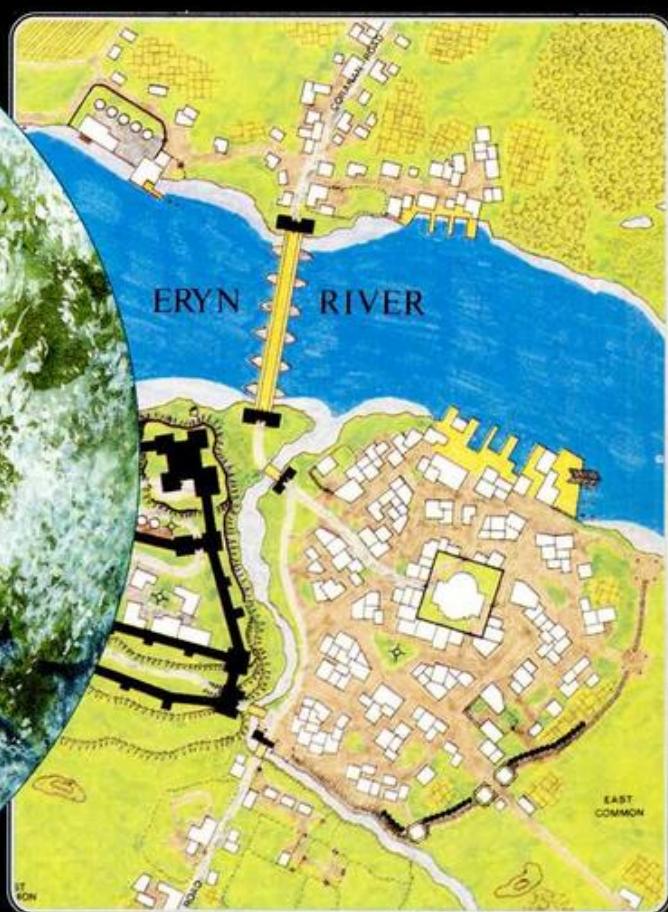
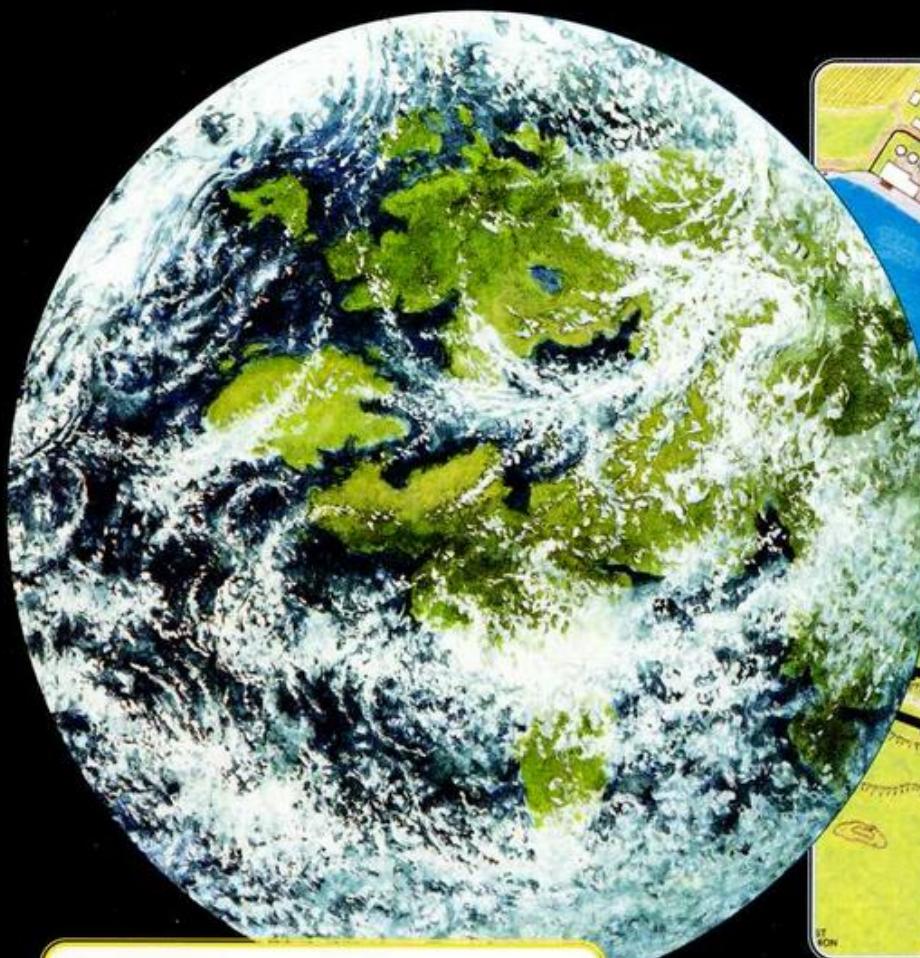


