XELDON
PEDEN	KEEP	SHIRAN	SEE:SHIRAN
*SHIRAN	CITY	SHIRAN	SERENIMA/QUARLID
STIMOS	KEEP	KOM	SEE:PARNAN
TAZTOS	FORT	RAMALA	SEE:MOLERYN
*TELEN	CAS.	CORANAN	AMERAK/COBART

*PROVINCIAL CAPITAL-OFFICIALS:MAGISTRATE/MARSHAL
+REPUBLIC CAPITAL -OFFICIALS: PREFECT/WARDEN

The supreme governing body of the republic is the Thardic Senate, housed in the Chamber of the Red Domes (qv) in Coranan. The senate originally had 54 members, now 68. They are an elite group, "elected" to office for life. Theoretically, any person of talent and ambition can become a senator, but in practice, all are wealthy landholders and/or merchants. Senators are elected by the senate by two-thirds majority. Candidates are judged primarily by the value of the bribes they offer. Senator Markaz, a merchant from Shiran, spent in excess of 3000

gold Crowns (a fortune) to get elected in 718.

The major responsibilities of the Senate are to control the treasury, levy taxes, conduct foreign affairs, and appoint various key officials. Each province has two governors: a civil administrator (Magistrate); a Marshal who commands the provincial legion and is responsible for security. Each is appointed, by the Senate, for a three year term that may be extended at the pleasure of the senate. Each governor can veto the other's decisions, deadlocks are referred back to the Senate. Neither official is paid and corruption is rampant. It has been said, by some forgotten wit, that a provincial governor can steal enough money in his first year to pay the bribes which got him the appointment, enough in the second year to bribe the jury that will try him for corruption, and more than enough in the third year to live in luxury for the rest of his life. It is possible for one person to hold both offices. Such is the case in Eidel Province.

The city of Coranan has its own pair of administrators, the Prefect (civil) and the Warden (military), both elected by the Senate for one year, renewable, terms. It is a mortal offence for a Marshal or Warden, to lead his army outside of his jurisdiction without senate approval. Additional information is given under the provinces, their legions, castles and keeps, and under the Cities of Coranan and Shiran.

THAY, City of [M7]

A walled free city within the Kingdom of Melderyn at the mouth of the River Horka. Thay was founded by Aleathian refugees (see: ALEATHIAN ODYSSEY) in 573 under a charter from King Poleryn of Melderyn. Thay's founders hoped to build a city of virtue, a "New Aleath". To some degree they were successful although the original "pure vision" has been somewhat diluted by the influx of settlers from Melderyn and the hinterland over the past 150 years.

Thay's recent history has not been peaceful. The attempted Rape of Thay (qv) by Ivinians/Orbaalese in 705 was a serious threat but failed to breach the city's defences. In 707, a larger Orbaalese force failed even to reach the city as it was broken by a freak storm and smashed into the nearby Renda Rocks.

The hand of the Melderyni king has rested lightly on the city, allowing it to develop in its own way. Today, the only visible aspect of external domination is the law that all vessels travelling from Lythia must first stop and pay duty at Cherafir. The main streets are quite well patrolled but the town's government leaves the population pretty much to itself. The guilds are well established and active. Fishing and pottery are significant industries and the local chapter of the Miners' Guild mines lead, tin, zinc and copper in Anadel. Thay is the southern terminus of the Genin Trail to Tashal (qv). Many goods pass through the city's dockside markets during the spring and summer. Thay has the following temples:

HALEA (Order of the Silken Voice)
 LARANI (Order of the Spear of Shattered Sorrow) * +
 PEONI (Order of the Balm of Joy) * +
 PEONI (The Irreproachable Order)
 SARAJIN (Clan Yebaaling)
 SAVE-K'NOR (The Hyn-Aelori)

* Headquarters of the Order.

+ Seat of the Primate of the Harnic Isles.

THELSHIRE

One of seven shires in the Kingdom of Kaldor. Sirendel is the shire moot, held by the Sheriff of Thel for the king.

THEMESON Keep [E6]

Orderial lands in the Rethemi shire of Parach, held by the Cohorts of Gashang.

THEOCRACY OF TEKHOS, The

The Morgathian Theocracy which inherited the Balshan Jihad and ruled all of Tharda for twenty years (568-588). This was a repressive, religious dictatorship, ruled by Horahnam of Shiran, after whose clan the state was

named. Horahnam was assassinated in 588 and the Theocracy collapsed, to be followed by the years of chaos known as the Interregnum. In Rethem, a pale shadow of the Theocracy, based on the city of Golotha, lingered on until its fall to Arlun of Peran in 635.

THESPIANS' Guild

A small exotic, eccentric guild which trains and cares for actors and performing artists whose arts are not within the jurisdiction of the Harpers' guild (qv). A master thespian will be the head of a touring company, likely a playwright, actor, impresario, juggler, acrobat, etc. Most guild members are apprentices and journeymen who will never head their own companies. Companies are capable of staging elaborate performances, of varying quality, and may have harpers travelling with them in loose partnership. A company will play to a noble household for a negotiated fee, or in public for thrown offerings, hopefully coins. The arrival of a company in town, timed whenever possible to match local fairs, will help generate carnival excitement.

The various touring companies tend to specialize as to their subject matter; some perform religious or educational plays under the tacit sponsorship of one or more holy orders. There are also some twenty seven basic dramatic themes, dating from antiquity, which are constantly being reworked by masters of the "classical school". The traditional forms tend to be stylized, mime and puppetry being well known. Even new plotlines tend to conservatism as all performances are monitored by both lay and ecclesiastical observers.

THESSE, Mount [I4]

A peak (7259') in the northern Felsha Mountains, said to be the "Son of Wyan", Harn's highest mountain.

THIEVES' Guild (See: Lia-Kavair)

THIRI Keep [E7]

A Rethemi fief in Zabinshire, held by Baron Risalsin from the Earl of Techen.

THOEN Keep [K1]

The domain of clan Mordauk on the Balakas Islands off the northeast coast of Orbaal. Thoen pays tribute to Sherwyn.

THRAND Keep [H1]

The domain of clan Trajaka in Orbaal, paying tribute to Pled.

THRANGAAD

The council of elders of an Ivinian or Orbaalese noble clan. Membership is restricted to men with three or more wives. The Thrangaad has the right to elect the Valhakar, or clanhead.

THURSA Keep [I1]

The domain of clan Sardosk in Orbaal, paying tribute to Zuden.

TIEKA Island [B10]

A small hilly, forested island located between Kamace and Anfla off the southwest coast of Harn. Tieka has no permanent inhabitants.

TIMBERWRIGHTS' Guild

This guild has a monopoly on all commercial logging on Harn. Timber rights are held by most fiefholders or landlords; they are free to cut lumber for their own personal use and that of their serfs etc. However, if lumber is to be sold for commercial uses such as building ships, bridges etc., this guild has the sole right to supply such lumber. Master timberwrights will usually acquire a license to cut timber from the fiefholder, paying him stumpage fees (10-30%) of the selling price of the timber. It is a serious offence to cut down trees without this license. Some timberwrights prefer to obtain free lumber from wilderness areas but this is not necessarily cheaper due to the high transportation costs of getting lumber from isolated forests to market. The major customers of this guild are shipwrights, masons, woodcrafters, and charcoalers. Miners generally have

the right to cut their own lumber but often employ a bonded-master timberwright for his expertise.

