

E

EBEIN, Keep [H2]

Realm: Orbaal Holder: Clan Gydasael
Population: 180 Tribute: King of Orbaal

Built in 528 by the Jarin who called it Alyne, Ebein was captured by the Ivinians in 665. Clan Gydasael are loyal cousins of King Alegar II and hold Ebein at his pleasure. The present valhakar, Myrvolde Gydasael, 58, toadies heavily to the king. His son Taebal seems more promising, and some clan members would not be saddened by Myrevolde's death. His beautiful daughter, Rulyne, is considered one of the most desirable maidens in Orbaal and has an exorbitant brideprice. She wishes to join the *Order of the Crimson Dancer* at Quimen.

EDERWYN, Gulf of [G10+]

An arm of the Haonic Ocean to the south of the Härnic Isles. 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 held responsible for the rough seas.

EDINO Keep [E8]

Realm: Kanday Holder: Sheriff of Daen
Population: 370 Liege: King of Kanday

The moot of Daenshire built in 403 by Queen Elana of Aleathia. Following the annexation of that kingdom by the Corani Empire in 453, Edino became the residence of one of the deputy governors of Aleathia province. Edino is most famous as being the birthplace of Andasin I, the founder of Kanday, whose father was executed by the Theocrats. In 598 Andasin attacked Edino and seized it from the vicious warlord Taklar Zedabas, known locally as *The Ogre*. The Sheriff of Daen is Sir Crasel of Avandar, a hardworking and laconic man of forty eight.

EFESIR River [M6+]

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.

EIDRU, Keep [F7]

Realm: Tharda Holder: Eidru Cohort (8c)
Population: 620 From: Eidel Legion

Built in 452 to guard the southern approach to Kuseme and Coranan. After the fall of the Corani Empire in 565, Eidru was

in the hands of a brutal Morgathian despot called Jamyn of Mykman who was assassinated in 589. For a time Eidru was an independent republic, but was annexed by the Coranan Republic in 623. The keep was captured by the armies of Kanday in 665 during the Five Year War and remained a part of that kingdom until 712 when it was recaptured for the Republic by Kronas Elernin. The district legar is Morasy Yemala, who is husband to Florane Elernin, the eldest daughter of Kronas Elernin. The commander of Eidru Cohort's eight companies is Tobrin Levrel, a member of the powerful Levrel clan from Noru.

EIGHT DEMONS, Order of the



An Agrikan, female clerical-order, infamous for sexual-torture, mutilation, and sacrifice of male captives brought to them by its sponsored fighting-order, *Cohorts of Gashang*. The order was established in 714 when it split from another order, *Herpa the Mace*. The order's motherhouse is in Shiran; other temples are located in Coranan and Golotha.

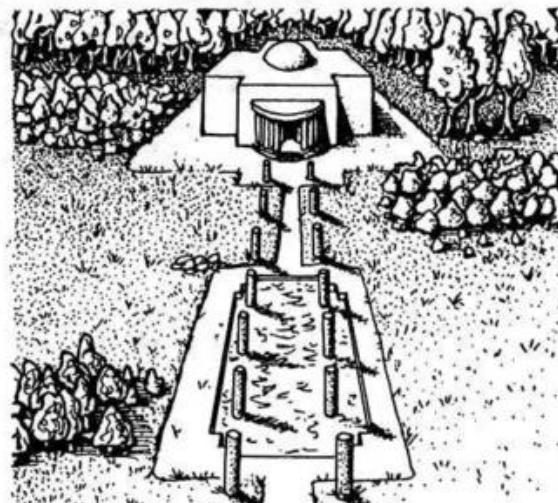
EJATUS [I2]

A Gargun cave-complex located in the eastern Jahl Mountains, inhabited by Gargu-khanu and Gargu-araku.

ELF (See: Sindarin)

ELKALL-ANUZ [I6]

The best preserved of several sets of ruins, collectively known as the *Plain of Towers*. 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 was once the capital of Lothrim, the despot who ruled much of central Härn from 110-120 TR, and was the largest human city on mainland Härn at this time. There are many unexcavated barrows in and around Elkall-Anuz, some dating from before Lothrim. The surrounding region is inhabited by some *Chelni* tribes, but the ruin is generally avoided by them. The well preserved Earthmaster temple is illustrated.



ELMITHRI

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*.

ELNAR, Island [M10]

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

ELSHAVEL, Castle [I7]

Realm: Erael Holder: King of Erael
Population: 800

The principal settlement of the elven Kingdom of Erael, located on the left bank of the Enorien in the carefully tended woodland heart of the Shava Forest. The site has been occupied by the Sindarin for more than ten thousand years, but it became the center of Sindarin culture only after their withdrawal to the Shava Forest around 680 BT. Although small, the town and castle are "enchantingly beautiful".

The castle is the principal seat of Aranath, the Sindarin king for the past fourteen centuries. Crossing the Enorien river at Elshavel is a very old stone bridge called the *Iant Uial* (Twilight Bridge). This is the western end of the Analinsir Road to Ulfshafen, the only paved road in eastern Härn. Other prominent structures are the *Silver Harp Palace of Arms* and the *Silver Lute Place of Harpers*. Said to be powerfully enchanted, Elshavel is almost always closed to non-Sindarin except for a few trusted and resident Jarin.

**EMABA Strait [C9]**

A rough-water passage dividing the isle of Anfla from Härn. 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

Embalmers have a monopoly on the commercial preparation of corpses for burial. Some temples and noble houses bury their own dead, but they often employ a master Embalmer to actually do the work. Embalmers are skilled in all the prevalent local arts and customs and can discretely make whatever arrangements are required.

The embalmer's principal market is with the upper and middle classes; most simplefolk are cremated or buried in simple or unmarked graves.

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]

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 common belief is that the Sindarin derive their longevity, good health, and youthful appearance from its waters.

EQUANI, The

The warrior tribesmen of Equeth, the Equani are divided into several dozen tribes, ranging in size from 40 to 130. They hunt mainly with spear and bow, and are among the most primitive of Härn's wild humans. They seem to live for war. They are constantly fighting with the *Urdu* and *Ymodi*, to say nothing of the always troublesome Gargun to the south. Even among themselves, the Equani raid for food and women. The heart of their culture is a war cult, whose leader is the tribal chief. Males bear elaborate self-branding marks inflicted as part of a puberty ritual.



EQUETH [F4+]

A rough, forested coastal region, 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*, fierce tribesmen of Jarin descent.

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.

ESENOR, Keep [K5]

Realm: Kaldor	Holder: Baron Tesla
Population: 400	Liege: Earl of Gardiren

A keep in Balimshire held by clan Tesla. The keep was first built in 285, but was entirely rebuilt in the middle of last century. Baron Tesla is a shrewd intriguer with many friends (and enemies) at court.

ESURON Keep [F7]

Realm: Tharda	Holder: Esuron Cohort (3c)
Population: 575	From: Coranan Legion

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

ETECE, River [I3]

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

EVAEL, Kingdom of

The last remnant of the elven kingdom which once covered all of Hârn. Some fourteen centuries ago, unable to stem the tide of human immigration, the Sindarin renounced claim to Hârn's sovereignty and withdrew to the Shava Forest. Evael is now more of a sanctuary for the 5,000 elves of Hârn than a kingdom in the human sense.

Evael's borders are the Farin River on the west, the Wend on the north, and the Kald on the East. The islands of Yaelin and Kebeth are also loosely controlled parts of the kingdom. Most of Evael's Sindarin population live in isolated clanhouses scattered throughout the Shava Forest. There are only two large settlements: Ulfshafen, the only port; and Elshavel, the royal seat of Evael's founding monarch, King Aranath, who still rules. Both major settlements have a population of humans of Jarin descent. The Shava Forest has a reputation for all manner of strange enchantments; few non-elves are permitted within. The kingdom takes little notice of the rest of Hârn, although some trade is conducted through the port of Ulfshafen.

EWEN, Keep [E7]

Realm: Kanday	Holder: Constable
Population: 405	Liege: Earl of Heroth

A keep in Noreashire, Ewen was built during the Corani Empire in 386 to complement the fortification at Techon. The settlement is notorious for *Sanguine Azura*, the month long orgy of execution in 557 during the purges of Medak, the last Corani Emperor. During the Interregnum, it was the center of the "Kingdom" of Ravin, governed by the brigand "clan" Soursi. The Laranian fighting order, *Checkered Shield*, captured Ewen in 623, and the keep has been one of the fiefs of the Earl of Heroth since that title was created. The present constable is Sir Willem of Tast, a distant cousin of the Earl.

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FANA [L4]

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

FARIN, River [I5]

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 cruel *Tulwyn*, who inhabit Athul, will never cross the Farin River, a taboo related to some unpleasant experience with the Pesino ruins. The river is fordable at Trobridge Inn.

FEBEN, River [G2]

A cold, swift Orbaalese river. The Febe's source is meltwater of the Hoengreb glacier, then it feeds and drains Jariga Lake into the Sea of Itikir.

FELGOTH [L5]

A Gargun 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 [H6+]

Hârn's most inhospitable region, lying generally between Lake Benath and Kaldor. The range has 14 peaks above 6,000 feet, including Mt. Wynan, Hârn's highest mountain at 9766' and its sister peak, Mt. Woben at 9597'. Numerous legends surround these two majestic peaks. They have been rumored to house *Lahr-Darin* although no real evidence of this exists. Another

legend relates that in the distant past, Hārn was 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. In any event, atrocious winters and terrain, and equally unpleasant inhabitants, make the Felsha Mountains a hard place to survive. The principal natives are Gargun at Gifuso, Nizus, Korego and Pryeh. The area east of Misyn is also noted for its transient *Ivashu*, and a few scattered human tribes.

FIGHTING-ORDER

An organization of fighting-men. Fighting-orders are generally comprised of a number of knights-bachelor, but may also have a "commonality" of simple warriors. 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 Hārn's principal fighting-orders; each is described under its own entry:

Agrikan	<i>Cohorts of Gashang</i>
Agrikan	<i>Copper Hook</i>
Agrikan	<i>Crimson Dancer</i>
Agrikan	<i>Demon Pameshu the Insatiable</i>
Agrikan	<i>Red Shadows of Herpa</i>
Agrikan	<i>Roving Doom</i>
Agrikan	<i>Warriors of Mameka</i>
Laranian	<i>Checkered Shield</i>
Laranian	<i>Lady of Paladins</i>

FINDUMON, Keep [E8]

Realm: Kanday	Holder: Baron Seben
Population: 360	Liege: Earl of Heroth

A fief in the Urienshire, Findumon was built by King Alash of Aleathia in 365. During the Interregnum, Findumon was the capital of the petty kingdom of Kendela ruled by clan Seben. In 689 Nasla Seben swore fealty to Andasin III and was made a vassal of the Earl of Heroth. Daffyd Seben, Nasla's son, is thirty eight and suffering from the early stages of a wasting disease.

FIRIS Castle [G6]

Realm: Tharda	Holder: Firis Cohort (4c)
Population: 625	From: Shiran Legion

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

FISEN Keep [K5]

Realm: Kaldor	Holder: Constable
Population: 190	Liege: Earl of Kiban

A keep in Balimshire, held by Sir Dagald of Jendral, constable for Earl Dariune of Kiban. Sir Dagald owes his position to a timely marriage with a rather simple-minded daughter of the lesser branch of Clan Dariune.

FJAGA, Keep [H2]

Realm: Orbaal	Holder: Clan Staeld
Population: 850	Tribute: King of Orbaal

Built by the Jarin in 512, Fjaga was captured by the Ivinians in 666. Albyn Staeld, 30, succeeded his father Poraan as Valhakar after the latter's demise at the Cape Renda disaster during the attempted sacking of Thay in 707. He is a clever and vigorous valhakar. The Staelds are loyal cousins of the Taareskelds and hold Fjaga at the king's pleasure.

FOBIN, Keep [E7]

Realm: Tharda	Holder: Geshtei Cohort (11c)
Population: 625	From: Gerium Legion

A fortress in Gerium Province, built in 347 by the Emperor Lobir on a previously unoccupied site. The keep suffered major damage during the Great Flood of 521, but was not fully repaired until 635 when the expansionist plans of Arlun of Rethem became clear. Fobin is the headquarters of the Geshtei cohort, the strongest single cohort in Tharda with a strength of eleven companies, although six of these are based at Geshtei which is the official headquarters of the Gerium Legion. Commander of the cohort is Horik Baral.

FOSUMO, Keep [M8]

Realm: Melderyn	Holder: Lady of Paladins
Population:	Liege: King of Melderyn

Fosumo Keep was built in 624 atop a rock outcrop that commands the surrounding area and provides an excellent view over the Nuem River. The keep was granted to the Laranian fighting-order *Lady of Paladins* in 654. Fosumo is commanded by Sir Selic Orgone, a senior Reblena (Knight Commander) of the order. The grandmaster of this order holds Cundras.

FOY, River [G3]

A short, swift river rising in the snowfields and glaciers of Mt. Tendut, then plunging northward to meet with the Weben to form the River Peliryn.

FUMING GATE, Order of the



An Agrikan clerical order which sponsors the fighting-order, *Copper Hook*. The Fuming Gate's only major temple is in Golotha. Since Ezar's War (682-97), both the clerical order and its fighting order have been in steady decline. The Golotha temple holds about a dozen priests, and perhaps the same number of knights of the fighting order.

FUR ROAD, The [I3+]

The trail running between Orbaal and Kaldor, so called because of the valuable shipments of furs brought south from Orbaal each spring. The trail passes through the range of the *Taelda*, who will at times solicit "gifts" for safe passage. An optional trail between Kaldor and Orbaal is Noron's Way which lies further east. See Noron's Keep for description.

G

GARDIREN, Castle [K4]

Realm: Kaldor Holder: Earl of Neph
Population: 640 Liege: King of Kaldor

The principal seat of Earl Curo of Nephshire. Once the capital of Serelind, Gardiren was built in 130 as a keep, rebuilt in 170 as a castle, and rebuilt again in 403 after the Kaldoric Civil War. Earl Curo also holds Pendeth and has vassal barons at Esenor, Setrew, and Yeged. He is a corpulent libertine who enjoys the pleasures of his table, but is none the less a competent intriguer.

GARGUN, The

A race of malevolent, small, intelligent humanoids, also known as Foulspawn, orcs, or goblins. The ancestral Gargun originated beyond Kethira and first appeared on Hârn in Elkall-Anuz c.110. It has been speculated that Lothrim brought them to Hârn by means of great enchantment to serve as warriors for his burgeoning empire. 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 Hârn's other culture-forming races.

The Gargun have a reproductive system resembling that of some insects. In each tribe there will 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 have no sexual contact with females. This is not to say that Gargun males are impotent; they are fully capable of rape, an ability which they happily demonstrate from time to time on females (and sometimes males) of human and other species.

Approximately one month after fertilization, the queen will lay, depending on her age and health, up to eighty gelatinous

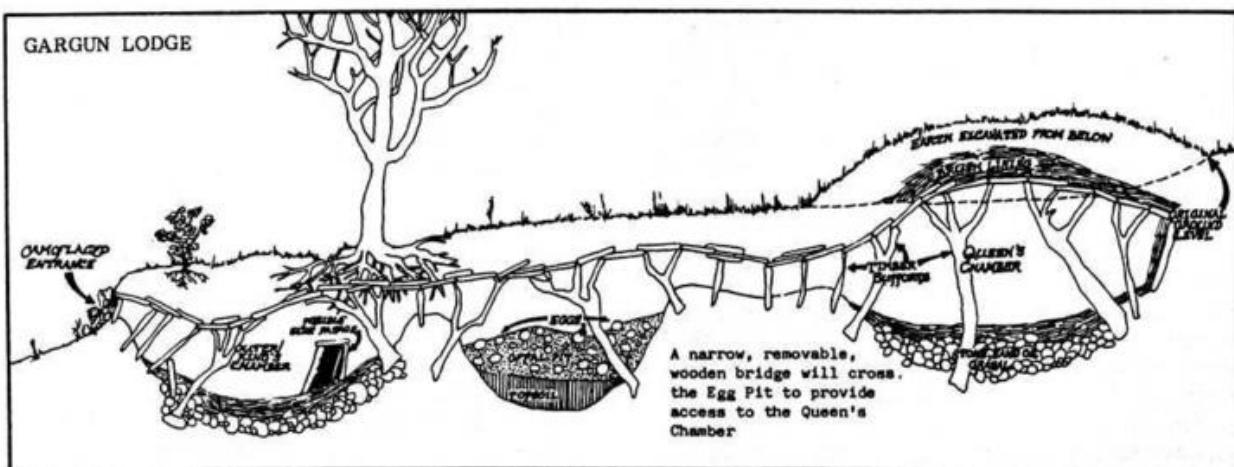
eggs. Queens are most fertile between the ages of eight and twelve. If the eggs are stored in a dark, humid environment, and given a good supply of decomposing organic material (offal), they hatch in three to six months. Newborn Gargun have an extensive racial memory, permitting almost immediate social 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, 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 among 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.

There are few, if any, social injunctions restricting the competition among the tribe's strongest and most intelligent males to become king, thereby gaining access to the queen. Methods chosen by the candidates range from 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.

Gargun have short lifespans. Fully grown within a year of hatching, they rarely live past the age of twenty five, although most die violently long before that. They constantly squabble, and maim and kill each other. 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 have an abiding hatred for the Khuzdul and will, if there is any chance of victory, attack any dwarves they happen upon. The two races have a long history of mutual animosity dating from the Gargun's appearance on Hârn 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 kill their food before dining. As a rule, Gargun are nocturnal, hunting and raiding only at night; sunlight seems to demoralize them.

When the population pressure in any Gargun settlement grows beyond the ability of the community to support, there will occur either a 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 a princess and fight their way out to freedom. Having escaped, the swarm will attempt to establish a new community. A swarm can be extremely unpleasant for any settlements or wandering parties in its path.

The Gargun are divided into five distinct sub-species: Gargu-arak, Gargu-hyeka, Gargu-khanu, Gargu-kyani, and Gargu-viasal. Contrary to widely held belief, the Gargun cannot interbreed among their own sub-species, at least not without the intervention of magic or alchemy. Each sub-species has unique social and racial traits detailed below.

Gargu-arak (Small or Streaked Orc)

The Gargu-arak are smaller and lighter than other Gargun, averaging about three feet in height, with streaky brown and tawny fur. Less repelled by the outdoors than the others, they may often be found dwelling nomadically in woodland or forest in tribes of 40-240. Despite their diminutive statures, 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 inhabit 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. The lodge will have several interlocking chambers and acquires additional side tunnels as time passes. The longer established tribes are likely to have manufacturing capacity; they make their own spears, bows and arrows, and possibly also Mankars (short, broad, blunt-ended scimitars). The Gargu-arak tend to avoid other Gargun whenever possible.

Gargu-hyeka (Common or Brown Orc)

The common orc represents about fifty percent of Hârn's Gargun population. Their fur ranges in color 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, but they are noted for their large cave-complexes. Most Gargu-hyeka communities are located on the edge of mountainous regions and 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; bands of 20 to 80 Gargun will be out constantly, hunting in a range extending 10 leagues (two hexes) around. The complex will be tunneled out of rock or earth and, although natural caverns may be included, chambers and passages tend to run in straight lines. There will be numerous redoubts and blind ways, pits, and other traps, all designed to foil invaders. The complex may have mines at one level or another, and some have armouries to 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 mail armour, but most of the adults wear leather armour, or none at all.

Gargu-khanu (Great or Black Orc)

At an average height of 4'2", the Gargu-khanu are the largest, strongest, and most murderous Gargun. Their fur is black or dark brown. They justifiably regard themselves as the "warrior elite" of the Gargun. Fortunately for the rest of Hârn, they breed far more slowly, and kill each other more readily than any other sub-species. Gargu-khanu may dwell in smaller versions of the Gargu-hyeka cave complex, but they are more often found as the ruling elite in a hybrid culture with Gargu arak and/or Gargu-hyeka as slaves.

Gargu-kyani (White Orc)

At an average height of 3'10", the Gargu-kyani are the second smallest of the sub-species. Their fur ranges in color from light brown to off-white. Although they sometimes roam in woodland bands like the Gargu-araki, they usually build cave-complexes in alpine regions. Tribes range from 200 to 1,200 in size. Of the various sub-species of Gargun, the kyani are the least prone to violence and have the least unpleasant personalities. They often 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 honor. Despite this, they still have an evil reputation among non-Gargun. They tend to avoid outsiders assiduously.

Gargu-viasal (Red Orc)

The Gargu-viasal, averaging four feet, are the second largest of the Gargun sub-species. Their fur is auburn to red in color. Except for their slower birthrate, smaller communities of 700-1200, and less frequent swarming, the culture and habits of the Gargu viasal are similar to the Gargu-hyeka.

GEDA Keep [L7]

Realm: Chybisa Holder: Baron Forsetha
Population: 240 Liege: King of Chybisa

A keep built in 460 and currently held by the Baron Kjal Forsetha who is of Orbaalese extraction and obtained the fief as a result of a wager. The previous holder, Ulaed Tesael, a notorious wenching, drunkard, had employed Kjal as a mercenary captain and in a alcoholic stupor bet that Kjal would be unable to lift his horse. Kjal apparently won the bet and the terms of the wager were confirmed in 715 by King Verlid VII who observed that he was well rid of a fool who would so readily cast aside his heritage. Kjal claims to be fifty, sixty, or seventy years old (depending on his mood) and still delights in performing feats of strength for his guests.

GEDAN [J2]

A site of Earthmaster origin in eastern Orbaal. Situated in well forested hills, it was used by the Jarin as an ancient burial ground and is sometimes referred to as the *Lodge of a Thousand Souls*. Few in their right minds approach Gedan at night and a Jarin resistance movement known as the *Aenghysa* (een-GY-sa) has taken advantage of this to establish their base at Gedan. Led by Gweffryn Seylnes, the Aenghysa engage in sabotage and assassination directed against Ivinians and Jarin collaborators. They are associated with an obscure Ilvirian sect, the *Order of Chuchlaen Wheelwright*, which has a secret temple here.

GEDIL Island [J1]

A mountainous, forested island off the northeast coast of Orbaal. It is the domain of the Lord of Sherwyn.

GEDYF [F4]

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

**GELDEHEIM, Castle [H2]**

Realm: Orbaal Holder: Clan Tarreskeld
Population: 600 (Royal Clan)

Built between 668 and 673 on the site of the captured Jarin keep of Lethwyn, Geldeheim is the seat of King Alegar II of Orbaal, valhakar of Clan Taareskeld. It is the strongest fortification and largest settlement in Orbaal and possesses a fine harbor, the Geldesfjord. Four keeps lie within the royal domain of Geldeheim: Ebein, Fjaga, Shien, and Zynholm. Each of these is held at the king's pleasure by relatives. The Tarreskelds are related to clan Tarren of Menglana (Ivinia). The King of Menglana has often claimed tribute from Orbaal with little success.

GELDYM Falls [F6]

A cataract on the River Pech in Kom. The district possesses a number of natural limestone caverns some of which are used by brigands.

GELEME, River [J5,J6]

A minor tributary of the Kald, rising in the Kathela Hills.

GELIMO [M10]

Five enigmatic, concentric rings of standing stones, located in heathland overlooking the rocky west coast of Melderyn. The stones are the best known remnant of the Henge Culture which flourished on Melderyn some 3500 years ago. 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 -- a Fyravian chantry has existed at Gelimo for almost 1800 years.

GEMINOST, Keep [E7]

Realm: Tharda Holder: Geminost Cohort (3c)
Population: From: Gerium Legion

Geminost was originally a fortress built by the Emperor Raelan to serve as a base for his campaigns against the Hefiosa tribes. Raelan's defeat and the near destruction of the empire halted construction. The keep was completed by Arosta the Conqueror in 375. The district legar is Arlin Holsine, the corpulent 47 year old clanhead of the powerful Holsine clan. The cohort's three companies are commanded by Tynar Baral.

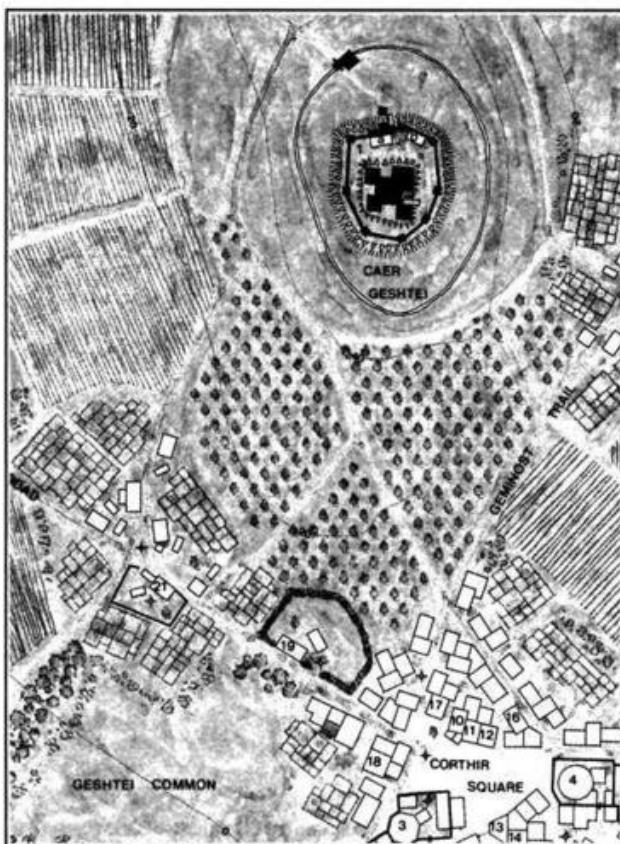
GENIN TRAIL, The [K7+]

The trail used by travellers between Thay and Tashal, named after the semi-legendary mage *Genin* (See Thay), although the connection with him is obscure.

GESHTEI, Castle [E7]

Realm: Tharda Holder: Gerium Legion
Population: 980 From: Thardic Senate

The capital of Gerium Province and headquarters of the Gerium Legion. Geshtei was built by the emperor Lobir in 345, and for a brief time, was larger than Coranan. The provincial marshal is Jithias Mariam, a young man of 20 who obtained the



office by the influence of his uncle in the senate (since assassinated). He commands Tharda's most powerful legion, twenty-five companies, eleven divided between Geshtei and Fobin, the balance at Geminost (3c), Imrium (6c), and Noru (5c). The provincial magistrate, Borisir Wytel, also resides in the town. He is a corpulent sensualist, well skilled in the intrigues of Thardic politics. Both men despise each other. Each goes out of his way to expose the other as being corrupt and incompetent. The castle guards a fine stone bridge across the Imris River.

GETHA, Keep [K5]

Realm: Kaldor Holder: Baron Indama
Population: 260 Liege: King of Kaldor

A keep in Nephshire, built in 280, and rebuilt in 440 after being razed by a fire in 437. Chimin Indama is a somewhat thick-witted vassal, but is an obedient and loyal servant of the king. His son has a remote claim to the Kaldoric throne. See: Bidow.

GETHEDON, River [H5]

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

GIFUSO [I5]

A Gargun colony of Gargu-hyeka on the eastern edge of the Felsha Mountains. The surrounding region is often swarming with miscellaneous Gargun bands.

GIMON, Keep [E9]

Realm: Kanday Holder: Baron Jevasa
Population: 320 Liege: Earl of Sarkum

A barony in Selionshire, held by the Baron Tobrin Jevasa from the Earl of Sarkum. Gimon keep was built in 426 by King Chernae of Aleathia as a present for one of his most trusted advisors. In 621 it became the capital of the small kingdom of Edern ruled by clan Daltene. In 689 Rogryn Daltene reluctantly swore fealty to Andasin III. When Rogryn died in 711 leaving no heir, the barony lapsed for five years. In 716 Andasin IV granted the title to Tobrin Jevasa and made the fief subject to his own father, the Earl of Sarkum. Tobrin is fifty two, and has been a close advisor of the earl for many years.

GLASSWORKERS' Guild



Since the methods of glass manufacture are not widely known, glassworkers are occasionally accused of employing 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 Hârnians, but the master glassworker can earn a good living producing glass pottery and stained glass for Hârn's elite.

GLENOTH, Keep [N9]

Realm: Melderyn Holder: Baron Halwyn
Population: 260 Liege: Earl of Nurisel

Glenoth is located on an island (same name) which has many ruined henges, and where several Earthmaster artifacts have been reportedly found. The Jarin arrived on Glenoth about 1300 BT, but their first attempts at colonization failed. Old legends tell of "the plague from the stones" that devastated their villages. The Jarin abandoned the island, only returning in about 800 BT. A Jmorvi chantry was established about a century later. The present keep was built in 489, replacing an earlier wooden structure. The current baron, a scholarly man of thirty eight, is married to the daughter of an Emelrene noble. His younger sister, Fralise, is married to King Chunel's younger brother.

GODSTONES

Enigmatic artifacts found at all Earthmaster sites. They are monolithic blocks, some 5' wide and 3' thick at the base, tapering slightly over a height of 10'. They are made of an impervious, dark gray, stone-like material, which is otherwise unknown on Hârn. They are also possessed of powerful psionic auras and are strongly associated with weird, often fatal events. The Godstones are in fact teleportal gates. The Earthmasters used them to travel between any two gates, and even between worlds. Most godstones are still operational and are used by a select group of mages with appropriate psionic abilities.



GOLOTHA, City of [D7]

Realm: Rethem Status: Freetown
 Population: 6,200 Charter: King of Rethem

The largest city of the Kingdom of Rethem, located on an island at the mouth of the River Thard. The Dedergon bridge links the city with Chakta keep on the south bank. Golotha is a chartered free town, governed by the Heptarchial Council, a body of seven "aldermen" dominated by the Church of Morgath. The primate of Agrik resides in Golotha, and the king maintains Caer Chaftar in the city.

The city was founded in 388 under the name of Merethos by Emperor Malian. During the Corani Empire, the city enjoyed prosperity as a port and trading center, 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 was established at Shiran. However, Golotha remained the religious center 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 until Rethem and then Golotha itself were conquered by Arlun the Barbarian in 635.

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, mainly with river traffic to and from Coranan.

Members of the governing heptarchial council are 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 Morgathian church, Golotha is generally regarded as the political heir to the Theocracy of Tekhos, although this would not be apparent from the large number of Agrikan temples and clerical orders in the city. Golotha contains the following temples and clerical orders.

Agrik	The Eight Demons
Agrik	The Fuming Gate *
Agrik	Herpa the Mace *
Agrik	Mamaka the Master of Steel * +
Agrik	The Octagonal Pit *
Halea	The Silken Voice
Ilivir	No recognizable order
Morgath	The Lord of Chaos * +
Naveh	Order covert
Save K'nor	The Hyn-Aelori

* Headquarters of the Order.

+ Seat of the Primate of Härn.

GOMISEN, River [E6,E7]

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

GOSUS, Keep [N10]

Realm: Melderyn Holder: Baron Maradyne
 Population: 285 Liege: Earl of Nurisel

A keep in Cherfinshire, held by the powerful Baron Nathan Maradyne. A hillfort was built here about 300 BT. The present fortification dates from 202, although it was renovated and expanded in 412 and 673. Nathan is over eighty and in poor health. Because all of his sons are dead, his heir is his grandson Jaryk who has travelled extensively on Härn, and spent a year at the court of King Miginath of Kaldor.

GOZYDA, The

Forest tribesmen who control the Mimea Hills in western Härn. Organized into bands of sixty or less, they subsist on hunting, raiding, and larceny. The Gozyda have always welcomed into their ranks numerous outlaws from Tharda and Kanday, and this has brought them both new blood and technology. Combined with their skill at employing guerrilla tactics, this policy has helped them to survive the jealous attentions of both states. A branch of the Gozyda, inhabit the nearby island of Domid.

GULMORVRIN, The

Possessed of demonic power, the Gulmorvin are the most feared of the undead of Morgath. Governed by the great demon Klyss, the Gulmorvin 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 Gulmorvin, all who

lack the will to resist, will fall into the *endless death*. Gulmorvin are not created, they are converted from ordinary mortals. In their new form, they retain any powers they previously had, and receive also the *Shadow*. If the Gulmorvin serves Morgath well, it may be granted additional powers, and possibly a *Bukrai Blade*, a sword that enhances the *Shadow* of its wielder. Regardless of how well a victim comes to serve the Lord of Chaos, Gulmorvin inevitably become subservient to Klyss; eternal suffering is their ultimate reward.

GUTHE, River [L4,L5]

A swift-flowing tributary of the Nephene River, fed by the Jenzu snowfield.

GWAERYN, Keep [H3]

Realm: Orbaal	Holder: Clan Aeryn
Population: 190	Tribute: Prince of Leriel.

A Jarin keep, originally built in 388, now being upgraded to stone. Symael Aeryn is thirty seven, a soft spoken and seemingly gentle man, whose benign manner disguises a shrewd politician. He is a moderate who believes that, given time, the Ivinians will be assimilated into Jarin culture. He has little respect for fanatical Jarin patriots.

GYFYN, Keep [G1]

Realm: Orbaal	Holder: Clan Djagg
Population: 120	Tribute: Lord of Tandir.

Built in 561 by the Jarin, Gfyyn was captured in 671 by the Ivinians. The valhakar is Jurri Djagg, 43, an aggressive and skillful warrior who distinguished himself during the Jarin Rebellion and Thay raids. The Djaggs are related to the Dagens, the royal clan of Ibanvaal. They resent their lesser status in Orbaal and seek to expand their domains. A colony was recently founded on Movel Island in the Afarezirs, but it failed due to poor weather and minimal support. Another attempt is planned.

GYTHRUN, Castle [M8]

Realm: Melderyn	Holder: Earl of Biren
Population: 190	Liege: King of Melderyn

The principal seat of the Earl of Biren, Gythrunk was built in 243 as a keep. The castle was constructed in 630 when the Earldom was created. Larryn Gwenalin, the fourth earl, is a cousin of King Chunel. He is a vigorous man of fifty five, who has improved the settlement's port facilities (he owns a fleet of six merchant vessels) and has pushed for increasing colonization of Birenshire. He is a close friend of the Sheriff of Biren whose seat is Racyn Keep. Larryn is a devout Laranian and a lay member of the fighting order *Lady of Paladins*. He is distressed by that order's cruel activities against the Solori and has quarrelled with the grandmaster on several occasions. He has petitioned King Chunel, and the Laranian pontiff at Tengela (in Trierzon) to intercede, so far without effect.