# HÂRNWORLD™

## A Real Fantasy World

By N. Robin Crosby

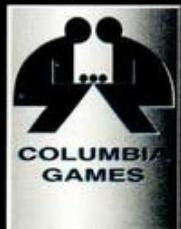


DYRISA: Seat of Andasin IV, King of Kanday



TORON: Royal Clan of Melderyn

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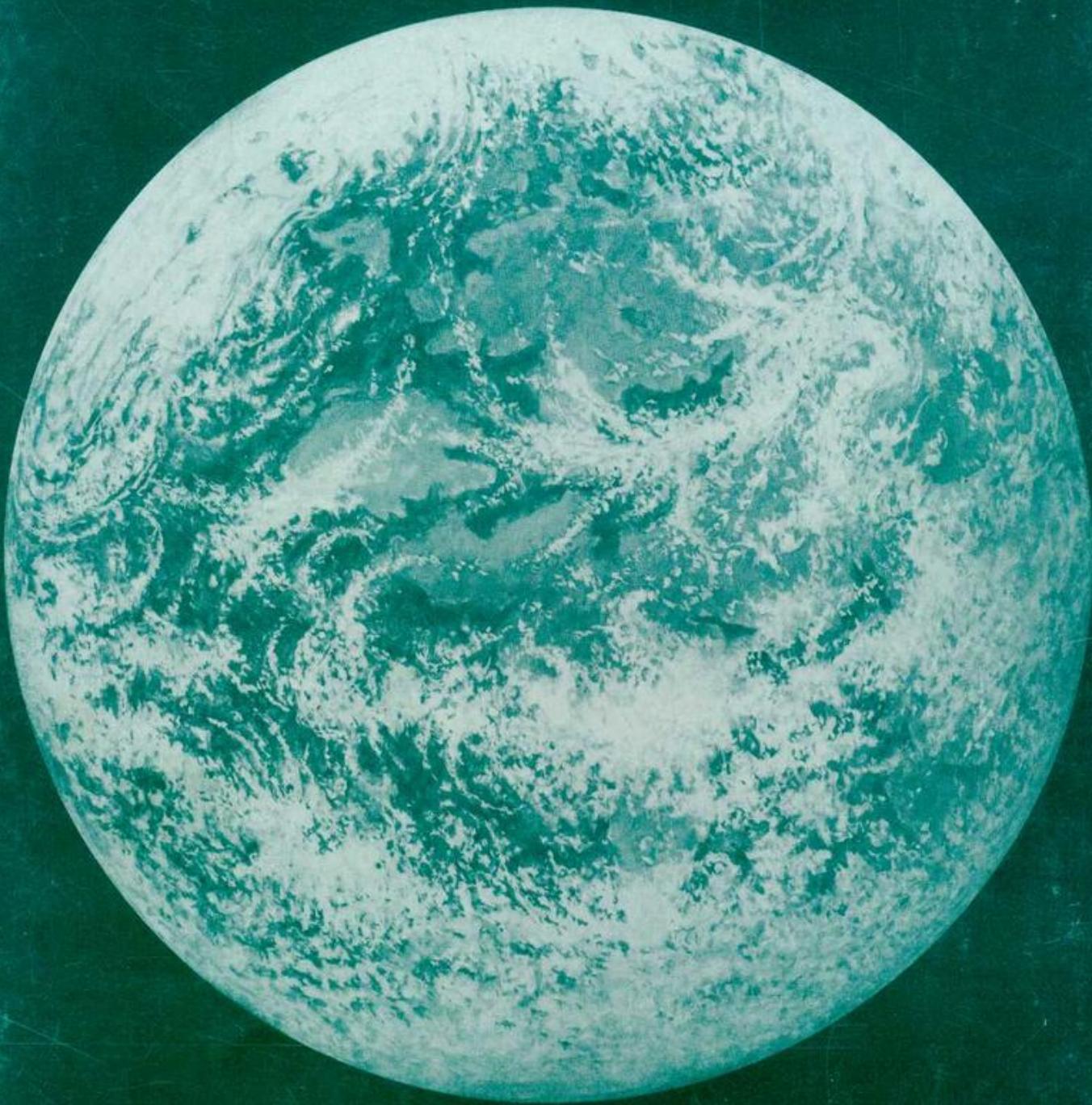
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# HârnWorld™

Second  
Edition

A Real Fantasy World

By: N. R. Crossby



COLUMBIA GAMES INC.

# HârnWorld<sup>TM</sup>

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# INTRODUCTION



*HärnWorld was created by N. Robin Crosby, an Anglo-Welsh writer now living in western Canada. His fantasy world has received world-wide acclaim.*

"Fantasy role playing is a trinity of three vital elements; gamemastering, rules, and environment. The first needs little explanation; even the best environment and rules will not survive the misjudgments of a bad GM, but they can make a talented rookie shine. Rules are no more than a mechanical set of guidelines, an attempt to formulate common sense into some pretty weird stuff."

*HärnWorld* belongs to the third element of FRP. A good environmental framework is a painstaking endeavor that takes many, many years of blood and sweat to create. Something like *thirty* man-years has gone into *HärnWorld* products.

All works of fantasy should be woven of familiar threads. Because it is impossible to entirely describe an alien world, readers must be able to fill in the gaps with their own knowledge and experience. Although more than *one million* words have gone into describing *HärnWorld* and its expansion modules, lots more can be said and will be said. In the meantime, the reader can take comfort from knowing that this world operates under the same physical laws and social dynamics as medieval Terra.

Of course in any fantasy the viewer/player must suspend his disbelief. In fantasy role playing, most are willing to accept that magic works and that fell beasties roam the wilderness. Outlandish beasts with strange powers and strange esoteric phenomena exist in *HärnWorld*, but they are carefully blended with medieval reality.

With roleplaying there is a vital element of mood, and this elusive principle lies at the heart of *HärnWorld*. While it is true that magic-strong, hack and slash environs can keep players busy for a time, only an environment that is fundamentally rational can give the feeling that one is involved in an epic.

*HärnWorld* was specifically created for roleplaying as opposed to dragon-bashing. Those who have so far limited their FRP activity to random forays into disjointed chaos have missed at least half the fun of this exciting hobby. *HärnWorld* is, I believe, an epic product, with all the fantasy you want, and all the realism you need."

N. Robin Crosby  
Vancouver, Canada

## ENCYCLOPEDIA HARNICA

*Encyclopedia Härnica* is the collective name given to every publication dealing with the world of Härn. Every module is presented in the same unique, expandable format, namely a series of articles, independently numbered. All modules can be cut apart, punched, and inserted in a loose-leaf binder, creating your own personal version of *Encyclopedia Härnica*. This book contains three major articles:

### KETHIRA (1-8)

Kethira is a water planet with three continents and two large polar caps, similar in size to Terra. The Kethira article provides very basic information on this planet. Included is a full color map on vegetation, and one color maps on tectonics, ocean currents, and prevailing winds. We have also included astronomical information and star charts.

### LYTHIA (1-24)

Lythia is Kethira's largest continent, a land of diverse cultures and peoples. The Lythia article includes a full color map depicting vegetation, major rivers, mountain ranges, and key settlements, described in an annotated index. This article also contains a full color language map and text to support it. Two other maps, a cultural and economic map, are also included.

### HARN (1-38)

Härn is an island lying 160 km off the northwest coast of the continent of Lythia, on the edge of the Haonic Ocean. Compared to other regions of northwest Lythia, Härn is a wild, barbaric land, where pockets of civilization are surrounded by large tracts of wilderness. This article is a general overview of Härnic cultures, governments, economics, and history.