BIRCH	0.50d/ft	Prices are for 12" diameter logs. Adjust for different diameters below:			
LARCH	0.75d/ft				
SPRUCE	0.75d/ft				
PINE	1.00d/ft				
CEDAR	1.00d/ft	6"	50%	21"	175% 36" 300%
ELM	1.25d/ft	9"	75%	24"	200% 39" 325%
FIR	1.50d/ft	12"	100%	27"	225% 42" 350%
ASH	1.50d/ft	15"	125%	30"	250% 45" 375%
MAPLE	1.75d/ft	18"	150%	33"	275% 48" 400%
OAK	2.00d/ft				

EXAMPLE: 6" Spruce log (14ft) = (.75d x 14)50%
= 5.25d

Lumber (beams, planks, etc.) is also available from this guild. The price will be the same as above per board foot (12" x 12" x 1"). The most common lumber sizes are priced below per foot. Multiply the factor inside the bracket by the base price above.

12" x 12" (12)	6" x 6" (3)
12" x 9" (9)	6" x 3" (1.5)
12" x 6" (6)	6" x 2" (1)
12" x 3" (3)	6" x 1" (0.5)

Example, a 12" x 12" oak beam, would cost 24d per foot. Lumber over 12 feet in length cost 50% more. Lumber over 18 feet in length cost 100% more. Lumber over 24 feet in length is generally unavailable.

TIRPAL, Sea of [D3+]

A relatively calm sea, separating the Afarezirs from the mainland. Except for the occasional dragonship these waters are largely unsailed.

TIRSA Islands [B6,C6]

A chain of some 22 islands in the Gulf of Pendos. Some of the islands are heathland, others have a mixture of heath and mixed forest. Westerly storms and gales are common, making the area dangerous for ships. Only the largest islands are inhabited by a few wild tribesmen. Rumours of pirate bases on the islands abound.

TITLES

The Harnic titles of nobility are given in their nearest English translations. See: Earl, Baron, and Knight.

TOMES OF THE GREEN TOWER (See: Green Tower)

TONOT Keep [J4]

The most northerly keep of Kaldor, located in Mesalyneshire and held by the Baron Pierstel from the Earl of Balim.

TONTURY Lake [L5,L6]

Harn's second largest lake, Tontury is located in eastern Kaldor. The Darl River, a tributary of the Osel, feeds and drains the lake. The mysterious Ilmen Marshes, the home of the Ilme (qv), lie along the southeast shore.

TORASTRA of Kaldor

The 22nd ruler of Kaldor (669-692), Torastra was originally passed over for the kingship in favour of his mother Chelebin III (651-669) and it must be admitted that he was more interested in war than in the burdens of government. Nevertheless, he succeeded his father's queen in 669. Torastra had a profound love of battle and fought three campaigns: the Salt War (672-673) against the Thardic League, by which Torastra won extensive privileges for Tashalan salters and mercantylers; the Treasure War (675-678) as a result of which Chybisa came, temporarily, under the Kaldoric crown; and, the Kathela Hills



Campaign (689) whereby he broke the power of the eastern Kath, but failed to secure the region.

TORBET of Kephria

The third and last king (162-187) of Kephria. Torbet was slain by the Kath in 187 and the remnants of his kingdom, including the city of Tashal, were siezed by Medrik I of Serelind (later Kaldor).

TORENSHIRE

One of seven shires in the Kingdom of Kanday. Torthan is the shire moot, held by the Sheriff of Toren for the king.

TORMAU Castle [C6]

The principal seat of the Earl of Tormau (clan Lynnaeus), located in Hohnamshire in the Kingdom of Rethem. This earl is the most powerful of the three tenants-in-chief in Rethem, holding Dasen, Ithius, and Weseda keeps, and receiving fealty from the Barons of Henwe, Quiso, and Quste. The present earl detests the king of Rethem, Chafin III, whom he believes wants to sieze some of his lands; he is carefully building and training an army for the day when the expected civil war breaks out.

TORON DYNASTY

The present ruling house of Melderyn founded by Lodros in 585.

TORTHAN Keep [E8]

The shire moot of Torensaire in the Kingdom of Kanday, held by the Sheriff of Toren for the king.

TOSSET

A Gargun (qv) nation of, mostly, Gargu-arak dwelling in the highlands of eastern Equeth and constantly at war against the Equani (qv) tribes with whom they share their range.

TREASURE WAR

In 674 thieves broke into the treasury of king Torastra of Kaldor and stole a jewel-encrusted, allegedly enchanted sword that had belonged to Calsten, the first king of Serelind (142-162). The thieves smuggled the priceless sword to Burzyn and news soon reached Tashal that it had been sold, in open market, to a Chybisan nobleman. Torastra sent word to king Balesir of Chybisa demanding the return of the ancient heirloom but that monarch was unable or unwilling to recover the blade and may have doubted its very existence since no news of it had reached him.

Still savouring the victory in the Salt War, and always spoiling for a good fight, Torastra marshalled his men and knights and marched south in the spring of 675. His army swept down the Genin Trail and crossed the Ulmerien on both sides of Burzyn, where they were met by the Chybisan army. Four centuries of peace had turned its army soft and the Chybisians were easily routed by Torastra's veterans. Withdrawing into Burzyn, Balesir withstood a three year seige, supplied only at night by small boats on the river. In 678, with plague and rebellion rife, Balesir sought and obtained the honours of war. Only a few score of his retainers followed him into exile. Chybisa became a Kaldoric fief, until Balesir liberated it in 687 with the aid of Melderyn. Calsten's sword has never been recovered.

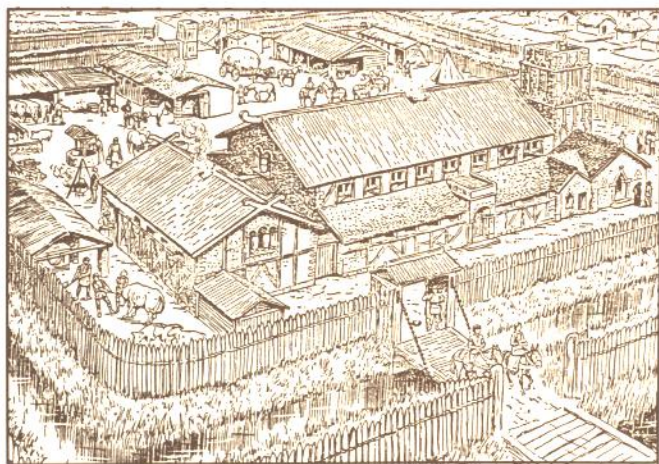
TRIBUTE

A loose allegiance owed to a titled noble, less than formal fealty, but still a token of submission. Tribute paid may range from annual gifts of money to tokens such as a single fur pelt. Tributary arrangements on Harn are most common in Orbaal (qv).