GYZEM, Isle of [H10]

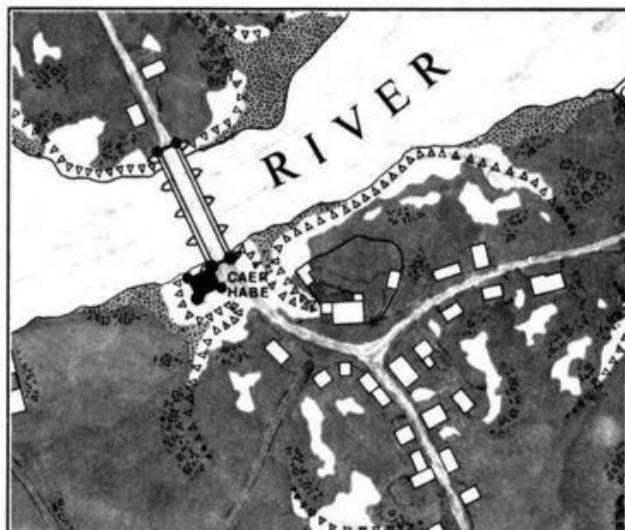
A small, isolated, hilly, forested isle in the Gulf of Ederwyn. It is the site of the fabled sunken city of Ridow.

H

HABE, Keep [L4]

Realm: Azadmere	Holder: Baron Kophar
Population: 250	Liege: King of Azadmere

The principal human settlement within the dwarven Kingdom of Azadmere. Habe sits astride the paved road from the city of Azadmere to Zerhun, and guards the ancient Gazhar Bridge across the diminutive Idain River. The fief has been held by clan Kophar for almost 600 years, and the surrounding croplands and pastures are the main source 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 King Hazmadul III of Azadmere. Foreigners are rarely permitted to approach closer to Azadmere than Habe.



HALEA



*"The Empress of Opulence,
Maker of Bargains,
Guardian of the Treasure Hordes,
Queen of Pleasures,
Enslaver of Hearts and Loins,
Unchaste Lady of Ten Forgotten Acts
Tempress 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.

The mythical residence of the Goddess Halea is called the *Crimson Chamber*. Here, the immortal lady's "chosen" enjoy an afterlife filled with sexual, culinary, and other erotic pleasures, until they presumably go mad and are replaced by new chosen.

Halea requires no particular morality of her adherents but she demands 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 favors. The Goddess prefers to bargain from a position of strength with those in great need of her aid. Halea always keeps the pacts she makes, although not always in the way anticipated. Those who would bargain with the Unchaste Lady had best hasten to fulfill their part; Halea is a jealous mistress, quick to anger.

Many scholars 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. The *Order of the Silken Voice* is the only clerical order.

Halea's priesthood is composed entirely of women of pleasant appearance who are fond of esoteric frills and ambiguous wording. Their ritual garb is diaphanous and of all the hues of the rainbow, but the colors purple, crimson, and gold dominate. Various symbols are used. Among them are stylized bells, coins, and genitalia. A priestess conducting a ceremony improvises or composes the service as she proceeds. Monthly high masses invariably end with an orgy and are well attended.

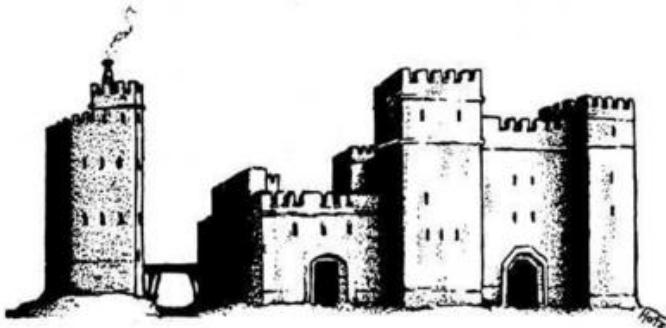
HAONIC Ocean [A6+]

Kethira's largest ocean. There has been no recorded crossing of the ocean, and few attempts, since the edge of the world is commonly known to lie 100 leagues west of Hârn.

HARDEN, Castle [M7]

Realm: Melderyn	Holder: Earl of Elorin
Population: 1250	Liege: King of Melderyn

The principal seat of Earl Marric Alaga who is descended from the ancient kings of Elorinar. Harden was the primary settlement of the Lakori tribal people, and the center of the old kingdom of Elorinar, annexed by Melderyn in 223. The present castle was built in 352 and protects the fourth largest settlement in the kingdom. The former economic dominance of Harden in this region has declined since the founding of Thay two centuries ago. In private, the Earl of Harden has been heard to lament the failure of the Orbaalese to destroy the city in 705, and he was notably tardy providing assistance at the time.



HARPERS, College of



Harpers are accomplished musicians, most of whom earn their living as performers, although some specialize in the crafting of fine musical instruments such as the harp, flute, drum, horn, and lute. Truly great harpers can make instruments of seemingly awesome enchantment, and a few players have been able to coax any emotions they wished from their listeners. Harpers play an important role in the conveyance of news, tales, legends and oral histories. In especially great demand are minstrels from afar bringing hardly credible songs and tales of strange folk and places. Ivinian skalds are noted for their epic tales of heroes and villains. While they rarely play for outsiders, the Sindarin are without doubt the best at these arts, beloved for their beautiful but often unfathomable songs.

The College of Harpers sponsor a select number of Harpers' Halls throughout western Lythia. There are four harpers' halls in the Hârnlic Isles:

Aleath	<i>Aleta Hall</i>
Azadmere	<i>Sinain Hall</i>
Cherasfir	<i>Tuven Hall</i>
Elshavel	<i>The Silver Lute</i>

The Azadmere hall is exclusively for the Khuzdul. Elshavel is regarded as the finest place to study, but only humans with the greatest of talents are invited to that august institution. Admission to a hall is by audition. If accepted, an apprentice can look forward to 4-8 years of intensive study and training, followed by a dozen or more years as wandering bard, before he will acquire the elite status of Master Harper.

HEBON, Keep [D9]

Realm: Kanday	Holder: Constable
Population: 190	Liege: Earl of Sarkum

A keep in the Selionshire, Hebon was built by King Xuaka of Aleathia in 433 and made an Imperial naval base in 524. In 602 it became the center of the kingdom of Andur, ruled by clan Belle. In 688 Hebon fell to Rethemi armies during Ezar's War. Most of the ruling clan perished in the attack. In 690, Andasin III lost his life recapturing the keep. According to local legend, his ghost is said to appear on irregular occasions. The constable is Sovril Milaka, the Earl of Sarkum's younger brother.

HEDIRO, Keep [G6]

Realm: Tharda	Holder: Hediro Cohort (4c)
Population: 560	From: Shiran Legion

A fortress and district capital in Shiran Province, although the district administration will be moved to Cestor in 721; the headquarters of the cohort has already been transferred. Hediro has a superb harbor, but is infamous for a series of violent and mysterious attacks on local residents. Victims have been found dismembered and partially eaten, and no clue has been found to the perpetrator of these acts. The district legar is Polane Jeredosta, a relative of the provincial marshal. The commander of the Hediro Cohort's four companies (three at Cestor, one here) is Kalarn Horla. (See: Cestor)

HEFIOSA [F6+]

A rugged, mountainous district in Tharda. It is an infamous sanctuary for dozens of small bands of brigands

HENWE, Keep [D7]

Realm: Rethem	Holder: Baron Pozen
Population: 210	Liege: Earl of Tormau.

Henwe was originally a Corani Empire fortress, but was rebuilt during the Theocracy of Tekhos. King Nemiran created the barony of Henwe in 672, granting the keep to clan Pozen as a vassal of the Earl of Tormau. The present baron, Ledrek Pozen, is fifty three and has no direct male heir. Although his loyalty to Earl Lynnaeus is not in doubt, he fears the possibility of civil war due to his isolation from Tormau.

HERALDS, College of

The *College of Heralds* is closely associated with the nobility. All young nobles are required to learn the fundamentals of heraldry, and those unlikely to inherit much of anything form the majority of college entrants.

Most heralds are bonded to noble households where they are responsible for keeping records of family genealogies and arms, and teaching clan history. A few 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 battle is to be joined, heralds from opposing camps usually meet to exchange formalities, conduct last minute negotiations, discuss terms of surrender, etc. Opposing heralds often watch the battle from the same vantage point, free from any harm.

The colleges in which heralds receive their advanced training are also the repositories for heraldic records. All Hârnic realms have a regional college. The Melderyni college at Cherafir holds in its archives the official records for the entire Hârnic Isles, and is the residence of the chief herald of Hârn. The grounds of all Hârnic colleges (below) are inviolate by law; even kings are forbidden to enter them without invitation.

Azadmere	<i>White Mountain Lodge</i>
Burzyn	<i>Tower of the Unicorn</i>
Elshavel	<i>Silver Harp Palace</i>
Tashal	<i>Enclave of the Holy Oak</i>
Aleath	<i>Violet Mantle Palace</i>
Cherafir	<i>Enclave of the Golden Orb</i>
Geldeheim	<i>Gray Whale College of Arms</i>
Golotha	<i>Manse of the Sanguine Saltire</i>
Coranan	<i>Palace of Gules</i>

Only nobles, fighting-orders, and standing legions may receive a grant of arms; only the College of Heralds may make such a grant. There are severe penalties everywhere for bearing false arms. An application for a grant of arms requires that a unique design be submitted to the nearest regional college, which will then pass it along to Cherafir for Hârnic registration. It will usually take at least four months for a grant to be approved, longer if design conflicts arise. Registration fees are typically about 5,000d, payable in advance. When the holder of a grant of arms travels beyond the Hârnic Isles, he is required to *difference* his arms by adding a scalloped azure bordure to his escutcheon (shield). This marking is exclusive to Hârn.

HERAS, Lake [I6]

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

HEROTH, Castle [E7]

Realm: Kanday	Holder: Earl of Heroth
Population: 570	Liege: King of Kanday

The principal seat of the Earl Sinel Cassean. Built as a Corani Empire fortress in 421, Heroth's seizure by Xuaka of Aleathia in 443 sparked the war between the two states that resulted in the annexation of Aleathia by the Empire. Following the collapse of the Theocracy it was ruled by a series of violent despots who styled themselves Lords of Norea. In 623 it was captured by the order of the Checkered Shield. The Earldom was created by Andasin II in 647 for Clan Cassean. The extensive forests surrounding the site are a prominent source of yew for the making of longbows, but are also an infamous refuge for assorted brigands. Earl Cassean, an ambitious aristocrat in his late forties, is currently attempting to marry his daughter to the king, an event which is not viewed favorably by the Earl of Sarkum.

HERPA THE MACE, Order of

An Agrikan clerical order sponsoring the fighting-order, *Red Shadows of Herpa*. This is the most mystical of Agrik's orders; it deeply involves itself in politics, favoring a crusade against the Laranian dominated kingdoms of Kaldor, Kanday, and Melderyn. Its main temple is in Golotha and it maintains a covert temple in Coranan, engaged in subversion. In 714, a faction broke off to form the *Order of the Eight Demons*.

HERU, Keep [J5]

Realm: Kaldor	Holder: Constable
Population: 415	Liege: Earl of Qualdris

A keep in Semethshire, built in 548. The constable, Sir Bereden of Pawade, is a skilled administrator who has dramatically increased the revenue of the fief. He has not seen or heard from his liege, Earl Meleken, for over a year, and is considering mounting a search party to find him.

HIBUT, Keep [F7]

Realm: Tharda	Holder: Hibut Cohort (3c)
Population: 570	From Coranan Legion

Hibut was once an old Corani tribal fort and many of the hills to the north are capped with stone cairns said to be the graves of Corani chieftains. The great Corani chief, Corthir, founder of the Corani Empire, built Hibut keep in 307. Made of stone, the original keep still stands, but is in serious need of repair. The district legar is Jurdin Melvoen, a weak administrator who is strongly influenced by Poris Kardan, commander of Hibut Cohort's three companies. Poris is a good friend of Marshal Kronas, magistrate and marshal of Eidel Province.

HIDEWORKERS' Guild

Members of the Hideworkers' Guild have a monopoly over the curing of all types of hides (including furs) and leatherworking. A master hideworker's establishment may be a tannery where hides are cured or a retail workshop where leather products such as boots, belts, or whips are made. Leather armour and saddles are monopolies of the Weaponcrafters' and Ostlers' guilds, but they buy cured hides from Hideworkers. Tanneries are nearly always located on the downwind outskirts of a town because of the stink of the urine used in the curing process. Tannery hideworkers purchase raw hides and furs from anyone, although most are obtained from local manors and Mercantylers.

HIKUN [F6]

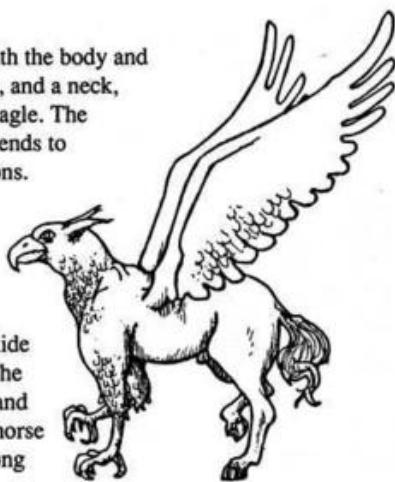
Located around Geldym Falls on the River Pech in the Thardic province of Kom are several iron mines, Hikun being the largest. Rumors that gold and silver are mined at Hikun are falsely spread to mask the real gold and silver mines, whose secret location are at Iracu. The ore from Hikun is shipped downriver to Stimos for smelting and then to Shiran.

HIMOD [G3/H3]

A hilly, forested wilderness between the Jahl and Rayesha Mountains. Himod is the range of the *Ymodi*, tribesmen noted for their tracking and hunting skills.

HIRENU

A rare chimera with the body and hindquarters of a horse, and a neck, head and wings 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 can glide silently onto its prey. The Hirenu is omnivorous and is particularly fond of horse meat. Very few are strong enough to carry men. They are unintelligent.

**HJAEL, Keep [H1]**

Realm: Orbaal
Population: 95

Holder: Clan Erlanger
Tribute: Lord of Kerien

Built in 502 by the Jarin when it was called Powythys, the keep was captured and renamed by the Ivinians in 674. Valhakar Sweyn Erlanger is over sixty, but is still a powerful warrior. He is very fond of roistering with his warband. The Erlangers are a junior branch of clan Erlang from Seldenbaal.

HODIRI, The

The tribal nation of Horadir in southeast Härn. They are extremely fierce warriors, some say the equal of a Melderyni or Kaldoric knight. At the moment, the Hodiri are not particularly hostile to their neighbors, coming frequently to Burzyn to trade their horses and cattle for the products of civilization. They still raid the *Solori* and each other for slaves and wives, and will occasionally attack trade caravans.



The Hodiri are a nomadic people; most families own a large ox-pulled cart which serves as a mobile home. The whole Hodiri nation gathers every year at the tribal moot of Patrel. The Hodiri are well known as breeders and riders of small, but stout horses, and they also keep sizable herds of cattle and sheep. They are loosely organized into about 80 tribes, 60 to 300 strong. Various past 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, a development that would not be eagerly anticipated by Melderyn or Chybisa.

HORAB, Cape [L10]

Härn's most southerly headland, Cape Horab is *World's End* to the *Hodiri* nomads. Its gentle, wooded shore 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+]

An extensive woodland plain in the southeast of Härn, claimed by the Earl of Elorin (Harden) who calls it Dyriamarch. From time to time the earl sends scouts and punitive expeditions into the region from Laket. But his influence over Horadir has not been noticed by the *Hodiri* tribesmen who dominate the region.

HORKA, River [L8,M7]

A river rising in the Anadel highlands, flowing 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.

HRU, Ivashu

Known as the Rock Giant, the placid, giant Hru has the appearance of a bloated, dry *Nolah*. 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 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]**

Realm: Kaldor Holder: Sheriff of Osel
Population: 340 Liege: King of Kaldor

The keep was built in 430 by Aidrik IV as a stronghold against the Pagaelin. The office of sheriff is currently vacant, the duties being handled by Sir Kodar Maradyne, bailiff of a nearby manor.

HUVOS, Keep [M7]

Realm: Melderyn Holder: Baron Perhel
Population: 345 Liege: Earl of Nurisel

Huvos keep, built in 580, has an unusual octagonal design. It was held by a constable for the King of Melderyn until 630, when the Shires Edict established the barony of Huvos. Lanise Perhel has been baroness since the death of her brother in 715. She is a tough, uncompromising woman in her late twenties, renowned for her cynical wit, unmarried, with no interest in changing that status. She is rather ugly, a fact of sardonic pride, for she often refers to herself as the "Hag of Huvos".

HUXUTH [H4]

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

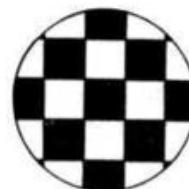
HYEN Keep [D7]

Realm: Rethem Holder: Company of the Copper Hook
Population: 225 Liege: King of Rethem

A fief in Zabinshire, Hyen was built in 532 as a Corani fortress. In 681 King Nemiran granted it, along with Menekod, Dunir and Selvos, to the *Copper Hook*, an Agrikan fighting-order. In 682 the order provoked Ezar's War (682-697) by attacking Kanday, eventually losing all possessions except Hyen. The Copper Hook has never recognized the peace that ended the war, and continues to skirmish with the Laranian fighting order, *Checkered Shield*. The Earl of Tormau has been secretly supplying money through intermediaries to the order to continue its "war" with the Laranians, a ploy to keep Chafin III busy looking south while the earl prepares for civil war in the north. Grandmaster of the order, fifty two year old Marag of Yeredar, may not be aware of the true source of this aid, but his sad demeanor masks a clever and scheming mind.

HYN-AELORI, Order of the

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

HYVRIK, Order of

The Larani clerical order which sponsors the fighting-order, *Checkered Shield*. Headquartered in Aleath, the order was founded as an underground resistance movement during the Theocracy of Tekos, and restricts its operations to western Härn. Other major temples are in Coranan, Dyrisa, and Shiran. The order is very wealthy, holding vast estates throughout Kanday.

I

IBONOST Keep [F7]

Realm: Kanday Holder: Constable
 Population: 465 Liege: King of Kanday

Built in 497 as a Corani Empire fortress, Ibonost was the first major settlement taken by Andasin I on his rise to the throne of Kanday when he seized it from its Tekhosian governor in 589. During the Five Year War, the Battle of the Teb Marshes was fought in 663 near Ibonost, ending in Kandian defeat and the loss of the keep to the Thardic League. The Treaty of Quivum in 666 returned Ibonost to Kanday. The keep is of considerable sentiment to clan Kand, and despite its proximity to the Thardic Republic, remains a favorite summer residence of Andasin IV. The constable is Sir Burdas of Kandry, a distant relative of the king. He holds three nearby manors in his own right. Knights of the *Checkered Shield*, who hold a nearby manor, serve as a personal guard for the king in residence.

IDAIN, River [L4]

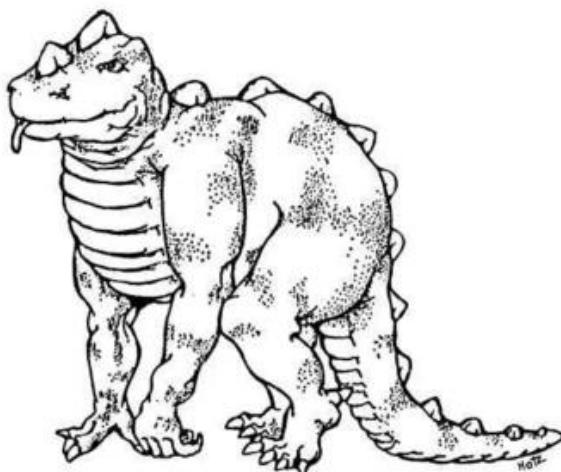
This river is unnamed on the map. It is located in the Sorkin Mountains, and empties into Arain Lake. Habe keep stands on its south bank guarding an old stone bridge.

IKOM, Isle of [N9]

A hilly and forested island off the north coast of Melderyn. The island has been inhabited for more than three thousand years, and is something of an enigma to outsiders. The principal settlement is Chyrefal.

ILME, The

A strange race of intelligent mere-dragons. These creatures bear some likeness to their great dragon cousins, and many a reported tale of dragonkind was almost certainly really an Ilme



encounter, but there are significant differences. 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. The two sexes live apart except when mating. Despite their undisputed strength, male Ilme are somewhat cowardly, and are frequently bullied and robbed by local Gargu-arak bands. They prefer to hunt from ambush or eat carrion. They will rarely attack intruders, but will fight with desperation when cornered. Even then, they usually try to negotiate first. Female Ilme are another matter; they will attack and fight intruders with limb-tearing ferocity, especially to protect their young. The Ilme do not breathe fire although their breath is far from sweet.

ILMEN Marsh [L6]

Extensive marshlands on the southeast shore of Tontury Lake. The marshes contain bottomless bogs and are the home of the *Ilme*.

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 Sterile Lands."*

Ilvir is the only deity who dwells permanently on Härn. He is best known as the lord-creator of the *Ivashu*. Ilvir is also known as the Craven Lord because he seldom ventures from his home at Araka-Kalai. He is symbolized by a sundered claw, supposedly the severed claws of Agrik which Ilvir picked up to make his creatures.. His colors are yellow and brown.

The worship of Ilvir is scattered widely throughout Härn, but is uncommon except among the Jarin of Orbaal. Ilvir makes few demands on his followers and gives little in return. The religion is shrouded in so much mysticism that many claim even its clerics have no idea of what is going on. Ceremonies have been known to include animal and even 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, and there are numerous doctrines, some quite contradictory, followed by dozens of minor sects. There are Ilvirian temples in Golotha, Tashal, Shiran and Leriel; the last two being jumping-off points for pilgrimages to Araka-Kalai. The known orders are:

Clerical Order	Temple
Sudelrhyn	Leriel +
Ochre-Womb	Araka-Kalai
Seafarer Ibenis	Shiran
Yellow Hand	Tashal
Pai-Gardith	Golotha
Chuchlaen Wheelwright	Gedan

+ Grandmaster is the effective primate for Härn

IMIDEN, Keep [E7]

Realm: Kanday Holder: Sheriff of Peris
 Population: 415 Liege: King of Kanday

The keep was built in 477 as a Corani legion fortress. In 624 its brigand holders surrendered to the order of the Checkered Shield. Imiden was the target of the attack that began Ezar's War in 682. The Sheriff of Peris is Prince Anaflas Milaka, the second son of the Earl of Sarkum and the younger brother of the king. Afaflas is heir to his father's title and also to the throne since Andasin IV has yet to take a wife. He is a capable and energetic administrator. Several lords of the realm wish he ruled in place of his weak, elder brother.

IMRIS, River [E6]

A tributary of the Thard, rising in the southern Rayesha Mountains. Except in winter, the river is quite busy with water transport carrying salt from Imrium.

IMRIUM, Castle [E6]

Realm: Tharda Holder: Imrium Cohort (5c)
 Population: 1050 From: Gerium Legion

The administrative center of a noted salt producing region, Imrium has been fortified since the fourth century. Most of the productive mines lie in the mountains northwest of the town. The district legar is Rondal Gyben. The commander of the Imrium Cohort's five companies is Parlyn Musbern, a competent and ambitious soldier.

INDATHA Straits [M10]

The narrow, island studded waterway, separating Melderyn from the southeast coast of Härn. The strait and its islands are controlled by the Earl of Karveth. These waters are a notorious graveyard for mariners, especially during southwesterly storms.

INNKEEPERS' Guild

Innkeepers have a monopoly on the operation of Inns, and on the manufacture and sale of alcoholic beverages. Most inns brew their own beers (they do not travel well) but wines and spirits are generally imported. There are two levels of guild franchise: Inns and Taverns. The latter is not supposed to offer sleeping accommodation, or serve hot meals, but these distinctions are much abused. Many inns have an ostler's establishment adjoining - the ostler is either bonded to the innkeeper or operates his own franchise in partnership.

Inn prices depend mainly on the location and clientele served. Typically, a pint of ale, cider, or mead will cost one farthing, as might a cold meal of bread and cheese. But a hot bowl of soup or stew, served with warm, fresh bread may cost as much as one penny. Meat roasts and other luxuries can be purchased in the better inns for 2-12d per serving. Accommodation prices (per night) range from one halfpenny for a soiled strawbed in a crowded dormitory, to sixpence for a furnished and spacious private room. Prices always soar during local festivals and holidays.

IRACU Mines [F5]

The headwaters of the Deret River contain several valuable mines, the largest of which is Iracu. The Khuzdul of Kiraz opened Iracu and mined gold, silver, and mythral here before it was 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 locations of the mines 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 during the journey in and out. The guild also works hard to maintain the false rumor that its mines at Hikun 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 Härn. Most of the lower levels, those thought to contain the most valuable ores and veins, have not been worked for many years. Many say these deep passages are the realm of ghosts and demons, beliefs that are not exactly discouraged by the Guild.

IRREPROACHABLE ORDER, The

The celibate, male, clerical order of the church of Peoni, brother-order of the female *Balm of Joy*. The only apparent reason for the existence of two separate orders is their celibacy. The chief temple of the order is in the city of Aleath. The male order tends to look to the female order for leadership, especially to the Härnic primate in Thay. Other temples of the order exist in Cherafir, Thay, Tashal, Shiran, and Coranan.

ISULON, River [H6]

A short river rising near Mount Uthoc in the Felsha Mountains, flowing into Lake Heras. A high mountain pass (4250') to Lake Dyrena marks its headwaters.

ITHIKO, Castle [C6]

Realm: Rethem Holder: Earl of Ithiko
 Population: 240 Liege: King of Rethem

Ithiko was built in 401 as a fortress and port to supply the Corani Empire's expansion into northern Rethem. At that time Ithiko was on the coast, but three centuries of silting and littoral



drift have filled the cove and the settlement is now almost a quarter mile from the sea. Ithiko is infamous as the birthplace of the Morgathian prophet Balsha (in 520) and the rallying point of the Balshan Jihad. The Morgathian church maintains a shrine to Balsha and small temple in the settlement. The defenses of Ithiko were improved by Arlun the Barbarian who turned it into a royal castle in 648. King Nemiran created the earldom in 673, granting it to clan Barzak. The present earl is Herrin Barzak, age sixty, a loyal supporter of the king and staunch enemy of the Earl of Tormau.

ITHIUS, Keep [C6]

Realm: Rethem	Holder: Constable
Population: 260	Liege: Earl of Tormau

The keep dates from 593 when it was built by Tamyr of Glesa, a brigand leader and pirate. Tamyr's successor, Brani, surrendered Ithius to Arlun the Barbarian in 631. King Nemiran granted the keep in 673 to the Earl of Ithiko, but the Earl of Tormau seized it in 713, having bribed its constable, Sir Prando of Toprau, into surrender.

ITIKIR, Sea of [A1+]

The Sea of Itikir surrounds Kethira's north pole and is more properly an ocean. Pack ice can be found between 400 and 500 leagues north of Hârn 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 Hârn, separating the island from the continent of Lythia. The Sea is named for the inhabitants of the far shores, the Ivinians, who conquered the Hârnic region of Jara, now known as Orbaal.

IVASHU, The

The creatures created by the god Ilvir, who 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, 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 Hârn) 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 Hârn. 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
Umbarthi	Bearer of the Mask
Vlasta	The Swift One, Eater of Eyes

Each is described under its own heading.

IVINIA

A land roughly 200 leagues northeast of Hârn. It is a land brimming with warring kingdoms, icy fjords, and bold mariners. Ivinia was the homeland of sea-faring clans who conquered Jara (now Orbaal) between 652-686.

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 lost 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 and the mines were abandoned. There has often been talk of reopening the mines, said to "hold the golden heart of Halea herself", but talk is cheap.

J

JAHL Mountains [H1+]

The mountainous backbone of Orbaal, a rugged landscape with nine peaks above 6,000 feet. The region is home to several Gargun nations. The easternmost peak, Mt. Fysø, called by some "Windheim", is said to house *Bjaka*, a wind-demon known as the scourge of shipping on Jarin Bay. Another peak of note is Mt. Quorone, a mountain overlooking Quimen Keep, which has some obscure religious significance to the Jarin. The highest peak (8865') is majestic Mt. Aelenwe.

JARIG, River [H1]

A swift river rising in the Jahl Mountains, then flowing northwards into the Vaagesfjord in northern Orbaal.

JARIGA Lake [H2]

An ice-cold lake in the Jahl Mountains. The lake is fed and drained by the Feben River, which rises in the Hoengreb glacier. The Jarin keep of Pethwys lies on the eastern shore.

JARIN, The

The name given to the first human inhabitants of Hârn and their living descendants. Most Jarin now live in Orbaal, although small pockets can be found in Erael and Azadmere, and most of the barbarian tribes of Hârn are of Jarin blood. After the Atani Wars ended around 700 BT, most Jarin were gradually assimilated into the more warlike culture of the Lythian invaders, or fled to Hârn's more inhospitable regions. In northern Hârn, which came to be called Jara, the Jarin developed a crude form of feudalism in response to Gargun raiding, but each settlement maintained a high degree of autonomy. These isolated Jarin strongholds were no match for

the warlike Ivinians who conquered Jara, settlement by settlement, between 652-686 thus founding the Kingdom of Orbaal.

Through their long exposure to the Sindarin and Khuzdul prior to the Atani Wars, the Jarin acquired a special mystique which has tended to set them apart from other humans on Härn and has earned them some distrust. They are essentially a peaceful race, a trait which the Ivinians wrongly interpret as cowardice. In Orbaal today, the Jarin are mainly serfs or slaves of their Ivinian overlords, but a few independent settlements have survived at Gwaeryn, Lriel, and Pethwys, and small but active resistance movements to Ivinian rule exist at Gedan and elsewhere. Despite some assimilation between the Jarin and the Ivinians, relations between the two are tense. The recent Jarin Rebellion (701-03) is evidence that the Jarin may prefer peace but are definitely not cowardly.

JARIN Bay [J2]

A body of water separating the Balakas from the mainland of Orbaal. Jarin Bay is noted for sudden local westerlies said to be the responsibility of Bjaka, a particularly unpleasant wind-demon, who dwells on nearby Mount Fyso. The Bjaka Winds have sent many unwary seamen to the bottom.

JEBRU, River [K9]

A river rising in the Anadel highlands. It flows southwest across the wooded plain of Horadir and drains into the Gulf of Ederwyn.

JEDES, Keep [J6]

Realm: Kaldor	Holder: Constable
Population: 245	Liege: Earl of Balim

The keep was first built around 350 and was used as a base of operations by Fierth the Usurper during the Kaldoric Civil War. Jedes stands on the east bank of the River Kald and has a boat wharf to facilitate river communication with Tashal, 14 leagues upstream. The constable, Sir Shernath of Mirdarne, is a childhood friend of the Earl of Balim, whose principal seat is Kiban. King Miginath is known to be fond of Jedes; he spends more time visiting it (at the Earl's expense) than any other fief except Olokand.



JETUST, Keep [M10]

Realm: Melderyn	Holder: Sheriff of Dath
Population: 360	Liege: King of Melderyn

The shire moot of Dathshire, held for the king by Sir Remond Symosen. The site was settled by the Jarin about 1700 years ago. Nearby is the mysterious "Long Man of Hotsus", a huge humanoid figure carved into a nearby hillside which locals insist has magical properties. Jetust was once the seat of the King of Datha, then later the principal seat of Earls of Datha after the foundation of Melderyn. The line died out in 194 and the title lapsed. The present fortification was built in 687, replacing a crumbling second century keep. A Khuzdul mason was imported to oversee the work, and Jetust now boasts splendid round towers. Sir Remond, age 47, was once a renowned tournament champion, and his skill at arms is still formidable. He spent several years in his youth serving as a mercenary knight for Kanday during Ezar's War, and bears a long jagged scar on his face as a memento of that service.

JEWELLERS' Guild



A master jeweller is an expert goldsmith, silversmith, engraver, and jeweller, although he may specialize in one of these arts. Some masters specialize in metal engraving, making seals and signets to order, and a few are licensed to strike coins or are bonded as coymakers to royal mints. Very few human jewellers can match the skills of the Khuzdul and Sindarin.

JOBASA [H3]

A Gargun cave complex inhabited by Gargu-hyeka.

JOTHET, Keep [M7]

Realm: Melderyn	Holder: Baron Dessar
Population:	Liege: Earl of Biren

Rollyn Dessar holds this fief from the Earl of Biren, whose principal seat is Gythrung. The Rolhauna Hills northwest of Jothet harbor a large barrow grave site. Legend has it that several battles were fought in this area during the Atani Wars and the barrows contain the dead of both sides. Local folk consider the Rolhaunas to be haunted. Jothet was once a Lakori tribal village and then a wood and earth hillfort during the Kingdom of Elorinar. The present keep was built in 521. Rollyn, thirty four, is a confidant of Baroness Perhel of Huvos.

JUFYX [G4]

A Gargun cave-complex of Gargu-viasal; the region is also inhabited by numerous bands of Gargu-arak. The viasali consider the latter their slaves, but few araki dwell in Jufyx.

JUSIKU [F5]

A Gargun cave-complex near the north shore of Lake Benath, inhabited by Gargu-viasal. The region also has odd bands of Gargu-araki.

K

KABLOQ [G5]

The forested alluvial plain of the Dygu River, on the northern shore of Lake Benath. It is the range of the primitive *Kabloqui* nation.

KABLOQUI, The

The tribal nation inhabiting the region of Kabloq. These tribesmen 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 practice no agriculture and starvation is a common pastime. Rumors of cannibalism are probably true. They spend a good deal of their time hiding from bands of local Gargun.

KADAG Strait [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 [J5+]

Hârn's longest river (over 150 leagues), the Kald rises at the northern end of the Sorkin Mountains and flows south-wards to enter the Gulf of Chakro. Two high 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.