### Härn Regional Map

The map of Härn is far more than a pretty face; it provides a vast amount of information with a unique cartographic system developed specifically for fantasy gaming. The map measures ten degrees of latitude (250 Härnic Leagues or 1000 km) north/south and approximately 375 Härnic leagues (1500 km) east/west. This last measurement corresponds to fifteen degrees of longitude at the equator. Note that there are, however, only fourteen vertical divisions on the regional map grid. These do not correspond to lines of longitude which are necessarily curves rather than straight lines. The colors depicted are not random: they show various classes of vegetation as noted on the map key.

**Härndex**, the second book of this module, is a master index that describes, among other things, most geographical features found on the regional map.



Harn is a rough, hazy, forested isle 160 km off the northwest coast of the continent of Lythia, on the edge of the Haonic Ocean. Harn's center is dominated by Lake Benath, a fresh water lake drained by the Thard River. The longest river of Harn is the Kald (375 miles), which drains the eastern interior. Much of Harn is hilly. There are four mountain ranges of note: the Felshas, running north-south in central Harn, boasting the island's highest peak, Mount Wynan at 9766'; the Rayeshas, running east/west along the top of Lake Benath; the Sorkins, running north/south along the east coast; and, the Jahls in the extreme north.

## WEATHER & CLIMATE

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

## VEGETATION

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

## COMMUNICATIONS

A lack of good roads and rough terrain combine to make travel difficult, especially in winter. The island is regarded with disdain by continental Lythians and is generally avoided by them. Tales, perhaps exaggerated, of wild men and fearsome beasts, have been carried to the continent and these have served to daunt visitors from abroad. Despite the unpredictable seas, a few adventurous seamen do, however, ply their trade between Harn and Lythia. The Harnic guilds, through the good offices of the Pilots' Guild, maintain good contact with their foreign colleagues.

## HARNIC CULTURES

While Harn contains unique cultures and creatures, its closest historical equivalent is 9th-14th century Britain. Elements from this entire period may be found and, with the exception of the unique elements described, the GM may use this historical era as a model. The *Harnic Cultures* map shows the general locations of the various cultures of Harn.

## UNIQUE CULTURES

Two unique "cultures" exist on Harn: The Ivashu of Misyn, a diverse group of creatures spawned by the god Ilvir; and the Ilme of Ilmen Marsh, a race of intelligent mere-dragons. Both are described in *Harndex*.

## GARGUN NATIONS

Gargun is the name for Harn's Orcs, sometimes called Foulspawn. They live mainly in the mountains of Harn, either in cave-complexes or as wandering nomadic bands. Harn may have as many as 50,000 Gargun.

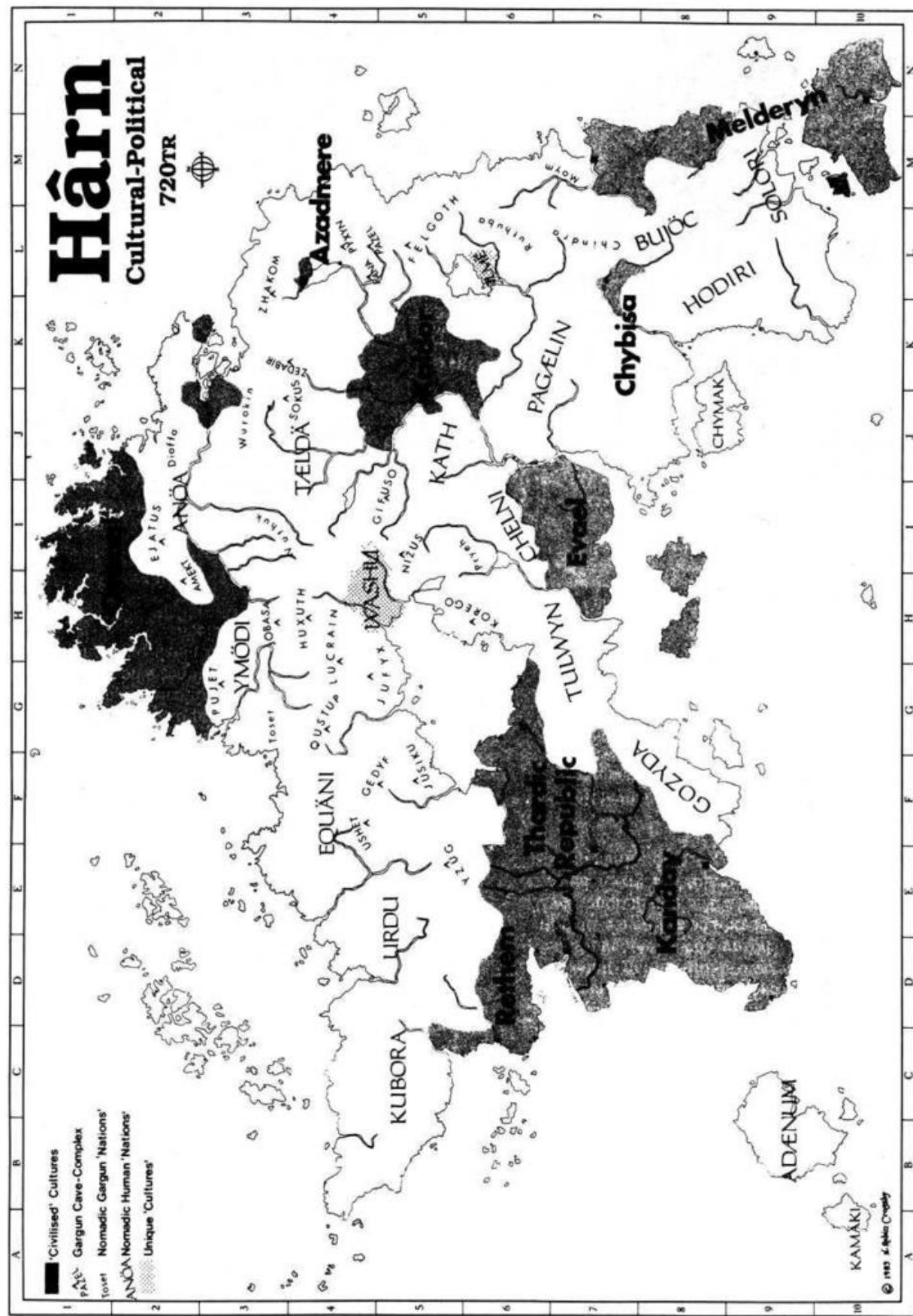
## BARBARIAN NATIONS

Harn contains eighteen barbarian nations whose total population exceeds 100,000. Each of these nations have fairly well defined homelands in the wilderness areas of Harn which are noted on the *Harnic Cultures* map. For the most part, the tribal nations are of the same racial stock as the civilized human cultures, but for one reason or another have remained barbaric, or semi-civilized. They are mostly semi-nomadic, meaning they tend to move from one location to another within their range either seasonally or every few years. Most are hunter-gatherers who do not practice more than rudimentary agriculture. Each tribal nation is divided into several dozen tribes of 30-1200 persons, although few tribes would exceed 200 in size. The following is a list of the tribal nations, each described in *Harndex*.