TROBRIDGE Inn [H6]

An independent inn at the west end of the Chelna Gap, at a ford of the Farin River. As the only safe spot along the Salt Route, Trobridge Inn is a favourite caravan layover. The inn is fortified much like a manor (qv) and has its own village, croplands and pasture. It exists on the sufferance of the surrounding Chelni tribesmen, who could destroy it any time they wished, but prefer to use

the inn as a trading post where civilised goods can be obtained.



The inn was built in 646 by the Mercantylers' Guild, under a special charter from the Mangai, and is currently operated by a freemaster Innkeeper who splits his profits with the Mercantylers' and Innkeepers' guilds. As the name suggests, there was once a bridge here, but it was washed away in 717. Plans to build a new bridge are awaiting the accumulation of sufficient capital from a toll charged to all travellers. The inn employs between 20 and 40 mercenaries, and is a rendezvous for outlaws and riff-raff from all over Harn. The days of the inn's independence may be numbered as both Kaldor and the Thardic Republic patrol (albeit intermittently) almost to within hailing distance. Both states covet it as an outpost.

TROLL

For information on the Harnic Troll, see: NOLAH (qv).

TULEME Falls [J6]

A series of waterfalls, having a total height of 50 feet, on the Kald River 20 leagues upstream from Ulfshafen. The falls are often said to be enchanted by the Sindarin of Evael on whose border they lie.

TULWYN, The

The human, tribal nation inhabiting, generally, the region of Athul. The Tulwyn have resisted the attempts of surrounding cultures to subjugate them since they broke free from the tyranny of Lothrim (qv). Nevertheless, their range is claimed by the Thardic Republic as part of Ramala Province (qv). The Tulwyn are quite familiar with the products of civilisation and use many weapons and implements taken from traders along the Salt Route which they raid constantly. They are broken into some 90 tribes of 60-150 persons. Most tribes practice some slash and burn agriculture. The Tulwyn consider the Farin River sacred/accursed. Under no circumstances will they cross it; this may be due to unpleasant experiences with the Sindarin and/or Pesino ruins.

TUVEN, River [N10]

Melderyn's only significant river. The estuary is one of the busiest waterways in the Harnic Isles.

TUZYN RECKONING

The calendar most in use today throughout Harn takes the foundation of the Kingdom of Melderyn as its year one. Tuzyn Reckoning was devised in 130 by Tuzyn of Melderyn, a court astronomer in the reign of Erebir III, but was backdated to the founding of the kingdom by Erebir Pendragon. Throughout the last six centuries this calendar has gradually been adopted by all Harnic states, replacing a multitude of calendars, most too inaccurate to be useful. The Sindarin and the Khuzdul, however, still retain their own calendars. Most uncivilized tribes use some form of sun/moon reckoning. Dates given in Tuzyn Reckoning may be preceded or followed by the symbol "TR". Historians have come to use "BT" to indicate years "Before Tuzen Reckoning", meaning years

before the foundation of Melderyn.

Tuzyn Reckoning is a calendar with 12 lunar months, each of 30 days, for a total of 360 days in one Harnic year. The names of the months are:

SPRING	SUMMER	AUTUMN	WINTER
1. NUZYAEL	4. NOLUS	7. AZURA	10. ILVIN
2. PEONU	5. LARANE	8. HALANE	11. NAVEK
3. KELEN	6. AGRAZHAR	9. SAVOR	12. MORGAT

A new moon occurs on the 30th day of each month (Yaelmor) and a full moon on the 15th (Yaelah). Both are days of rest in most parts of Harn. There are other holidays scattered throughout the year based on planting, harvesting, and religious festivals, but these vary by locale. The first day of the year is deemed the beginning of Spring. It was originally set to coincide with the vernal equinox but an error of nearly one day has since developed.

TWENTIETH TOME, The

A popular name for the body of "contemporary beliefs, whatever they may be" of the current generation of Harnians. The name seems to have originated from the Tomes of the Green Tower (qv), of which there were nineteen; hence, the Twentieth Tome, ie, that which "We personally" believe, as opposed to the dry, learned, writings of some dead sage. The term is often used as a synonym for the Libram of the Pantheon (qv).

UDINE I of Chybisa

The 21st ruler (627-661) of Chybisa (qv). The only daughter of Gebral (qv), Udine was a remarkable woman, fair of face and a very competent administrator. For 34 years she ruled Chybisa with wisdom and compassion, although she was forced to banish her husband, Kerepel of Harden, for infidelity in 648. When she died of a heart attack (some would say a broken heart) her subjects were united in their grief. Her unfaithful husband, a dishonoured derelict dwelling in Tashal, was knifed in an alley soon thereafter.

UDINE II of Chybisa

The 22nd ruler (661-664) of Chybisa (qv). This only child of Udine I (qv) was Chybisa's most tragic ruler. She was born with a club foot and humpback and desired only seclusion. Unscrupulous barons prevailed on her to accept the crown, with the promise of a quick arranged marriage. This was not done for three years and when her betrothed, a Kaldoric knight, saw the unfortunate Udine for the first time he refused the match. Udine quietly withdrew to her chambers and slew herself; her short and tragic reign is remembered with shame.

UFISORM, Mount [K3]

A peak (6578') in the northwest Sorkin Mountains. The Gargun settlement of Zedabir lies in a valley to the northwest.

UHLA

The "black lantern that gives no light that may be seen by mortal man", a symbol of the god Save-K'nor (qv).

ULDIEN Keep [K5]

A Kaldoric fief in Balimshire, held by the Baron Ubael from the Earl of Balim.

ULFSHAFEN Castle [J7]

An elven castle on the right bank of the Kald River at the mouth of the Enorien. Located within the Kingdom of Evael (qv), Ulfshafen is a minor port handling the kingdom's limited maritime trade. This is also the place from which Sindarin periodically set sail for the Blessed Realm (qv).

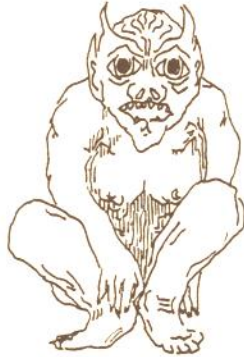
ULMERIEN, River [L8,L7,K7,K8]

A river rising in the highlands of Anadel, flowing northwards to Burzyn Castle and then turning to flow southwest to the sea. The Ulmerien is about 58 leagues

in length and the area around its mouth is swampy. The Ulmerien is the de-facto border of Chybisa on the north, east, and west.

UMBATHRI (Bearer of the Mask)

A variety of Ivashu (qv). The Umbathri, or Harnic Gargoyle, is humanoid, squat, and almost unbearably ugly. Of considerable intelligence, the Umbathri lives only partly on the same "plane of existence" as mortal creatures. In this sense they may be thought of as demons. They display varying levels of insanity but are not necessarily hostile or evil. They are immune to ordinary weapons but highly sensitive to magic. It is not known whether they eat or drink in any normal sense. They rarely exceed two feet in height and are encountered singly or in insanely-babbling packs of 2-24.



UMENFJORD [H1,I1]

An Orbaalese fjord of 12 leagues in length. Several small islands and hazardous reefs lie at its seaward entrance. The keeps of Hjael and Utera guard its northern coast.

UNICORN

The enchanted, legendary one-horned horse. Harnic unicorns are exceedingly rare. According to legend, they can be tamed only by virgins and often bring strange visions or omens. They are also believed to be shapechangers of some sort.