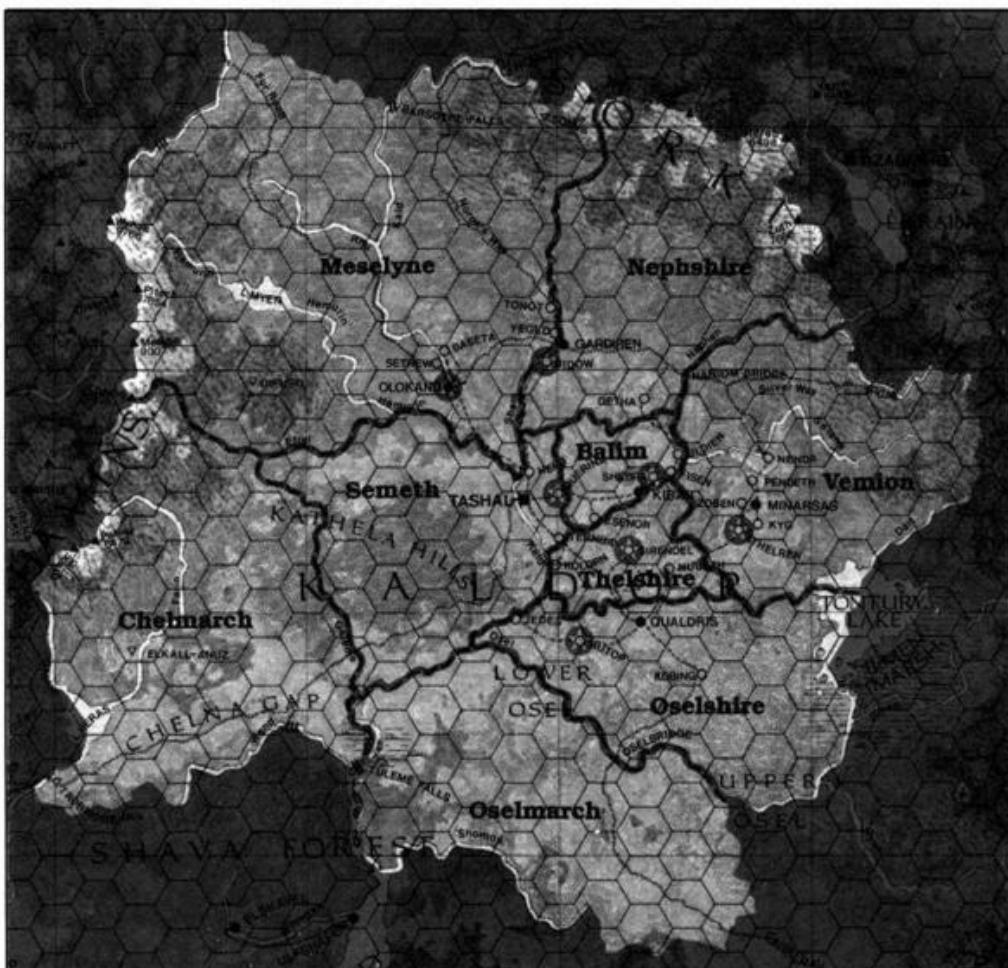
KALDOR [J5+]

The region comprising the watershed of the Kald River, lying generally between the Sorkin and Felsha Mountains. Kaldor contains mixed wood-land, forest, and cropland and pasture. A generally flat area, Kaldor does have several hilly regions, notably the Kathela Hills and Upper Osel. Most of the region is controlled by the feudal kingdom of the same name.

KALDOR, Kingdom of

Located in the eastern interior of Hârn, Kaldor is a feudal realm ruled by King Miginath from his royal castle in the city of Tashal. Founded more than five centuries ago (188), 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 to draw too much 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. The following monarchs ruled Kaldor:

HOUSE OF TANE		Myselbane	451-484
Medrik I	178-192	Chelebin I	484-516
Kalabin	192-239	Aidrik V	516-518
Medrik II	239-279	Chelebin II	518-533
Ibuthine	279-307	Roloth	533-559
Aidrik I	307-342	Chidena	559-588
Mananos	342-362	Iemald	588-599
Aidrik II	362-377		
		Baron's Revolt	599-603
HOUSE OF ORGAEL		HOUSE OF ELENSA	
Fierth	362-385	Haldan I	603-636
Uthred	385-406	Haldan II	636-651
HOUSE OF ARTANE		Chelebin III	651-669
Aidrik III	406-425	Torastra	669-693
Aidrik IV	425-451	Miginath	693-



The present monarch, King Miginath Elendsa, was 41 years old when he succeeded his father (Torastr) in 693. Always sickly, his imminent death from any of numerous ailments has been yearly predicted. After 27 years, the aged king continues to baffle his subjects simply by getting up each morning. He has never married, leaving the succession a matter of contention between two or three bastard sons, and a score of nieces and nephews. The following is a list of major fiefs in Kaldor, showing the royal domain of King Miginath, and the holdings of the four tenants-in-chief.

FIEF	HOLDER	FIEF	HOLDER
Tashal	King Miginath	Gardlren	Earl Curo
Athelren	(Sheriff of Vernion)	Esenor	Baron Tesla
Bidow	(Sheriff of Neph)	Pendeth	(Constable)
Getha	Baron Indama	Setrew	Baron Ethasiel
Huop	(Sheriff of Osel)	Yeged	Baron Lodel
Kobing	Baron Firth	Kiban	Earl Darlune
Nenda	Baron Hirnen	Fisen	(Constable)
Olokand	(Sheriff of Meselyne)	Jedes	(Constable)
Querina	(Sheriff of Semeth)	Kyg	(Constable)
Shebra	(Sheriff of Balim)	Tonot	Baron Pierstel
Sirendel	(Sheriff of Thel)	Uldien	Baron Ubael
Ternua	Baron Verdeth	Minarsas	Earl Caldeth
The above fiefs comprise the Royal Domain.		Baseta	(Constable)
The king also holds the title Earl of Olokand, which is his family seat		Kolorn	Baron Bastune
		Zoben	(Constable)
		Qualdris	Earl Meleken
		Heru	(Constable)
		Nubeth	Baron Elorith

KAMACE, Isle of [A10]

An island of mixed forest and heathland 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 Härnward. The island is inhabited by the somewhat mysterious *Kamaki* tribesmen.

KAMAKI, The

The tribal nation occupying the island of Kamace off southwestern Härn. These tribesmen raise sheep, goats and ponies, and are just beginning to make their first attempts at agriculture. They are probably related to the *Adaenum* of Anfla, but another distinct (possibly non-Härdic) strain is present. There are approximately 15 tribes, few exceeding 100 in number.

KANDAY [E8+]

A woodland region in the southwest of Härn and the name of the kingdom located there.

KANDAY, Kingdom of

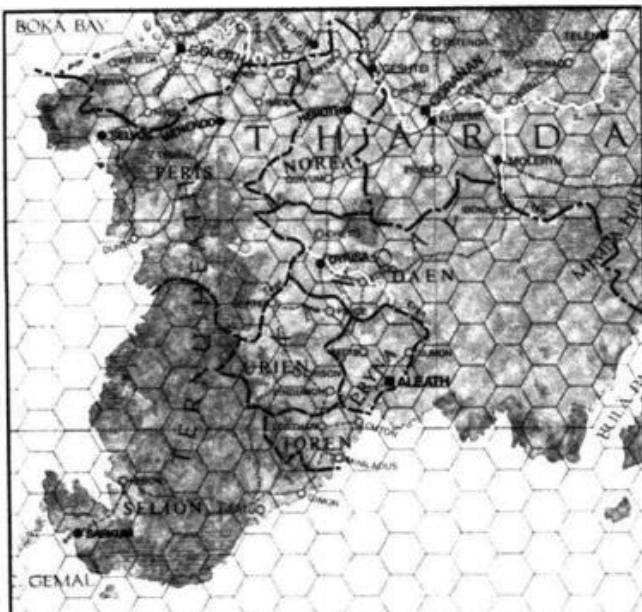
A feudal kingdom in southwestern Härn. Founded in 589 after the collapse of the despotic Theocracy of Tekhos, Kanday

is ruled by King Andasin IV from his seat at Dyrisa. He is a learned but weak ruler, dominated by his father, the Earl of Sarkum and former prince consort. The city of Aleath, a chartered free town, is the largest settlement. The eight monarchs who have ruled Kanday are:

Andasin I	589-627	Andasin III	676-690
Andasin II	627-654	Eriel	690-694
Ashenan	654-659	Mirelael	694-707
Arelora	659-676	Andasin IV	707-

Kanday has a tradition of enlightened and peaceful government, but foreign relations are another matter. The kingdom has been involved in three major wars over the past 60 years mainly because her liberal imperial policies are in direct conflict with Rethem and Tharda. The king dislikes war, but has been unable to halt the ongoing bloody skirmishes between the orders of the *Checkered Shield* and the *Copper Hook* along the Rethemi border. This conflict represents the aftermath of Ezar's War (682-97) when Kanday defeated Rethem and seized significant territory from the Agrikan order. The coming to power in Rethem of Chafin III may herald the eventual onset of another full scale war with Kanday. To complicate matters, Kanday recently suffered defeat during the Kuseme War (712-13) at the hands of the Thardic Republic. Andasin's greatest fear is an alliance between his two northern rivals. The following is a list of major fiefs in Kanday, showing the royal domain of King Andasin, and the holdings of the three tenants-in-chief.

FIEF	HOLDER	FIEF	HOLDER
Dyrisa	King Andasin IV	Heroth	Earl Cassean
Avertu	(Sheriff of Selion)	Ewen	(Constable)
Chison	(Sheriff of Urien)	Findumon	Baron Seben
Edino	(Sheriff of Daen)	Sepire	Baron Terhune
Ibonost	(Constable)	Sumon	Baron Udanel
Imiden	(Sheriff of Peris)	Sarkum	Earl Milaka
Kedis	(Sheriff of Eryna)	Cuton	Baron Elcher
Menekod	Checkered Shield	Gimon	Baron Jevasa
Minilaous	Baron Pesirias	Hebon	(Constable)
Ohetis	Baron Julor	Selvos	Earl Chahrym
Pinde	Baron Tertimis	Dunir	Baron Xelados
Quivum	(Sheriff of Norea)	Zerien	Baron Irien
Torthan	(Sheriff of Toren)	Aleath	Freetown



KA

HARNDEX

KE

KARVETH Islands [E3+]

A small archipelago in the Sea of Tirpal off the coast of Equeith. They infrequently serve as shelter for itinerant Orbaalese seafarers. The islands have no permanent settlements.

KARVETH, Castle [M10]

Realm: Melderyn	Holder: Earl of Karveth
Population: 620	Liege: King of Melderyn

The principal seat of the Earl Avona. Karveth is an old site that dates from about 1200 BT. It was once the seat of the King of Kanar, prior to the foundation of the Kingdom of Melderyn. The present earl, Jannys Avona, age 46, was married to the youngest sister of King Chunel until her death during childbirth in 703. He has never remarried, and has only one legitimate son, Denyl. The earl enjoys sailing the dangerous waters of the Indatha Straits in a small boat.

KATH, The

A loose federation of wild and primitive tribes inhabiting the Kathela Hills in eastern Hârn. There are about 60 bands, few of which exceed 30 in number. Kaldor has sought to conquer the Kath several times, but they remain untamed, surviving mainly by employing guerrilla tactics against overburdened knights. Several missionaries of various faiths have also met violent death at their hands, usually bound to a tree and pierced by a dozen or more arrows, the favorite Kath mode of execution. The Kath sometimes trade with their more civilized neighbors, but they are likely to rob and kill small bands of travellers. Kath women are very attractive, and fond of drawing amorous intruders into ambush.



KATHELA HILLS [J5+]

A hilly, forested spur of the Felsha Mountains. The name originates from the native *Kath* tribesmen who still control the region. Adventurous, hungry, small gangs of Gargun from the Felsha Mountains often wander the hills during winter. The Salt Route traverses the southern fringes of the hills. Kathela is

claimed by the Kingdom of Kaldor, being part of an area the king calls Chelmarch. King Torastr of Kaldor fought a campaign here in 689, seeking to establish control of the region, but Kathela is still largely untamed.

KEBOTH Island [H8,I8]

An island 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 deemed to be part of the kingdom of Evaeil, but has no permanent inhabitants.

KEDIS, Keep [E8]

Realm: Kanday	Holder: Sheriff of Eryna
Population: 375	Liege: King of Kanday

Kedis was built in 368 to guard the northern approach to Aleath. The Sheriff of Eryashire is Ranald Milaka, Earl of Sarkum and father of the king. The Earl finds Kedis to be conveniently close to the centers of power and spends most of his time here.

KEIREN, Castle [H1]

Realm: Orbaal	Holder: Clan Galbart
Population: 240	Tribute: King of Orbaal

Built by the Jarin in 518, Keiren was captured by the Ivinians in 664. The original keep was upgraded into a castle in 698. Pjersi Galbart is thirty one and is heavily influenced by his younger and cleverer brother Raalir who will most likely "arrange" to succeed him if he can gather sufficient support in the thrangaad. Keiren receives tribute from the lords of Hjael, Teryff, and Utera.

KELESTIA

The name used among the learned of Hârn to describe the "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. Worlds of similar culture, environment, and evolution form "families of proximity" in the "Nth" dimension; between these travel is easiest. Kethira (Hârn's planet) belongs to a "family of worlds" that includes *The Blessed Realm, Losenor, Midgaad, Sherm, Terra, and Yashain*. The Earthmasters were able to cross the Nth dimension utilizing teleportal gates like those found on Hârn and called by the natives "Godstones".

KEREVA Island [K1]

The largest island in the Balakas, off the northeast coast of Orbaal. The lords of Kjen and Thoen rule the island, but pay tribute to the Lord of Sherwyn.

KERON, Isle of [N5]

A forested, hilly island 15 leagues off Hârn's east coast. This was an Ivinian colony from 704-707 but is now the home of a few wild tribesmen. The natural harbor of Balhafen lies at the mouth of an unnamed river that drains the "bottomless" Keran Lake. The island is said to be haunted by the souls of the Ivinian colonists who perished in a severe storm in 707.

KHUZDUL, The

The dwarves of Hārn are as materialistic as the Sindarin are spiritual. They bear a superficial resemblance to humans but average 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 clannish. But they are also polite and have a strong sense of racial and personal honor. Dwarves may live 200-300 years. In that span they will rarely, if ever, forget friend or foe.



Khuzan males outnumber females by about three to one. Outsiders find it hard to distinguish the sexes apart, but rarely see the females anyway. 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 Hārn boasted several, sizable, Khuzan settlements. Today, almost all of Hārn's dwarves reside at Azadmere in the Sorkin Mountains. The location of lost Khuzan towns are unknown, with the exception of Kiraz which was abandoned 600 years ago. 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 super-heavy 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 inner halls of Azadmere have never forgotten their majesty. The Khuzdul are unrivaled masons and their architecture utilizes the natural beauty of the living rock from which it is hewn. Most Khuzan clans specialize in a craft such as weaponcrafting, mining, smithing, etc., skills in which they are supremely competent, having a natural affinity for such things. Dwarves are buried in stone where possible and their embalmers are master masons. If necessary, 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, are accorded a large degree of independence. 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 Lothrim; the Khuzdul have long memories. They will kill Gargun on sight, and since Azadmere is surrounded by Gargun tribes, there is constant skirmishing. The Khuzdul tend to treat humans with polite coolness, but presenting the head of a Gargun to a dwarf is likely to meet with a favorable response. A few Khuzdul have settled outside Azadmere for trade and profit, although they are often the butt of human jokes and prejudice. However, they cannot be subjugated. It is said that a dwarf enslaved will wither and die within a few months.

KIBAN, Castle [K5]

Realm: Kaldor
Population: 2,730

Holder: Earl of Balim
Liege: King of Kaldor

The second largest settlement in the Kingdom of Kaldor, Kiban dominates the trade of eastern Kaldor and is a center of trade with Azadmere. Built as a stone keep around 300, the castle was constructed between 605-653. Less than twenty-five years ago, Kiban was only a small market town with an impressive fortification. In 703, the previous Earl of Balim obtained a charter from King Miginath to wall the settlement. The wall is still under construction but is expected to be finished in 723. Troda Dariune, the current Earl of Balim, is also Chancellor of the Exchequer and a cousin of the king. An intelligent, good-humored man, 47 years of age, Troda has a strong claim to the throne should he choose to press it. Traditionally, he and his clan have been strong supporters of the royal clan.



KIRAZ [F4]

An ancient Khuzan underground city, founded more than 7000 years ago. It was abandoned 600 years ago after Lothrim the Foulspawner pillaged and looted the city, slaying all female inhabitants, an event known as the Carnage of Kiraz. This tragedy was soon avenged by the Khuzdul at the Battle of Sirion after Kiraz was recaptured by the dwarves. Unable to live within "blood-soaked walls", the Khuzdul sealed its "spacious halls with enchantment and good stone" and abandoned the site in favor of Azadmere. Today, gloom hangs like a shroud about her haunted ruins. But when a dwarf thinks of Kiraz, he thinks of bright halls where Khuzan kings lived amid fine gems and precious metals, resplendent tapestries and sculpture, wealth beyond even the ambition of any human king. Many adventurers have sought what remains of this great treasure. None have advertised success. Most were never seen again. See Ushet.

KJEN, Keep [K1]

Realm: Orbaal	Holder: Clan Ekkart
Population: 80	Tribute: Lord of Sherwyn

Built in 633 by the Jarin, Kjen was captured by the Ivinians in 659. Avaarl Ekkart is fifty six, loves the sea, and hates clan Sherwyn. He is scheming with the Mordauks of Thoen to rebel against their mutual overlord and has offered tribute to the Serewyns of Marby for their support.

KJENFJORD [I1]

An Orbaalese fjord some 20 leagues in length. Its seaward entrance is guarded by reefs and by Zuden Castle.

KOBEO, Cape [B5]

A forested, low-lying headland on the west coast of Peran. The cape is inhabited by the Kubora nation.

KOBING, Keep [K6]

Realm: Kaldor	Holder: Baron Firith
Population: 345	Liege: King of Kaldor

The most southerly keep of the Kingdom of Kaldor, built in 428 by Aidrik IV. Orsin Firith is a nephew of the King and has a claim to the throne through his mother Lenera (656-719) who was the eldest sister of King Miginath. An energetic and ambitious man of middle years, the Baron is also the Warden of Oselmarch, and is attempting to secure the hegemony of this march against the Pagaelin tribesmen and the Kingdom of Chybisa. Firith sees the establishment of a keep at Oselbridge as a major step to controlling the region, but several requests for a crenellation charter have so far been politely declined.

KOLORN, Keep [J5]

Realm: Kaldor	Holder: Baron Bastune
Population: 360	Liege: Earl of Vemion

A barony held from Earl Caldeth of Vemion whose principal seat is at Minarsas. The keep was originally built in 160 on the ruins of an earlier Jarin fortress and rebuilt in 530. The baron is a wenching degenerate. Fortunately his eldest son, 24 year old Sir Lyndar Bastune, is a conscientious administrator.

KOM [F6]

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. Most of the region lies within Kom Province of the Thardic Republic.

KOREGO [H6]

A Gargun 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.

KRAMEN, Cape [I1]

The stormy and most northern extremity of Hârn. Few mariners other than the fearless Ivinians of Orbaal navigate the adjacent waters.

KUBORA, The

The powerful tribal nation of Peran a densely forested region of northwest Hârn. The Kubora are of Jarin stock. Led by Arlun the Barbarian, they conquered northwest Tharda and founded the Kingdom of Rethem in 635. Later, when Arlun died, their federation collapsed and the Kubora withdrew once again to Peran. The Kubora have 26 tribes, ranging in size from 240-1200. They 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, wild cats, and wolf, shipped to Tharda down the Scarlet Ribbon for the Pamesani Games. Some Kubora find employment in the Pamesani arenas as gladiators and beast handlers, and as mercenaries in Rethem and elsewhere. Some are kidnapped by slavers who value their fierce strength.



KUKSHIN, Order of

One of two Agrikan clerical orders which are restricted to women. The order sponsors the unique female fighting-order, *Crimson Dancer*. Both orders are of Rethemi origin, but now conduct most of their business in Orbaal, having been banished from Rethem in 701. The order's only official temple is located at Quimen.

KUSEME, Castle [E7]

Realm: Tharda	Holder: Eidel Legion
Population: 2,370	From: Thardic Senate

The capital of Eidel Province, located on the south bank of the Thard River, linked to Coranan by the Kobar Bridge. The site was originally fortified some 400 years ago by Corthir, founder of the Corani Empire. The castle was seized by Kanday during the Five Year War (661-66) and was the seat of the Earl of Kuseme until 712, when it was ceded to the Republic as part of the peace treaty that ended the recent (712-13) Kuseme War. The fortress is garrisoned by twelve companies of the Eidel Legion which is commanded by Marshal Kronas Elernin, a brilliant and ambitious soldier who led the victorious Thardic army in the Kuseme War. He has the unique distinction of also being Magistrate of the province, and is a favorite of a powerful imperialist faction in the Thardic Senate. See: Coranan for map

KUSTAN [C4]

Kustan was originally established in 414 as an outpost of the Corani Empire. 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 site sacred, regarding it as a symbol of their proud, independent heritage. Kustan is surrounded by many barrows, mostly tombs of Kuboran chieftains.

**KYG, Keep [K5]**

Realm: Kaldor	Holder: Constable
Population: 340	Liege: Earl of Balim

A keep in Vemionshire, held by a constable for Earl Dariune of Kibar. The site was a Jarin hill fort in the first century TR and later became a keep, although the date of this construction is now lost. The keep is currently under repair. Sir Danyes of Bernan, a knight in his early forties, was appointed Constable in 719. He is a corrupt and thieving administrator, although this is not known to the Earl.

L

LADY OF PALADINS, Order of the

found there. The excessive zeal of some knights in carrying out this task has created considerable opposition within the church, and from powerful lay-members such as the Earl of Gythrun.

LAHR-DARIN

The mythical lost "city" of the Earthmasters, said to be located within some mountain on Hârn. Often the object of fruitless search, the site is believed to be fully functional and to contain all manner of wonders.

LAKET, Keep [L8]

Realm: Melderyn	Holder: Warden of Dyriamarch
Population: 270	Liege: Earl of Harden

Laket was built in 178 by Nathwic, the first king of Elorinar, to guard the Anadel passes. It was sacked and burned by the Bujoc in 218 and King Janakor perished in the battle. The keep was rebuilt in 274, and the fortifications were improved in 562. Laket was formerly part of Elorinshire, but in 691 the Earl of Elorin made Laket the headquarters of Dyriamarch, a vast area of wilderness that includes most of Horadir and the southern Anadel highlands. Since this area includes the range of the Hodiri tribesmen, the Warden's control is extremely tenuous. The present Warden is Barryn Alaga, the eldest son and heir of the Earl of Harden.

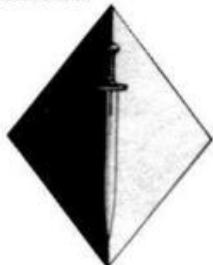
LANGUAGES

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 Hârn are:

Hârnlic: the language, in one dialect or another, spoken by the majority of Hârnians.

Orbaalese: the language spoken in Orbaal, a mixture of Iviniian, Hârnlic and Jarinese. Most Ivinians speak their own language (Iviniian) to each other.

Jarinese: an almost dead language, formerly used by the early Jarin settlers to Hârn. Modern dialects of Jarinese are spoken by some tribes and by some stubborn Jarin.

LARANI

*"Lady of the Flowing Red
Guardian of Dolithor,
Shield Maiden to Hyvrik,
Protector of the Brave,
The Unwilling Warrior,
The Lady of Paladins."*

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 constable 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 the 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: *Aarkiel*, her mighty battlesword; *Hyvrik*, her red and white checkered shield; and *Angcaradina*, her blood-red mail.

The seat of the Laranian primate of Hārn is in Thay. In Hārn 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 honor in time of peace, and partly for geographical reasons. The clerical orders are:

Clerical Order	Fighting Order
Order of Hyvrik	The Checkered Shield)
Spear of Shattered Sorrow	The Lady of Paladins

The orders of Hyvrik and the Checkered Shield confine their activities to western Hārn, Spear of Shattered Sorrow and Lady of Paladins to the east. The ritual garb of the clerics varies according to circumstance and need, but the favored colors are red and white.

LEAGUE

The English translation of the Hānic 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 Khuzan term "Luzhain", the distance to the horizon. The Hānic League is the most commonly used measure of distance on Hārn.

LEGION

A form of military organization used only in the Thardic Republic. Each of the six Thardic provinces has its own legion under the command of a Marshal and comprised of a varying number of cohorts (theoretically four) ranging from two to six. Each cohort has a paper strength of 400 men (twenty companies of twenty men), but only one exceeds half strength, and most have less than one quarter strength. But on a war footing, a legion of four cohorts could muster 1600 men, including

reservists and volunteers. The legions are responsible for maintaining order within the provinces and for defence. All keeps and castles in each Thardic province are held and garrisoned by units of its legion. The actual company strengths are noted in each appropriate castle/keep entry, but only one half to one third of these are actually based there, the balance being distributed in small legion forts scattered throughout the military district. No other Hānic realm is organized in this manner; most rely on an ad-hoc feudal levy to raise military forces as needed.

LERENIL, Keep [K7]

Realm: Chybisa	Holder: Baron Legith
Population: 200	Liege: King of Chybisa

The seat of Salagys Legith, a loyal supporter of the Chybisan crown. He is a skillful politician and perhaps the most powerful noble in Chybisa. His eldest son, Rithalry, is a member of the king's High Guard, and his younger brother, Tarsyl, is the Chancellor of the Exchequer.

LERIEL, Castle [H3]

Realm: Orbaal	Holder: Clan Marwyn
Population: 450	Tribute: King of Orbaal

The Jarin domain of clan Marwyn, paying reluctant tribute to King Alegar II. A keep was built here as early as 234, then expanded to the present motte-and-bailey castle by 563. It is the only castle in the hands of a Jarin family, (largely because of its inland location) and is the focus of Jarin intrigue against their Ivorian masters. The current lord is Eamonn Marwyn, a wily, manipulative man of sixty three who styles himself Prince of Leriell. The prince receives tribute from the Jarin lords of Gwaeryn and Pethwys.

Leriell is the site of the most important temple to Ilvir. The temple is run by the *Order of Sudelrhyn the Bearer of Loam*. The High Priest of the temple, Llastefan of Trythe, is the nearest equivalent of an Ivorian Primate of Hārn. The settlement's relative proximity to Misyn makes it a favorite assembly point for pilgrimages to Araka-Kalai.



LEXIGRAPHERS' Guild

This guild has a monopoly in the manufacture and sale of vellum and parchment scrolls, quills, inks, and the like. There is no paper on Härn. Guildsmen buy calfskin for vellum, or lambskin for parchment from tanneries; both are expensive. Some lexigraphers confine their activity to manufacture of these products, others operate small retail outlets where writing materials, maps, and manuscripts are sold. While the Lexigraphers do not have a monopoly on the written word, many scribes have membership in the guild. This is a weak guild; most Härnians can neither read nor write.

LIA-KAVAIR, The

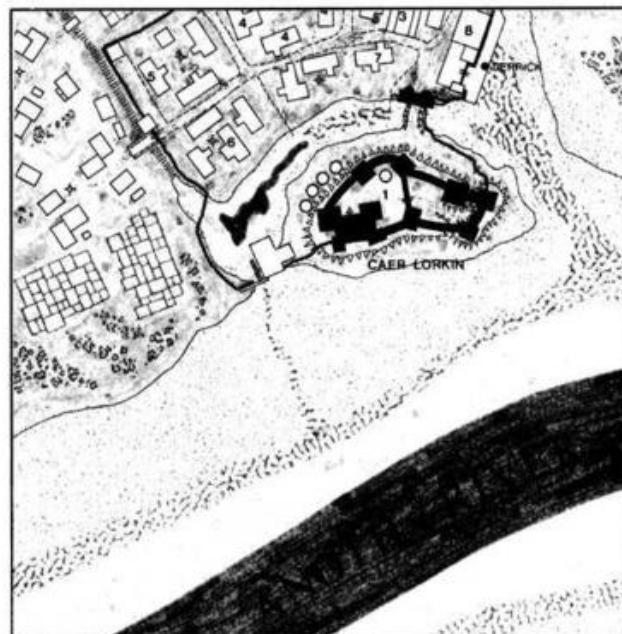
Better known as the "Thieves Guild" the Lia-Kavair controls a host of semi-illicit activities such as gambling and prostitution, and criminal activities such as extortion, purse-cutting, and smuggling. The guild has no official recognition, but receives tacit support from powerful groups because it tends to keep crime under control. The Lia-Kavair is always interested in maintaining the status-quo. Strict, if unwritten, rules prevent any segment of society from being over-victimized. Troublesome "unguilded" criminals quietly disappear or are betrayed to the authorities for punishment. Regional central authority is weak, but a single chapter headed by one "guildmaster" usually dominates in any one town. The guild 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 never get caught.

LITIGANTS, Guild of

Litigants do not have a monopoly in legal matters, just expertise. They handle legal transactions on behalf of various clients (usually middle class guildsmen) and are hired to argue a client's case before some court. This is a powerful urban guild (litigants often hold powerful positions in the administration of towns) but they are rarely tolerated in rural areas where justice is more paternalistic and the privilege of a feudal nobility. Typical prices for simple wills, deeds, and contracts are 12-36d, while court appearances range from 12-48d per day depending on the litigant's expertise and past successes.

LOCKSMITHS' Guild

These guildsmen manufacture, install, and repair keys, locks, and lockboxes, and most are skilled in the workings of any intricate mechanism. They are often consulted in the design and placement of secret doors and trapdoors which are much in vogue with the nobility.

**LORKIN, Castle [J2]**

Realm: Orbaal

Population: 250

Holder: Clan Geldestaar

Tribute: King of Orbaal

Lorkin commands the head of the Anoth Delta. The castle was built in 603 and captured by the Ivinians in 665. The Lord of Lorkin is Taarbri Geldestaar, an ugly, violent, and depraved man of thirty four. He is very oppressive to his Jarin serfs. Clan Geldestaar is a junior branch of clan Geldest from Rogna. Lorkin was captured by Jarin rebels in 701, and was their symbol of resistance until 703, when the mysterious decapitation of the Jarin overlord, Gweffryn led to the recapture of the castle by Ivinians. Periodically, Geldestaar clansmen are found headless, victims it is said of the "Spectre of Lorkin". Tribute is received from Arone and Shese.

LOWER OSEL [J6]

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 both Chybisa and Kaldor.

LUCRAIN [H4]

A Gargun cave complex in the eastern Rayesha Mountains, inhabited by Gargu-kyani.

LYF, Keep [M7]

Realm: Melderyn

Population: 280

Holder: Baron Arbustren

Liege: Earl of Harden

A barony held by Tamys Arbustren from the Earl of Elorin whose principal seat is at Harden. The present keep was built in 423 atop an ancient tribal hillfort. Lyf has an excellent harbor, although the extensive reefs at the mouth of Nolan Bay make the approaches risky in bad weather. The present Baron is nearly sixty, and inherited the title twelve years ago. He is a widely renowned gourmet, and employs a cook from Emelrene on the Lythian mainland.

M

MAMAKA THE MASTER OF STEEL, Order of



The supreme clerical order of the church of Agrik, sponsor of the fighting-order, *Warriors of Mameka*. The order's only temple is in Golotha and this house is the seat of the Agrikan primate for Härn who, for the past three decades, has been the grandmaster of the Order. The present grandmaster and primate, Klyrdes of Bisidril, is also chairman of the Heptarchy, the ruling council of the city of Golotha. Klyrdes claims descent from the alleged bastard daughter of the prophet Balsha. The main problem for the primate of Agrik is, as always, keeping the various orders from tearing each other apart. In 717, Klyrdes planned and executed the last in a series of purges when the temple of the Order of the Pillar of Fire in Golotha was "mysteriously" razed and most of its priests murdered. The near total destruction of an entire sect did, of course, merit the "sincere condolences" of the primate. Such "temple wars" are never acknowledged; they will hardly be apparent to bystanders, but hardly a month goes by without some fatalities.

MANGAI, The

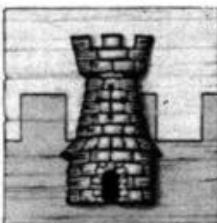
The joint association of all Härnic guilds. Its primary functions are to regulate guilds, settle any disputes between them, and make any recommendations it deems appropriate concerning guild rights and privileges to the governments of Härn. The association functions under a charter, first proclaimed in the city of Coranan in 493, but since adopted by most other realms, Orbaal, Azadmere, and Evaal excluded. 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 of every Härnic guild, and functions democratically. This convention moves from one town to another; one is scheduled for the city of Thay in 721.

MARBY, Castle [I1]

Realm: Orbaal	Holder: Clan Serewyn
Population: 280	Tribute: King of Orbaal

Built in 587 by the Jarin, Marby was captured by the Ivinians in 658. Valhakar Mikkaar Serewyn is a surprisingly gentle man of twenty seven. He is fond of music and art and there are a few Kaldoric and Melderyni artisans at his court. There has been a bloody vendetta between clan Serewyn and clan Sherwyn of Sherwyn since 683. The two clans are distantly related, and each claims the other's lands. Marby receives tribute from Antir and Asax.

MASONS' Guild



Masons belong to one of the most powerful guilds. Some masons are expert architects, highly paid and honored, but most are simple quarrymen, stonelayers, and stonecutters. Most towns require that construction within its walls be done by guilded masons and nearly all Härnic fortifications involve their participation in design, building, and repair. The Masons' Guild has a strict monopoly over all stone quarrying and the preparation of stone. A quarry may be owned and operated by a master freemason, but most larger operations are jointly run by two or more masters. Partnership with outside investors is common. The best stone on Härn is quarried in the hills north of Telen, transported at great expense to building sites. Few can afford Telen stone and make do with poorer quality local material. Bricks are not used on Härn. Most manual labor is done by unguided locals, hired on a daily basis as needed.

Construction prices for various structures vary dramatically. These depend on the availability of labor and materials, site location, size and quality of construction, and mason-architect fees. Price ranges for various buildings, unfurnished, are noted below.

Town House	1,000	10,000d
Manor House	1,500	15,000d
Keep	50,000	500,000d
Castle	250,000	2,500,000d

MEFIM, Cape [E3]

A headland extending into the Sea of Tirpal on the north coast of Härn. The area is held sacred by the *Equani*.