Adaenum	Gozyda	Pagaelin
Anoa	Hodiri	Solori
Bujoc	Kabloqui	Taelda
Chelni	Kamaki	Tulwyn
Chymak	Kath	Urdu
Equani	Kubora	Ymodi



# HARN 2



## KINGDOMS OF HARN

There are nine civilized states on Hârn, seven human and two demi-human cultures. Five of the human states are feudal, one is pre-feudal (Orbaal) and the other (Tharda) is a plutocratic republic. The two demi-human states are Azadmere, kingdom of the Khuzdul (dwarves), and Erael, kingdom of the Sindarin (elves). The influence of both races far outweighs their numbers. The populations, royal clan and seat (capital) of each realm are given below. Population figures are approximate since no formal census has ever been undertaken.

Kingdom	Population	Royal Clan	Royal Seat
Azadmere	11,000	Tarazakh	Azadmere
Chybisa	8,000	Geledoth	Burzyn
Erael	5,000	Halirien	Elshavel
Kaldor	105,000	Elendsa	Tashal
Kanday	96,000	Kand	Dyrira
Melderyn	160,000	Toron	Cherafir
Orbaal	73,000	Taareskeld	Geldeheim
Rethem	95,000	Araku	Shostim
Tharda	104,000	(Senate)	Coranan



CHAFIN III  
King of Rethem

## FEUDALISM

The prevailing form of government in civilized Hârn is feudalism. All land is owned by the king, who then grants fiefs to trusted magnates to provide for local government and defence. Such grants are inheritable although the monarch may revoke them for treason or rebellion. The great nobles, to aid them govern and meet their obligations to the crown, grant portions of their fiefs to lesser nobles, a process known as *subinfeudation*.

## FEUDAL NOBILITY

The distinction between noble and common blood is the most significant in Hârn society. The exclusive rights and privileges of the nobility include the right to bear heraldic arms and chivalric weapons, ride warhorses, organize military forces, hold fortifications, and dispense justice at feudal courts. Any commoner who trespasses on these rights can expect swift and harsh punishment. The ranks of feudal nobility on Hârn are:

### Earl

The highest feudal noble (on Hârn). An earl's seat will usually be a castle, sometimes a keep, and he will (typically) owe the king the military services of 60-120 knights, varying with the size of his holding. Roughly 80% of the earldom will be subinfeudated to vassal barons and knights. The rest will be held directly by the Earl, managed by appointed constables or bailiffs.

### Baron

The word *baron* is a generic term on Hârn for any major land-holding noble with less status than an earl. A barony usually contains a keep and anywhere from 10-30 manors, but in smaller kingdoms, notably Chybisa, a baron may not hold a keep. Regardless of the size of a barony, a few manors will be held directly by the baron, managed by his bailiffs, but most will be held by vassal knights. Some barons are vassals of an earl; some are tenants-in-chief, holding directly from the king.

### Manorial Lord

A knight who holds a manorial fief, usually from a baron or earl. Such fiefs are given in exchange for the military services of a mounted knight, hence most holders are knights. By custom the amount of land deemed necessary to support a knight (from revenues) is between 1200-1800 acres. A grant of this size is called a *knight's fee*.

## KNIGHTHOOD

Knighthood is not a feudal title. All barons and earls, and even the king, are knights. Anyone may theoretically be knighted, most often for exemplary military service to the crown. Knighthood is non-hereditary, but most knights are born to the station. The training for knighthood

(apprentice knights are called squires) is undertaken when the young son of a knight is invited to foster at the household of another knight. Boys begin training at twelve, learning the "knightly virtues", skill at arms, heraldry, and horsemanship. If all goes well, the squire can expect to be knighted around the age of twenty-one.

## Knights Bachelor

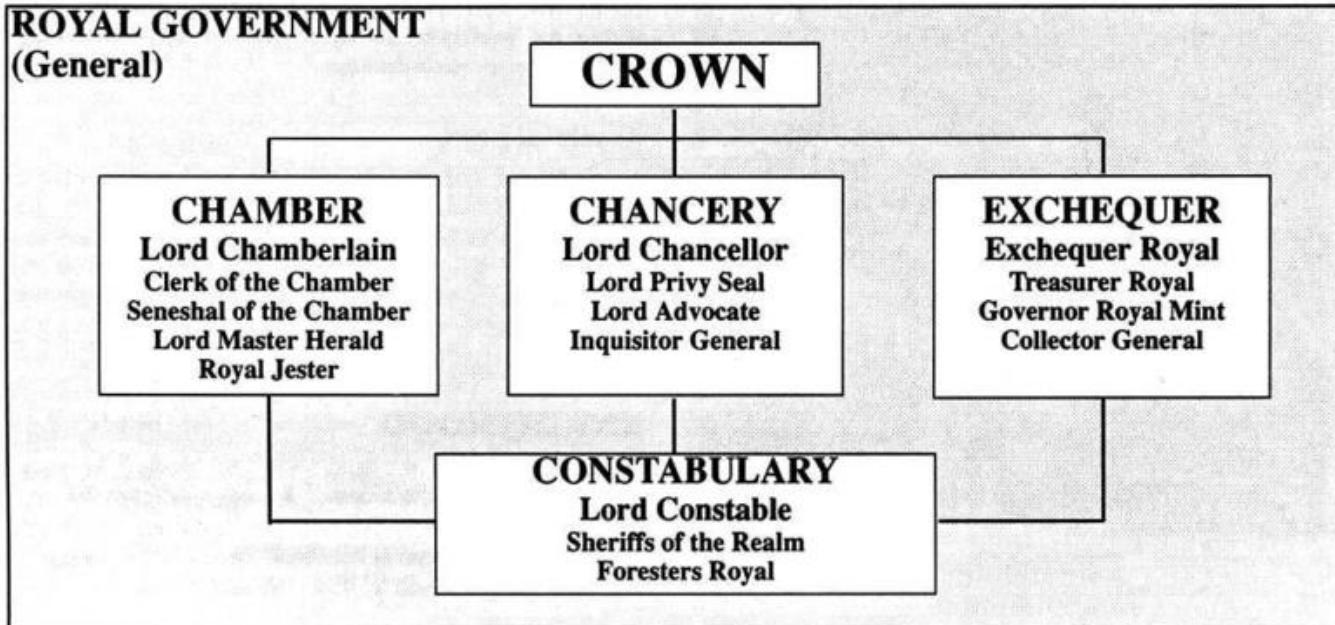
The number of knights on Hârn far exceeds the number that can be granted fiefs. While some knights will inherit or marry into land, most are landless *Knights Bachelor*. A few will realize their burning ambition of obtaining a fief, but most spend their lives as the retainers of great nobles, or within the ranks of fighting-orders, or (gods forbid) by adventuring.