UPPER OSEL [K6,K7,L6,L7]

A forested highland of southeastern Kaldor. The region takes its name from the Osel river which rises here and is the range of the Pagaelin (qv).

URDU, The

The tribal human nation that dwells generally between the Chetul and Pemetta Rivers, northwest of the Rayesha Mountains. The Urdu are culturally and ethnically related to both their Kubora and Equani neighbours. The Urdu are organised into over 70 tribes of 80-200 persons each.

URIENSHIRE

One of seven shires in the Kingdom of Kanday. Chison is the shire moot, held by the Sheriff of Urien for the king.

USHET [F4]

A Gargun (qv) cave-complex near Kiraz which it periodically attempts to colonise. Ushet is inhabited by a hybrid culture of Gargu-khanu and their Gargu-arak and Gargu-hyeka slaves.

USNARL

A demigod servant and symbol of the god Sarajin (qv). Usnarl has the shape and disposition of a great white bear and the strength of twenty such.

UTERA Keep [H1]

The domain of Clan Laksit in Orbaal, paying tribute to Keiren.

UTHEL, River [F4,E4]

A river rising within the abandoned Khuzan city of Kiraz. When Kiraz was inhabited the Uthel was used as a transportation route. Many Khuzan hunting lodges were built along its banks.

UTHOC, Mount [I5]

A snow-capped peak (7785') of the Felsha Mountains.

UTHRED of Kaldor

The 2nd and last Kaldoric king of the House of Orgael. Uthred reigned from the death of his father, Fierth the Usurper in 385, until his assassination by disaffected barons in 406. He was Kaldor's 9th monarch and one of her least loved. Uthred pursued his father's ruthless, corrupt policies but lacked the subtle wisdom to carry

them off without alienating his subjects. Few mourned his death.

UVIEN (See: Barsothe Falls)

VAAGEL Castle [H2]

The domain of clan Karolann in Orbaal, paying tribute to King Alegar II in Geldeheim, and receiving tribute from Aaldem and Daasen.

VAAGESFJORD [H1,H2]

A deep fjord in northern Orbaal more than 18 leagues long. Pled, Vaagel, and Thrاند lie along its shores. Clan Karolaan of Vaagel and Clan Storand of Pled are somewhat belligerent towards each other.

VALHAKAR

The elected leader of an Ivinian or Orbaalese noble clan.

VAR-HYVRAK (See: Ilimitible Tome)

VEMIONSHIRE

One of seven shires in the Kingdom of Kaldor. Athelren is the shire moot, held by the Sheriff of Vemion for the king.

VERLID I of Chybisa

The 2nd monarch (183-210) of the Kingdom of Chybisa and of the House of Shosel. Like his immediate predecessor (Shobald), Verlid was an able general and was able to hold off the rampaging tribes during the ongoing Migration Wars.

VERLID II of Chybisa

The 3rd monarch (210-251) of Chybisa and of the House of Shosel. Verlid was as good a general as his father (Verlid I) and also excelled at fortress-building. His greatest trial was in 227 when he barely stopped the advancing Hodiri at the gates of Burzyn.

VERLID III of Chybisa

The 5th Chybisian monarch of the House of Shosel (284-316). With the Migration War over, Verlid III was able to concentrate on the slow rebuilding of the kingdom's feudal-agricultural system.

VERLID IV of Chybisa

Chybisa's 6th monarch (316-350) of the House of Shosel.

VERLID V of Chybisa

Verlid V was of the House of Shosel and governed Chybisa (375-392). Before coming to the throne, he fought on the side of Aidrik II in the Kaldoric Civil War and gave sanctuary to his son when the cause was lost in 377.

VERLID VI of Chybisa

Verlid V's son and successor was the last Chybisian ruler of the House of Shosel. He was the kingdom's 10th monarch and governed 392-409. He cautiously favoured the Restoration of Aidrik III to the Kaldoric Throne in 406. Like his father, he gave succor to the deposed sovereign, despite the resentment this earned from Uthred. When Verlid died heirless in 409, his barons gave the crown to Imadain I of Melderyn.

VERLID VII of Chybisa

The 24th and present sovereign of Chybisa (691-), Verlid VII is the 2nd king of the House of Geledoth. Due to the events surrounding the Treasure War (qv) fought by his father Balesir, both Kaldor and Melderyn have claims on Verlid's crown, and Balesir ran up huge, as yet unpaid, debts with the users of Thay. All of this makes Chybisa's king very nervous; he suffers badly from ulcers. Verlid was born in 674, has a weak heart but is an honest man, despite his scurrilous ancestors, and may well preserve his crown. The heir-apparent, Prince Balesir, is undergoing the early stages of syphilis and gets on poorly with his father.

V'HIR

The bat-winged, cloven-hooved, fire-enshrouded,

hook-clawed, demonic servants of the god Agrik (qv).

VIKOD, Cape [A4]

The most western point of the Harnic mainland. It is rarely seen since access by land is difficult and mariners like to give this headland a wide berth due to offshore reefs. Many seafarers believe that the very sight of Cape Vikod is a bad omen.

VLASTA (The Swift One, Eater of Eyes)

A variety of Ivashu (qv). Vlasta are among the smallest of the Ivashu, rarely exceeding eighteen inches in height or twenty pounds in weight. With their powerful tails and hind legs, Vlasta have been known to leap twenty feet with ease. They rarely stand still and are able to move so fast as to be almost invisible. Their rapid metabolic rate forces them to feed constantly, usually on small rodents and the like. They have great temerity and have been known to attack creatures as large as man. They are not particularly tough and their hollow bones break easily with a single blow. Hence, they rely on their incredible speed for defence. They are hairless except for tufts of fur on their heels, in their bodily crevices and running down their head and neck in a sort of mane. They have a mild odour, something between musk and urine. They tend to be nocturnal and have excellent nightvision but their ability to operate in extreme gloom is due to acute hearing, smell and sensitivity to vibration. They attack large victims by leaping at the face, greedily consuming the eyes. They are possessed of fleshy, beak-like snouts, which they sometimes use for this purpose but they usually employ their fine, delicate hands to extract the "delicacy". Vlasta are usually grayish-brown in colour but may also be dark gray, ochre yellow, or black. Vlasta are usually encountered in groups of 3-18 or 2-12, depending on their proximity to Misyn.



VOLD Keep [G2]

The domain of clan Maaren in Orbaal, paying tribute to Arathel.

WARRIORS OF MAMEKA, Order of the

A fighting-order of the god Agrik (qv) sponsored by the clerical order of Mameka the Master of Steel (qv). The Order has a keep at Bedenes on Rethem's northern border and periodically crusades against the tribes of Peran where, among the Kubora, it is far from popular. The outstanding ambition of the Warriors of Mameka is to re-establish a keep at Kustan (qv). Bedenes may have been granted to the Order by King Nemiran of Rethem but no record of such a grant exists. The order more likely siezed the district from its legal holder around 690 when the kings of Rethem were involved in a war with Kanday; the keep itself dates from 699.