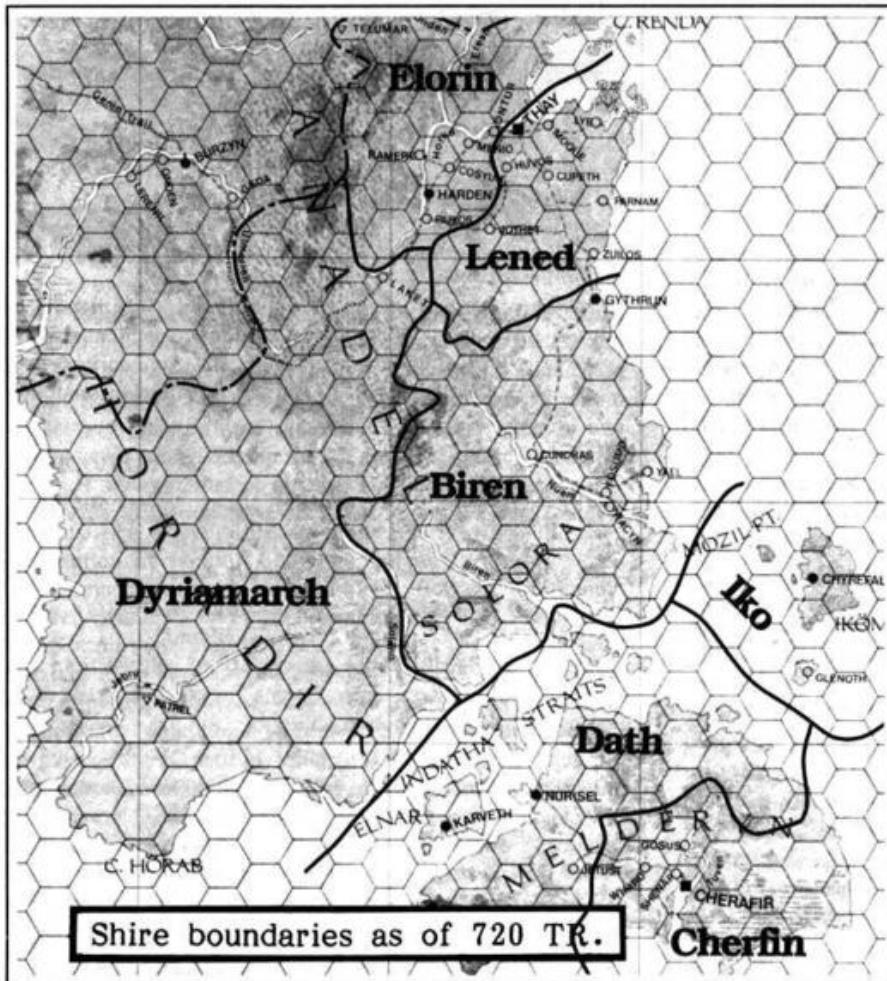
MELDERYN, Isle of [N10+]

The second largest of the Härnic Isles, also called *The Wizard's Isle*. Lying southeast of Härn, Melderyn lies within twenty leagues of mainland Lythia.

MELDERYN, Kingdom of

An island kingdom off the southeast coast of Härn which also includes extensive lands on the Härnic mainland.

Although it appears to be an ordinary feudal kingdom, ruled by King Chunel from Cherafir, Melderyn is more a constitutional monarchy. The real power is held by a council of scholars, known as the *Council of Eleven*. The first king of Melderyn, Erebir, created this body when he appointed a regent's council of eleven advisors, drawn 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 to play a major role in the education of the king's children. Although its actions are subtle, the council has always exerted vast influence in Melderyni affairs, and has a long tradition of benign influence towards mainland Härn. The council's advice to the crown is rarely ignored, yet its very existence is not widely known, nor are the identities of its members, one of whom is the Earl of Nurisel.



The island of Melderyn was subject to the same invasions by Jarin and barbaric Lythians as the rest of the Hârn Isles, but assimilated all with a remarkable lack of friction. The first historical records describe the peaceful co-existence of five small kingdoms in 228 BT, although there is tantalizing evidence of a mysterious, civilized, culture which existed as early as 3,000 BT. The Five Kingdoms Period ended when Erebir Pendragon was elected (?) the first king of the Biradian Dynasty in the year "1" (the calendar used throughout Hârn is dated from this event). Since then, Melderyn has had a total of twenty kings from three royal houses:

Biradian Dynasty		Rylian Dynasty	
Erebir I	1- 51	Imadain II	413-440*
Erebir II	51- 88	Arabar I	440-463*
Ninon	88-126	Erebir V	463-475*
Erebir III	126-157	Arabar II	475-538
Darebor	157-186	Imadain III	538-557
Shelir	186-240	Poleryn	557-585
Erebir IV	240-291	Lodros	585-639
Toron Dynasty		Shelir II	639-651
Forn	291-327	Etobron	651-684
Gemril	327-369	Chunel	684-
Imadain I	369-413*	* Also ruled Chybisa	

Melderyn has held possessions on the Hârn Isles mainland since 223 when the king of Elorinar swore fealty to the Melderyni throne to defeat the rampages of the *Bujoc* during the Migration Wars. However, no Melderyni king has ever fielded an army on mainland Hârn, or anywhere else for that matter. The kingdom has traditionally limited its intervention to occasional visits by individuals, many of whom have exhibited strange arcane powers. 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.

The current King of Melderyn is Chunel Toron. He 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 denounced the treachery, but although he 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 five healthy children (one son). The major holdings of the king and his four tenants-in-chief are:

FIEF	HOLDER	FIEF	HOLDER
Cherafir	King Chunel	Gythrun	Earl Gwenalin
Chyrefal	(Sheriff of Ikom)	Jothet	Baron Dessar
Cosuh	(Sheriff of Elorin)	Menio	Baron Morezyn
Cupeth	(Sheriff of Lened)	Parnam	(Constable)
Jetust	(Sheriff of Dath)	Ramere	Baron Erdarta
Moque	Baron Wederne	Harden	Earl Alaga
Racyn	(Sheriff of Biren)	Laket	(Warden Dyriamarch)
Shenap	(Sheriff of Cherfin)	Lyf	Baron Arbustren
Yael	Baron Duathane	Ontur	Baron Jothysan
Cundras	Lady of Paladins	Parios	(Constable)
Fosumo	Lady of Paladins	Karveth	Earl Avona
		Zuios	Baron Avonasen
Thay	Freetown (Royal Charter)	Nurisel	Earl Thabel
		Glenoth	Baron Halwyn
		Gosus	Baron Maradyne
		Huvos	Baron Perhel
		Wharo	Baron Chorlon

MENEKAI Castle [E6]

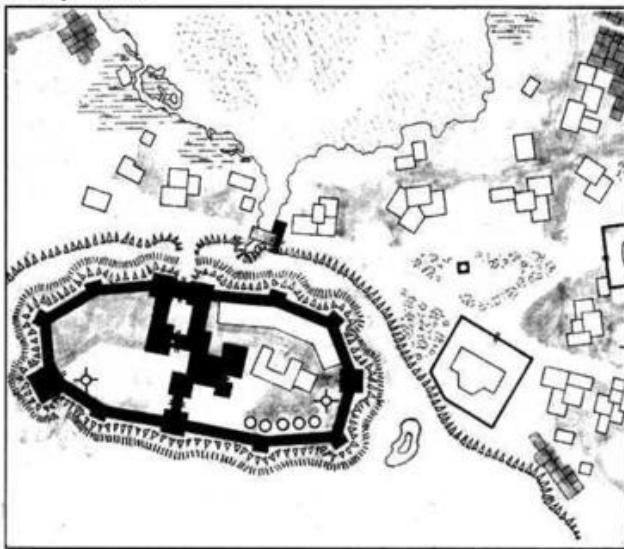
Realm: Rethem Holder: Red Shadows of Herpa
 Population: 490 Liege: King of Rethem

An orderial fief in Parachshire. The original fortification was a small legion outpost of the Corani Empire. After years of neglect following the demise of the empire, it came under control of the Coranan Republic in 621, but was annexed by Arlyn the Barbarian in 639. King Nemiran granted the fief to the order of the Red Shadows of Herpa in 681. They constructed the present castle. The grandmaster of the order is Larga of Gydsilen, a coarse and brutish thug.

MENEKOD, Castle [E7]

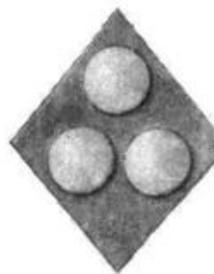
Realm: Kanday Holder: The Checkered Shield
 Population: 750 Liege: King of Kanday

An orderial fief in Perishire. This was originally a tribal hill fort, then a fortress of the Corani Empire. Arlyn of Rethem seized Menekod in 653 and began construction of the castle. In 681 King Nemiran granted it to the Agrikan fighting-order, *Copper Hook* and it became their primary seat. In 695 Menekod was taken by Kanday in the last major clash of Ezar's War and was then granted to the *Order of the Checkered Shield*. The present grandmaster is Sir Syman of Telfane. There is a dispute between him and the Sheriff of Norea at Quivum regarding nearby estates.

**MENIO, Keep [M7]**

Realm: Melderyn Holder: Baron Morezyn
 Population: 560 Liege: Earl of Biren

This ancient tribal stronghold was one of the earliest settlements to support Nathwic when he founded the Kingdom of Elorinar in 155 TR. The keep was originally built in 247, but demolished and rebuilt in stone around 640. The present baron is twenty four and inherited his title after the untimely death of his father in 718. He is a somewhat irresponsible young man, more fond of hunting and wenching than governing. His mother, seeking to correct these faults, and encouraged by the Earl of Biren (See: Gythr), has obtained permission from the king to conduct negotiations for a marriage between her son and the daughter of the Baron Erdarta of Ramere.

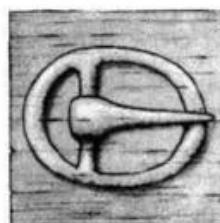
MERCANTYLERS' Guild

Mercantylers are guildsmen involved in the trading of goods at a profit, or acting as agents for such transactions. Most mercantylers are simple merchants, buying and selling goods within the same realm. The more adventuresome mercantylers engage in foreign trade, either in caravan or maritime trade, and some specialize in an exclusive trade such as furs, slaves, or wines.

The monopoly of this guild is very ambiguous. Enforcing rigid control over all trading activity would be impossible, but guild masters 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 for guild members only. Non-guild members can participate in this private market only by hiring a mercantylar as an agent for a fee or commission averaging 5-10% of the goods value.

To further insure that the guild remains at the center of most economic activity, they have acquired one important monopoly which is rigidly enforced. Only Mercantylers can practice usury, the changing and loaning of money for profit (interest). Some mercantylers (usurers) specialize in this activity. Such men are generally involved in the financing of trade, but will with proper incentive, finance the ambitions and comforts of kings and others. Interest rates are high, ranging from 5% to 20% per month, compounded monthly. The rate charged is based on risk, collateral, and social standing. Nobles customarily enjoy the benefit of lower rates.

Usurers also exchange foreign coinage for a negotiable discount, 20% being normal, and issue promissory notes, the closest thing to paper money on Härn. There are not nearly enough coins in circulation to cover the value of goods traded, so nearly all large payments are made by way of these notes. A usurer's note will be redeemed in full when presented back to him; a guild master in another city will also redeem their colleagues' notes at a discount of 5-20%, although higher discounts usually apply to foreign notes.

METALSMITHS' Guild

This guild has a monopoly over all metalworking except the specialized activity of the Jewellers' and Weaponcrafters' Guilds. A master metalsmith may be bonded to a noble household, or own and operate a large workshop in town, but most are small village smiths. Regardless of the size of his establishment, a skilled metalsmith is always an important and well-respected member of a community, manufacturing and repairing plows, axes, hoes, cooking pots, and a wide range of other essential wares for agriculture and daily living. Horseshoes are also made by this guild, but generally installed by Ostlers. The city of Shiran is noted for the high quality of its metalwares. Most items are made from iron or steel. Copper, and alloys of brass, bronze, or pewter are used for tableware and kitchen utensils.

MILLERS' & MILLWRIGHTS Guild

The millers and millwrights have one of the most important guilds with a monopoly on the ownership and operation of all mills and milling. Local lords have, from time to time, attempted to usurp the millers' rights by building their own mills, but masons will not construct them and millers refuse to operate them.

Most mills are used only for grinding grain and virtually all manors/villages have at least one mill. Most mills are water-powered, but wind and muscle power drive about fifteen percent of them. Mills are generally owned by the guild and awarded as franchises to freemaster millers, who pay 20% (rather than the standard 10%) dues. Each mill also pays a tax of (usually) 240d per annum to the local fiefholder or landlord. A freemaster miller generally retains 5-15% of the grain he grinds, most of which he sells to mercantylers.

Some millers are also millwrights - engineers familiar with large machinery. Major nobles employ bonded master millwrights to operate and maintain heavy machinery such as derricks, drawbridges, etc..

MIMEA Hills [F8+]

Forested highlands in southeast Tharda, long popular among the nobility for game hunting. Lodges were built here for the kings of Aleathia. The outlawed House of Kand used the area as a base of operations against the Theocracy of Tekhos before founding the current dynasty in Kanday. The hills straddle the border between Ramala Province in the Thardic Republic and Daenshire of the Kingdom of Kanday, but the native *Gozya* tribesmen exercise more control than either state.

MINARSAS, Castle [K5]

Realm: Kaldor	Holder: Earl of Vemion
Population: 650	Liege: King of Kaldor

The principal seat of the Earl Caldeth. The site was fortified during the ancient Jarin kingdom of Arwn some 700 years ago, and a castle was built here around 168 as the royal seat of the Kingdom of Pagostra. The fortification has been renovated many times since then and repairs are presently being made to the west wall. Earl Caldeth, 43, is a clever and powerful lord in Kaldor.

MINERS' Guild

Miners belong to one of the most powerful and wealthiest of guilds on Härn. The crown holds the mining rights to all land in most realms, and either owns the mines directly or leases them out to the guild for a hefty royalty. An earl or baron whose fief includes a valuable mine is out of luck, and the guild has been granted unique and special powers to protect miners from jealous nobles. These include: the right to prospect on any lands other than temples,

orchards, gardens, or highways; the right to cut timber to use in mines and forges, with or without the local lord's permission; the right to hold their own courts of law; and, in most cases, freedom from taxes, tolls, and military service. In addition, a serf employed in a king's mine for two years, automatically becomes a freeman, a major source of aggravation to the nobility. Nobles are rarely pleased to see the opening of a mine on their lands, and more than a few guilded prospectors have mysteriously vanished over the years.

Silver, tin, copper, iron, lead, and salt are the most common metals and minerals mined. Gold is mined in the Sorkin Mountains, but only by the Khuzdul. Most ores are smelted in small foundries and forges set up close to the mine to avoid transportation of bulk ores. Such foundries are never popular with the local nobility because they consume vast quantities of timber as fuel. The value of metals varies according to their refined purity. Common metals are generally sold by the hundredweight (100 pounds), rare metals by the pound, and precious metals by the ounce.

MINILAOUS, Keep [E9]

Realm: Kanday	Holder: Baron Pesiras
Population: 390	Liege: King of Kanday

A keep in Torenshire, held by the Baron Pesiras from the king. The keep was built in 421 on the site of an old tribal settlement. After the Theocracy of Tekhos collapsed, Minilaous was ruled as the independent kingdom of Mezant by clan Pesirias. The founder of this clan claimed descent from both Aleathian and Corani nobility, although there is considerable doubt as to the veracity of this. In 689 Larryn Pesirias swore fealty to Andasin III. The present baron, Larryn's granddaughter Iala, is a sharp witted woman of thirty. She is presently unmarried; her two previous husbands are deceased.

MIRATH Islands [A4]

A chain of uninhabited islands off Cape Vikod to the northwest of Härn. Some of the islands are forested, most are treeless heathland. Kubora tribesmen sometimes visit the islands. At least one attempt to colonize has been made by the Orbaalese (as a base for raiding) but no permanent settlement survives.

MISYN [H4]

A wooded, karst landscape on the northeast shore of Lake Benath. According to Ilviran dogma and legend, Misyn is the Kingdom of Ilvir, a place of divine mystery which most Härnians would do well to avoid. Araka-Kalai is to be found here, and Misyn is also the homeland of the strange *Ivashu*.

MOLERYN, Castle [F7]

Realm: Tharda	Holder: Ramala Legion
Population: 1,100	From: Thardic Senate

The capital of Ramala Province, seat of the provincial magistrate and marshal, and headquarters of the Ramala Legion. Unlike other provinces Ramala is not sub-divided into districts; it is administered as a single unit entirely from Moleryn. The current Magistrate, Mardorva Seris, prefers dwelling in his



Shiran townhouse, and the provincial Marshal, Parga Ostardas, effectively runs both civic and military affairs. Parga is a greedy and vicious man, hated by his troops. He commands eight companies, three at Moleryn, and five based at Fort Tatzos. The original fortification was built as a Corani outpost by the Emperor Mindrithar in 493. From 588-661, Moleryn was an independent state, allied with Kanday, but was then annexed by the Thardic League. This act precipitated the Five Year War, but although Kanday emerged the victor, Moleryn remained in Thardic hands. Today, Moleryn prospers as an important Thardic trading center, being the western terminus of the Salt Route.

MOQUE, Keep [M7]

Realm: Melderyn	Holder: Baron Wederine
Population: 420	Liege: King of Melderyn

A barony held by Allyn Wederine from the king. Moque was built in 575 to guard the eastern landward approach to Thay. The barony was created in 630 and granted to the Wederines, a clan from Cherafir which had been loyal to the royal house for many years. Allyn is thirty nine and is suffering from what appears to be the early stages of leprosy, although this fact is known only to himself, his wife, and his physician. He has made generous donations to the Church of Peoni, undoubtedly because of their work in caring for victims of this disease.

MORGATH



*"Tormentor of the Unlamented Dead,
Master of the Principle of Evil,
Lord of the Gulmorvin,
Wielder of the Shadow
Wreaker 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 symbolized by the Durangash, a black circle on a field of brown, surrounded by an irregular black border. Morgath is best known as the master of the undead, particularly the *Gulmorvin*, who are governed by his chief demigod Klyss. Morgath is believed to have thirteen "true" names and it is deemed the greatest folly to utter any of them aloud. This is one reason why that number is deemed unlucky.

How the religion of Morgath came to Härn is unclear. It is believed that Lothrim the Foulspawner worshiped Morgath and it is known that Balsha claimed to be his prophet. In present day Härn, the worship of this deity is largely 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.

Morgathianism 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 counterbalanced 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 recognized, if only because they are known to habitually practice ritual human sacrifice.

This dour and morbid religion is reflected in the costumes of its clerics; mostly of black and brown. When they are able to wear their full regalia, ritual dress includes hideous masks, partly to terrify, but mainly to hide their identity. There is only one clerical sect in the church, the *Order of the Lord of Chaos*. It has major temples in Golotha and Coranan, the former being the order's headquarters and seat of the Härnic primate.



Morgathian Cleric

MORVILYA Bay [F3]

A sheltered bay on the coast of Equeth. Many attempts by the Orbaalese to establish settlements have been repulsed by the proud *Equani* tribesmen. One small settlement on the southeast corner of the bay, founded by clan Cyeen from Arathel, was annihilated in 710.

MOZIL Point [N9]

The most easterly point of land on the Hârnec mainland, Mozil Point is a prominent landfall to seafarers bound for Thay. Three attempts to maintain a beacon on the point, a responsibility of the Sheriff of Biren, have been sabotaged by *Solori* tribesmen.

MUL, Keep [I1]

Realm: Orbaal	Clan: Marwyn
Population: 450	Tribute: King of Orbaal

Built in 559 when it was called Susyln, this Jarin settlement was captured by the Ivinians in 671. The Lord of Mul, Osaar Gurtak, is 34 and a considerable braggart who has many times publicly declared his intention to raid Cherafir. Clan Gurtak is a junior branch of clan Gurtta from Seldenbaal.

MYEN Lake [I4]

A deep lake in the eastern foothills of the Felsha Mountains. The Lake is fed and drained by the Hemurin River. The waters of Myen are murky and very cold and are said to harbor a "sea dragon" called Myenae.



Navehan Cleric

N

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 claimed by Kaldor, but the king's control over it is tenuous. Naniom Bridge is often used by the local nobility as a field of honour.

**NAVEH**

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

Best known as the bringer of nightmares, Naveh is the deity favored by assassins and thieves. It is sometimes thought that Naveh and his minions 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 *Nava-shak-ara* (an ebony knife) and *Shinkra-akra* (a translucent, human skull); replicas of both are involved in temple rituals by Navehan priests. Naveh's principal hue is black, with a trace of blood red, colors that are traditionally worn by Navehan priests.

Naveh's main demonic servants are *Dekejis* and *The Gytevsha*. *Dekejis* appears in the form of a black, red-eyed cat. Formerly a pet of the goddess Halea, *Dekejis* considers the eyes and genitals of humans a great delicacy; those who lack either are said to bear the *Curse of Naveh*. There are three principal *Gytevsha*, but each has numerous lesser servants: *Gekrish*, the "Hands of Despair" who can reach inside the body with taloned hands and still the heart, or possess the body, tormenting the resident Aura before slaying it; *Krasula*, the "Hunter of Sleep", said to bring horrific nightmares, who commonly appears as a male child, with one eye of the palest blue and the other of the deepest black; and *Vesha*, the "Mouth of Falsehood", a servant who spreads deceit and confusion among mortals, said to be strengthened by every lie told by men, and wounded by every truth.

Any temple of Naveh is always well 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 favorite 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 having 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 Hârn is in Coranan; there are also covert temples in Golotha, Shiran, and Tashal.

Ritual murder play a major role in the worship of Naveh. The temples take commissions for assassinations or thievery, including those too difficult for the *Lia-Kavair*, which probably supports and pays tribute to the church. Any approach for such services is usually done through the *Lia-Kavair*. Fees are high 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 color. Ranking clergy wear an over-robe of red and may don the dreaded skull-mask denoting imminent death. All clergy carry razor sharp daggers. An assassin wears 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 ritual punishment is the *Herth-Akan*. A miscreant cleric is given a one hour start and for three successive days and nights 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 must then undertake ceremonial suicide.

NEJ, River [B4]

A short river, flowing into the Kadag Strait. Its mouth is a favorite fishing and gathering site for the Neji, one of 26 Kuboran tribes.

NENDA, Keep [K5]

Realm: Kaldor	Holder: Baron Hiren
Population: 350	Liege: King of Kaldor

Originally called Habta Tower, Nenda keep was built in 320 and rebuilt in 407 after the Kaldoric Civil War. Erelar Hirnen has a claim to the throne through his mother Erelora (659-716) who was a younger sister of King Miginath. An ill-tempered man of 45, Erelar is not popular with his uncle, or even with his own household.

NEPHEN, River [K5+]

The Kald's second greatest tributary. It rises near Mount Tezith, feeds and drains Lake Arain, and flows southwest to join with the Kald below Tashal. The Nephene is crossed by the Naniom and Ternua bridges. The *Silver Way* follows the river for part of its course.

NETHIL River [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 Lerial.

NIZUS [I5]

A Gargun cave-complex inhabited by Gargu-viasal.

NOLAH, Ivashu

The Nolah, or Hârn Troll, has an affinity for damp stone and earth, and is sometimes called the Dank Stalker. Nolah are quite intelligent and are able to cast some kind of "charm" to lure their victims. They are man-sized humanoids, but are able to contort their moist, hairless bodies to fit between the stones of a wall. 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. Nolah will 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. The Nolah is often used as a bugaboo to frighten children, but they rarely venture into inhabited settlements, being solitary by disposition.



NORIENAR, Keep [D7]

Realm: Rethem	Holder: Constable
Population: 365	Liege: King of Rethem

A royal keep in Parachshire, Norienar was built in 438 as a residence for the Corani Empire's governor of Rethem province. The fortifications were upgraded by Arlun the Barbarian between 648-651. The present constable is Sir Dorin Metsellan, a loyal, tough, and competent soldier. He is thought to be the king's most likely choice to fill the currently vacant office of Lord Marshal of Rethem.

NORON, Keep [J3]

Holder: Noron
Population: 160

Noron's Keep is an isolated, independent 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 who is one of the *Pradeyalkri*. Rumored attributes of this half-giant include the ability to shapechange and immortality. He and his eleven sons, all over six feet tall, rule some thirty families of serfs of Taelda origin who have much



greater freedom than in most feudal settlements. 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, provisioning them as necessary, sometimes most generously.

NORON'S WAY [J4+]

The trail from Gardiren, north to Lorkin, via Noron's Keep. The trail is little used by other than complete idiots and a few veterans known to, and liked by, Noron. The Taelda tribesmen do not generally interfere with travellers on this trail, perhaps by arrangement with Noron.

NORU, Keep [E7]

Realm: Tharda	Holder: Noru Cohort (5c)
Population: 725	From: Gerium Legion

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

NUBETH, Keep [K5]

Realm: Kaldor	Holder: Baron Elorieth
Population: 355	Liege: Earl of Qualdris

The keep was built in 420. The current baron, Dwyn Elorieth, is 62 years old and in declining health.

NUEM, River [M8]

A river rising in the Anadel highlands and flowing southeast into the Sea of Ivae. It is the de-facto southern border of Melderyn's mainland possessions.



NURISEL, Castle [M10]

Realm: Melderyn	Holder: Earl Thabel
Population: 2,050	Liege: King of Melderyn

The principal seat of the Earl Thabel and the second largest settlement on the island of Melderyn. Nurisel was settled by the Jarin more than 2,000 years ago, but standing stones and other evidence suggest even earlier occupation by the mysterious Henge Culture. Around 215 BT, Nurisel was the capital of Bradene, one of the Five Kingdoms that eventually merged to found the Kingdom of Melderyn. The present earls are direct descendants of the Bradene kings. Nurisel has a well deserved reputation as a center of learning; there has been a Lyahvian Chantry here for over 1,700 years, a seminary of the Church of Save K'nor for almost 500 years, and a college of the Pilots' Guild for more than a century. The current earl, Sunoril Thabel, is 53 years old. Like many of his ancestors, he studied at a chantry of Arcane Lore in his youth. He is an insightful, intelligent lord, with a reputation for coldness and formality. He is also an influential member of the Melderyni Council of Eleven.

NUTHELA [I3+]

A hilly, forested, wilderness plateau between Kaldor and Orbaal. The *Anoa* inhabit the northern half of the region, the *Taelda* the south. Two major trails cross the plateau, one from Olokand to Leriel (Fur Road), the other from Gardiren to Lorkin (Noron's Way).

O

OBEO, Cape [M6]

A hilly, wooded headland on the east coast of Hārn. The cape is rarely seen except by seafarers.

OBODU HILLS [B4+]

A region of very rough terrain in northwest Peran. The Obodu Kubora are especially fierce and proudly claim Arlun the Barbarian was one of their number.

OCHRE WOMB, Order of the

A clerical order of the Church of Ilvir based at Araka-Kalai. The order is actually located in the village of Ochrynn, a religious community one half league north west of Araka-Kalai, where they maintain an Ilvirian temple. The original order may have been established as early as 284 BT and was the largest Ilvirian sect until Ochrynn was destroyed by a Gargun swarm in 298 TR. Surviving priests fled to Leriell, but the order was re-established at Ochrynn in 361. The Ochre-Womb has always been plagued with internal dispute about "proper Ilvirian doctrine". A faction broke off to found the *Order of Sudelrhyn* in 180TR. More recently, another dissident group of clerics founded the mysterious *Dark Order* (see Araka-Kalai) in 692.

OCTAGONAL PIT, Order of the



An Agrikan clerical order headquartered in Golotha. The order sponsors the so called fighting-order, *Demon Pameshlu the Insatiable*. Both orders are almost solely concerned with the operation of the Pamesani (games) in Golotha, Shiran and Coranan. The order takes its name from the huge, symbolic fire pit which is a central feature in most 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 "things" are cast in.

OHETIS, Keep [E8]

Realm: Kanday	Holder: Baron Julor
Population: 435	Liege: King of Kanday

A barony in Daenshire. The keep was built in 621 by Andasin I, the first King of Kanday. In 655 King Ashenan created the barony, granting it to Vordi Julor. In 669 Vordi was raised to Earl of Kuseme as a reward for his actions during the Five Year War. In 712 Vordi's grandson Ernald involved Kanday in the Kuseme War, and lost most of his lands. Ernald still privately styles himself Earl of Kuseme, although the title is officially lapsed. The baron is generally unpopular at court and is given to foolish and arrogant pride.



OLOKAND, Castle [J5]

Realm: Kaldor	Holder: Sheriff of Meselyne
Population: 800	Liege: King of Kaldor

The shire moot of Meselynshire, Olokand guards a sturdy wooden bridge across the Kald River, and is the southern terminus of the Fur Road. Olokand was built in 128 as Sanric Tower and rebuilt as a castle between 379-384. It is the ancestral seat of clan Elendsa, the present royal house of Kaldor which gained the throne in 603. The king still has the title Earl of Olokand and King Miginath spends about one third of his year in residence. The sheriff, Maldan Harabor, is the eldest bastard son of the king. He is a ruthless man whose ambition to inherit his father's throne is undoubted.

OMNIS, Keep [E7]

Realm: Rethem	Holder: Baron Sayorsaxe
Population: 260	Liege: Earl of Techon

Omnis was built in 701 by the Earl of Techon and was held by a constable who died under mysterious circumstances in 716. Since the earl was a ward of the Chafin III at this time, the king took this opportunity to create a powerful new barony, awarding it to a loyal friend, Jasyph Sayorsaxe, who is also the Chancellor of the Exchequer. Sir Jasyph spends very little time at Omnis, and although technically a vassal of the Earl of Techon, his loyalties are with Chafin III.

ON

HARNDEX

OR

ONDEN, Keep [L7]

Realm: Chybisa Holder: Constable
Population: 250 Liege: King of Chybisa

The original holding of clan Geledoth, the current royal clan of Chybisa, held by Sir Balesir Geledoth, crown prince of Chybisa. The young and handsome prince is popular with many Chybisan lords for his generous nature, but he is also a dedicated womanizer. His innumerable sexual dalliances have rewarded him with syphilis, a disease with no known cure.

ONDEN, River [M7]

A tributary of the Efesir, rising in the mountains of Anadel.

ONTUR, Keep [M7]

Realm: Melderyn Holder: Baron Jothysan
Population: 800 Liege: Earl of Harden

Ontur was a tribal settlement fortified during the Kingdom of Elorinar. A stone tower was built in 232, but was severely damaged by flooding in 411. The present keep dates from 416. In 705 a small Orbaalese force attacked Ontur, but was driven off after raiding and burning the village. Tobrin Jothysan, Baron of Ontur, took an active part in the defence, and still points proudly to five captured Orbaalese round shields that decorate the walls of his hall. One of these bears the arms of clan Djagg of Gifyn.

ORBAAL [H1+]

The name of the northernmost region of Härn, 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

A pre-feudal state in northeast Härn ruled by King Alegar II from Geldeheim. It was formerly called Jara, until the Kingdom of Orbaal was proclaimed in 686 after the Ivinian conquest of the indigenous Jarin. It is a very unstable realm where less than 8000 rowdy and ungovernable Ivinians have enslaved about 65,000 rebellious Jarin. Orbaal is really a host of semi-independent squabbling clan domains, the smaller of which owe tribute to more powerful clans, who in turn owe it to the 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 Härn.

The basic unit of Orbaalese society is the clan, ruled by a *Valhakar* (clanhead), aided by a council of all males with three or more wives called the *Thrangaad*. The latter elects the former, but any member of the Thrangaad has the traditional right to challenge for the leadership by trial of combat. There are no fixed rules of succession.



Orbaalese clans are constantly squabbling and fighting among themselves, each going their own way with very little interference from the king; his only real claim to the crown is that he has the biggest and most powerful domain. Ninety percent of the population is still Jarin, most serving as slaves and thralls (serfs) to their Ivinian masters, although a few still hold land. This "racial" stratification has led to serious tensions in Orbaalese society and there have been several Jarin rebellions which were put down only 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.

DOMAIN	CLAN	DOMAIN	CLAN
Geldeheim	Taareskeld	Marby	Serewy
Ebein	Gydasael	Antir	Fyrdael
Fjaga	Staeld	Asax	Atejaal
Shien	Hammarkel	Pled	Storzand
xTawheim	Zwaiga	Pyberg	Algaar
Zynholm	Saargax	Thrand	Trajaka
Arathel	Cyeen	Quimen	Crimson
Pjagel	Baelinsen		Dancer
Vold	Maaren	Sherwyn	Sherwyn
Wethom	Kyrodwe	Kjen	Ekkart
Keiren	Galbart	Thoen	Mordauk
Hjael	Erlanger	Tandir	Verakaar
Teryff	Sirajud	Gyfyn	Djagg
Utera	Laksit	Quiam	Burgastau
Leriel*	Marwyn	Vaagel	Karolaan
Gwaeryn*	Aeryn	Aaldem	Taaresaar
Pethwys*	Weymyss	Daasen	Daasen
Lorkin	Geldestaar	Zuden	Ruindael
Arone	Hulthard	Mul	Gurtak
Shese	Haidaar	Thursa	Sardosk

* Jarin Held

At its base, Orbaalese society is essentially the same as that of the rest of Härn. Scattered around the major settlements are dozens of small villages, many of them fortified, and all governed by relatives or trusted retainers of the great clan. Most of the land is worked by Jarin thralls.

The rural settlements owe tribute to the ruling great clan of a nearby keep or castle. At these settlements, there will likely be a number of clans who may not hold any land at all. These will

have their own economic specialities and will enjoy monopolistic rights over their activities; these are the Orbaalese equivalent of guilds. Young men and women who wish to undertake an occupation not practiced by their own clans, may be adopted by another clan in an elaborate ceremony.

Women marry out of clan and command high bride prices, so high that many men are unable to marry. One of the inevitable results of this is that many of the young men venture forth to seek their fortunes in foreign lands; money earned in this way is their own property and may be used to purchase brides. A clansman who serves the clan with distinction is often rewarded with a purchased bride, but most will not wait on the generosity of the Thrangaad. Only about half those who emigrate return to their homeland..

All Ivinian males are trained in arms but the Jarin thralls are forbidden any weapons. The noble clans generally maintain a standing army of their own members and of warriors received as tribute from tributary clans.

The Ivinians are best known for their piracy, a tradition which all coastal peoples in northwestern Lythia have come to dread. In hard economic times, various clans take to the sea in their dragonships and go viking, that is raiding and pillaging coastal villages and towns. The golden age of viking may have passed, yet recent attempts to sack Thay were a potent reminder that the mercenary seapower of Ivinian clansmen is still to be feared.

There have been three Orbaalese kings since 686, all members of clan Taareskeld of Geldeheim:

Hagini	686-692
Alegar I	692-714
Alegar II	714-

King Alegar II faces considerable problems ruling his fractious realm. Both the Ivinians and Jarin are freedom-loving, rowdy, and rebellious. And the Ivinian kingdoms of Rogn, Menglana, and Seldenbaal all regard Orbaal as a colony and periodically demand tribute, although none has been given for many years.

OSEL, River [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 effective southern boundary of the Kingdom of Kaldor, although the kingdom claims a large territory south of the river known as Oselmarch, territory that is also claimed by Chybisa, and the resident *Pagaelin* tribes.

OSELBRIDGE [K6]

An old stone bridge on the Genin Trail, thought to have been built by Orsin, King of Pagostra, before this kingdom was absorbed into Kaldor in 184 TR. It is the only crossing of the Osel River. Ownership of the bridge has been in dispute for centuries, the north bank being within the Kingdom of Kaldor, the south bank claimed by both Kaldor and Chybisa. The bridge has been held from time to time by local Pagaelin tribesmen, Kaldor, and Chybisa, but none have established real authority here. The Mercantylers' Guild runs a trading post at the north end of the bridge, and has ambitious plans to expand the post





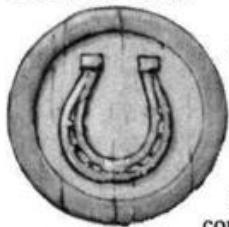
into another Trobridge Inn. The site is also a favorite rendezvous for tribesmen, adventurers, brigands and riff-raff. The Warden of Oselmarch (Baron Firith of Kobing) would like to build a keep at Oselbridge, but the approval of King Miginath has so far been withheld.