## FEUDAL OBLIGATIONS

When a noble accepts a fief he owes fealty to and becomes a vassal of the person (liege) who bestowed it. A vassal is expected to give absolute loyalty to his liege. There are an infinite variety of arrangements in the contract between lord and vassal (many are unique), but some generalities may be made concerning their mutual obligations.

All feudal lords are responsible for the administration of justice within their own fiefs. They are also obliged to protect their law-abiding tenants from outside interference. In return for providing basic security, a liege is entitled to some specified military and/or feudal service. He also has the right to collect various traditional taxes including *merchet* (marriage tax), *heriot* (death tax), and *aids* (incidental levies) to finance the knighting of his eldest son, the dowry of his eldest daughter, and to ransom his person from enemies. The crown may levy special aids such as to finance a war, build royal castles, etc.

## ROYAL GOVERNMENT (General)



## ROYAL GOVERNMENT

Although feudalism implies decentralization of royal government, few Hârnic kings rely entirely on feudal magnates to provide government of the realm. For one thing, the conduct of foreign affairs is an exclusive royal privilege. Secondly, with regard to domestic affairs, feudal nobles tend to place their own interests above those of the crown. To aid them govern, Hârnic monarchs have created a royal bureaucracy and divided the realm into a system of royal shires.

## THE ROYAL BUREAUCRACY

There are four basic departments in royal government: Chamber, Chancery, Exchequer, and Constabulary. The monarch appoints the officers in charge of each department, and this is often an exercise in nepotism. There is a great deal of bribery and intrigue to obtain positions in the royal service, even though there is little tenure. When someone loses favor, his appointees (mostly relatives) may also be purged. The appeal in such a job is really the exercise of power and prestige.

### The Chamber

Run by the Royal Chamberlain, this department is responsible for the day to day operation of the royal household. The Chamberlain wields immense power due to his overall familiarity with royal affairs, and his right to control access to the monarch.

### The Chancery

The Lord Chancellor is responsible for the general government and judiciary of the kingdom as a whole. He presides over the chancery court, which is the highest below that of the king's court.

## The Exchequer

The Chancellor of the Exchequer is the chief financial officer of the realm. His responsibilities include the collection of royal revenues (through the sheriffs) from the provinces and towns. He also controls the minting of coins, and advises the king on budgetary matters.

## The Constabulary

The Lord Constable is the chief military officer of the realm. Some kingdoms call this official Lord Warden or Lord High Sheriff. He is generally the constable of the royal seat, and oversees all other royal constables, sheriffs of the realm, etc. His department, more than any other, interacts with the other three, financial matters being referred to the Exchequer, judicial matters to the Chancery, and so on. In the king's absence or death, this powerful individual may function, effectively, as "deputy king".

## ROYAL SHIRES

Except for Chybisa, all feudal kingdoms on Hârn are divided into judicial provinces called *shires* which are subdivided into *hundreds*. By design, the boundaries of shires and hundreds often cut through the holdings of great nobles which creates some interesting judicial problems. The chief royal officer of a shire is called a Sheriff (shire-reeve); that of a hundred is termed the Bailiff of the Hundred.

## Sheriffs

Appointed by the crown, sheriffs are responsible for administering royal justice and collecting all royal revenues within their shires. The sheriff presides at the royal courts (open only to freemen) held in the shire moots at regular intervals, and may initiate prosecution of those who offend the King's Law. Most shires are *farmed* by the crown; annual taxes and other revenues in the shire are estimated by the Exchequer and paid by the sheriff in advance. He may then collect all royal revenues for himself, and he is always vigilant because he may keep any "profit" for himself. Sheriffs command a royal keep or castle, plus a company or two of mercenaries. In terms of power and influence, sheriffs are equal of earls, except the office and its privileges are not hereditary.

## Royal Forests

Some hundreds are designated "royal forests" which are administered under Forest Law and (theoretically) reserved to the king for hunting. *Forest* is a legal term which has nothing to do with trees, although most such areas are wooded. Forest law prohibits any activity harmful to most wildlife and is unpopular with those who live under it. Poaching is probably the most common crime on Hârn. It is particularly dangerous in royal forests, policed by royal foresters who are apt to be harsh in their judgements. A first offender might be beaten and fined. A repeat offender may be branded or summarily hanged.



## MANORIALISM

The power of the nobility is ultimately vested in its control of land. Agriculture accounts for 80% of all Hârnian economic activity, employs 90% of its population, and feudal lords control most productive land.

The basic economic unit of rural Hârn is the manorial fief. These can range from 600-4800 acres in size, although a range of 1200-1800 acres is more normal. Manors are *not* shown on the regional map. Each hex on the map is nearly 90,000 acres and 10-30 manors are clustered around every keep, castle, or town. However, since the manor is so important, and because it appears in local expansion modules, the following information on Hârnian manors is included.