WEAPONCRAFTERS' Guild

The weaponcrafters' monopoly is the design, manufacture and sale of all weapons and armour, although the making of bows and arrows by the peasantry is common. This guild is one of the most skilled and respected, especially among the nobility which it principally serves. A master

weaponcrafter will either own and operate a free franchise in town or be bonded to a noble household. Most armies have weaponcrafters serving with them. The Khuzdul are renowned among weaponcrafters but their arms are scarce and valuable. Prices for weapons and armour are expensive, partly because of the high degree of expertise involved in their manufacture, but mainly at the request of the nobility who are anxious to restrict wide distribution of arms among the simple folk.

ARROWHEADS (12)	6d	MORNINGSTAR	48d
ARROWS (12)	15d	POLEAXE	60d
AXE (BATTLE)	100d	SHIELD (BUCKLER)	24d
AXE (HAND)	70d	SHIELD (ROUND)	42d
AXE (THROWING)	48d	SHIELD (KNIGHT)	60d
BOW (SHORT)	48d	SHIELD (TOWER)	96d
BOW (LONGBOW)	60d	SWORD (BATTLE)	230d
DAGGER	24d	SWORD (BROAD)	150d
FLAIL	60d	SWORD (FALCHION)	120d
GLAIVE	54d	SWORD (SHORT)	90d
JAVELIN	36d	SPEAR	60d
LANCE	120d	TRIDENT	72d
MACE	80d	WARHAMMER	90d

ARMOUR	LEATHER	RING	SCALE	MAIL	PLATE
HALF HELM	12d	24d	*	*	90d
CAP	8d	16d	*	*	32d
COWL/HOOD	24d	48d	72d	100d	*
GORGET	16d	32d	48d	80d	*
VEST/SHIRT	40d	72d	100d	170d	*
HABERGEON	50d	100d	150d	250d	*
HAUBERK	60d	120d	180d	300d	*
LEGGINGS	20d	*	*	220d	*
MITTENS	*	*	*	80d	*

* Not appropriate or not available on Harn

WEBEN, River [G3,G4]

A swift flowing river rising near Mount Ebon in the Rayesha Mountains, joining with the Foy River to become the Peliryn. The Weben has a notorious stretch of treacherous rapids along its course, called by the local tribesmen "Wajok's Wrath" after their river god. Unwary travellers are cast into the waters to appease the god.

WELEMOCH, Mount [H3]

A peak (6669') in the southern Jahl Mountains.

WEIGHTS & MEASURES

LINEAR	DRY VOLUME
12 INCHES = 1 FOOT	4 PECKS = 1 BUSHEL
3 FEET = 1 YARD	8 BUSHEL = 1 QUARTER
4400 YARDS = 1 LEAGUE	
AREA	LIQUID VOLUME
4900 SQ.YDS. = 1 ACRE	2 PINTS = 1 QUART
30 ACRES = 1 YARDLAND	4 QUARTS = 1 GALLON
120 ACRES = 1 HIDE	50 GALLONS = 1 HOGSHEAD
WEIGHT	TIME
16 DRAMS = 1 OUNCE	60 MINUTES = 1 HOUR
16 OUNCES = 1 POUND	24 HOURS = 1 DAY
100 POUNDS = 1 HUNDRED	30 DAYS = 1 MONTH
2000 POUNDS = 1 TON	12 MONTHS = 1 YEAR



WEND, River [I6,J6]

A river rising in the highlands of the Shava Forest and flowing eastwards into the Kald River at Tuleme Falls. The river is the northern border of the Kingdom of Evael.

WESEDA Keep [D7]

A Rethemi fief in Zabinshire, held by a constable for the Earl of Tormau.

WETHOM Keep [G2]

The domain of clan Kyrodwe in Orbaal, paying tribute to Arathel. Clan Cyeen of Arathel is related to clan Kyrodwe and both are "tainted" by Jarin blood.

WHARO Keep [N10]

A Melderyni fief in Cherfinshire, held by the Baron Chorlorn from the Earl of Nurisel.

WINDHEIM (See: Fyso)**WINEN Keep [C6]**

The shire moot of Hohnamshire in the Kingdom of Rethem, held by the Sheriff of Hohnam for the king.

WIZARDS' ISLE, The

A popular name given to Melderyn (qv).

WOBEN, Mount [I4]

The second highest mountain of Harn (9597'), Woben is located in the northern Felsha Mountains. For legends associated with Woben, see the entry for its twin peak, Wynan.

WOODCRAFTERS' Guild

A master woodcrafter has the skills of cooper, joiner, cabinet maker, wainright, and carpenter. The journeymen and apprentices under the freemaster will produce a large variety of wooden objects; the guild is one of the largest on Harn. Master woodcrafters are often bonded to assist masons where wood construction is employed.



BED	50d	CART (2 Wheels)	80d
BUCKET	4d	WAGON (4 Wheels)	220d
CHAIR	12d	WHEEL	18d
COFFIN	9d	WHEEL (iron rim)	30d
LADDER (8')	6d	WHEELBARROW	10d
TABLE	36d	PLOUGH	48d
TRUNK	12d	OX YOKE	3d

Depending on the craftsman and the customer, prices could be slightly less or range up to 20 times as much, particularly with furniture items. The Earl of Sarkum recently purchased an ornate bed (four-poster) for 960d as a wedding gift to his son.

WORKOL

An astrologer who influenced and came to dominate the Emperor Shorka (qv) of the Corani Empire. Taxation and religious policies which Workol advocated proved unpopular with gentle and simple folk alike. With the death of his patron in 555, he was arrested and "...planted alive in the earth, head showing, interfering not with his viewing of the stars". He was given water regularly and it is said that he took 70 days to die from starvation.

WOSE, River [H4,H5]

A river rising in the eastern Rayesha Mountains and flowing southwest for 27 leagues into Lake Benath. The river crosses the wooded plain of Misyn and is sometimes referred as the "Cloaca of Ilvir".

WUROKIN

A Gargun (qv) "nation" of Gargu-arak dwelling south of the Anoth Delta.

WYNAN, Mount [I4]

Harn's highest peak (9766'), Wynan is found towards the northern end of the Felsha Mountains. Due to their majesty, both Wynan and its sister peak Woben, have been rumoured to house Lahr-Darin but no real evidence of this exists. Another, more fanciful legend, relates that the Earthmasters were at one time governed by a beneficent and most pious king and queen who, on ending their long and regal reign, were transformed into these two great mountains. An elaboration of this tale has the Earthmasters departing with the royal couple's transformation, and some extravagant storytellers claim that each of Harn's hills and mountains represent an Earthmaster whose stature in life is reflected by the height of the summit.

WYVERN

A semi-legendary cousin of the dragon. Wyverns are unable to breathe fire, have only two legs (and two wings) and are unintelligent. Most can glide and some are capable of true flight. They have a voracious appetite and are feared predators. They tend to stay away from civilisation.

XUAKA, King of Aleathia

The 5th and last monarch (429-453) of the Kingdom of Aleathia (qv). Xuaka was an ambitious ruler who sought to take advantage of a succession crisis in the Corani Empire to invade and annex new territory. Unfortunately for him, Mejenes the Great (qv) was chosen as the new Corani emperor and Xuaka was eventually defeated after three years of bitter war. Mejenes was magnanimous by allowing Xuaka to retain his throne on the condition that the Kingdom of Aleathia be willed to the empire on his death. When Xuaka died in 453, of natural causes, Aleathia became a province of the Corani Empire, his eldest son its governor.