OSTENOR, Keep [F7]

Realm: Tharda Holder: Ostenor Cohort (4c)
Population: 675 From: Coranan Legion

Ostenor Keep is a relatively modern structure dating from 642. It replaced an imperial fortress that had been built in 413 on the site of an old Corani settlement. This fort was destroyed during the Balshan Jihad. There are numerous barrow graves and stone cairns in the vicinity. Locals claim that the shades of Corani warriors can be seen to march through the town on the night of Navek 30. Attempting to witness this phenomenon is deemed to be the greatest of follies. The district legar is Rulur Onaxis, a friend of the powerful Nordakas from Telen. The commander of the Ostenor Cohort's four companies is Harmon Kainel, one of the leading candidates for appointment as Warden of Coranan.

OSTLERS' Guild



These guildsmen have a monopoly over the breeding, care, and sale of horses. A master ostler will be an expert stablemaster, tackmaker, horse-vetinarian, and breeder. Shoeing of horses is also done by ostlers, using shoes bought from metalsmiths. Any competent ostler is highly respected and well paid. Most freemasters work in partnership with, or are bonded to, an innkeeper. Noble households find a bonded ostler indispensable. There will invariably be a fenced Ostlers' Common outside each town where horses are grazed. Individual ostlers may also own private pastures near their stable yards. A charge of 1d will usually stable one horse overnight, including feed.

OVIEN, River [13+]

A major tributary of the Anoth River, the Ovien is fed by the snows of Mount Wynan, Hârn's highest peak. The river flows swiftly northwards from the Felsa 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.

P

PAGAELIN, The

The nomadic tribal nation dwelling roughly between the Osel River and Setha Heath. There are approximately 120 tribes of 60-240 members. Women are respected, but are deemed inferior. Many tribes are 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 civilized neighbors and fight incessantly among themselves. When the tribes are united under one strong leader, they have been known to attack the outlying settlements of Kaldor and Chybisa. 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. They are armed with a combination of home-made weapons; mostly bows, spears, axes, and captured swords, shields, and armour. The Pagaelin are heavily under the influence of a heretical Navehan sect based at Bejist.



PAI-GARDITH, Order of

A minor, obscure, clerical Ilvirian sect which operates the temple to Ilvir in Golotha. The order has few adherents, and is involved procuring *Ivashu* for the Pamesani games.

PAMESANI, The

The games held each Yaelah and Yaelmor in the cities of Golotha, Coranan, and Shiran. The games are organized by the Agrikan clerical order, *Octagonal Pit*, and are frequented by a wide cross-section of spectators. Originally started as quasi-chivalrous combats between champions of minor factions, a sort of public dueling, over the past century the games have grown more violent and perverted. Popular events include female slaves, bound and helpless, being "raped" by a variety of wild beasts; quartering contests to see which horse-team can pull hapless captives into the most equal of parts; and torch-carrying races where the victor has the honor of setting alight a bonfire atop of which is chained the last to finish. In short, under the careful management of the priests of Agrik, few acts of depravity are left undone in the name of entertainment. Admission ranges from 1-12d. There are few empty seats.

PARIOS, Keep [M7]

Realm: Melderyn Holder: Constable
 Population: 325 Liege: Earl of Harden

Parios was a tribal settlement first fortified during the expansion of the Kingdom of Elorinar in the late second century. There are several large barrows in nearby Korin Downs thought to be the graves of ancient chieftains. The constable of Parios is Sir Molkin Ematha. He is a tough and unimaginative man of fifty who is unswervingly loyal to the Earl of Harden.

PARNAM, Keep [M7]

Realm: Melderyn Holder: Constable
 Population: 355 Liege: Earl of Gythrun

Parnam was built in 423 on the ruins of what is generally believed to have been an abandoned tribal settlement. Since 630 Parnam has been held by earls of Gythrun. The present constable is Sir Denyl Lakner, 65, a knight who holds a local manor in his own name.

PARNAN, Castle [G6]

Realm: Tharda Holder: Kom Legion
 Population: 825 From: Thardic Senate

Parnan is the district and provincial capital of Kom Province in the Thardic Republic. The castle was built on the site of an ancient tribal hillfort during the Corani Empire. It was the capital of the old Federation of Kom, annexed by the Thardic League in 654. Today, Parnan is the headquarters of the Kom Legion which has a strength of fourteen companies, four based here, four at Dumon, and six at Stimos. The Marshal is Senator Xeldon Pesed, thirty five, clanhead of the province's most powerful family. He is humorless, conscientious, and in the words of one senatorial wit "very unkomly". Xeldon trusts few men and has made the Kom Legion something of a private army by ensuring that all cohort commanders are his own relatives; the commander of Parnan's four companies is his younger brother, Klodel Pesed. The Magistrate's post has, since Ilvin 719, been haggled over in the senate. The primary contender for the post is Sadar Calasain, but his clan are ancient enemies of the Peseds and they have successfully blocked his appointment in the senate.

PATREL [L9]

The tribal moot of the Hodiri. Every year, in early spring, the entire Hodiri nation gathers here for about three weeks to trade goods, news, and women. Tribesmen also meet spontaneously at Patrel throughout the year for it is considered a sanctuary where all are safe from attack.

PAZEL [L4]

A Gargun cave-complex inhabited by Gargu-hyeka.

PECH, River [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]

Realm: Tharda Holder: Peden Cohort (4c)
 Population: 780 From: Shiran Legion

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

PELIRYN, River [G3]

A river in Himod formed by the joining of the Weben and Foy. The river valley 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 Tirpal. The river is considered to be the border between Equeth and Peran.

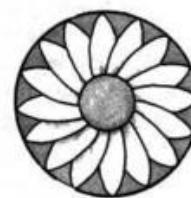
PENDETH, Keep [K5]

Realm: Kaldor Holder: Constable
 Population: 370 Liege: Earl of Gardiren

A fief in Vemionshire, held by a constable for Earl Curo of Gardiren. The keep was built in 504. The constable, Sir Garath of Ruseller, is a drunkard. His son, Taran, is the de-facto constable and he is barely competent.

PENULTIMATE TOME, The

A mythical book said to contain the secrets of the Earthmasters. Since no evidence of their 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 search for it led to the Carnage of Kiraz. The term is now most used to describe whatever tome was buried in Lothrim's Tomb

PEONI

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

Peoni is the most popular deity among the peasantry. She is the patron Goddess of healing and agriculture, the poor and lovers. She requires of her adherents 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. Peoni is symbolized by any of several spring flowers or the fruits of agriculture. It is said that she prefers white flowers and the daisy is her favorite.

The countryside is dotted with peasant-made shrines to Peoni; where clerics find shelter and warm hospitality. The clerics are divided into two, celibate orders, the *Balm of Joy* (female), and the *Irreproachable Order* (male). The orders have separate temples. The primate of Peoni for Hârn 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, 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 labors and easing their tasks with boundless comfort.

The clerics of Peoni change their garb with the season. They wear white in the winter, green in spring, beige in summer, and yellow in autumn. While Peoni is swift to forgive laymen, strict morals are required from her clerics.

PERAN [D5+]

A densely forested region of northwest Hârn. This is the largest tract of wilderness on Hârn and the range of the *Kubora* nation. The region was once loosely held by the Corani Empire, but the imperial forces were driven out after the massacre of Kustan in 477. Peran barbarians, led by Arlun, known as the Barbarian, conquered northwest Tharda and founded the Kingdom of Rethem in 635. When Arlun died, the Kubora federation collapsed and they withdrew once again, squabbling, to Peran.

PERATH, River [D5,C5]

A river rising in the central highlands of Peran and flowing southwest into the Gulf of Pendos. The river is little used except by Rethemi seamen trading with the Kubora.

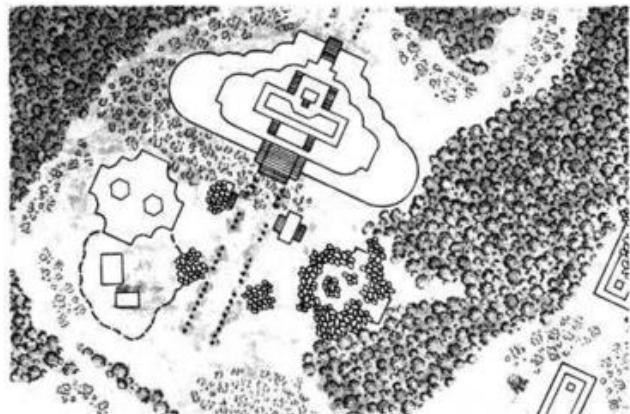
PERFUMERS' Guild



A guildsman involved with the manufacture and sale of soap, perfume, incense, and similar products. Some temples have a special dispensation to make such products themselves, but most buy from local perfumers. 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.

PESINO [H7]

A site of Earthmaster origin, located in the western Shava Forest, within the borders of Eaval. The Sindarin, who have explored the site extensively, found the Earthmaster artifacts there to be 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 escorted to the frontier and advised never to return. 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 Eaval.



Pyramid of the Godstone - Pesino

PETHWYS, Keep [H2]

Realm: Orbaal

Population: 450

Holder: Clan Weymuss

Tribute: Prince of Lerie

Built in 461, Pethwys is one of three major settlements still held by Jarin lords. Felan Weymuss is forty one, and given to fits of sullen moodiness. His younger sister, Mythyl, was married to King Alegar II as an assurance of peace in 712, but died under suspicious circumstances in 719. Felan believes, with cause, that her death was plotted by Bryna Telthaal, Alegar's newest wife. Felan is contemplating revenge which may precipitate a second Jarin Revolt.

PHIRA, Keep [E7]

Realm: Rethem

Population: 275

Holder: Constable

Liege: Earl of Tech'en

A fief in Zabinshire, Phira was built in 592 by a notorious brigand, Hargar, on the ruins of an old Corani Empire river fort. Captured by Arlun the Barbarian in 638, Phira was a royal keep until Nemiran granted it to the Earl of Tech'en in 675. The constable is Sir Dernik Webstal, a third cousin of the earl.

PHYSICIANS, Society of



The society of physicians is a loosely organized body with a wide variation in expertise among its masters. Some are incompetent quacks (but cheap) others are very skilled and quite expensive. A freemaster physician can take on as many apprentices as he wishes with little or no reference to the guild. Little effort

is made to maintain any standards, although a physician who maims or kills too many people will experience severe difficulties staying alive.. There are no journeymen, nor are there bonded masters in any real sense; physicians may operate as freemasters or under contract to an employer as they deem appropriate. Many physicians are associated with the church of Peoni, and it is widely believed that they dabble in magic -- some do.

Most physicians confine their talents to the treatment of minor ailments. Fees charged vary dramatically with the skill

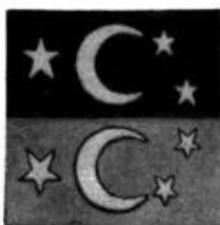
and reputation of a physician, but would typically range from 3d for minor "first aid" to sums in excess of 240d for major surgery. Medicines (provided by the Apothecaries Guild) and hospital services (rare) may double or triple their fees.

PILLAR OF FIRE, Order of the



The male, clerical sect of the church of Agrik which sponsors the fighting-order, *Roving Doom*. The order's only temple, with most of the members inside, was razed in 717 during a "misunderstanding" with the Agrikan primate, Klyrdes of Bisidril. No more than a few dozen priests of the order survived, and only then by fleeing. Their temple, perhaps *covern* is a better word, now moves secretly from one place to another. Priests of the order never reveal their allegiance to outsiders and will attempt to kill anyone who learns of their identity or the temple's current location. The order intends to assassinate the primate at the first opportunity. It is generally accepted that the order, like other Agrikan sects, was plotting to seize the primacy when it was purged. Their sponsored fighting-order have not given a high degree of loyalty since the crisis.

PILOTS' Guild



Every master pilot compiles a private rutter, a book that contains his accumulated knowledge of the sea.. This item is carefully guarded for its loss could easily bring disaster. The unauthorized possession of a rutter may carry the death penalty, but their high value is an enormous temptation to thieves. A sizable reward is available for turning in a lost rutter at any Pilots' Guildhall.

Master pilots have wide discretion with regard to taking on apprentices. Most apprentices are former seamen who have demonstrated an aptitude for learning. Apprenticeship generally takes nine years - the longest of any guild. There are no journeymen. For detailed information on piloting and ships see our module *Pilots' Almanac*.

PINIDE, Keep [E8]

Holder: Baron Tertimas
Liege: King of Kanday

A fief in Urienshire, held directly from the king. It was built in 424 as a royal residence by the dissolute King Chernae of Aleathia. In 629 Ottan Tertimas became one of the first petty rulers in the Erynn valley to swear fealty to Andasin II. Clan Tertimas have traditionally been strong supporters of the house of Kand. It is sometimes said that "*When the King's dog growls the Barons of Pinide bark*". The present baron is Stennis Tertimas, a fleshy fifty one year old, whose bluff manner masks a sophisticated mind.

PJAGEL, Keep [G2]

Realm: Orbaal **Holder:** Clan Baelinsen
Population: 140 **Tribute:** Lord of Arathel

Built in 602 by a Jarin lord, Pjagel was captured by the Ivinians in 675. Skudrin Baelinsen is twenty two and drinks more than is wise. He is fond of wenching and has taken many Jarin women to his bed against their will. Many of his subjects are bitterly angry at this behavior. Clan Baelinsen are a junior branch of clan Baelin from Menglana.

PLED, Castle [H1]

Realm: Orbaal **Holder: Clan Storzand**
Population: 160 **Tribute: King of Orbaal**

A motte and bailey castle built by the Jarin in 596, Pled was captured by the Ivinians in 665. Knurri Storzand is a stubborn and brutal man of forty. The Storzands are a junior branch of clan Storzar, the current royal clan of the Ivinian kingdom of Menglana. Their kinfolk are presently facing attack from Ibanvaal and sent an appeal for aid to clan Storzand last year. Any likelihood of help being sent to Ivinia is lessened by the ongoing feud between clans Storzand and Karolaan. This began in 716 when Usrin, one of Knurri's young sons, was crippled in a hunting accident while visiting the Karolaan hold of Vaagel. Although the Karolaans have offered mangeld (compensation) Knurri presses the feud. Pled receives tribute from Pyberg and Thrand.

POTTERS' Guild

The guild with a monopoly over the manufacture and sale of ceramics. They 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.

PRADEYALKRI, The

Any of the deities, demons, demigods, giants, ogres and other monsters who ruled Ivinia before the god Sarajin established dominion. Some pradeyalkri, notably Usnarl, Njehu, and Jarlak, aided Sarajin and were allowed to serve him after his triumph. The others who survived the Sarajinian conquest fled to all parts of the world, and rarely admit their origin. The lord of Noron's Keep, the Riddlemaster of Anrist Point, and Uvien of Barsothe Falls are almost certainly of that ilk. Noron periodically visits both of the other two.

PRYEH, The

The collective term for an unknown number of Gargun bands of Gargu-araki dwelling west of Elkall-Anuz. The bands are often fighting their neighbors and interloping Gargu-hyeka from the Felsha Mountains.

PUJET [G3]

A Gargun cave-complex in western Orbaal. Pujet is inhabited by Gargu-kyani and is a colony of Amekt.

PYBERG, Keep [H1]

Realm: Orbaal	Holder: Clan Algaar
Population: 130	Tribute: Lord of Pled

Built in 584 by the Jarin, Pyberg was captured by the Ivinians in 657. Tuzrin Algaar is forty four. For the last two years he has been troubled by cataracts and is steadily losing his sight. This fact has made him irritable, short tempered, and prone to fits of morbid depression. His younger brother Vjaldin is fomenting discord in the Algaar thrangaad in an attempt to replace him. Clan Algaar is a branch of the clan of the same name from the Ivinian kingdom of Menglana.

PYXXYN [L4]

A Gargun cave complex of Gargu-khanu in the Sorkin Mountains constantly at war with Azadmere. There is also a sizeable slave population of Gargu-hyeka within.

Q

QUALDRIS, Castle [K6]

Realm: Kaldor	Holder: Earl of Osel
Population: 610	Liege: King of Kaldor



The principal seat of Earl Meleken, who also holds Heru keep and receives fealty from the Baron of Nubeth. Built in 140 as a keep, the castle dates from 378 when Fierth the Usurper made it his primary seat. Qualdris is home to the notorious 'bloody tapestry', a representation of the wife of the third earl who was reputedly murdered by her son. On the anniversary of her death the tapestry has been seen to take on a faint reddish tinge. Sedris Meleken, a man of renowned honor, is currently away from the settlement in search of a murderer. He left early in 719 and his estates are competently managed by his wife Thilisa.

QUERINA, Keep [K5]

Realm: Kaldor	Holder: Sheriff of Semeth
Population: 455	Liege: King of Kaldor

A royal keep and the moot of Semethshire, Querina was built in 640 by Haldan the Younger, king of Kaldor and son of the founder of the Elendsa dynasty. The Sheriff, Sir Conwan Elendsa, is a nephew of King Miginath. His father, Brandis Elendsa, was a younger brother of King Miginath. Conwan has a claim to the throne of Kaldor and the power and ability to press it should he so desire.

QUIAM, Keep [G2]

Realm: Orbaal	Holder: Clan Burgastau
Population: 80	Tribute: Lord of Tandir

Built in 549, Quiam was captured by the Ivinians in 663. Hudraas Burgastau, 25, is the youngest valhakar of the Orbaalese great clans. He is a skilled warrior and loves nothing better than viking. He is presently contemplating a major raid against western Hārn.

QUIMEN, Keep [H1]

Realm: Orbaal Holder: Crimson Dancer
Population: 115 Tribute: King of Orbaal

The only orderial fief in Orbaal, held by the female Agrikan fighting-order, *Crimson Dancer*. Quimen was a Jarin keep until 701 when it was seized by the order with the complicity of King Alegar I. The brutal methods used by these violent women to subdue opposition sparked the Jarin Rebellion. The Grandmistress of the order is Baliela Shernath. She is fifty three, a merciless survivor of temple intrigue. Her Jarin serfs at Quimen are among the most oppressed in Orbaal. The walls of the keep are often decorated with Jarin "examples".



Second Floor

QUISO, Keep [D6]

Realm: Rethem Holder: Baron Yonan
Population: 290 Liege: Earl of Tormau

Quiso was built in 597 by Clan Lynnaeus of Tormau. The barony was created in 675 and granted to Tuboth Yonan, a cousin of the Earl of Tormau. Bothal Yonan, the present baron, combines a sophisticated love of music, art, and drama, with a sadist's taste for violence and brutality. Bothal is loyal to his liege, but the earl privately views him as faintly disgusting.

QUIVUM, Keep [E7]

Realm: Kanday Holder: Sheriff of Norea
Population: 295 Liege: King of Kanday

A royal keep and shire moot, Quivum was built in 448 during the Corani Empire to ensure that the provisions of the peace treaty between Aleathia and the Empire were met. In 622 Quivum was the first major fortification captured by the order of the *Checkered Shield*, and served as its headquarters until 695 when they were transferred to Menekod. The Sheriff of Norea is Tamys Bakyth, the Laranian Bishop of Perinore.

QUSTE, Keep [D6]

Realm: Rethem Holder: Baron Uldseth
Population: 285 Liege: Earl of Tormau

Quste was built in 573 during the Theocracy of Tekhos. In 635 it was seized by Arlun the Barbarian during his conquest of Rethem. In 672 Nemiran granted Quste to the Earl of Tormau to make peace with the earl. The Earl of Tormau created the barony by granting the title to a distant relative, Subla of Uldseth, now 57. This was done without royal consent, one of many points of friction between the king and the Earl of Tormau.

QUSTUP [G4]

A Gargun colony of Gargu-hyeka.

R**RACYN, Keep [M9]**

Realm: Melderyn Holder: Sheriff of Biren
Population: 280 Liege: King of Melderyn

The shire moot of Birenshire, Racyn was built in 624 and controls the Nuem River. It has been the shire moot since the Shires Edict of 630. Sir Brynet Mery, the present Sheriff, was appointed in 716. Sir Brynet is a humorless man in his mid-thirties. Although he is a pious Laranian, he despises the actions in Solora of the fighting order, the Lady of Paladins. In 719 he found two knights of the order guilty of manslaughter for killing a Solori tribesman, an action which has not exactly endeared him to the order.

RAMALA GAP [G7+]

A fairly flat, heavily forested region between the Mimea Hills and Athul. The gap is crossed by the *Salt Route*, and is sporadically patrolled by the Ramala Legion; travellers are more likely to encounter the warlike Tulwyn than anyone else. The Battle of Ramala Gap, ending the Salt War between Kaldor and the Thardic League, was fought here in 673.

RAMERE, Keep [M7]

Realm: Melderyn Holder: Baron Erdarta
Population: 290 Liege: Earl of Gythrun

Ramere seems to have been fortified as early as the seventh century BT and may have been built by the Jarin as a defense against Lythian invaders. The kingdom of Elorinar fortified the site to guard the ford on the Horka. This ford is only passable in the late summer when the river is low, and even then, prudent folk take a boat. The present keep was built in 485, replacing an earlier wooden structure. The forty six year old baron is actively clearing land to expand his holdings westwards. This activity has been approved by the Sheriff of Elorin (presumably with the king's permission) but is viewed with dismay by the neighboring Bujoc tribes.

RAYESHA Mountains [G4+]

A majestic range of mountains running 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. Mt. Niphel (8595') is the highest peak, a sacred mountain to the Ymodi tribesmen of Himod, and one of several sites favored as the location of *Lahr-Darin*. The mountains are rich in minerals and are the site of many abandoned and working silver and gold mines, notably Iracu and Izora. But mining ventures are risky because the indigenous inhabitants of the mountains are mostly Gargun.

RED SHADOWS OF HERPA, Order of the



The Agrikan fighting-order sponsored by the clerical order, *Herpa the Mace*. The order holds the Rethemi castle of Menekai and champions a "holy" crusade against the rest of Härn. The order was granted its lands in 681 by King Nemiran. In 708, it sent a force across the Gomisen and seized

Themeson-keep from the Thardic Republic. However, when a faction broke away to become the *Order of the Cohorts of Gashang* in 714, Themeson was lost to the rebels. The Red Shadows are currently undertaking a long-term campaign to exterminate the Kubora tribesmen of southeastern Peran. The order supports Chafin III who is seen as a leader who might be able to unify Rethem and lead the crusade they favor.

RENDA, Cape [M6]

A prominent headland northwest of Thay. The hilly point overlooks extensive reefs known as the Renda Rocks, an infamous graveyard for unwary seafarers. In the late summer of 707, an Orbaalese invasion fleet intent on conquering Thay met with disaster here. While rounding Cape Renda, a freak storm arose which sunk many ships, cast others on rocks, and scattered the remainder. Many believe the Cape Renda disaster was intervention by some god, or by Melderyn.

RETHEM [D6+]

A region in western Härn, north of the Thard and west of the Gomisen rivers. Rethem was a province of the Corani Empire, and was the cradle of the Balshan Jihad. The region is now the site of the Kingdom of Rethem.

RETHEM, Kingdom of

A feudal kingdom in western Härn, founded in 635 by Arlun the Barbarian, and ruled by King Chafin III from his seat in Shostim. Rethem has a violent history and is Härn's most unstable, treacherous, and dangerous state. Only lip-service is paid to the institutions of fealty and honor, for Rethemi politics are a maelstrom of intrigue and assassination. The largest settlement is Golotha, nominally a chartered freetown, but in reality an urban blight ruled by a theocratic and repressive council. Rethem has been ruled by the following kings:

Arlun	635-656	Kabe	689-692
Obreas	656-672	Chafin I	692-703
Nemiran	672-681	Chafin II	703-715
Puril	681-689	Chafin III	715-

Rethemi kings, plagued with chronic disunity that sometimes verged on anarchy, have never enjoyed popular support. 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, by various means, the new king has managed to reaffirm the fealty of the earls of Ithiko and Techon, as well as the orders of the Warriors of Mameka, Companions of Roving Doom, and the Red Shadows of Herpa. The powerful and rebellious Earl of



Tormau has his own ambitions, but many believe that Chafin III, a man of considerable ambition and competence will, if he lives long enough, unite Rethem under his iron fist and redress the "wrongs" suffered at the hands of hated Kanday.

FIEF	HOLDER	FIEF	HOLDER
Shostim	King Chafin III	Ithiko	Earl Barzak
Arketh	Roving Doom	Zaza	Baron Paque
Bedenes	Warriors of Mameka	Techen	Earl Lenesque
Bekar	Baron Orgatt	Omnis	Baron Sayorsaxe
Chakta	(Sheriff of Zabin)	Phira	(Constable)
Hyen	Copper Hook	Senun	(Constable)
Menekai	Red Shadows Herpa	Thiri	Baron Risalsin
Norianar	(Constable)	Tormau	Earl Lynnaeus
Themeson	Cohorts of Gashang	Dasen	(Constable)
Winen	(Sheriff of Hohnam)	Henwe	Baron Pozen
Golotha	Freetown (Royal Charter)	Ithius	(Constable)
		Quiso	Baron Yonan
		Quste	Baron Uldseth
		Weseda	(Constable)

RIDOW [H10]

A sunken city, possibly of earthmaster origin, unknown to Härniens. Ridow is totally submerged in twenty fathoms of water. During very low tides, a cave is revealed on the south shore of the bay, framed by a graceful white archway of polished stone. Those who pass through the portal will find a magnificent stairway which climbs about fifty feet to enter a vast chamber, clearly not of natural origin. At one end of the chamber is 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 Ridow 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 and all the buildings seem to glow with an eerie phosphorescence. Many 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.

ROVING DOOM, The Companions of

intimidation. Rethemi kings have traditionally employed them to "lean on trouble-makers", enchanted, no doubt, by their efficiency.

RUTHUBA, The

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*.

RYDEQUELYN, Order of

The most public of the three clerical orders of the church of Save-K'nor. This order stresses the comedic aspect of the deity, and is often called the *Order of the Fool*, although all of its clerics are far above the average Hârnian in intelligence. The chief temple is in Shiran; there is only one other, at Coranan.

An Agrikan fighting-order sponsored by the clerical order, *Pillar of Fire*. The order was established in 604 during the Interregnum and helped Arlun the Barbarian establish the Kingdom of Rethem. The order's house is Arketh, where knights of the order sally forth to commit acts of brutality and

S**SALT ROUTE, The [G7+]**

The trail running from Tashal to Coranan, so named because it was first used to transport salt from Tharda to Kaldor, although many 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 western Hârn to Tashal, and the other in early autumn conveying the products of eastern Hârn and Lythia to Coranan. At other times, smaller groups of merchants use the trail, but most are reluctant to risk the danger of tribes along the way. West of the Farin River the trail is sporadically patrolled by a few companies of the Ramala Legion. The trail east of Trobridge Inn 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.

SALTERS' Guild

Salters have a monopoly in the retailing of salt, an essential mineral since it is the principal method of preserving food. A master salter will own a shop in town, where bulk salt can be purchased, and also a variety of pickled or salted foods. Mining of salt is done by the Miners' Guild, but 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.

SARAJIN

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

Sarajin is the god of battlelust. He favors 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 Sarajinians is courage. The noblest achievement of a Sarajinian is to die in heroic battle, and most try to live each day as if it were their last. Some value the Ljarl, a code of honor, but treachery is not unknown.

Sarajin most often appears as a giant, yellow-haired warrior dressed in leather and furs, bearing *Fakang*, his great double-bladed axe. He has many symbols including *Usnarl* the bear, *Jarlak* the wolf and *Njehu* the whale, all of whom are demigods. Inanimate symbols of Sarajin are a pair of crossed handaxes and his sled *Shalka*.

The deity dwells in his ice-castle home on Yashain in a land called *Talagaad*. 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.

The worship of Sarajin was brought to Hârn by the Ivinians and is mainly worshiped 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 many adherents among Hârnians not of Ivinian ancestry. Where Sarajinianism is followed, the religious needs of the community are handled by a single clan. The Ivinians tend to approach religion like any other business. It is a loosely organized religion, little interested in rituals or frills. Each clan may 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]

Realm: Kanday Holder: Earl of Sarkum
 Population: 260 Liege: King of Kanday

The principal seat of Ranald Milaka, Earl of Sarkum. The original fortification was built by Gemalan tribes, independent allies of Aleathia before swearing fealty to King Calin in 384. The castle was built by Xuaka in 435. The traditional nobility survived the Theocracy, founding the Kingdom of Gemala in 596. Rethem invaded in 688, after which the deposed Gemalan king, Ranald Milaka, swore fealty as Earl of Sarkum to Andasin III of Kanday, and was rewarded with marriage to the king's younger daughter Mirelael in 689. The earl did not regain his seat until 692 when Sarkum surrendered to the Kandians.

In 694, Ranald's wife unexpectedly succeeded her assassinated sister, Queen Eriel. As the queen's consort, Ranald played an active role in rebuilding Kanday after Ezar's War until Mirelael died in 707. Ranald's eldest son then became Andasin IV at age 17, a weak king strongly influenced by his father.

Earl Milaka also holds Hebon Keep and receives fealty from the Barons of Cuton and Gimon. He is also the Sheriff of Eryna, holding Kedis. Ranald's other son, Prince Anafas, the king's younger brother and the Sheriff of Imiden, will inherit the earldom, and perhaps the throne unless Andasin IV marries and provides another heir. Ranald is in excellent health at 58 and very active in the politics of Kanday. All of this has caused some jealousy among other Kandian lords, notably the Earl of Heroth.

**SAVE-K'NOR**

*"Sage of the Gods,
 Lord of Jesters, Puzzles, and Mazes,
 Mixer of Potions and Elixirs,
 Keeper of the Var-Hyvrak,
 The Lost Guide."*

Save-K'nor is an intellectual snob who will not accept worshippers of less than high intelligence. He has a voracious appetite for knowledge and will go to great lengths to obtain mysterious scrolls and books; his adherents make frequent gifts of such esoterica. Save-K'nor most often appears to mortals as an aged sage, a beggar in rags, a minstrel, bard, skald, or jester. The religion is intellectually demanding and there are few adherents. Save-K'nor has several symbols, the most common being a blank scroll, a book (portrayed so that the script is illegible), a quill and inkpot, and *Uhla* (the black lantern).

Although its influence is subtle and discreet, the church wields considerable political power. Clerics and laymen of the religion are found in high offices throughout Harn, particularly in Melderyn. Generally each temple is left to itself, being little more than a hostel for clerics. Three main clerical orders exist, in order of size: *Hyn-Aelori*, *Rydequelyn*, and *Shea-al-Aecor*. All three orders favor gray as their formal attire. High ranking members of the church (usually of the Shea-al-Aecor) bear emblems of office, most commonly a staff or lantern. The Harnic primate is the grandmaster of the Shea-al-Aecor.

SCARLET RIBBON, The [D5+]

The name of the trail from Dasen to Kustan. Blazed during the Corani Empire in the reign of Kobar the Eternal, it was the scene of frequent ambush (hence its name) by the local Kuboran tribes culminating in the massacre at Kustan in 477. The route is now used by traders, but is not a busy highway.

SCRIPTS

Any language may be written in any script, and any script can convey any language. Three scripts are used on Harn:

Lakise: the script brought to Harn 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.

Runic: the angular, stone-carving script, originated by the Khuzdul and still used by them. The Ivinians also use Runic and claim it as their own invention. It is more likely that they learned Runic from dwarves in their own land. In any event, this script is common in Orbaal, and is known to many who have contact with the Khuzdul.

Selenian: the aesthetic, cursive script of the Sindarin. Its invention is credited to the demigod Sweldre.

SEAFARER IBENIS, Order of

A clerical order of the Church of Ilvir based in Shiran. The order is badly organized, and their temple is crumbling into the Thard. The order organizes irregular water-borne pilgrimages to Araka-Kalai across Lake Benath, hence their name.

SEAMANS' Guild

Anyone hiring seamen for a vessel over 30 feet in length must do so from the Seamans' Guild. If the guild cannot provide enough hands, ungilded labor may be hired on a temporary basis. The ranks of the guild are: deck boy (DB), ordinary seaman (OS), and able-bodied seaman (AB). Promotion to the next highest rank requires a minimum of two years *sea-time* in the current rank.

Because a seaman does not always serve on the same vessel throughout his career, when he is discharged from a ship the captain must report the details of his service to the local guildhall. When enough sea-time has been acquired for promotion, he will be promoted to the next highest rank at the discretion of guild officers. Seamen bear a tattoo on their left arm signifying guild rank, a design that can be easily modified as they progress through the ranks. Throughout western Lythia the guild has persuaded civil authorities to punish the bearing of a false tattoo with amputation of the offending limb.



DB



OS



AB

SELENE, River [L5,K5]

A tributary of the Nephene river, rising in the Sorkin Mountains. The river is fordable at Nenda keep.

SELVOS, Castle [D7]

Realm: Kanday	Holder: Earl Chahry
Population: 580	Liege: King of Kanday

The principal seat of the Earl of Selvos, located in Perishire. Built by the Corani Empire as a naval station and legionary fortress in 479, the castle was improved by Arlun the Barbarian following his annexation of the region in 651. In 681 it was granted to the Agrikan fighting-order *Copper Hook*. In 695 it was taken by Kandian armies during Ezar's War. The Earldom was created in 698 when Mirelael granted it to Grolis Chahry. Grolis is nearly eighty and has all but abdicated his duties to his eldest son Temilin. The earl receives fealty from the Barons of Dunir and Zerien.

SENUN, Keep [E6]

Realm: Rethem	Holder: Constable
Population: 290	Liege: Earl of Techon

Senun was originally a Corani legion fortress that fell into decline during the Theocracy of Tekhos and the Interregnum. It was briefly claimed by the Coranan Republic, one of the

partners in the Thardic League, but was seized by Arlun in 639. The constable is Sir Oglan of Kyme, a devout worshipper of Agrik, and a lay member of the *Red Shadows of Herpa*.

SEPIRE, Keep [E8]

Realm: Kanday	Holder: Baron Terhune
Population: 325	Liege: Earl of Heroth

This keep in Urienshire was built in 512 by the Corani Empire. Following the collapse of the Theocracy, Sepire was the center of the Kingdom of Homarty. In 688 Hamlyn Terhune was one of the first petty kings to swear fealty to Andasin III after the fall of Sarkum and Hebon to Rethem. He was granted the title of baron and made a vassal of the Earl of Heroth, an act which Hamlyn felt was slightly insulting. His son Kemas, the present baron, is thirty six. He regards Andasin IV as something of a fool and dislikes the Earl of Sarkum.