A manorial fief on Hârn is either held by a knight who owes fealty and military service to a baron or earl for the grant of land, or is held directly by some greater noble who will appoint a loyal relative or retainer to manage the estate for him. Some manors are held by religious orders, most notably those associated with the church of Larani. A few manors around chartered freetowns are held by wealthy commoners, who usually have such estates managed by appointed bailiffs.

## MANORIAL TENANTS

The notion of private property is somewhat alien in a feudal society. The vast majority of Hârnians are tenants of some feudal lord. The contracts between the lord of a manor and his tenants can have endless permutations of military service, agricultural service, scutage, rent, and crop share. The exact mix varies with the personalities involved, local custom, and the current situation.

### Serfs

Sometimes called unfree tenants, serfs make up 70-90% of the rural population. They possess few legal rights, but should not be thought of as slaves. While they are bound to the land and the lord, and may not marry without the lord's permission, serfs can not be deprived of their land without just cause, and are entitled to the lord's protection and justice. Serfdom is a contract between lord and tenant; each is honor bound to the other. The amount of land held varies: *Villeins* from 25-40 acres, *Half-Villeins* from 10-25 acres, and *Cottars* from 1-5 acres. In return for their land, serfs owe labor working the lord's own fields, typically 3-5 days per acre of land held.

### Freeholders

Freeholders are simply individuals who hold land on which no serf-like obligations are due, a distinction that is often problematical. Freeholders rarely own the

land they work, paying rent or crop shares for its use, a process known as *farming* the land. Some freeholders are rural guildsmen such as millers or metalsmiths, who may or may not also farm some acreage. Freeholders have the right to come and go as they please, grow whatever crops they please, and appeal their lord's justice to the king's law. Naturally, ignoring the wishes of the lord may be unwise, for it might lead to expulsion (or worse). In many ways, a serf has greater security in land tenure than a freeholder.

## MANORIAL VILLAGES

A typical manorial fief contains a manorhouse for the lord, one village that is home to 10-30 rural families, and probably one mill. All of these are generally clustered together, ideally near the center of a fief.

### The Manorhouse

The lord's home is usually a fortified stronghold of wood or stone, essentially a miniature keep with a palisade enclosing several outbuildings such as stables. When possible, the house is situated on a natural or artificial hill, and may be surrounded by a ditch, moat, or earthworks.

### Peasant Cottages

Each village family will have a cottage and small adjacent garden plot. The style and size of peasant cottages are fairly standard on Hârn. Most are 800-1200 square feet in size with walls of daub and wattle and thatched roofs. They look about the same regardless of the prosperity of the owner for in a violent world it's foolish to advertise prosperity. Wealth is defined in terms of livestock and acreage, not personal comfort.

*Loban Manor  
Kaldor*



Most peasant cottages consist of two rooms; a large living room and a smaller attached stable. The living room has a straw-covered, dirt-packed floor, heated by a fire in a stone hearth. The attached stable may contain livestock and a variety of agricultural tools: spades, hoes, axes, and the like. Most stables also have a loft for storing a variety of grains in wicker baskets.

## The Mill

Nearly every manorial village has a mill. Some are owned by the lord, but most are owned by freemasters of the powerful Millers' Guild. The miller typically pays an annual license of 240d to the lord of the manor for the right to operate the mill. Most mills are water-powered, some are ox-powered, and a few (especially in southwestern Harn) are windmills.

## MANORIAL LAND USE

Manorial lords may cultivate all the land themselves, hiring agricultural labor as required. They may *farm-out* all of the land to freehold tenants in return for cash rents or crop shares. Most, however, choose a blend of these two extremes, dividing the fief into (roughly) one third demense (lord's land) and two thirds tenancy, utilizing the custom of serfdom to provide the labor for their own land.

The respective areas of land use depend mainly on the size, location, and fertility of the fief. Long established fiefs tend to be well populated and favor higher arable land use. New holdings in frontier regions are generally underpopulated and these will have higher pasture and woods acreages.

Arable	20%-60% (40% average)
Pasture	20%-60% (40% average)
Woods	10%-30% (20% average)

## Agriculture

The manor's arable land is typically divided into two large fields. The fields are usually open (no fences/hedges) but are divided into strips separated by footpaths. One field will be sown with various crops (rye, wheat, barley, oats, beans, and peas), the other will lie fallow for one year in an effort to keep the soil from exhausting itself. All of the land will be cultivated by freehold tenants or serfs, and the holdings of any one family are typically scattered throughout the fief in narrow strips. The lord's demense will consist of enclosed fruit orchards and lush meadowlands, plus numerous small strips dispersed among the lands of his tenants.

The land held by each peasant family is divided between the two fields. So if a family has 30 acres, they can plant only 15 in one year. Since the average crop yield is about ten bushels per acre, and each person requires about 20 bushels of grain a year for the barest survival, an individual needs four acres to feed himself, half under cultivation and half fallow.

Plowing, sowing, and weeding are generally tasks performed by each individual family on their own land, but harvesting is a communal affair. All able-bodied villagers work to clear the fields, then the produce is divided among them according to land held and labor provided. Harvesting usually begins early in the month of Agrazhar, and takes two to four weeks to complete; three men can reap and bind one acre per day.

Weather is of course critical. The crops must be left to mature and this can be delayed if the summer is particularly wet (or dry). When ready to harvest, speed is crucial. One good heavy rain could knock the ripe crops to the ground, where they will sprout in a matter of days, and the bulk of a harvest will be lost.

## Husbandry

Open and common pasture is maintained for grazing sheep, oxen, horses, and goats, some owned by the lord, some by the tenancy. The best pasture (10-30%) will be enclosed and reserved as meadowland where winter fodder (hay) is harvested. The fallow fields are also used for grazing animals, partly to keep the weeds down, but mainly to manure the resting soil.

Animals are not raised to be eaten, mainly because it takes roughly eight pounds of feed to produce one pound of animal protein. Hogs, which can thrive on food scraps and forage in woodland, are the exception. Sheep are raised primarily for wool, cattle as beasts of burden and to give milk, and chickens for eggs. Animals will of course be slaughtered for meat and hides when too old to work.

Most villagers keep chickens, and all but the poorest are likely to have at least one cow and several pigs. Oxen are kept as plow animals by the richer peasants and rented to others as needed. Horses are a luxury which are kept only by the lord for riding. Compared to oxen, horses are not as hardy and require two or three times the winter fodder.