YAEI Keep [N8]

A Melderyni fief in Birenshe, held by Baron Duathane from the king. A total lunar eclipse occurred during its construction in 645, and the owner thought it appropriate to honour the site with the name of Kethira's moon.

YAEI (The Moon)

The Harnic name of Kethira's only moon. Yael orbits Kethira, at an average distance of 280,000 statute miles, every 30 days. It has a diameter of roughly 2,300 statute miles and rotates once on its axis in 15 hours. Yael has a profound influence on tides.

YAEIAH

The "full moon" day; being the 15th day of each month (see: Tuzyn Reckoning).

YAEIN Island [H8]

The sixth largest of the Harnic Isles, lying in the Gulf of Chakro, Yaelin is covered with mixed forest, but has a margin of heathland along its south coast. A range of hills curves along the island's east-west axis. Yaelin has no permanent inhabitants but is visited from time to time by various seafarers and by the Sindarin of the Shava Forest. An unthinkable ancient legend, possibly Sindarin in origin, recounts that Siem's servant Sereniel forged Yael (qv) "...of the stuff of the deep Gods, beneath Yaelin Isle, and quenched it he in Chakro's Gulf". This legend would account for the island's name.

YAEIMOR

The "new moon" day; being the 30th and last day of each month by Tuzyn Reckoning (qv).

YEB, Mount [I4]

A peak (7759') overlooking Misyn on the western flanks of the Felsha Mountains.

YEGED Keep [J4]

A Kaldoric fief in Mesalyneshire, held by Baron Londel from the Earl of Neph. The keep guards the northern approaches to Gardiren.

YELGRI (The Harnic Harpie)

These semi-intelligent, quasi-reptilian, scallop-winged humanoids are now rare on Harn. They are shorter than man, light-boned (skinny), but still have to flap their leathery wings rapidly to get airbourne. They use primitive weapons, mostly spears, and also have taloned feet. They are generally hostile to man, and will be encountered in "flocks" of 2-12 or more.

YMODI, the

The human tribal nation dwelling in Himod between the Jahl and Felsha Mountains. The Ymodi are divided into around 25 tribes of 40 to 120 and are constantly beleaguered by the surrounding Gargun. All Ymodi have some skill at arms; using spears and bows by preference. The Ymodi do not have particularly poor relations with the Pujet (qv) nation to the north, and are, as of 720, allied with them. The tribes are constantly on the move.

YZUG [E5]

A Gargun (qv) cave-complex inhabited by Gargu-kyani.

ZABINSHIRE

The smallest of three shires in the Kingdom of Rethem. Chakta is the shire moot, held by the Sheriff of Zabin for the king. Before Ezar's War (qv) Zabinshire was much larger. The lands are now held by Kanday.

ZAZA Keep [D6]

A Rethemi fief in Hohnamshire, held by the Baron Paque from the Earl of Ithiko.

ZEDABIR [K3]

A Gargun (qv) cave-complex inhabited by Gargu-viasal.

ZERHUN Castle [L4]

A Khuzan stronghold at the south end of Arrain Lake. The castle is thousands of years old and strategically placed to guard the approaches to Azadmere. It is the traditional fastness of the Khuzan Crown Prince. The fortress is built into rugged cliffs overlooking the Silver Way (qv). Most of the structure is tunnelled into the rock; only the upper ramparts are readily visible to passers by. However, none can miss the barbican, a seventy foot stone wall, more than ten feet thick, which barricades the Azadmere road. The only way to pass this point is through an iron-faced oak gate of marvellous balance and strength. The wall and ramparts are well guarded. None may pass without permission of the Khuzan Prince, or his men.

**ZERIEN Keep [E7]**

A Kandian fief in Perishire, held by Baron Irien from the Earl of Selvos.

ZHAKOM [L3]

A Gargun (qv) cave-complex inhabited by Gargu-khanu and Gargu-hyeka, and a constant threat to Azadmere.

ZOBEN Keep [K5]

A Kaldoric fief in Vemionshire, held for the Earl of Vemion by a constable.

ZUDEN Castle [I1]

The domain of clan Ruindael in Orbaal, paying tribute to King Alegar II in Geldeheim, and receiving tribute from Mul and Thursa.

ZUILOS Keep [M7]

A Melderyni fief in Lenedshire, held by Baron Avonasen from the Earl of Karveth.

ZUTH, Mount [K4]

A peak in the Sorkin Mountains (7585'), visible from Azadmere.

ZYNHOLM Keep [H2]

The hold of clan Saargax in Orbaal, within the royal domain of Geldeheim. Clan Saargax are related to Alegar II by marriage and hold Zynholm at the king's pleasure. Zynholm was built by the Ivinians in 677 to guard the entrance to the Geldesfjord.



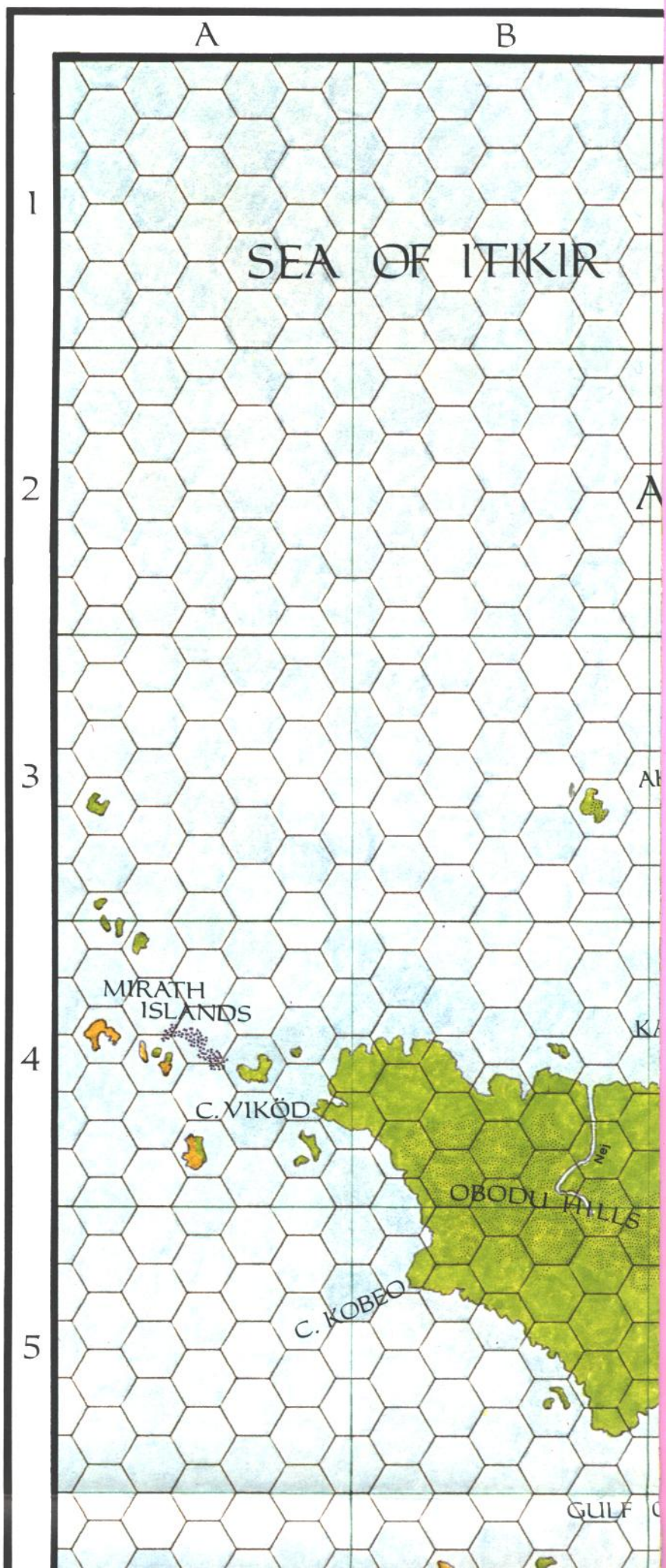
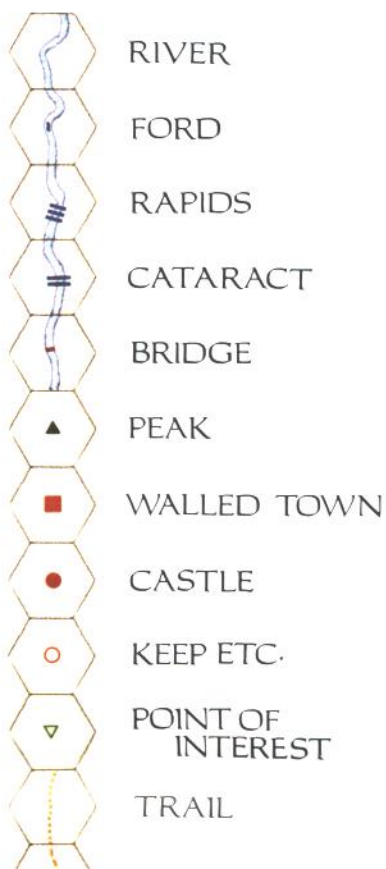
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THE BALAKAS