SETHA HEATH [J7+]

A large, desolate moorland, known for its treacherous bogs and high winds. It is said that when the winds blow on the heath, "...the gods may be heard howling their displeasure to trespassers". Also see: Bejist.

SETREW, Keep [J4]

Realm: Kaldor	Holder: Baron Ethasiel
Population: 520	Liege: Earl of Gardiren

Setrew was built around 200 on the ruins of an early Jarin fortress and was rebuilt in 410. Wevran Ethasiel's ambitions far exceed his meagre abilities. He has been involved in numerous petty intrigues since becoming baron, and is not highly trusted. Any cleverly worded appeal to his vanity will get a lengthy hearing, and may one day lead him to the treason-block.

SHATA Island [J10]

A small, hilly, forested island in the Gulf of Ederwyn. The island is inhabited only by seabirds, wild sheep and goats, and similar creatures. The *Chymak* occasionally visit the isle to fish.

SHAVA FOREST [I7+]

A region of dense, mixed forest on the coast of south central Härn. The Shava Highlands comprise the northern third. Most of the Shava Forest lies within Erael, the kingdom of the Sindarin. The forest is said to be "enchanted". Few humans have any real knowledge of its geography or inhabitants.

SHEA-AL-AECOR, Order of

The smallest but most powerful of the three clerical orders of the Church of Save-K'nor. Also known as the *Order of the Lost Guide*, the Shea-al-Aecor is an elite group of scholarly individuals who are often found behind the political scenes. This order is the hardest one of Save-K'nor to enter; only exemplary members of the other two orders, *Hyn-Aelori* and

Rydequelyn, are admitted. If anyone actually governs the clerics of Save-K'nor, it is the Shea-al-Aecor. The grandmaster of the order in Cherafir, the chief temple, is the traditional Hârnlic primate of the church. This office is currently held by Obris of Ueld, said to be one of the most intelligent men on Hârn, and a member of Melderyn's Council of Eleven. The only other temple is in Coranan.

SHEBRA, Keep [K5]

Realm: Kaldor	Holder: Sheriff of Balim
Population: 320	Liege: King of Kaldor

A royal keep built in 457. The sheriff, Sir Eris Karondal of Hetheron, is 38. He is a dour and stolid man with little imagination, but a competent administrator.

SHEK-PVAR

The collective name for six ancient and esoteric sub-orders (convocations) within the Guild of Arcane Lore. The origins of the Shek-Pvar are obscure, but all six convocations predate the founding of Melderyn by at least a thousand years. The Shek-Pvar have a common world view known as Pvaric Philosophy, essentially a way of perceiving *Kelestia* (the cosmic all) in terms of key elemental principles. Shek-Pvar who have learned to attune to these principles, may draw certain kinds of power into their Aura and, with practice and discipline, can manipulate these energies to their will. Such are the ways of mages.

Each convolution places different stress on certain Pvaric principles because it is difficult for any individual to embrace more than a narrow range of compatible principles. A spellcaster who is attuned to fire, for example, finds water particularly abhorrent. The names of the six convocations are noted below.

Convocation	Hue	Element	Principles
Lyahvi	Red	Air	Light/Illusion
Peleahn	Orange	Fire	Pyrotechnics
Jmorvi	Yellow	Metal	Artifice
Fyvria	Green	Earth	Life Cycles
Odivshe	Blue	Water	Hydrotechnics
Savorya	Violet	Spirit	Knowledge/mind

Masters of the Shek-Pvar are not numerous, perhaps less than one hundred in all of Hârn, the majority of whom reside in Melderyn. Each convolution has its own chantries where Pvaric philosophy is studied and taught to a few apprentices. Entrance requirements are obscure, but a naturally high aura (psychic ability) is a prerequisite.

SHEM, River [J5]

A tributary of the Kald, rising in the northern Sorkin Mountains, flowing southwards past Gardiren Castle to merge with the Kald just north of the city of Tashal.

SHENAP, Keep [N10]

Realm: Melderyn	Holder: Sheriff of Cherfin
Population: 670	Liege: King of Melderyn

The present keep was built in 111 to guard the landward approach to Cherafir. The ruins of what appear to be a large circle of standing stones lie mostly underwater one mile south of

the settlement. This area is considered unlucky by local fishermen. There are reports that an unearthly mist sometimes appears over the sunken stones, and many say that anyone entering the mist never returns. Sir Clyve, 48, has been Sheriff of Cherfin for over twenty years. He is a close friend of King Chunel and is often found at court in Cherafir.

SHERWYN, Castle [J1]

Realm: Orbaal	Holder: Clan Sherwyn
Population: 175	Tribute: King of Orbaal

Built as a keep in 503, Sherwyn was the first Jarin fortification to fall to the Ivinians, being sacked in 652. The conquerors, an unruly assortment of outlaws and pirates, named themselves after their new home, and have acquired considerable Jarin blood. Venril Sherwyn is a violent and ill tempered man of forty three. His clan has a bloodfeud with the Serewyns of Marby, their distant relations. Sherwyn receives very tenuous tribute from Kjen and Thoen.

SHESE, Keep [J3]

Realm: Orbaal	Holder: Clan Haidaar
Population: 80	Tribute: Lord of Lorkin

A keep built by the Jarin in 498, and captured by the Ivinians in 663. The keep is currently held by Saanfrin Haidaar who is over seventy but still in excellent health. He is widely known for his generosity, as well as his love of strong drink and raucous entertainment. He has a crude sense of humor that often manifests in practical jokes. The Haidaars are a branch of clan Haid from Seldenbaal.

SHIEN, Keep [H2]

Realm: Orbaal	Holder: Clan Hammarkel
Population: 90	Tribute: King of Orbaal

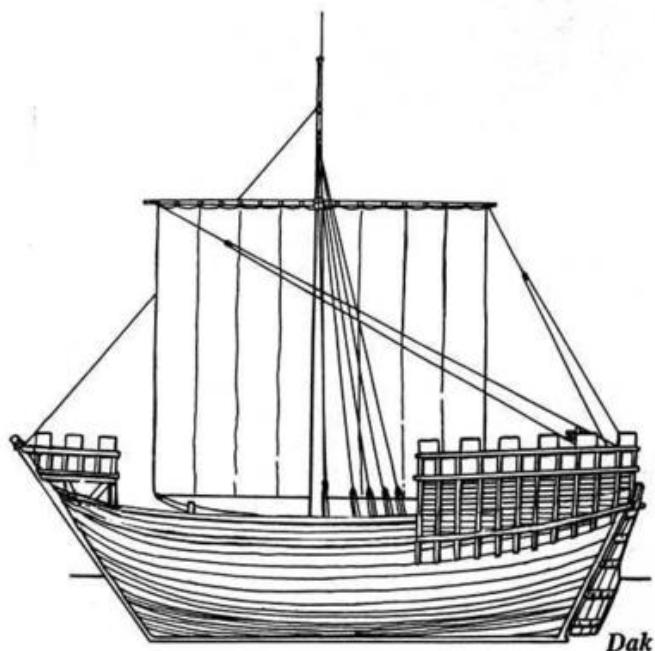
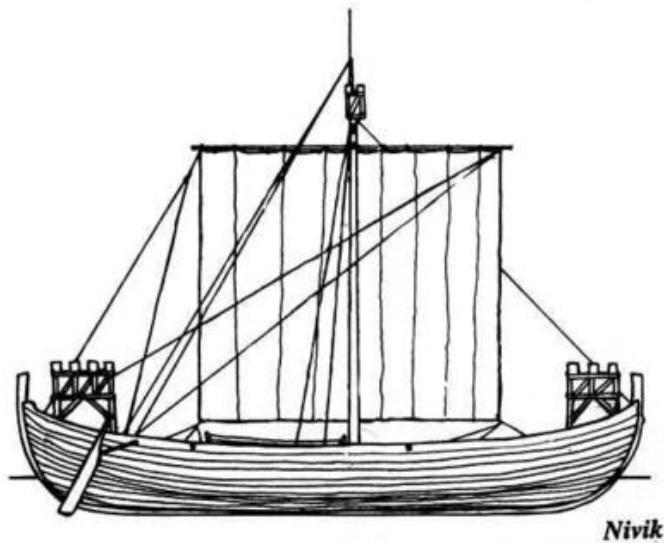
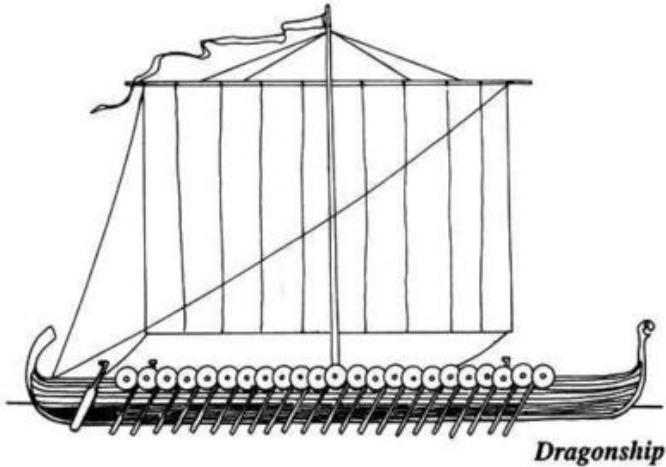
Clan Hammarkel are loyal cousins of King Alegar II, and hold Shien at his pleasure. Shien is a typical Ivinian thran, built in 679, with earth redoubts and several clanhouses. Hunris Hammarkel is a capable if quick tempered man of thirty six. His temper led to him declare his twin brother Mersaal outlaw in 718, an act which Hunris now regrets and is seeking to redress without losing face.

SHIPWRIGHTS' Guild



Shipbuilding is one of the largest manufacturing activities in Lythia. Every port, large or small, has one (and only one) shipyard operated by a freemaster of the Shipwrights' Guild, most of whom are highly respected and prosperous members of their community. A master shipwright is fully qualified in the arts of vessel design, construction and outfitting. His shipyard, depending on size, may produce anything from large sea-going ships to small river craft. The most common sea vessels seen in Hârnlic waters are: Dragonships, Niviks, and Daks. While their monopoly does not cover rope, shipwrights produce the best. Metal fittings are often subcontracted to freemaster metalsmiths, or made by

bonded metalsmiths in the shipwright's employ. Most master shipwrights are bonded to the freemaster holding the local franchise; some are bonded as ships' carpenters.



SHIRAN, City of [G6]

Realm: Tharda

Population: 3,900

Holder: Shiran Legion

From: Thardic Senate

The second largest city in the Thardic Republic and capital of Shiran Province. The Corani king, Arosta the Conqueror, built a keep here to control the conquered Shira in 378. The city was founded in 391 by the Emperor Malian, but it was not until well into the sixth 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 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 in 625, joined Coranan in the Thardic League in 636, and voted to be part of the Thardic Republic in 674.

Shiran is famous for the manufacture of perfumes and dyes, and for skilled pleasure-slaves and courtesans. Iron and silver are also shipped here from Iracu, Hikun and Izora mines, and the Miners', Metalsmiths' and Jewellers' Guilds thrive. There is a paved highway linking the city to Coranan but most bulk cargos are moved on the River Thard.

The provincial marshal is Serenima Dethale who has a reputation for assessing very high fines for minor offences. Her support of the Halean church is well known and a sizable portion of provincial revenue finds its way into temple coffers. The Marshal, Quarlid Jeredosta, commands a legion of twenty companies, a cohort of five companies based at Shiran, and one cohort each at Bythe (3c), Firis (4c), Hediro (4c), and Peden (4c). He is a weak man, easily manipulated, amenable to most suggestions from Serenima, his cohort commanders, the temple of Halea, and the Mangai.



A high degree of religious toleration has always existed in Shiran, even during the Theocracy of Tekhos. The chief Hârnic temple to the Goddess Halea is housed in the city and Halean clerics and lay-adherents play a significant, if subtle role in many spheres of Shiran life. The major Shiran temples are:

Agrik	The Eight Demons *
Agrik	The Octagonal Pit
Halea	The Silken Voice * +
Ilvir	No recognizable order
Larani	Order of Hyvrik
Naveh	Order n/a
Peoni	The Irreproachable Order
Save K'nor	The Rydequelyn *

* Headquarters of the Order

+ Seat of the Primate of Hârn

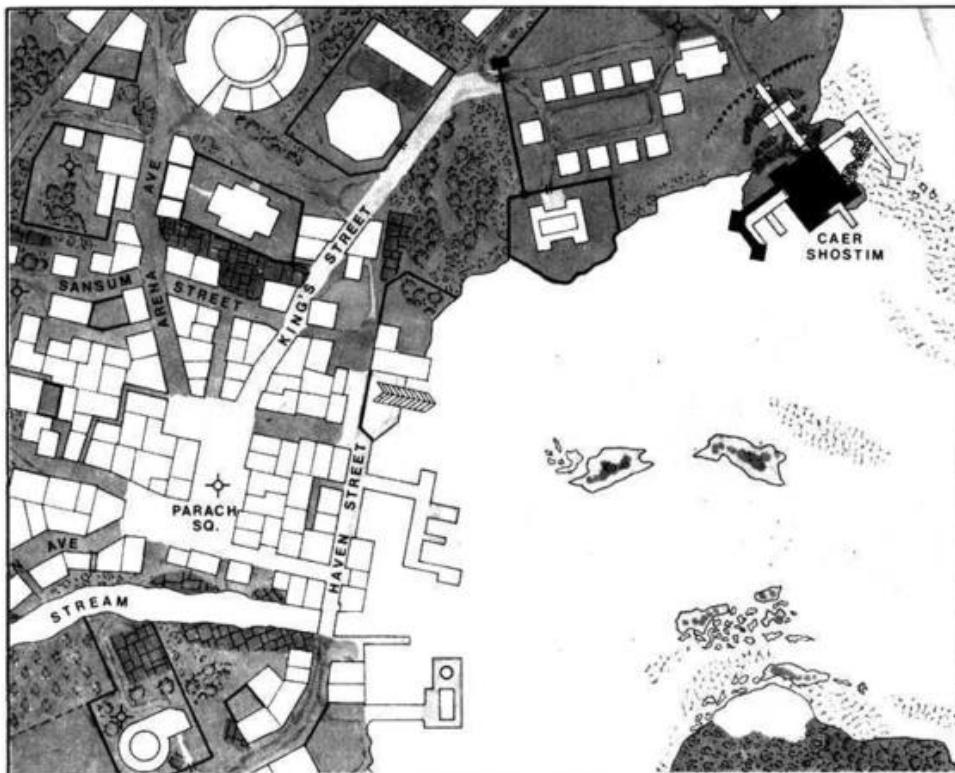
SHOMOS, River [K7,J7,J6]

A river, rising in highlands of the Setha Heath and flowing westwards into the Kald estuary. The river is occasionally used by the Sindarin for hunting expeditions, although Pagaelin tribesmen are more likely to be encountered.

SHOSTIM, Castle [D6]

Realm: Rethem	Holder: Sheriff of Parach
Population: 2,640	Liege: King of Chybisa

The principal seat of King Chafin III, shire moot of Parachshire, and the second largest settlement in Rethem. The original fortress was built by the Corani Empire in 397 to guard the northern approaches to Golotha. In 560 Shostim fell to the forces of the Balshan Jihad after a lengthy siege. Arlun captured the castle in 629, founded the kingdom of Rethem in 635, and made it his royal seat after deciding Shostim was a much safer



location than Golotha. Since Chafin III became king in 715, major construction on the castle has taken place; the king intends it to be the most formidable and impressive fortification in western Hârn. Plans to make Shostim a walled town also exist, but construction of a wall has not yet begun. Sir Erych of Kasta is constable of Shostim and Sheriff of Parach.

SIEM



*"Master of the Lords of Dream,
Lord of the Thrice-Blessed Realm,
King of the Uttermost West,
Spirit of the Sundered Ones,
Bringer of Blessed Forgetfulness,
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 Hârn, said to have been lord of the Sindarin in residence on Hârn. Prior to the coming of men, however, Siem laid down his sceptre and quit Hârn in favor of the *Blessed Realm*.

But Siem still, on occasion, answers the call of his Hârnic followers. The power He and his servants wield is subtle; the deity sends dreams that purge unpleasant memories. He is far more apt to confuse an enemy, than slay him outright or bestow martial powers.

A highly mystical symbol of the Siem and of his religion is the *Azure Bowl*. Sindarin legends, old even when they first reached Hârn, 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.

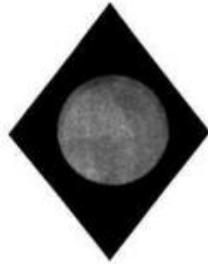
Without doubt, many Azure Bowls are the work of charlatans and of only aesthetic interest, but some are authentic "gazing bowls". If one of these is filled with clear, fresh water, "visions" are apt to occur while gazing within, but the spiritual fibre of the gazer, and possibly that of observers, may be altered, most likely in a benign way.

Several of Siem's demi divine underlings, notably the Lords *Sereniel* and *Sweldre*, are more accessible than the deity and may be worshiped directly. Sereniel is said to intercede at his master's court on behalf of the Khuzdul, and according to their mythology, it was Sereniel who breathed life into the dwarves to end their long slumber. Sweldre is believed to intercede before the throne of Siem on behalf of the Sindarin.

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 only clerical order of the Church of Halea. It is a female order noted for its comely members. The order's main temple, and the seat of the Halean primate for Hārn, is located in the city of Shiran. There are subsidiary houses in every city of Hārn, 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 in need of cash. The trade in slaves (of both sexes) is a significant source of revenue for Halea's church.

SILVER WAY, The [K5+]

The name given to the trail linking Kaldor and Azadmere. Between the Naniom Bridge and Zerhun, the trail is rough and often very steep. This stretch is also infested with brigands, and Gargun from Fana, especially the difficult section from Guthe ford to Zerhun. Only the last few leagues south of Zerhun are relatively safe.

SINDARIN, The

The elves of Hārn are somewhat degenerate compared to those of Midgaard. Physically, they resemble humans, but tend to be slim, slightly shorter, graceful, and fair of face. The Sindarin are immune to human diseases, suffering more from ailments of the spirit 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. Sindarin do not sleep, experiencing instead a half-conscious blend of dreaming and wakefulness, incomprehensible to other races, to whom it resembles 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, a possible cause of their decline from 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 Erael, ruled by Tar-Aranath, an elven king of great age, wisdom, and power. The elves neither farm nor keep livestock, preferring not to interfere with the natural

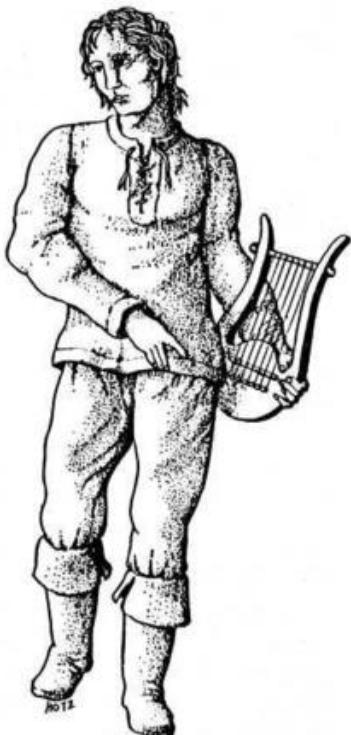
beauty of their forest. They are hunter-gatherers of such skill that they never seem to starve or suffer a dearth of leisure time for the pursuit of their unique poetry-music and other arts. The Sindarin have built only a few necessary structures at Elshavel and Ulfshafen. The former is the seat of Aranath and the latter the kingdom's harbor 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, elven culture lacks structure. There are no unfree persons, no slaves, no serfs. There is only 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 unrivaled warriors among them.

The Kingdom of Erael takes little interest in the politics and cultures of other Hārnians 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 recognized 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 Hārn. The islands of Kebeth 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, they dwelt harmoniously until later events, notably the Atani Wars and the Carnage of Kiraz, 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 Hārn. Their numbers were not great to begin with, they breed very slowly, and historically, many have simply departed. For when elves grow weary of Hārn, they will set sail from Ulfshafen in ships with white sails, headed for the *Blessed Realm*, never to return. Only the Sindarin know whether this is an elaborate form of suicide or a genuine voyage to a new world.



SIRENDEL, Keep [K5]

Realm: Kaldor Holder: Sheriff of Thel
 Population: 310 Liege: King of Kaldor

A royal keep held by the Sheriff of Thelshire. Sirendel was built from 355-430, with delays due to the unstable political situation in Kaldor. The Sheriff, Sir Ranal of Gybsen is a headstrong knight, 28 years old, and presently unmarried. He is regarded as clever but uninspiring.

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. There is a small 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 of Sirion between the Khuzdul of Kiraz and Lothrim 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. It was speculated that Lothrim acquired the scrolls during his pillage of Kiraz and buried them just before the Battle of Sirion. Most current belief concerning the early history of Hārn is based on these scrolls, several of which tell of events seven millennia ago and hint at events prior to this. One scroll told of the Khuzdul emerging from a "cradle of stone, artfully wrought, and split asunder...to give guard to my children". Some scholars have argued that "my" refers to the deity Siem, 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 Sirion Scrolls were stolen from the Library of Sylud in Coranan in 553 and have never been recovered.

SOKUS [J3]

A Gargun cave-complex inhabited by Gargu-hyeka.

SOLENO, River [M9]

A river of southeastern Hārn, rising in the Anadel highlands, and flowing south and east into the Indatha Straits. There are Solori tribal villages along both banks.

SOLORA [M9]

A sparsely populated, hilly, wooded, coastal region in southeast Hārn, lying between the Soleno and Nuem rivers. Solora is the home of the *Solori* nation, a wild and barbaric tribal people. The Laranian fighting-order, *Lady of Paladins*, who hold Fosumo and Cundras, are in the process of "pacifying" the region and their knights often patrol here.

SOLORI, The

A wild and barbaric nation ranging throughout Solora in southeastern Hārn. They are comprised of about 30 tribes, each of 40-150 people. The Solori have been plagued by conflict, first with the far more powerful *Hodiri* to their east, and now with knights of the Laranian fighting-order, *Lady of Paladins*, who are engaged in a "crusade" that is really a war of genocide. Due to this pressure from superior enemies, the Solori have been unable to develop their culture much above the primitive level. The tribes dress in hides, and employ crude tools and weapons. Although their long-term survival is in doubt, the Solori cling to a legend that tells of a leader who will come from the south (?), bearing a sword of miraculous enchantment, to drive their enemies away.

**SORKIN Mountains [K4+]**

A major mountain range in eastern Hārn. Over 100 leagues in length, and as much as 30 wide, the Sorkins are a formidable barrier between Kaldor and the east coast. The region is inhabited by several Gargun tribes, and the Kingdom of Azadmere lies at its heart. The highest peak is Mount Esig at 7586', alleged to be the primal home of the Khuzdul of Hārn. Legend has a mail-clad, bearded ghost in residence.

SPEAR OF SHATTERED SORROW, Order of the

The Laranian clerical order which sponsors the fighting-order, *Lady of Paladins*. The order restricts its operations to eastern Hārn, as opposed to the *Order of Hyvrik*, which is generally confined to the west. The chief temple of the order is in Thay while other temples exist in Cherafir and Tashal. The order is very wealthy, supported by the feudal aristocracy, and holds vast estates throughout Kaldor and Melderyn.

STIMOS, Keep [F6]

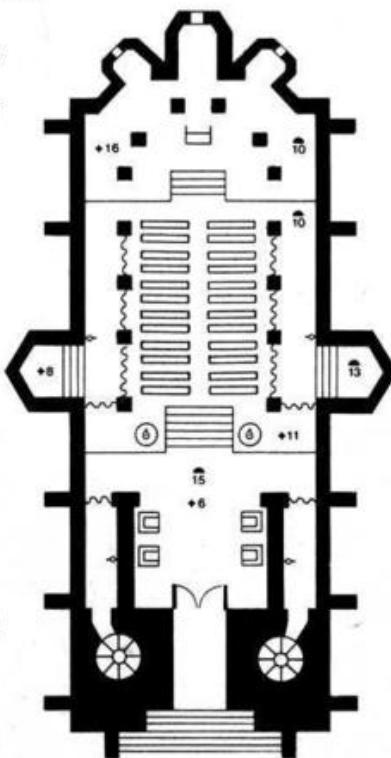
Realm: Tharda Holder: Stimos Cohort (6c)
 Population: 480 From: Kom Legion

Stimos controls a northwest frontier district that was originally settled by refugees fleeing the ravages of the Theocracy. A keep was built in 575 when Stimos joined the Federation of Kom. It is now an important mining depot. Ore

shipments from Hikun, 25 leagues upriver, are stored here for shipment to Shiran. Shipping bulk ores is expensive and several foundries have been built at Stimos to smelt ores before shipment to Shiran and elsewhere. The district legar is Ezarn Halan, a member of the area's most powerful clan, and a man who enriches his clan by astute mining investments. The commander of Stimos Cohort's six companies is Maldain Pesed, known locally as the "Pirate of Pech". Only those who offer discreet bribes can avoid lengthy delays for various sundry inspections and red tape.

SUDELRHYN, Order of

A clerical order of the Church of Ilvir, based in Leriel. The full name of the order is *Sudelrhyn the Bearer of Loam*. The order was founded around 180 TR by clerics of the *Order of the Ochre Womb*. These dissidents favored a more accessible church, and their sect soon became the largest and most powerful Ilvirian order. The present grand-master of the order, Liastefan of Trythe, is the high priest of the Leriel temple, and the closest thing to a primate of Härn. The order is relatively wealthy, mainly from donations received from pilgrims to Araka-Kalai.



Leriel Temple of Sudelrhyn

SUMON, Keep [E8]

Realm: Kanday
Population: 310

Sumon keep was built in 383 on the site of an ancient tribal fortification. It was an independent ally of the second Republic of Aleath and was annexed by Kanday in 632. The barony was created in 658. The present baron is Antyn Udanel, an ill-tempered and sarcastic fifty two year old. He has walked with a severe limp since a riding accident twenty six years ago.

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 fork.

T

Taelda, The

Forty tribes of nomadic hunter gatherers who inhabit southern Nuthela. A Taelda community, usually several hundred individuals, will move to a new range yearly. Crude log houses and hide tents are both used. 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. Some have shortswords which have been obtained through trade or pillage.

Tandir, Castle [G2]

Realm: Orbaal	Holder: Verakaar
Population: 230	Tribute: King of Orbaal

A Jarin keep was built on the site in 556, but after its capture by the Ivinians in 665 it was upgraded to a castle from 698-704. Bjan Verakaar, 46, is given to ungovernable rages and he has killed several thralls in fits of anger. Bjan bears a deep, irrational hatred for Alegar II and habitually plots rebellion. The Verakaars are related to clan Verak in Menglana, and receive tribute from Gyfyn and Quiam.

Tashal, City of [J5]

Realm: Kaldor	Holder: Constable
Population: 11,400	Liege: King of Kaldor

The largest settlement of Kaldor and the second largest city on Härn. Tashal is held by the king and is not a free town although an aldermanic council of twelve helps govern. The king spends at least six months each year in Tashal. His constable, Sir Haldare of Venera, a skillful and loyal servant, administers in his absence.

Tashal is situated on the left bank of the River Kald just below its confluence with the Hemurin. The city was founded in 128 by Shala of Kephria on the ruins of Kelapyn-Anuz, formerly an eastern outpost of Lothrim's Empire that had been plundered in 121. During the early years of the Migration Wars the barbaric Kath pillaged most of Kephria's lands, but Tashal was seized by Medrik I of Serelind in 187 and incorporated into his newly founded Kingdom of Kaldor in 188.

The city is the economic hub of eastern Härn. Every spring four large caravans converge on the city; 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 Härn; her mercantylers venture all over the island and sometimes reach Lythia in their search for profit.

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 and clerical orders:

Halea	The Silken Voice
Ivir	No recognizable order
Larani	The Spear of Shattered Sorrow
Naveh	Covert and illegal
Peoni	The Balm of Joy
Peoni	The Irreproachable Order
Sarajin	Clan Endjan
Save K'nor	The Hyn-Aelori

TAWHEIM, Keep [J2]

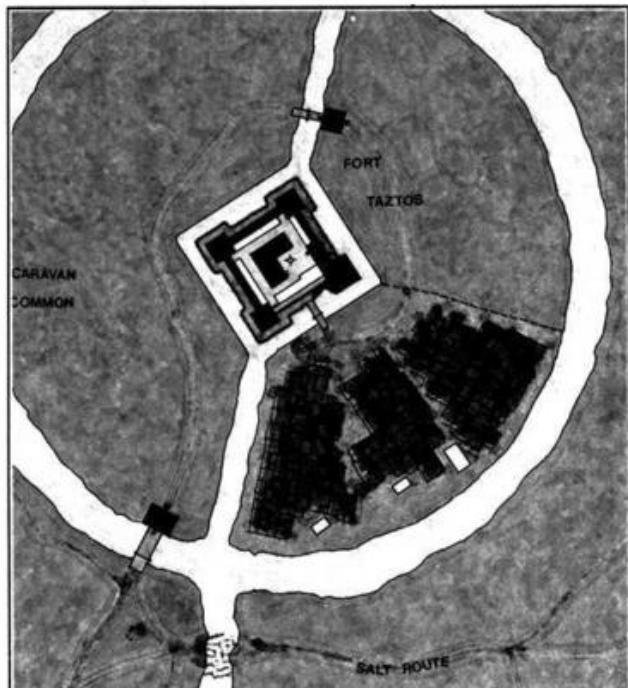
Realm: Orbaal	Holder: Clan Zwaiga
Population: 180	Tribute: King of Orbaal

Tawheim has no tributary domains and is accessible only by sea. The keep was built in 422 on a more ancient ruin and was conquered by the Ivinians in 654. Dagaas Zwaiga, thirty two, is well travelled and intelligent and has brought the customs of many lands to his court. Clan Zwaiga, a branch of clan Zwaig from Seldenbaal, avoids intrigue and maintains an independent stance in the fractious politics of Orbaal. There is a small Ilviran shrine near Tawheim maintained by a group of Jarin calling themselves The Enclave of the Verdant Pool. Some claim they are connected with an outlandish creature, and seek to stir up Jarin unrest. Dagaas seems very tolerant of their activities.

TAZTOS, Fort [G7]

Realm: Tharda	Holder: Taztos Cohort (5c)
Population: 125	From: Ramala Legion

A fort held by five companies (one a mounted squadron) of the Ramala Legion, approximately 80 foot and 20 cavalry. This force is hopelessly inadequate for its assigned task, patrolling a thousand square leagues of wilderness dominated by the hostile Tulwyn tribal nation. Ambitious plans to build a road linking Taztos with Telen exist, and there are rumors that the Marshal of Ramala will soon build a new fort further east along the Salt Route, possibly as far east as the Farin River. Soldiers of the Ramala Legion have a saying, "Nothing lies east of Taztos save arrows thick as rain and an unmarked grave". One recent survey expedition near the Farin, protected by a company of 20 men, was ambushed by the Tulwyn. 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, a tributary of the Thard, is bridged at Moleryn Castle.

TECHEN, Castle [E7]

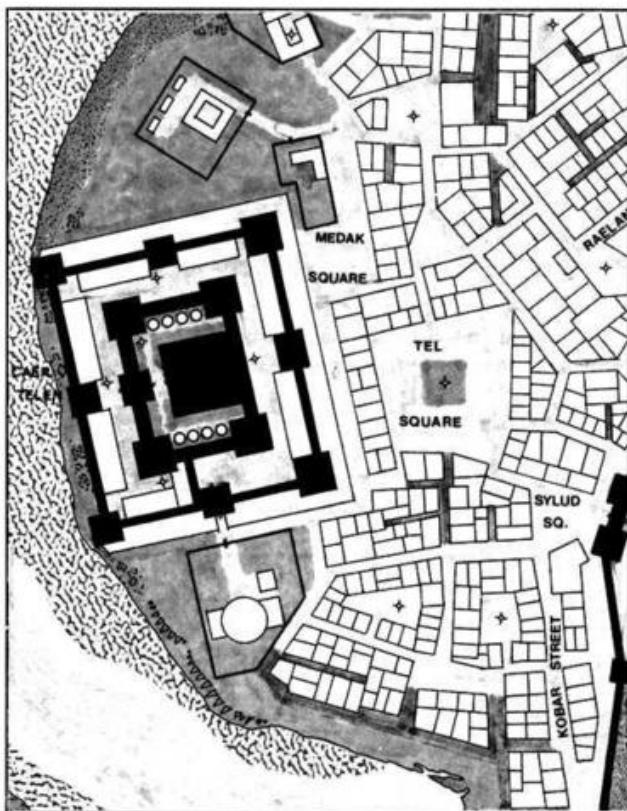
Realm: Rethem	Holder: Earl of Techon
Population: 410	Liege: King of Rethem

The principal seat of Earl Lenesque, Techon was built as a keep during the Corani Empire in 379. The castle was constructed by Arlun in 637-39 to guard the frontier of his kingdom. Nemiran created the earldom in 673, granting the title to Cholarn Lenesque. The present earl, Revi Lenesque, one of three powerful earls in this perfidious realm, also holds Phira and Senun keeps and receives fealty from the Barons of Omnis and Thiri. The earl is in his early twenties and was a ward of the crown from 706-719 until he came of age at 21. He "supports" King Chafin III against the very powerful Earl of Tormau, but loyalty is a fickle Rethemi trait.

TELEN, Castle [F7]

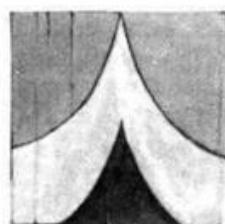
Realm: Tharda Holder: Coranan Legion
Population: 2,500 From: Thardic Senate

The capital of Coranan Province. Telen is a partially walled town on the Thard River with an impressive citadel that is the headquarters of the Coranan Legion. Telen became part of the Corani Empire in 325, although the site has been occupied for more than a thousand years. It soon developed into a thriving town, second in size to Coranan until the city of Shiran prospered in the sixth century. After the collapse of the Theocracy of Tekhos in 588, Telen was an independent oligarchy ruled by the powerful Nordaka clan. In 623, the town joined the Coranan Republic, and became the capital of Coranan Province when the Thardic Republic was founded in 674. Despite these numerous changes over the last 100 years, the Nordaka clan remains the dominant force in the political, economic, and social life of the settlement and its hinterland. Marshal Cobart Nordaka commands a legion of six cohorts, twenty-one companies strong. Six companies are headquartered at Telen, four at Versus (a legion fort three leagues northwest of the city of Coranan that is not shown on the regional map), three at each of Chenad, Esuron, and Hibut, and four at Ostenor. The Magistrate of the province is Amerak Nordaka. These two cousins are among the most powerful men in the republic.