Livestock populations tend to reach their peak in the summer as a result of spring births. Because the villagers can not afford to provide winter feed for all the animals born surplus flocks and herds are driven to be sold/bartered at the nearest market soon after the harvest is completed. Wealthy peasants may slaughter an animal or two, then dry, smoke, or salt the meat for future consumption.

## Woodland

The remainder of the fief will be woodland and this may be extensive in recently settled fiefs. Even though this area is likely to include, streams, bogs, etc., woodland is among the most prized land. Game forms a major part of the nobility's diet, and hunting is the sole prerogative of the lord. Poachers are likely to receive harsh treatment, especially trespassers from outside the estate. Tenants may collect dropwood and graze their pigs in woodland, but must pay an annual fee to the lord for this right.

### TOWNS & CITIES

Compared to other regions on western Lythia, Hârn is not very urbanized. No more than 10% of the population live in towns. The largest urban center on the island is Coranan with a population of about 12,500. It is perhaps the only center deserving of the name "city", although this term is commonly applied to any walled town. There are eight walled towns on Hârn, each fully described in *Hârnindex*.

City	Kingdom	Population
Coranan	Tharda	12,500
Tashal	Kaldor	11,400
Cherafir	Melderyn	7,000
Golotha	Rethem	6,200
Azadmere	Azadmere	5,900
Aleath	Kanday	5,800
Thay	Melderyn	4,200
Shiran	Tharda	3,900

In addition to these cities, most settlements marked as castles and keeps on the regional map have small unwalled towns adjacent to them where a market is held at least once a month. Several of these, notably Dyrisa, Kiban, Shostim, and Telen, are budding walled towns with populations of 2000-3000.

### GOVERNMENT OF TOWNS

In a strict legal sense, there are two different kinds of towns on Hârn; freetowns and feudal towns. Aleath, Golotha, and Thay are freetowns, enjoying a fairly high degree of independence from external authority. Azadmere, Cherafir, Coranan, Shiran and Tashal are feudal towns, held directly by the king or state. To the average citizen the distinctions are minimal. All towns tax their citizens and pay aids/taxes to the king or state. However, freetowns tend to levy less onerous taxes and collect them with less enthusiasm.

#### Town Charters

Freetowns possess a charter from the crown which sets out the rights and privileges of their citizens and their obligations to the king. Each charter is unique, but all have some basic common provisions. These include the right to build and maintain a city wall, hire mercenaries for defence, hold markets/fairs as often as desired, and freedom from feudal or other obligations to anyone except the king. Various clauses detailing the form and powers of civic government, responsibility for taxation, defence, and the administration of justice are also laid out in a town's charter.

Feudal towns have no need for a charter, but often a document outlining the form and nature of town government exists. There is also a tendency for civic governments in both kinds of towns to be similar in form. Civic offices are mainly filled by guildsmen, military offices go to men of military experience. The key officers in Hârnic towns are:

**Alderman:** a custodian and expounder of the law and member of the town court. Aldermen must be invested in

their office by the sovereign (or his representative), but the office is often inherited, since this is the way that knowledge of customary law is passed from one generation to the next. Most Hârnic cities have twelve aldermen, all prominent guildsmen, often members of the Litigants' Guild.

**Mayor:** only freetowns have mayors, as such, but all others have some official who is responsible for administering civil and financial affairs. Mayors are usually appointed by the aldermen, often from a short list of candidates supplied by the crown. This official will run a sizable bureaucracy, including tax assessors and collectors.

**Warden:** the officer commanding the city garrison and responsible for maintaining civic law and order. A major expense for any city will be its military budget. In freetowns the warden is appointed by the Mayor; in feudal towns by the crown, usually the constable of the citadel.

**Harbormaster:** the officer in charge of the port (if any) appointed by the Mayor. He is either a retired member of the Pilots' Guild or a political appointee who hires a master pilot as an assistant. Duties of a harbormaster include supervising port maintenance, providing pilotage services, and collecting maritime taxes such as pilotage, wharfage, and vessel registration fees. Harbormasters have several assistants in the larger ports.

**Bondmaster:** the official responsible for the administration of the city bonding house, and the collection of hawking taxes and import duties. Appointed by the mayor, the bondmaster is usually a member of an important guild and may have assistants. Guards will be provided by the Warden.

#### Town Law

Town law is quite different from rural justice and is sufficiently complex to support a guild of litigants. Towns are inhabited mainly by freemen; royal justice is available to most citizens. Towns regard the right to operate their



own courts, free from the interference of any local lord as their most treasured prerogative. Freetown charters give their courts a place in the judicial hierarchy equal to a shire. Appeal from them is directly to the crown. But feudal towns are considered part of the shire in which they lie; appeals are made first to the shire moot.

As centers of trade and sometimes of scholarship, there is a somewhat greater dependence on written statute and precedent in town law. Financial transactions are much more common and civic penal codes may view economic or civil cases as dimly as crimes of violence. The importance of a suit is often a matter of how much (and whose) money is involved.

Most cases are settled informally. The parties to a dispute make an appointment for adjudication and the case will then be argued before a single alderman. The financial interests of the participants often lend themselves to a quick execution of justice. The alderman will pass judgement, and levy and collect fines with dispatch. Appeals may be made to a town court of assembled aldermen. Important or complex cases will usually go directly to the town court. Aldermen may issue writs and warrants, but in a corrupt town it is usually cheaper to seek a writ elsewhere.

## URBAN GEOGRAPHY

Most towns are roughly circular. Streets tend to radiate from several key points, notably the market and citadel, but they may well detour around vanished ponds or trees. Many streets existed before the town walls were built, but new construction will take into account the location of city gates, and gradually make the city appear more planned.

Street names are rarely posted; they tend to be a matter of oral rather than written tradition and change from time to time. Houses are not numbered. There is no official

post office; mail is carried privately, at considerable expense. Few can read anyway.

Crime is rampant in most cities. Street illumination is rare so the streets are dark and dangerous at night. Policing, such as exists, is typically in the hands of notoriously corrupt and incompetent city garrison. The open carrying of weapons is discouraged by most civic authorities.

Street illumination and sewers are rare. The quality of urban construction tends to be somewhat higher than in the countryside, but there is wide variation from town to town. Aleath is famous on Harn for its high standards of civic architecture; Golotha, on the other hand, is an urban blight.