PLAN

AND ENVIRONS

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BINDRA PT.

SEA OF IVAE

ANOTH DELTA

KUZA PT.

ANRIST PT.

ZEDABIR

Urisom 8578

Héreb 6498

Tezith 6488

AZADMERE

HABE Esig 7586

LARAIN

Pyxyn

ZERHUN

Jenzu 6992

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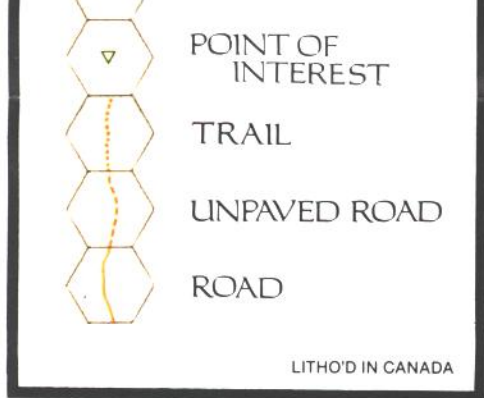
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BALHAFEN

KERON

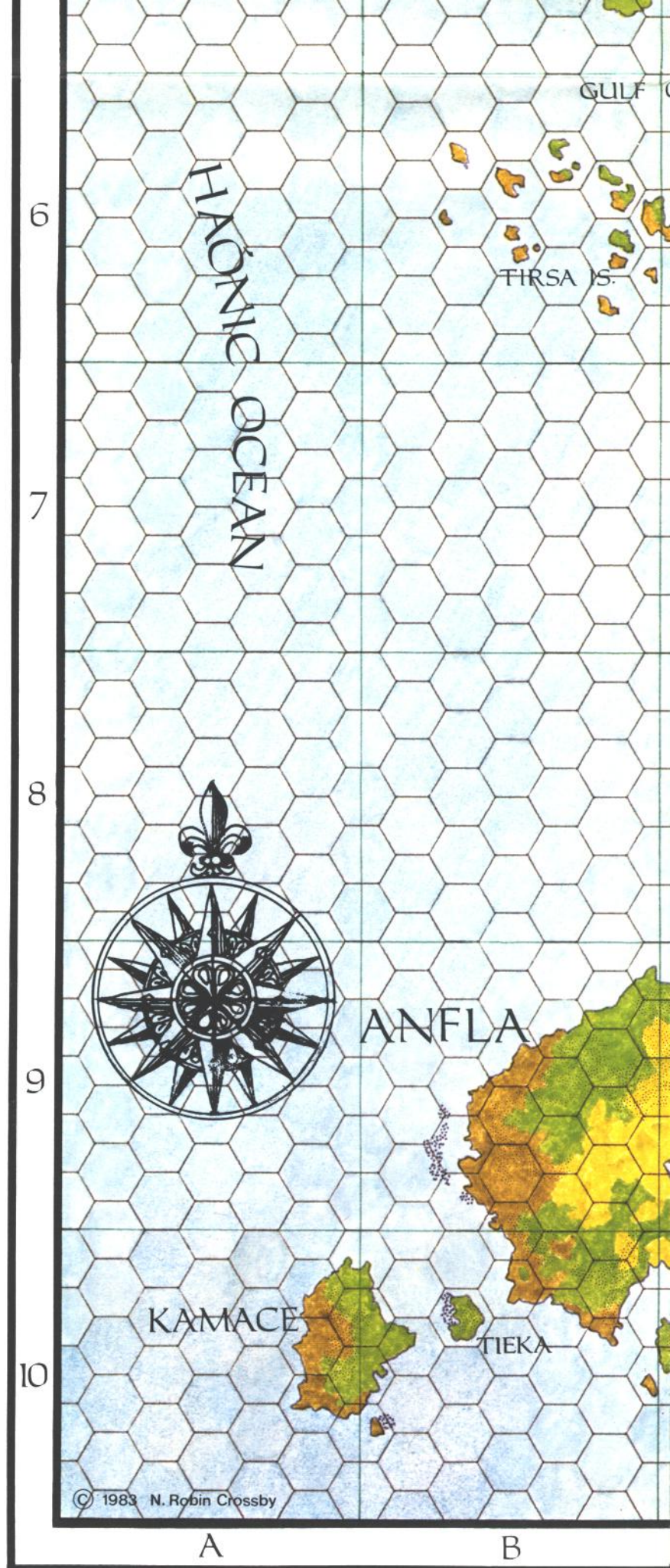
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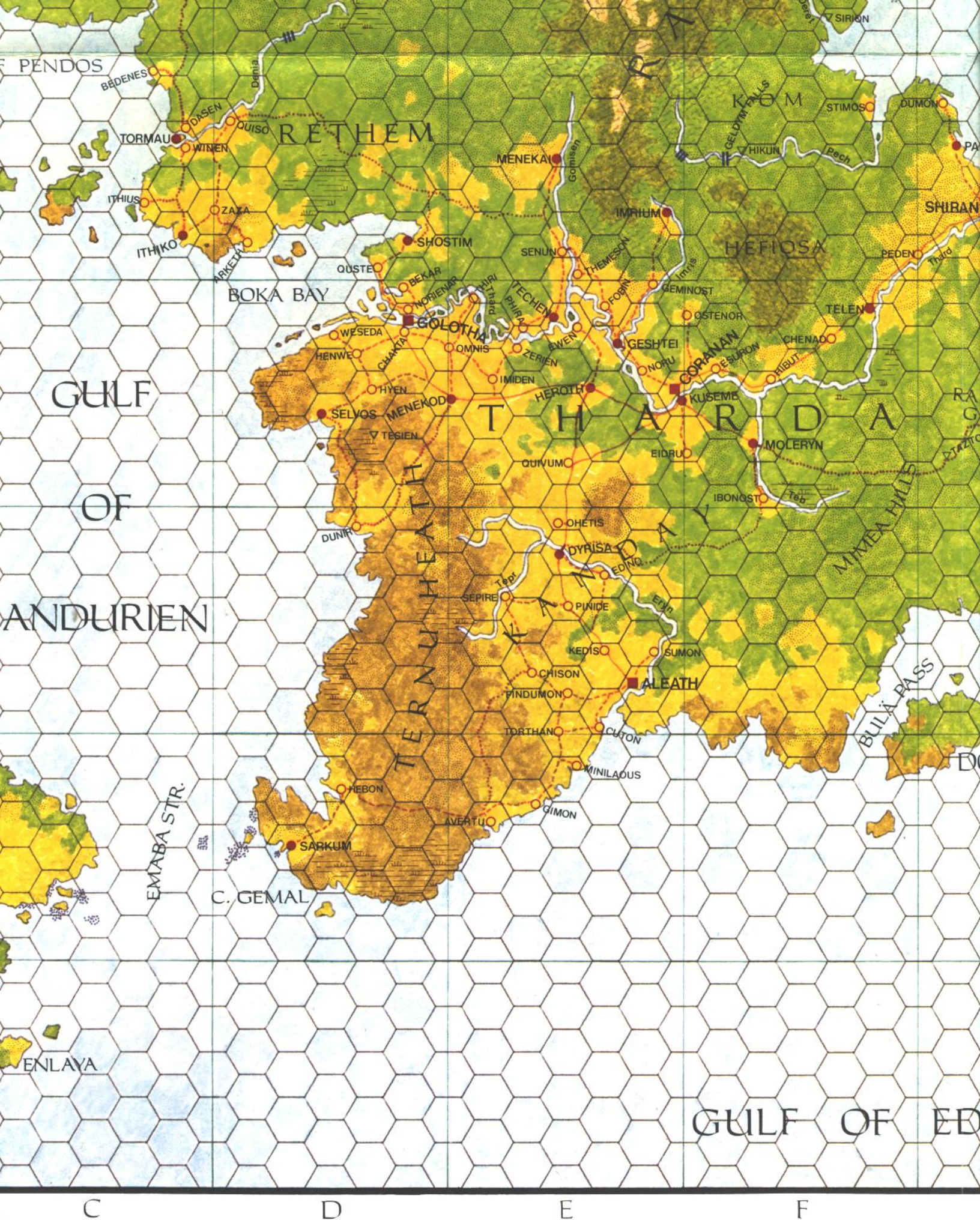