**TELUMAR [L7]**

An ancient site located in a pass between the Sorkin and Anadel mountains, Telumar contains one large building and four smaller ones from the Earthmaster era. These were partially buried by a landslide thirteen years ago. A ruined Khuzan stone wall dating from the Atani Wars which once guarded Telumar Pass is nearby, and there are two buildings of recent

construction. The range of the Chindra Gargu-hyeka surrounds Telumar, and it is also a sacred site of the Bujoc tribal nation who hold their winter moot in the southern hills overlooking the site. The earthmaster 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. It is not widely known that one Lepidris of Melderyn, an eccentric Lyahvian mage with several apprentices and servants, is resident here. Giving the impression of senility to most who encounter him, Lepidris has, since 713, been studying Telumar's strange optical properties.

TENTMAKERS' Guild

Tentmakers have a monopoly on the production of tents and awnings, making pavilions for travelling nobles and stall covers for street vendors. Their basic product is canvas which they weave from flax and sell to shipwrights, mercantylers, and chandlers. Some tentmakers manufacture sails and deck tents for ships; some specialize in renting tents and stalls to those attending fairs and tournaments. A tent sells for around 3d per square foot, hence a pavilion tent, the kind most common at fairs and tournaments, 10' x 10', would cost about 300d. Tents decorated with heraldic or other symbols cost more.

TEPR, River [E8]

A short river forming in marshland of the Ternu Heath and flowing northeast to join with the Erym River, three leagues above Dyrisa Castle.

TERNU Heath [D8+]

An extensive, hilly, heathland in southwest Hârn, possessed of several marshy areas. A few bandits live here, but not much else. The mysterious and sinister site of Tesien is located in the northern range of the heath.

TERNUA, Keep [K5]

Realm: Kaldor Holder: Baron Verdeth
Population: 395 Liege: King of Kaldor

A barony in Semethshire, held from the king. Originally built in 165 by the Kingdom of Kephria, the keep guards a well maintained wooden toll-bridge over the Nephon on the Genin Trail. Tarmas Verdeth is a corpulent man of 43, notorious for his crudity and boorish manners. Nonetheless he's a capable lord and few regard him the fool he pretends to be.

TERYFF, Keep [H1]

Realm: Orbaal Holder: Clan Sirajud
Population: 95 Tribute: Lord of Kerien

The keep was built by the Jarin in 606, and captured by the Ivinians in 660. Ragnaar Sirajud is sixty eight and still relatively vigorous, although lame from a wound suffered in the Rape of Thay. He has recently married his ninth wife, Freyta Haidaar, the seventeen year old granddaughter of the Lord of Shese.

TESIEN [D7]

An Earthmaster site on Ternu Heath, Tesien has a sinister reputation beyond that of other similar sites. It is known as the "Place of Bones", a reference to the fact that the site has a reputation for "swallowing travellers whole". The most notable of these was Prince Elos, the son and heir of King Calin of Aleathia, who disappeared while exploring the site in 389. Legends of great enchantment and wealth abound, and most tales mention the "Fenland Stalker", a nebulous and seldom described guardian of the site. The site was once used by Workol, a court astrologer who served as chancellor during the reign of the Corani Emperor Shorka. He had determined that Tesien was the ideal location for building a "City of the Sky" This became the base of operations for the *Adepts of the Sable Eye*, a motley collection of renegade mages, astrologers, and frauds who acted as "advisors" to Workol. This ambitious and expensive project was abandoned with the execution of Workol in 555. Most sane folk avoid the site, but at least one band of outlaws has sought refuge in and around the ruins.

THARD, River [G6+]

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 Hârn (after the Kald). Its senile meanderings have created a fertile, alluvial valley, the cradle of several Hârnic civilizations. Golotha, Coranan, and Shiran were all founded on its banks. Its wide channels are navigable from Lake Benath to the Sea. The river, especially its lower reaches, 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 [E7+]

A region in western Hârn, named for the Thard river which bisects it. Tharda is the most densely populated area on Hârn. The name is also a common reference to the Thardic Republic.

THARDIC REPUBLIC

A plutocratic state, unofficially called just Tharda, misgoverned by a republican senate from the city of Coranan. The republic was founded in 674, evolving from the Thardic League. Although not a feudal state, the Thardic senate is controlled by sixty-six wealthy patrician families who own ninety percent of the land. The capital city of Coranan is Hârn's largest city. There is one other walled city, Shiran, and several large towns, notably Kuseme, Moleryn, and Telen.

The supreme governing body of the republic is the Thardic Senate, housed in the *Chamber of the Red Domes* in Coranan. The major responsibilities of the Senate are to levy taxes, conduct foreign affairs, and appoint various key officials. The senate is often deadlocked because of the rivalry between five or six powerful factions, including an imperialist "party" that intrigues for a revival of the once mighty Corani Empire.

The senate originally had 54 members, but this has grown to 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. Senators are elected by two-thirds majority of their peers. Candidates are

judged primarily by the value of the bribes they offer. Senator Markaz from Shiran is rumored to have spent 300 gold crowns (a fortune) to get elected in 718.

The republic is divided into six administrative provinces: Coranan, Eidel, Gerium, Kom, Ramala, and Shiran. Each province has two governors; a civil administrator (Magistrate), and a Marshal who commands the provincial legion. Each is appointed 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 when he retires, and more than enough in the third year to live in luxury for the rest of his life. It is possible (although rare) for one person to hold both offices. Such is the case in Eidel Province.

Each of the Thardic provinces has its own legion under the command of a Marshal, comprised of a varying number of cohorts and companies which are assigned at the discretion of the senate. The legions are responsible for maintaining order within the provinces and for defence against foreign aggression. All Thardic keeps and castles are garrisoned by legion units. It is treason (a capital offence) for any Marshal to lead his army outside his province without senate approval.

CORANAN PROVINCE

Telen
Chenad
Esuron
Hibut
Ostenor

EIDEL PROVINCE

Kuseme
Eidru

GERIUM PROVINCE

Geshtel
Fobin
Geminost
Imrium
Noru

KOM PROVINCE

Parnan
Dumon
Stimos

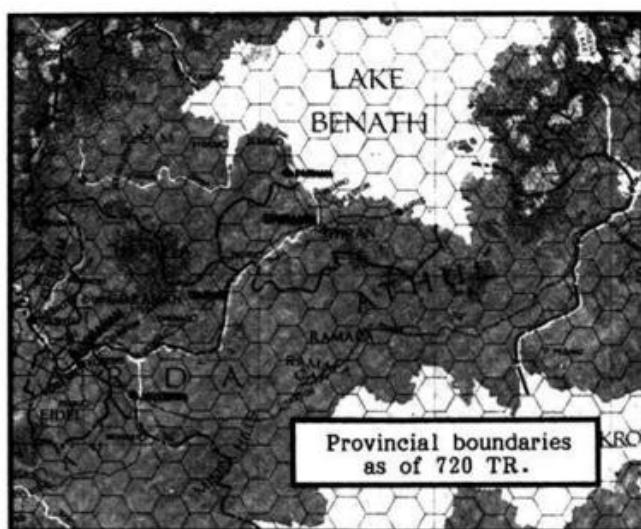
RAMALA PROVINCE

Moleryn
Tatzos

SHIRAN PROVINCE

Shiran
Bythe
Cestor
Firis
Hediro
Peden

The city of Coranan, although it lies within Coranan Province, has its own separate government.



THAY, City of [M7]

Realm: Melderyn Status: Freetown
 Population: 4,200 Charter: King of Melderyn

A walled freetown at the mouth of the River Horka, governed by a council of 12 aldermen. The town was founded in 573 by refugees from Aleath fleeing the Balshan Jihad on land granted by King Poleryn of Melderyn. Since then the town has grown to become the largest settlement in mainland Melderyn, eclipsing Harden, once the major town in the region. This fact has become a sore point with Earls of Elorin, whose principal seat of Harden has declined with the success of Thay.

The attempted Rape of Thay by Ivinian Orbaalese in 705 just failed to breach the city's defences. In 707, a larger viking force would almost certainly have succeeded, but it was destroyed when a freak storm wrecked the fleet on nearby Renda Rocks.

The hand of Melderyni kings has rested lightly on the city, allowing it to develop in its own way. 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 well patrolled, but honest folk are left much to themselves. The guilds are well established and active. Fishing and pottery are significant industries and the Miners' Guild operates lead, tin, zinc, and copper mines in Anadel. Thay is the southern terminus of the Genin Trail to Tashal. Many goods pass through the city's dockside markets during the spring and summer. The following temples and clerical orders exist:

Halea	The Silken Voice
Larani	The Spear of Shattered Sorrow * +
Peoni	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 Härnic Isles.

**THEMESON, Keep [E6]**

Realm: Rethem Holder: Cohorts of Gashang
 Population: 425 Liege: The Eight Demons

Themeson was held by the Thardic Republic until 708, when it was captured by the *Red Shadows of Herpa*, an Agrikan fighting order. A dispute within the church resulted in the creation of a new clerical order, the *Eight Demons*, and their sponsored fighting order, the *Cohorts of Gashang*, seized the keep in 714. The Eight Demons, although headquartered in Shiran, still holds extensive lands in the region. The Cohorts of Gashang have not sworn fealty to Chafin III, and may intend to return Themeson to the Thardic Republic. The grandmaster of the fighting-order is Crasel of Merbed.

THESPIANS' Guild

A small, exotic and somewhat eccentric guild which trains and takes in actors and other performing artists who are not members of the Harpers college, although a harper or two often travel with a troupe of thespians. A master thespian usually operates his own touring troupe, and is probably a playwright, actor, juggler, and acrobat. Most guildmembers are apprentices and journeymen who will never head their own troupes. Most companies are capable of staging elaborate and varied performances, but many specialize - some in religious or educational material under the tacit sponsorship of some religious order. There are also some twenty seven basic dramatic themes which are constantly being reworked by practitioners of the "classical" school. Traditional forms tend to be stylized; puppetry and mime are common. Even new plays tend to be conservative, and hardly ever political, since many performances are monitored by secular and ecclesiastical observers. Most troupes play to noble households for negotiated fees, or in the street for thrown offerings, hopefully coins.

THIRI, Keep [E7]

Realm: Rethem Holder: Baron Rialsin
 Population: 350 Liege: Earl of Techon

A barony in Zabinshire, Thiri was built in 623 during the Golothan Theocracy and was captured by Arlun the Barbarian in 635. King Nemiran created the barony in 678, granting it to clan Risalsin, with a feudal obligation to the Earl of Techon. The fief suffered immense damage in the flood of 707, but has since recovered much of its wealth. The present baron, Gerd Risalsin, is a quick witted and good humored man, the latter trait something of rarity in Rethemi politics.

THOEN, Keep [K1]

Realm: Orbaal Holder: Clan Mordauk
 Population: 70 Tribute: Lord of Sherwyn

The Jarin built Thoen keep in 609, but it fell to the Ivinians in 657. Turvald Mordauk, 26, has intellectual limitations and is easily influenced. He is gradually being persuaded by the Lord of Kjen to rebel against clan Sherwyn.

THRAND, Keep [H1]

Realm: Orbaal Holder: Clan Trajaka
 Population: 110 Tribute: Lord of Pled

Thrand keep was built by the Jarin in 490, and captured by the Ivinians in 670. Maalni Trajaka is 45 and often befuddled by drink. Members of the Trajaka thrangaad are considering replacing him.

THURSA, Keep [I1]

Realm: Orbaal Holder: Clan Sardosk
 Population: 120 Tribute: Lord of Zuden

Thursa keep was built by the Jarin in 538, and captured by the Ivinians in 653. Caadern Sardosk, 31, was elected Valhakar in 719 after his uncle choked to death on a piece of "tainted" meat. Caadern's election was primarily due to the sudden and violent deaths of all other potential candidates. He professes to be a devoted adherent of Sarajin, but has encouraged the building of a small Agrikan temple near Thursa.

TIEKA Island [B10]

A hilly, forested island between Kamace and Anfla off the southwest coast of Härn. Tieka has no permanent inhabitants, but seasonal fishing camps for the *Kamaki* and *Adaenum* exist.

TIMBERWRIGHTS' Guild

The timberwrights guild has a monopoly on commercial logging. Timber rights are held by landowners, who are free to cut timber for their own use or that of their vassals, but only timberwrights may sell for profit. Timberwrights obtain licenses from the landowner for negotiated stumpage fees averaging 10-30% of selling price - it is generally a serious offence to cut trees without such license. Some timberwrights obtain lumber from wilderness areas, but this is not necessarily cheaper due to higher transportation and security costs. Most timberwrights operate a sawmill, where logs (timber) are sawn by hand into planks (lumber) of various dimensions. Their main customers are woodcrafters, shipwrights, masons, and charcoalers. Miners generally have the right to cut their own timber but often employ bonded timberwrights for their expertise.

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+]

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 of unknown origin. Rumors of pirate bases abound.

TONOT, Keep [J4]

Realm: Kaldor Holder: Baron Pierstel
 Population: 315 Liege: Earl of Kiban

The most northerly keep of Kaldor, Tonot was built around 200 to guard the eastern borders of the Kingdom of Nurelia and to stem the raids of the Taelda. Uthris Pierstel is a renowned warrior who enjoys hunting and "Gargun-bashing", but his frequent absences are a detriment to the sound management of his estates.

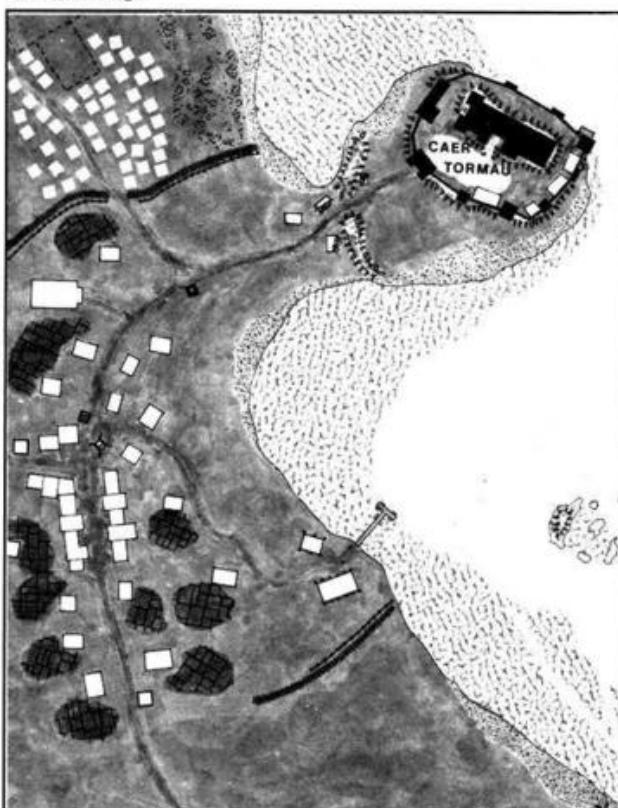
TONTURY Lake [L5+]

Härn'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, home of the strange *Ilme*, lie along the southeast shore.

TORMAU, Castle [C6]

Realm: Rethem Holder: Earl of Tormau
 Population: 600 Liege: King of Rethem

The principal seat of Earl Lynnaeus. Built in 405 as a Corani keep, Tormau has been held by clan Lynnaeus since 588. They maintained their fief during the conquest of Rethem by Arlun the Barbarian by the simple expedient of supporting Arlun's invasion. The present earl, Denyl Lynnaeus, detests Chafin III, whom he believes wants to seize some of his lands. Denyl 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 earl is an astute politician, but is carefully building and training a mercenary army for an expected civil war with the Rethemi king.



TORTHAN, Keep [E8]

Realm: Kanday Holder: Sheriff of Toren
 Population: 350 Liege: King of Kanday

A royal keep and the shire moot of Torenshire. Torthan was the center of the petty kingdom of Alatar, ruled by clan Dargen from 590 to 689. The kingdom was in the midst of a succession crisis when the fall of Sarkum and Hebon to Rethem caused it, along with most of the other minor states in the area, to unite with Kanday. The Sheriff of Toren is Sir Marik of Dargever, a descendant of the kings of Alatar.

TOSET, The

A Gargun nation of mostly Gargu-arak dwelling in the highlands of eastern Equeth. They are constantly at war with the *Equani* with whom they share their range.

TROBRIDGE INN [H6]

An independent inn, owned and operated by the Mercantylers' Guild at a ford of the Farin River. The inn, a traditional layover for Salt Route caravans, is fortified much like a manor and has its own village, croplands, and pasture. It exists on the sufferance of the surrounding Chelni tribesmen, who could destroy the inn any time they wished, but prefer to use it as a trading post where civilized goods can be obtained. The Chelni gather near Trobridge Inn in the early spring, holding a noisy and rambunctious moot, while engaging in trade.

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' Guild. 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 stiff toll of 3d per person/animal that is charged to all travellers.

The adjacent village is a rendezvous for outlaws and riffraff from all over Härn. One such is Kurson of Ondailis, a brigand with ambition to ascend to the nobility. Kurson has a manor adjacent to the inn and is the real power at Trobridge. He has roughly 20 armed retainers in his employ and has offered both Tharda and Kaldor his "fief" in return for a knighthood. The days of the inn's independence may be numbered as both states covet it as an outpost.

**TULEME Falls [J6]**

A series of waterfalls with a total height of 50 feet on the Kald River, 20 leagues upstream from Ulfshafen. The falls destroy continuous navigation on the Kald. Plans to build a canal around the falls have been proposed to kings of Kaldor on many occasions, but other than the odd survey, nothing has been done. Located on the border of the Sindarin Kingdom of Erael, the falls are often said to be enchanted.

TULWYN, The

A warlike nation of merciless barbarians who inhabit the wilderness of Athul. They are divided into some 90 tribes, each of 60-150 persons. They live simple, semi-nomadic lives, moving from one locale to another every few years. As with most barbarian tribes, their religion is a common form animism where all objects and animals possess some sort of spirit. The Tulwyn are quite familiar with the products of civilization. They use many contemporary weapons and implements taken from traders along the Salt Route which they terrorize. For many years, the Tulwyn and Thardic legionaires based at Fort Taztos, have fought an ongoing war of ambush and atrocity against each other. The Tulwyn never cross the Farin River, a taboo related to some unpleasant experience with the Pesino ruins.

TUVEN, River [N10]

Melderyn's only significant river. The Tuven estuary is one of the busiest waterways in the Härnic Isles.

TUZYN RECKONING

The calendar now used throughout Härn 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. Throughout the last six centuries this calendar has gradually been adopted by all Härnic 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" (Before Tuzyn) to identify years before the foundation of Melderyn.

The Tuzyn calendar has 12 lunar months, each of 30 days, for a total of 360 days in one Härnic 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 holidays in most parts of Härn. 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.

U

ULDIEN, Keep [K5]

Realm: Kaldor Holder: Baron Ubael
 Population: 285 Liege: Earl of Kiban

Uldien keep is of recent origin, being first built in 569. The keep is held by Karsin Ubael, who is related to the king by marriage as well as being the brother in law of the Baron of Kobe. Although not one of Kaldor's wealthiest nobles, Karsin's 14 year old eldest son (also named Karsin) has a distant claim to the throne, since his maternal grandmother, Lenera Elendsa, was a sister of King Miginath.

ULFSHAFEN, Castle (J7)

Realm: Evael Holder: Prince Nimfalas
 Population: 400 Liege: King of Evael

An elven castle and seaport on the right bank of the Kald River at the mouth of the Enorien. This small port handles all of the kingdom's limited maritime trade. The population is mainly human, descendants of Jarin who were allowed to settle here after the Atani Wars some fourteen centuries ago. This Jarin colony, and a smaller one at Elshavel, are the only human residents of Evael. The Sindarin seem content to have the Jarin as intermediaries between themselves and the traders of Härn and Lythia. Ulfshafen is the port from which Sindarin periodically set sail for the *Blessed Realm*.

ULMERIEN, River [L7+]

A river rising in the highlands of Anadel, flowing northwards to Burzyn and then southwest to the sea. The area around its mouth is swampy. The Ulmerien, some 58 leagues in length, is navigable to Burzyn and is the de-facto border of Chybisa on the north, east, and west.

UMBATHRI, Ivashu

A variety of *Ivashu*. The Umbathri, or Härnic 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, and although they seem to derive pleasure from terrorizing those



they encounter, they rarely attack. 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 generally encountered in insanely-babbling packs of 4-24.

UMENFJORD [H1+]

An Orbaalese fjord, 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.

UPPER OSEL [K6+]

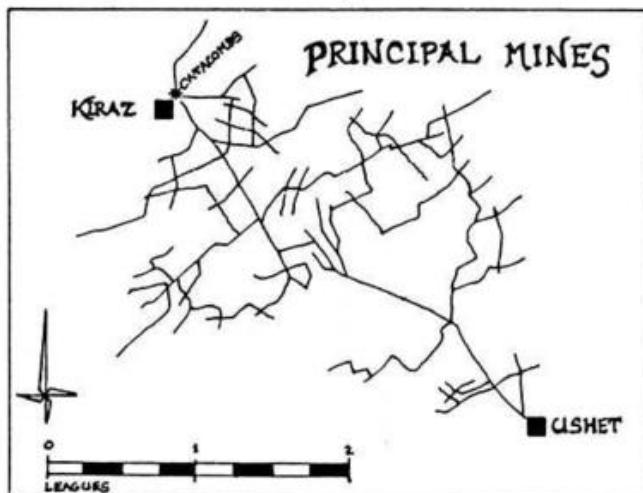
A forested highland of southeastern Kaldor. Although claimed by both Kaldor (Oeselmarch) and Chybisa, *Pagaelin* tribes are the real masters of the region.

URDU, The

Nomadic tribesmen who inhabit a range lying between the Chetul and Pemetta rivers in northwestern Härn. They are organized into about 70 tribes, each of 80-200 persons. The Urdu are culturally similar to the *Kubora* and *Equani*. Some say they are the most peaceful of the three northwest tribes, but this is only in comparison to the ferocity of the other two.

USHET [F4]

A Gargun cave-complex near Kiraz, to which it is connected by former Khuzan mining tunnels. Us het is inhabited by a hybrid culture of Gargu-khanu and their Gargu-arak and Gargu-hyeka slaves. This colony of roughly 900 gargun has sought for centuries to colonize Kiraz, but as yet have been unable to penetrate the enchanted gates which seal the city.



UTERA, Keep [H1]

Realm: Orbaal Holder: Clan Laksit
 Population: 120 Tribute: Lord of Keiren

Utera keep was built by the Jarin in 564 and captured by the Ivinians in 672 after a three month siege. It was conquered by Horvald Laksit. He is now eighty, growing senile, and not expected to live through 720.

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, some still in good repair, exist along its banks.

V

VAAGEL, Castle [H2]

Realm: Orbaal Holder: Clan Karolaan
 Population: 220 Tribute: King of Orbaal

The Jarin built a keep here in 461, but it was expanded into a castle between 681-690 after its capture by the Ivinians in 670. Halvor Karolaan is 48 and suffers from epilepsy. He is a brilliant man largely responsible for planning the first raid on Thay. Halvor very much wishes to see a united Orbaal, a sentiment not shared by most other clans. Clan Karolaan is a branch of clan Karol from Jarenmark in Ivinia. Since 716 there has been a feud between the Karolaans and the Storzands of Pled. Vaagel receives tribute from Aaldem and Daasen.

VIKOD, Cape [A4]

The most western point of the Hârnic mainland. It is rarely seen because access by land is difficult and mariners like to give this lee headland a wide berth due to offshore reefs. Superstitious mariners (most are) believe that the very sight of Cape Vikod is a bad omen.

VLASTA, Ivashu

A type of the Ivashu that rarely exceed eighteen inches in height or twenty pounds in weight. With their powerful tails and hind legs, Vlasta can leap twenty feet with ease and can move with great speed over short distances. They are voracious carnivores, feeding mostly on small rodents, but they will attack creatures as large as a man. They attack large creatures by leaping at the face, greedily consuming the eyes. They have fleshy, beak-like snouts which they sometimes use for this purpose, but they also employ their fine, delicate hands to extract the "delicacy". Because they can move and dodge with great agility, striking a Vlasta is very difficult, but if a blow is landed, their fragile hollow bones break easily. Vlasta are mostly grayish-brown in color, but may also be dark gray, ochre yellow, or black. They are encountered in caverns in groups of 2-12.

**VOLD, Keep [G2]**

Realm: Orbaal Holder: Clan Maaren
 Population: 160 Tribute: Lord of Arathel

The last Jarin keep captured by the Ivinians, falling in 676. The original keep was built in 593. The current valhakar is Thurri Maaren, 39, a man of limited vision and intelligence. He has the stubbornness typical of an ignorant man. The Maarens are a branch of clan Maar from Menglana.

W

WARRIORS OF MAMEKA, Order of the

The Agrikan fighting-order sponsored by the clerical order, *Mameka the Master of Steel*. The order has a keep at Bedenes and crusades against the tribes of Peran where, among the Kubora, it is far from popular. The ambition of the Warriors of Mameka is to re-establish a keep at Kustan.

Bedenes may have been granted to the order by King Nemiran of Rethem, but no record of such grant exists. The order may have seized the district from its legal holder around 690 when Rethem was involved in a war with Kanday; the keep itself dates from 699.

WEAPONCRAFTERS' Guild

The Weaponcrafters' guild has a monopoly on the design, manufacture and sale of all weapons and armour, although the making of bows and arrows and crude weapons by the peasantry is allowed. Weaponcrafters are highly respected, especially by the nobility they principally serve.

A master weaponcrafter will either own a franchise in some town, or be bonded to a noble household. Most armies have bonded weaponcrafters serving with them. Weapon and armour prices are very high, partly due to the expertise required for their manufacture, but mostly because the nobility requires that prices be inflated to prevent the lower classes from obtaining good weapons. Certain classes of weapon are also deemed "chivalric" and may not be borne by persons not of gentle birth.

Some weaponcrafters specialize in the making of armour. The most common armours found on Hârn are ring, scale, and mail. Plate armour is rare and articulated plate armour does not exist. The prices of average quality, common weapons and armour are given in the price list. For detailed information on weapons and armour, see our rule system *HârnMaster*.



MACE



MORNINGSTAR

WEBEN, River [G3]

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 may be cast into the waters to appease the god.

WEIGHTS AND MEASURES

The Hârnican system of weights and measures was imported from Lythia.

Linear

12 Inches = 1 Foot
3 Feet = 1 Yard
4400 Yards = 1 League

Area

4900 Sq.Yds = 1 Acre
30 Acres = 1 Yardland
120 Acres = 1 Hide

Weight

16 Drams = 1 Ounce
16 Ounces = 1 Pound
100 Pounds = 1 Hundred
2000 Pounds = 1 Ton

Liquid Volume

2 Pints = 1 Quart
4 Quarts = 1 Gallon
50 Gallons = 1 Hogshead

Dry Volume

4 Pecks = 1 Bushel
8 Bushels = 1 Quarter
4 Quarters = 1 Tun

Time

60 Minutes = 1 Hour
24 Hours = 1 Day
30 Days = 1 Month
12 Months = 1 Year

WEND, River [I6]

A river rising in the highlands of the Shava Forest, flowing eastwards into the Kald River at Tuleme Falls. The river is considered to be the northern border of the Kingdom of Evacl.

WESEDA, Keep [D7]

Realm: Rethem Holder: Constable
Population: 275 Liege: Earl of Tormau

Weseda keep was built by the Earl of Tormau in 711 without royal approval. It was built atop an ancient hill fort which dates from the fifth century BT. The earl's constable is Sir Petry of Horsik.

WETHOM, Keep [G2]

Realm: Orbaal Holder: Clan Kyrodwe
Population: 120 Tribute: Lord of Arathel

Clan Kyrodwe is related to Clan Cyeen of Arathel and both are "tainted" by Jarin blood. Built in 705, Wethom is a typical Ivinian thran, a neat cluster of clanhouses, surrounded by a circular, wooden palisade. Ydraan Kyrodwe is 51, a bold and adventurous man who is a second cousin of the Lord of Arathel. The Kyrodwes were founded when Ydraan parted peacefully with the Cyeens of Arathel and led a group of settlers to begin the colony at Wethom.

WHARO, Keep [N10]

Realm: Melderyn Holder: Baron Chorlon
Population: 485 Liege: Earl of Nurisel

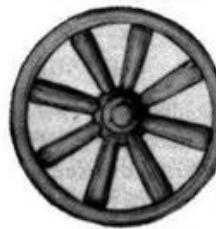
The Jarin settled in the region around Wharo c.1200 BT and built a hillfort which is now the site of this keep. The

present stone keep was built in 356, replacing an earlier wooden structure built in the first century BT. The baron, Sir Ranald Chorlon, 68, although troubled with gout, is proud of his ability to still ride and hunt with consummate skill.

WINEN, Keep [C6]

Realm: Rethem Holder: Sheriff of Hohnam
Population: 310 Liege: King of Rethem

The shire moot of Hohnamshire. Winen keep was built in 701 on royal lands by Chafin I as a check to the growing power of clan Lynnaeus of Tormau. The sheriff is Sir Rihar of Porteh, a notorious scoundrel of little imagination but considerable ambition. The present Earl of Tormau has been attempting to sway Sir Rihar's loyalty, and if only as a political expedient, the sheriff is sympathetic to the earl.

WOODCRAFTERS' Guild

A master woodcrafter has the skills of carpenter, cabinet-maker, cooper, and wainwright. Woodcrafters are one of the largest and most important guilds; they produce a vast array of goods including furniture, boxes, barrels, wagons, ladders, and tool handles. Woodcrafters are often involved in construction projects under masons, and where stone is not involved, may actually supervise building.

**WOSE, River [H4]**

A river rising in the eastern Rayesha Mountains, flowing southwest into Lake Benath. The river crosses the wooded plain of Misyn and is sometimes referred as the "Cloaca of Ilvir".

WUROKIN, The

A Gargun "nation" of Gargu-arak dwelling south of the Anoth Delta.

Y

Yael, Keep [N8]

Realm: Melderyn Holder: Baron Duathane
 Population: 305 Liege: King of Melderyn

A barony in Birenshire, held directly from the Melderyni king. Yael was built in 645 by Halat Duathane, father of the present lord. The keep's name originated when a total lunar eclipse occurred during construction. Halat thought this a good omen and named his new home after Kethira's moon. The present baron, Etosir Duathane, is 65 and in failing health.

Yaelin Island [H8]

The sixth largest of the Hârnic Isles, lying in the Gulf of Chakro. Yaelin has no permanent inhabitants, but is visited from time to time by various seafarers and by the Sindarin. An ancient legend, possibly Sindarin in origin, recounts that Siem's servant Sereniel forged Kethira's moon "of the stuff of the deep Gods, beneath Yaelin Isle, and quenched it he in Chakro's Gulf". This legend accounts for the island's name.

Yeged, Keep [J4]

Realm: Kaldor Holder: Baron Londel
 Population: 360 Liege: Earl of Gardiren

The original keep was built in 140 by the Kingdom of Nurelia. The baron, Churus Londel, is a foolish romantic. He welcomes harpers and thespians to his court, and is fond of entertaining guests with his own compositions. His wife, Urila, is the real administrator of the baron's estates. Her political acumen is remarkable.

Yelgri (The Hârnic Harpie)

These semi-intelligent, quasi-reptilian, scallop-winged humanoids are now rare on Hârn. They inhabit high mountains and some dense forests. They are shorter than man and light-boned, but still have to flap their leathery wings rapidly to get airborne. Their wingspans reach a maximum of thirty feet. Yelgri are predatory carnivores.

They have taloned feet, but also use primitive weapons to hunt, mostly spears and clubs. They are generally hostile to man, and will be encountered in "flocks" of 2-12 or more.



Yellow Hand, Order of

A clerical order of the Church of Ilvir based at the Ilvirian temple in Tashal. This order is engaged in promoting Ilvirian pilgrimages to Araka-Kalai, although many clerics seem to be more interested in exploring the ruins of Kelapyn-Anuz which lie beneath Tashal. They believe holy relics sacred to their deity lie hidden there.

Ymodi, The

Wild and fierce forest tribesmen of Himod in northern Hârn. There are around 25 tribes, each ranging in number from 40-120. The Ymodi are beleaguered by the *Equani* to the west, Anoa to the east, and Gargun to the north and south. They survive only because of their considerable skill with weapons, notably the bow and spear. They consider Mt Niphel, the highest peak of the Rayeshas, to be sacred. Viewed from Himod, this mountain has the profile of a sleeping bear. The Ymodi tribesmen consider it taboo and will try to prevent access for fear of "awakening the beast".



YZUG [E5]

A Gargun cave-complex inhabited by Gargu-kyani.

Z

ZAZA, Keep [D6]

Realm: Rethem Holder: Baron Paque
Population: 285 Liege: Earl of Ithiko

Zaza keep was built by the Corani Empire in 403. Arlun the Barbarian, fond of hunting in the vicinity, improved its defenses during his reign. The barony was created by King Nemiran in 677 when he granted Zaza to clan Paque after being petitioned by the Earl of Ithiko. The present baron, Styfen Paque, is carefully considering his loyalties in view of the enmity between the earls of Tormau and Ithiko.

ZEDABIR [K3]

A Gargun cave-complex inhabited by Gargu-viasal.

ZERHUN, Castle [L4]

Realm: Azadmere Holder: Crown Prince
Population: 200 Liege: King of Azadmere

A Khuzan stronghold at the south end of Arain Lake. The site has been fortified for seven thousand years, strategically placed to guard the approaches to Azadmere. It is the traditional the hold of the Khuzan Crown Prince. The fortress is built into rugged cliffs overlooking the Silver Way, but only the upper ramparts are readily visible to passers by. Most of the structure is tunnelled into the rock; caverns and mines run deep within the surrounding mountains, some reaching as far as Mt. Jentzu. 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. Zerhun is garrisoned by four companies of elite Khuzan warriors, one company of High Guard, and three companies of Low Guard. A company of Jarin mounted foot (feudal levy from Habe) is also stationed at the nearby village of Pedwar, one quarter of a mile inside the gate. They patrol the Silver Way as far south as the Guthe Ford. Skirmishes between them and Gargun patrols from Fana are common.

**ZERIEN, Keep [E7]**

Realm: Kanday Holder: Baron Irien
Population: 345 Liege: Earl of Selvos

Built as a Corani fort in 432, Zerien was captured for Kanday by the *Checkered Shield* in 626. The barony was created in 701 when Petryn Irien was made a vassal of the Earl of Selvos. He is 53, a hardened veteran of border skirmishes.

ZHAKOM [L3]

A Gargun cave-complex inhabited by Gargu-khanu and Gargu-hyeka. They are a constant threat to Azadmere.

ZOBEN, Keep [K5]

Realm: Kaldor Holder: Constable
Population: 295 Liege: Earl of Minarsas

Zoben keep was built in 70 TR by the early Jarin kingdom of Arwn, but has been rebuilt several times. The constable, Sir Coreth of Lothlar, appointed in 717, is a skillful administrator. Local legend has it that the shade of a murdered Jarin lord sometimes walks the great hall. It is popularly believed that this ghost is Owain the Martyr, a semi-legendary ruler of the petty kingdom of Darlen during the time of Lothrim. Owain was apparently lured to Zoben by the lords of Arwn with the promise of an alliance against Lothrim. Instead, he was betrayed and murdered. When the keep was repaired in 620 a headless skeleton was found behind a wall in the great hall.

ZUDEN, Castle [I1]

Realm: Orbaal Clan: Ruindael
Population: 190 Tribute: King of Orbaal

Built by the Jarin in 526, Zuden was captured by the Ivinians in 657 and later expanded into a motte and bailey castle. Bjaal Ruindael is 43, a pirate often absent from Zuden. The Ruindael receive tribute from the lords of Mul and Thursa.

ZUILOS, Keep [M7]

Realm: Melderyn Holder: Baron Avonasen
Population: 315 Liege: Earl of Karveth

Zuiilos was originally built c.180 TR. The barony, created in 630, was granted to this junior branch of the Avonas of Karveth. The current baron is 56 year old Mikky Avonasen, a younger son who inherited the title when his two elder brothers drowned in a shipwreck. Mikky studied at a Cherafir chantry in his youth, and is said to be a skilled Savoryan Shek-Pvar.

ZYNHOLM, Keep [H2]

Realm: Orbaal Clan: Saargax
Population: 120 Tribute: King of Orbaal

Zynholm lies within the royal domain of Geldeheim and is held by Clan Saargax at the king's pleasure. A typical Ivinian thran with earth and wood ramparts and several clanhouses, Zynholm was built by the Ivinians in 677 to guard the entrance to the Geldesfjord. Melvold Saargax, twenty six, is a ruthless valhakar whose policies have gained him the nickname "the Viper". His eldest sister is one of the king's four (living) wives.

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KEY

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- ALPINE
VEGETATION
- NEEDLELEAF
FOREST
- MIXED
FOREST
- MIXED
WOODLAND
- HEATH
- CROPLAND
& PASTURE
- WATER

- HILLS
- MOUNTAINS
- MARSHLAND
- REEF

- RIVER
- FORD
- RAPIDS
- CATARACT
- BRIDGE
- PEAK
- WALLED TOWN
- CASTLE
- KEEP ETC.
- POINT OF
INTEREST

A

B

1

SEA OF ITIKIR

2

3

MIRATH
ISLANDS

C. VIKÖD

OBODU HILLS

C. KOBEO

5

A

K

K

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6



TRAIL

UNPAVED ROAD

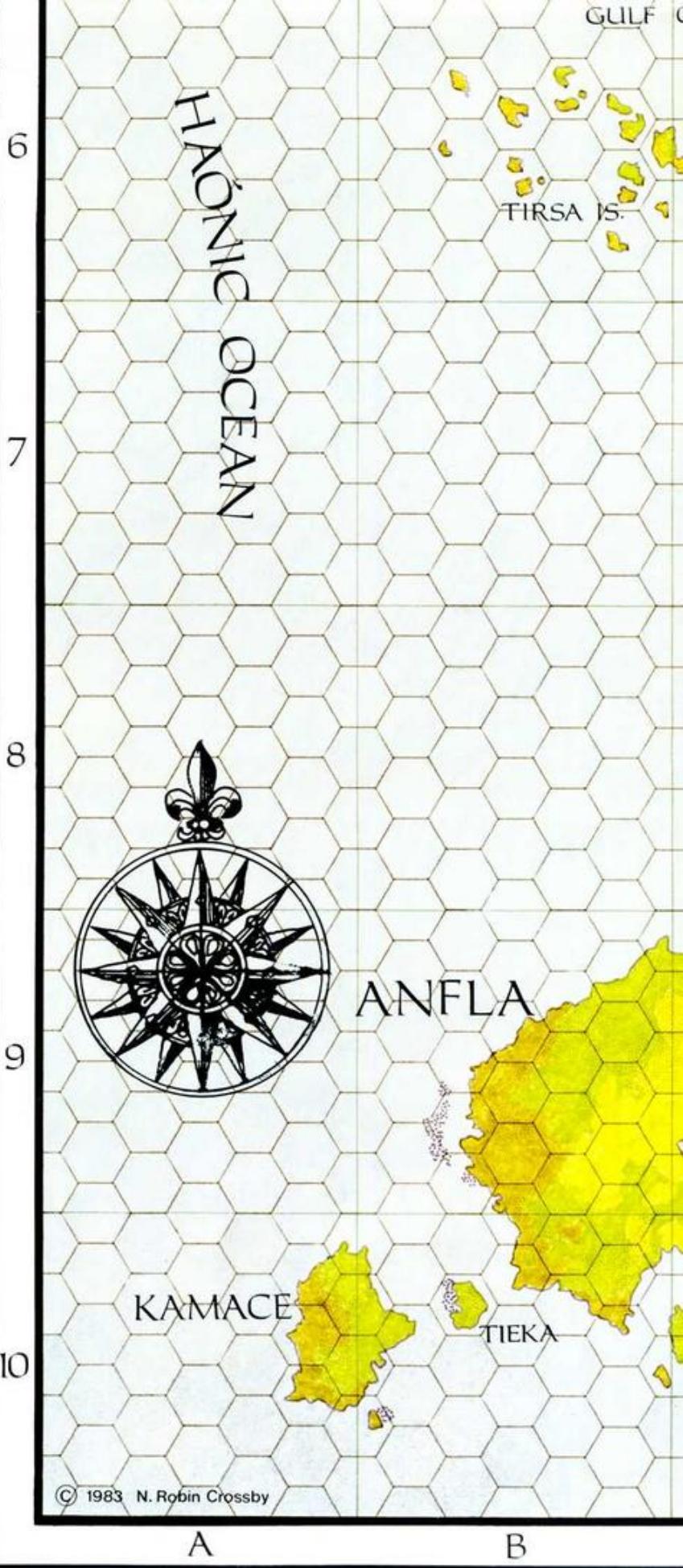
ROAD

LITHO'D IN CANADA

One Hex (1cm) = 5 HARNISH LEAGUES
or Approx. 20km or 12.5 miles



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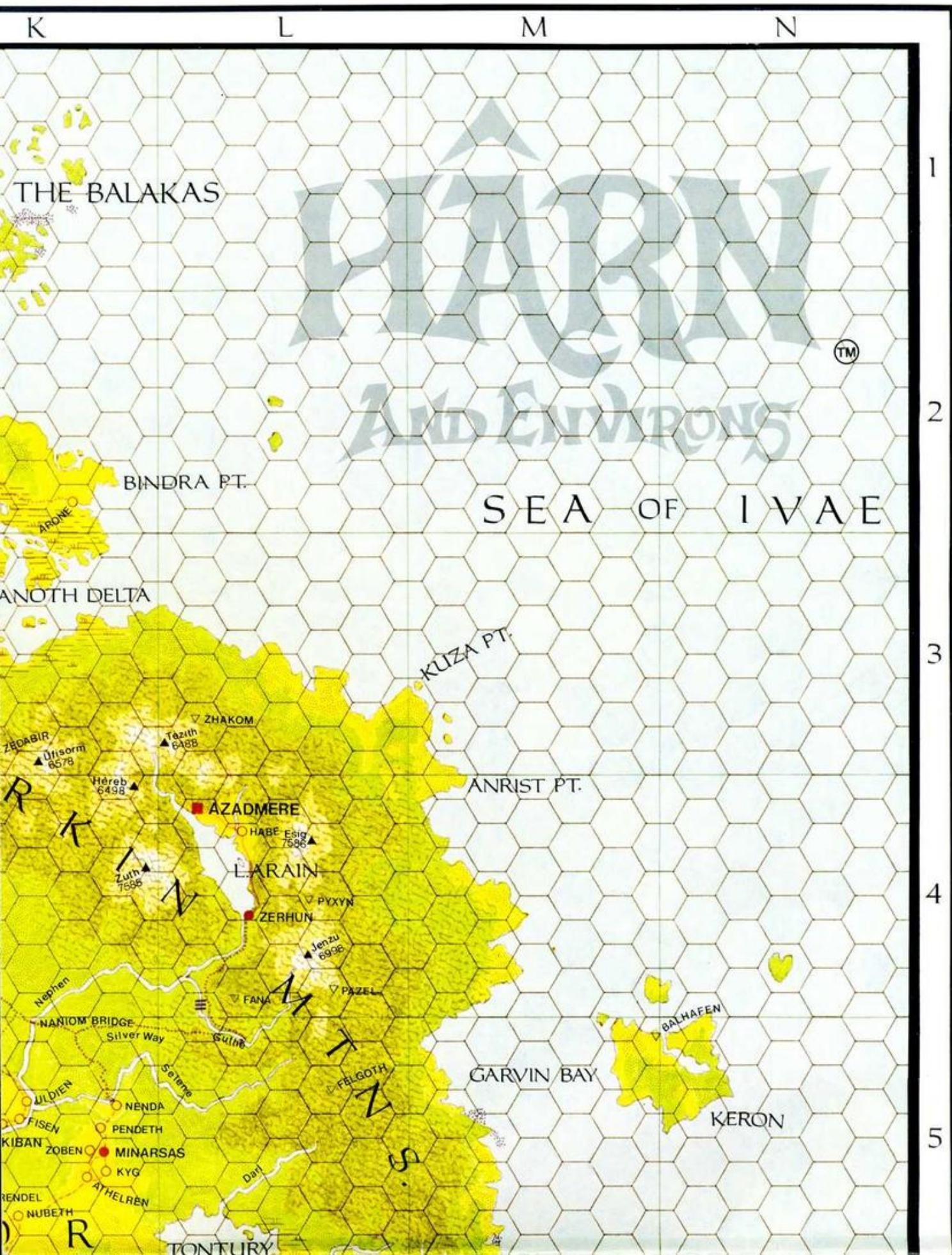


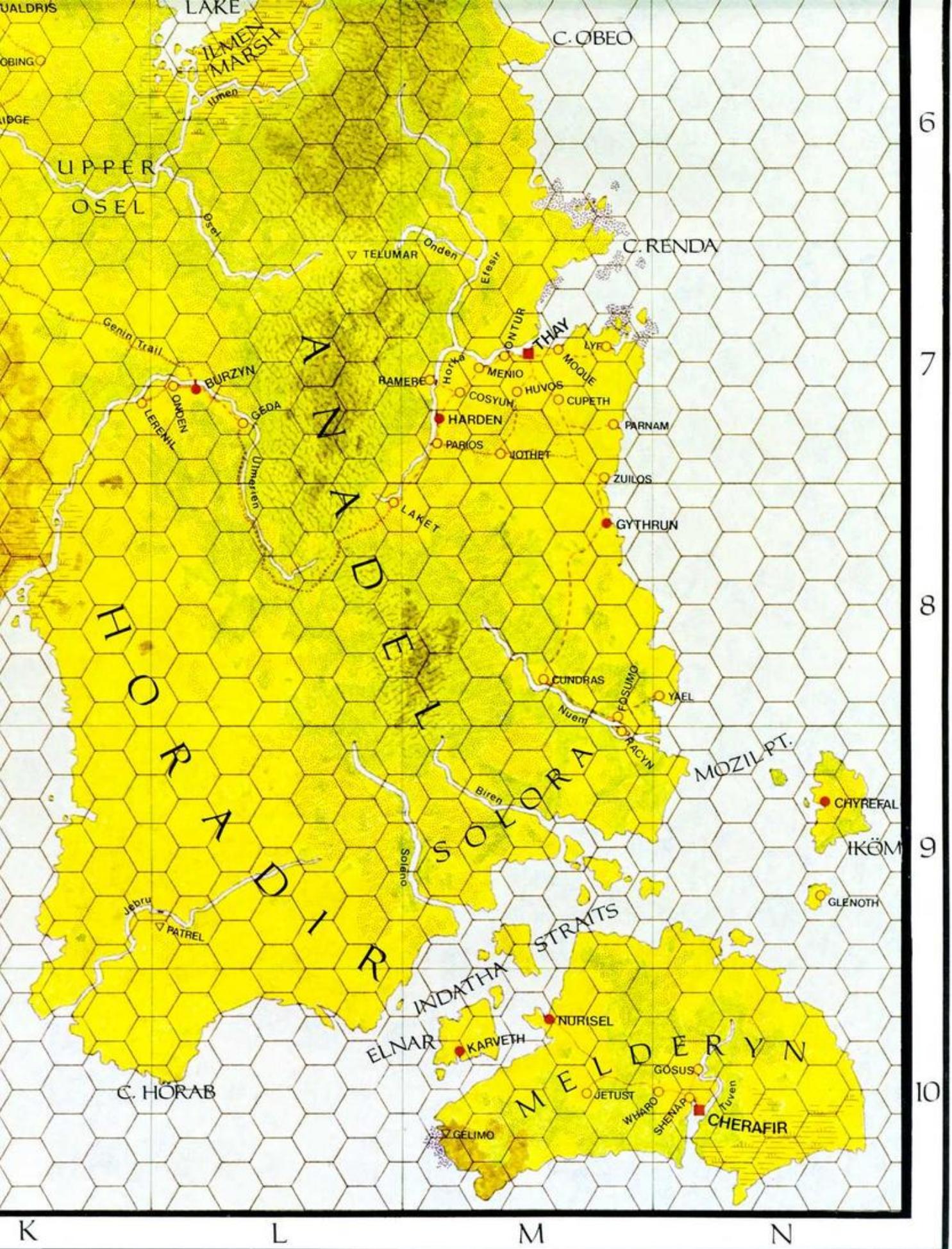
G

H

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J





HârnWorld™



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A Real Fantasy...



HârnWorld was created by N. Robin Crosby, an Anglo-Welsh writer now living in western Canada. His fantasy world has received worldwide acclaim. The first edition of *HârnWorld* was published in 1983 and is now in its sixth printing.

"Fantasy role-playing has three key elements: gamemastering, rules, and environment. The first needs little explanation; even the best rules and world cannot survive a bad GM, although they can make a talented rookie shine. Rules are no more than a set of guidelines, an attempt to formulate common sense while allowing some pretty weird stuff. *HârnWorld*, a fantasy environment, belongs to the third element.

"I believe that works of fantasy should be woven from familiar threads. It is impossible to describe an entire world, so readers must be able to fill in the gaps with their own knowledge. Over two million words currently describe Hârn, but lots more can and will be written. In the meantime, you can take comfort from knowing that this world operates under the same physical laws and social dynamics as medieval Europe.

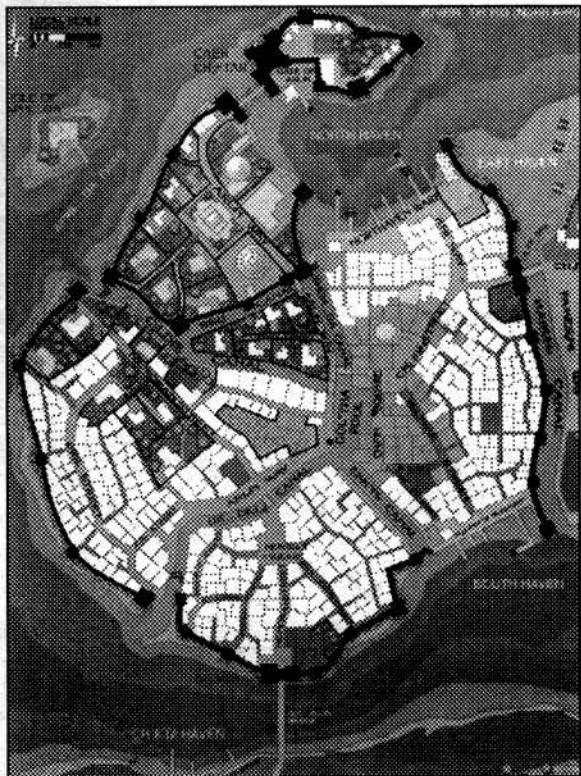
"Of course, in fantasy role playing, most players are willing to accept that magic works and that fell beasties roam the wilderness. The trick is to make them believable. Powerful mages and outlandish beasts certainly exist on Hârn, but they operate under plausible and reasonable constraints. Players can suspend their disbelief without suspending their intelligence.

"*HârnWorld* was specifically created for roleplaying. It is not a fictional novel adapted to a game. While it is true that magic-strong, dragon-bashing, treasure-rich playgrounds can keep players amused for a time, only a world that is fundamentally rational can give the feeling you are involved in an epic. Those who have limited their roleplaying activity to random forays into disjointed chaos have missed at least half the fun of this wonderful hobby.

"The most detailed fantasy world ever created awaits you. It allows you to plan your own campaigns, quests, and adventures within a complex and realistic environment, confident that *HârnWorld* will unfold as a world should. *HârnWorld* is an epic product, with all the fantasy you crave, but all the realism you need."

N. Robin Crosby
Vancouver, Canada

Cities...



There are eight walled cities on Hârn; one dwarven and seven human.

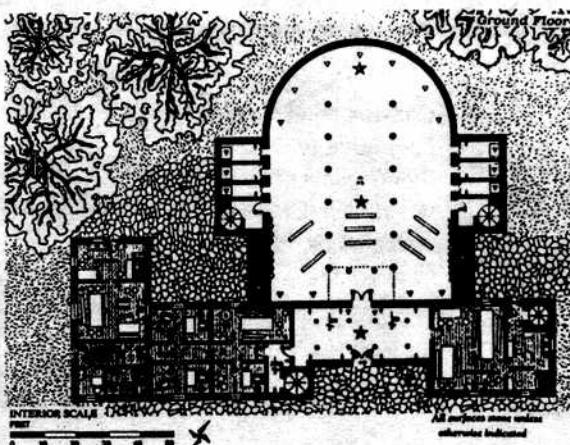
Populations range from 4,000 to 12,000. These cities may seem small, but the second largest city in medieval England, *Lincoln*, had a population of 6,000 in the year 1190.

Shown is a reduced map of *Golotha*, population 6,200. It is the largest city of the Kingdom of Rethem, an infamous city of polluted canals and dark secrets.

Cities of Hârn

- Seven human cities¹, each with full color maps.
- GM Maps, locating and describing all important buildings such as fortifications, temples, shops, inns, etc.
- Background notes on the economy, history, and politics of each city.

¹ The dwarven city of *Azadmere* is mapped and described in a separate module (#5004).



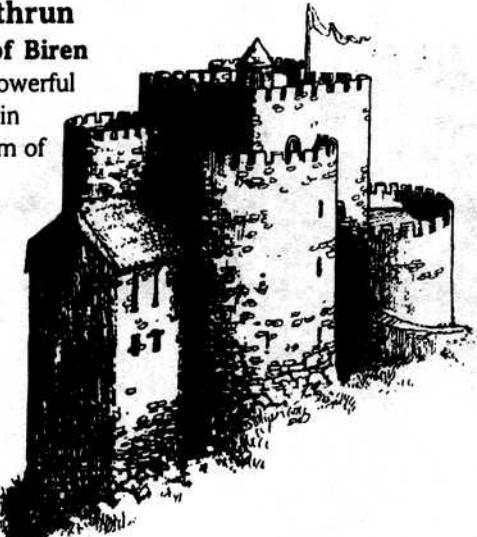
Temple of Larani, city of Thay.

Castles...

Caer Gythrún

The Earl of Biren

Seat of a powerful feudal lord in the Kingdom of Melderyn.



Hârn is a land of castles and keeps: more than 150 major fortifications are scattered throughout the island. Most of these strongholds are held by feudal nobles and religious fighting-orders. Castle plans and maps exist in many *HârnWorld* modules.

Castles of Hârn

A module devoted to eight Hârnic castles. Each stronghold has a full color map, keyed gazetteer, and GM notes on legends and lore.

There are also interior plans for each castle, structurally sound and exquisitely detailed, with reference notes room by room, floor by floor. All heights, furnishings, doors, locks and floor surfaces are noted. Our standard scale for plans is 1mm = 1 foot.



Castles of Orbaal

Four additional castles in the Kingdom of Orbaal, where rebellious Jarin are ruled by viking clans from Ivinia.

Additional castle modules for the kingdoms of Rethem, Kanday, Kaldor, and Melderyn are planned.

Second Floor

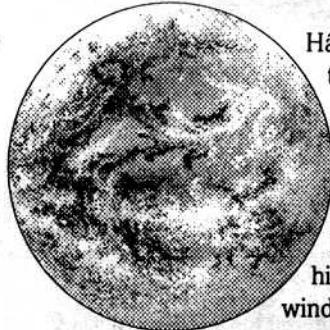


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Quimen Keep

Order of the Crimson Dancer

Stronghold of a female fighting-order in the Kingdom of Orbaal. It is never wise to annoy these fanatical women.



Hârn is a rugged, forested island located fifty miles off the northwest coast of the continent of *Lythia*. A vast ocean lies beyond and the seas around Hârn are notoriously stormy.

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HârnWorld contains color maps and an overview of the planet (Kethira) and continent (Lythia). Included are maps on languages, trade routes, ocean currents, prevailing winds, tectonics, and even star charts.

Included is a large and beautiful map of the Hârnic Isles, with details on cultures, economics, history, politics, and religions. Birth and weather generation tables are also provided.

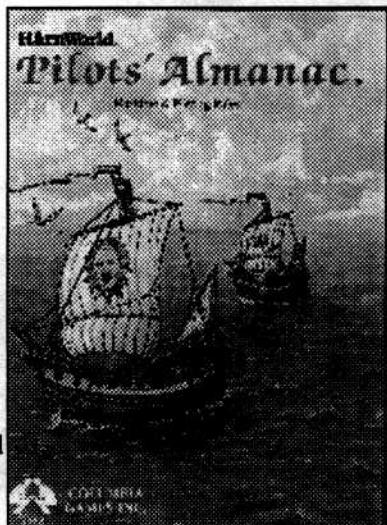
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With your profits you can buy more ships, employ more crew, and set sail again. **But the risks are high.** Are you being tracked by pirates? Are your provisions sufficient for a long sea voyage? Is your crew well paid and loyal? Storms, reefs, and perhaps mutiny could be just over the horizon.



Cultures...



The cultural model for Hârn is 12th Century, Norman England, but many elements of the earlier Anglo-Saxon and later Plantagenet periods are included. This model is blended with traditional and unique fantasy elements to create an ideal world for roleplaying.

Nine feudal states exist. Among them is *Kaldor*, an eastern kindom with a long tradition of chivalry, but now ripe with intrigue as powerful lords maneuver for an expected succession crisis. Another eastern kingdom is *Melderyn*, known by some folk as "The Wizard's Isle", where powerful and secret arcane societies co-exist with a benign crown. Back-stabbers may feel more at home in *Rethem*, a western realm with a short and violent history, but a long tradition of political assassination.



Ymodi Tribesman

There are two demi-human realms: the elven kingdom of *Evael* deep within the Shava Forest; and the dwarven city and kingdom of *Azadmere*, high in the Sorkin Mountains. These two races once ruled all of Hârn, but are now in decline.

Despite these pockets of civilization, most of Hârn is a wild and barbaric place. Scattered throughout the island are sixteen barbarian nations, mostly warlike tribesmen of *Jarin* ancestry, who were the first human settlers to Hârn.

The extensive, mountainous regions are home to mysterious sites, including *Kiraz*, the lost city of the Khuzdul, *Anisha*, a magnificent ruin of the Earthmasters, and *Gedan*, the "Lodge of a Thousand Souls." Many fell creatures roam the wilderness, notably a nasty and brutish species of orc called *Gargun* who have a distressing fondness for human flesh.



Khuzan Warrior

HârnMaster...



HârnMaster Core

A brilliant role-playing system with detailed character generation, sophisticated skill rules, and realistic combat. The rules are presented in a modular format, with dozens of optional rules that allow you to customize your own level of detail. All pages are printed on durable *cardstock*, with extensive use of color, and sold in 3-ring binder so you can expand and organize the rules as you wish.

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- **Skills:** no character classes or other arbitrary limits on character talents. Players may learn any (reasonable) combination of skills, and follow unusual occupations, such as herald, mercantyle, pilot, or weaponcrafter.
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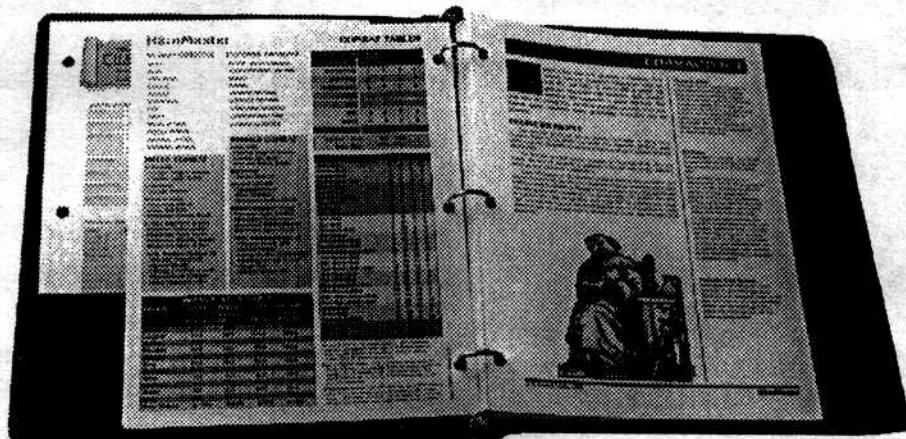
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An expansion for *HârnMaster*, describing the six arcane societies, the mysteries of magic, and a broad selection of spells.



HârnMaster Bestiary

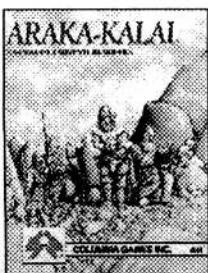
An expansion for *HârnMaster*, describing all of the unique beasts of Hârn, and other creatures.



Adventures...



ur emphasis has always been to provide a rational and detailed world that allows GMs to create their own campaigns and adventures. Most Hârn modules contain wilderness sites, often mysterious ruins of the enigmatic *Earthmasters*, and all settlements, especially cities, are excellent locales for adventure. But we have published a few adventures, several noted below. All contain reusable environment. None stifle your creativity with rigid plot structure.



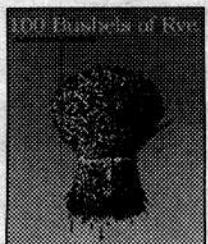
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A remote site on the NW shore of Lake Benath. The home of Ilvir, father of the *Ivashu*. Includes seven scenarios.



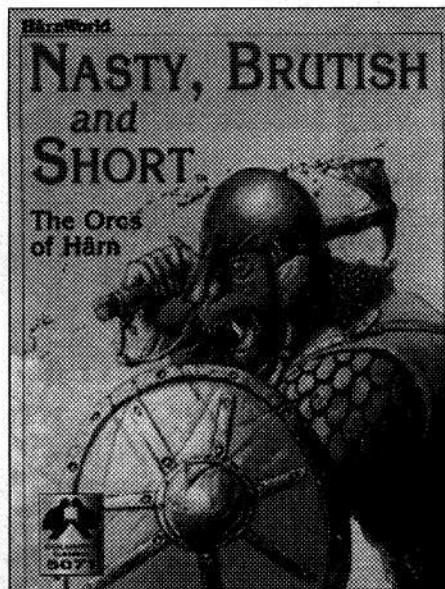
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Castles of Hârn

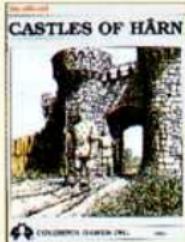
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The Earl of Biren

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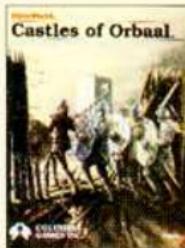


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Castles of Orbaal

Four additional castles in the *Kingdom of Orbaal* with color maps and detailed interior plans. Also includes a large, color kingdom map.



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Quimen Keep

Order of the Crimson Dancer
Stronghold of a female fighting-order in the *Kingdom of Orbaal*. It is never wise to annoy these fanatical women.

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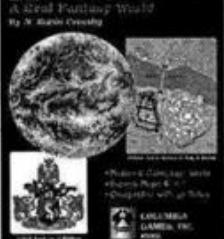
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The Epic HârnWorld



HârnWorld



HârnWorld

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HârnWorld is supported by an extensive series of kingdoms, cities, castles, keeps, manors, abbeys, and more. Each publication includes beautiful color maps of a local area, detailed interior plans, and consistent text. Unmatched maps and great roleplaying are our hallmarks. Nothing else published is better...

Quimen Keep

Order of the Crimson Dancer

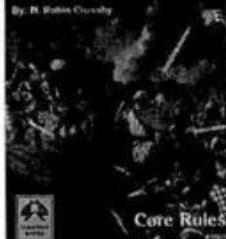
Stronghold of a female fighting-order.

Second Floor



- Compatible with *any* rule system
- Superb maps & intelligent text
- Unmatched detail & consistency

HârnMaster



HârnMaster

A role-playing system with detailed character generation, sophisticated skill rules, and realistic combat. The rules are in a modular format, with dozens of options to customize your own level of detail. All pages are printed on durable *cardstock*, with extensive use of color, and punched for a 3-ring binder to organize as *YOU* wish.

- **Character Generation:** characters have personal histories such as birthplace and family, and distinct personalities. Most attributes are 3d6 based and therefore easily converted to most other systems.
- **Skills:** no character classes or other arbitrary limits on character talents. Players may learn any (reasonable) combination of skills, and follow unusual occupations, such as herald, mercantyler, pilot, or weaponcrafter.
- **Combat:** a system that encourages players to survive on their wits, as well as their swords. Detailed weapons and armour allow graphic injuries such as bruises, fractures, and crushes rather than abstract hit points. Includes an advanced healing system covering bloodloss, shock, and infection. Lots of fun, but make no mistake – getting whacked by a battleaxe always hurts (a lot) in this game system.

HârnMaster MAGIC



HârnMaster MAGIC

Details on six arcane secret societies, the mysteries of magic, and a broad selection of spells.

HârnMaster RELIGION



HârnMaster RELIGION

The *Libram of the Pantheon* provides details on the ten major gods, and their churches, doctrines, and followers.

Nasty, Brutish, and Short



Nasty, Brutish, & Short

Hârnic orcs, their culture, and violent habits. The module includes color maps and details on four colonies, and has six related adventures.



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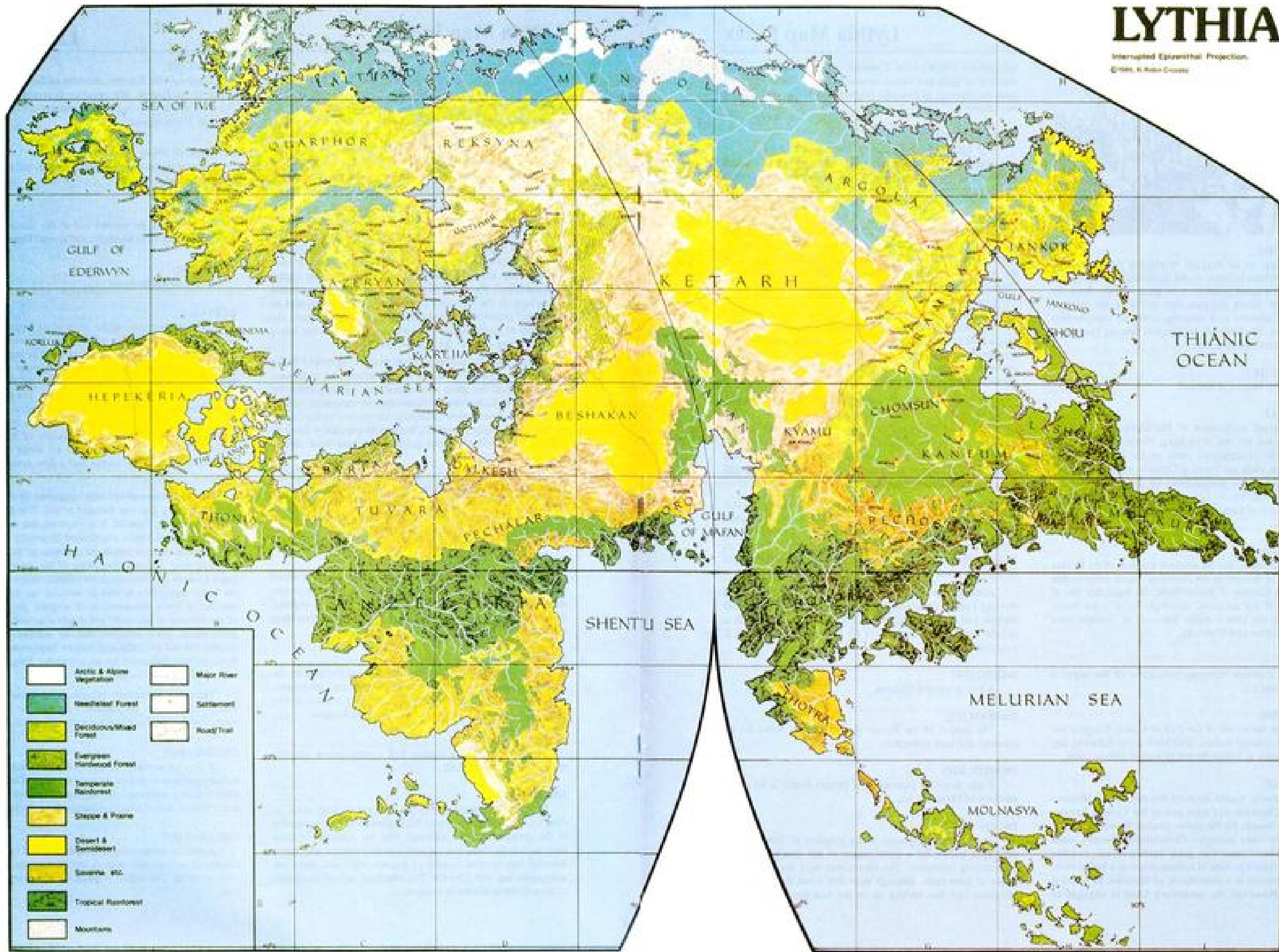
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LYTHIA

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