One Hex (1cm) = 5 HARNISH LEAGUES
or Approx. 20km or 12.5 miles

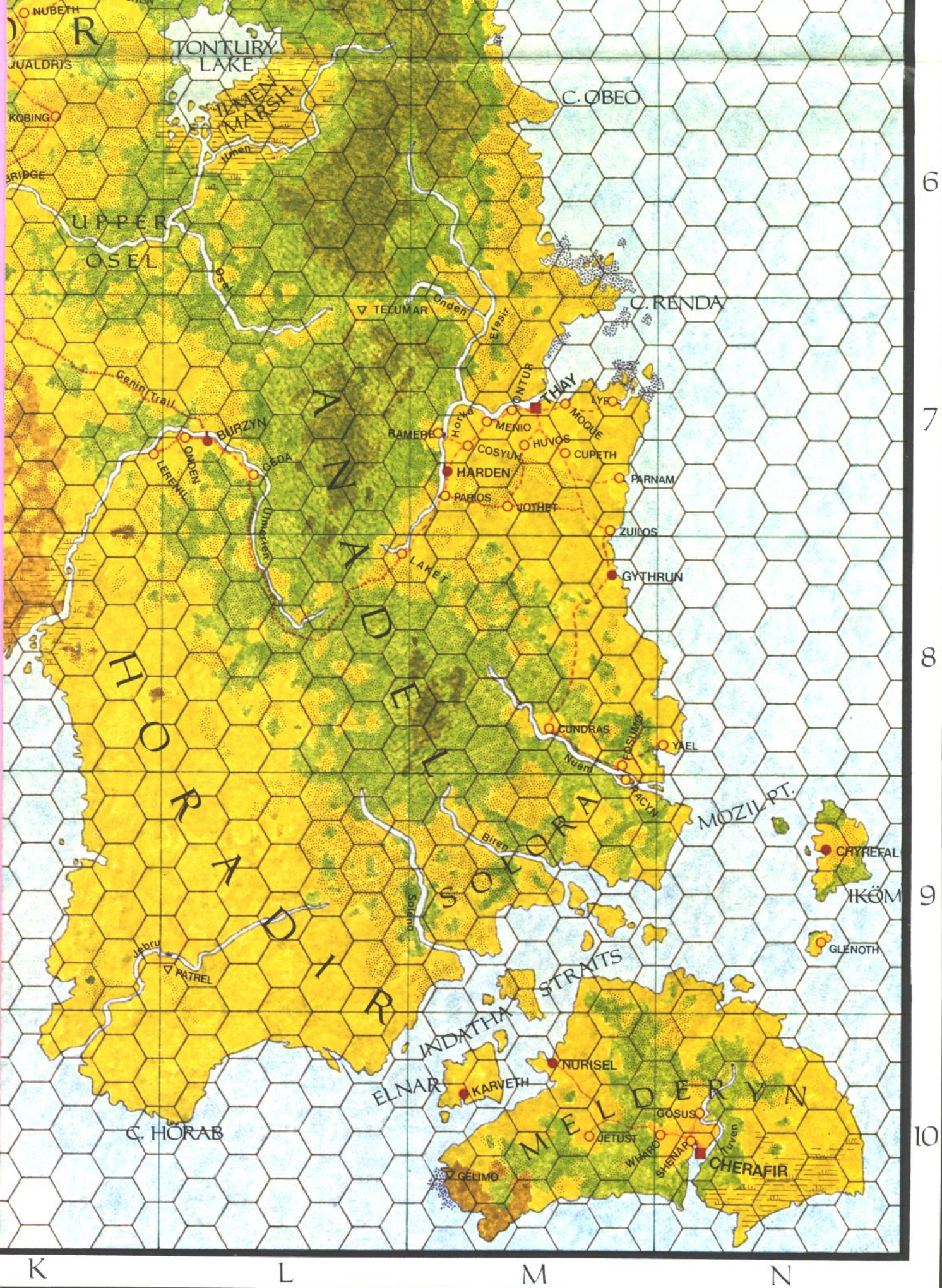


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