Government buildings and temples tend to be built of stone on a lavish scale. However, most townsmen live in two or three-story slums of wooden construction in which overcrowding is the norm. Guildsmen can usually afford better accommodation, and the homes of a few wealthy guildsmen may be quite luxurious.

City lots change hands without reference to any zoning bylaws, although government will occasionally step in to forbid construction and all urban governments have unlimited expropriation powers.

## Town Markets

Towns are essentially defensible markets, where the countryside trades its agricultural surplus for the civilized artifacts of the city. The relationship is symbiotic; each has its own monopoly, but the countryside could exist without towns while the converse is untrue.

The heart of the town is its marketplace, the place where money and goods are exchanged more or less freely. It is illegal to sell anything within five leagues of most towns except within its marketplace. Impromptu highway sales within this zone are forbidden by royal laws - the minimum penalty is confiscation. The marketplace itself is



administered by the *Mangai* who rent space for a penny or two per day. Vendors can sell from their own carts, tents, or stalls, or rent them from tentmakers or woodcrafters.

Local guildsmen have an advantage in the town economy. For one thing the aldermen and mayors for most towns are usually local guildsmen. For another, they are the only ones permitted to freely sell their goods within the town. Goods imported into a city are subject to payment of hawking taxes and, if they are covered by a local guild monopoly, they must be offered first to local guildsmen handling such wares to be marked up and resold.

## Townsmen

Town life is more sophisticated and volatile than life in the countryside. On the rural manor, everyone has his place, high or low, governed in accordance with old feudal traditions, and almost all rural activities center around the seasonal nature of agriculture. Townsmen on the other hand are freemen, and their social and legal obligations seem less. Their duties may be limited to the payment of some rents or taxes, perhaps to military service in time of war. But while townsmen are not required to work on the land, no one guarantees them food or shelter. Their freedom from service is paid for by their lack of security. Unemployment and starvation come hand in hand, and in time of famine, it is the urban poor who starve first. Townsmen are divided into two major classes, gilded and ungilded.

## THE GUILDS

A guild is a brotherhood of craftsmen who have banded together to control economic activity in specific or related trades. Throughout Hârn and western Lythia, virtually all significant commercial and professional activities are within the control of powerful international guilds whose monopolistic rights are protected by law. Unlike the countryside, towns are dominated by the activities of the guilds; it is their activities that justify a town's very existence.

### The Mangai

The *Mangai* is the association of all guilds. Grand chapters exist in Hârnic states in one form or another. The *Mangai*'s principal function is to regulate guilds, settle disputes between them, organize and regulate town markets and fairs, and lobby with governments concerning guild rights and privileges. The *Mangai* operates under the *Charter of the Mangai*, a law that has been enacted by most civilized governments of western Lythia. It is this charter which fosters and protects the legal monopolies held by all guilds.

A *Mangai* chapter is comprised of (at least) one representative of each local guild. This assembly generally elects an executive council. Different chapters have various modes of operation, but most are democratic. Although it wields enormous power, the *Mangai* stays out of politics. Governments respond by limiting their involvement in guild affairs to taxation.

## GUILD FRANCHISES

Guilds have one prime purpose: to provide economic security for their members. To achieve this objective they employ their legal monopolies to limit competition. This is done primarily by restricting the number of franchises in a specific market. A franchise is a licence granted by a guild to a qualified master to own and operate a business within a specific area. Although the custom varies, there are usually three ranks within each guild: Apprentice, Journeyman, and Master.

### Apprenticeship

Apprenticeship is deemed a privilege, usually granted to the eldest son of an existing Master. The guild may also permit (or sell) additional apprenticeships, mostly to the younger offspring of Masters, or to non-guildsmen able to pay the most. An apprenticeship generally lasts from four to seven years, depending on the guild. To ensure strict discipline, apprentices are rarely permitted to serve under their own fathers. Typically, two masters in nearby settlements will exchange their apprentice children. Wealthy guildsmen often try and place their sons with highly skilled and respected masters, paying such mentors a fee for this privilege. The treatment received by apprentices varies; frequent beatings and long hours of menial labor are considered normal. Apprentices receive only room and board, although some get pocket money from generous masters.

### Journeymen

The rules governing promotion from apprentice to journeyman vary from guild to guild. The candidate may have to pass a practical and/or oral examination before the guild's Board of Syndics (see below), but the simple vouching of his master is generally sufficient. The professional guilds usually have the most stringent requirements. Some masters will intentionally deny advancement to their apprentices because of the cheap labor they represent, but the guild will usually step in to prevent this from going on too long. A few guilds do not have the rank of journeyman.

Journeymen, in addition to room and board, are entitled to a small wage, typically between one third and two thirds of the Bonded Master rate depending on experience. They are usually expected to travel from one location to another, working for different masters of their guild. After a prescribed period (usually 3-5 years) the journeyman may apply to any Board of Syndics for promotion to the rank of master. This generally requires the recommendations of at least three masters under whom the journeyman has served, and often some kind of oral and/or written examination.

### Masters

There are two kinds of master within most guilds, *Freemaster* and *Bonded Master*. A *Freemaster* is one who holds a franchise, which is simply a licence granted by the guild to own and operate a business in a particular location. A *Bonded Master* works under contract for a

wealthy person or institution. Unemployed masters who do not hold franchises are called simply masters. All masters tithe ten percent of their incomes to the guild as dues.

Newly created masters are not automatically granted a franchise; these must be inherited or purchased. Many new masters return home to work alongside their fathers until they inherit the family franchise, while others seek employment as bonded masters until they can afford to purchase a new franchise. The fees to buy a new franchise are stiff, ranging from two to ten years' income of a master, plus the customary bribes. Many masters, either by choice or financial circumstance, never obtain a franchise.

Most guilds seek to preserve the security of their Masters by limiting the number of franchisees and establishing "fair price" guidelines for wares of specific qualities. A master who sells high quality wares cheap, or low quality wares dear, will receive a visit from guild officials. They will no doubt remind him that fines can be imposed, and ultimately, a franchise can be revoked.

## Guildmasters & Syndics

All masters are members of the local guild chapter with one vote. They elect from among their number a board of syndics who will then appoint a Guildmaster from among themselves. These officers are responsible for the day to day administration of the chapter and, except in the

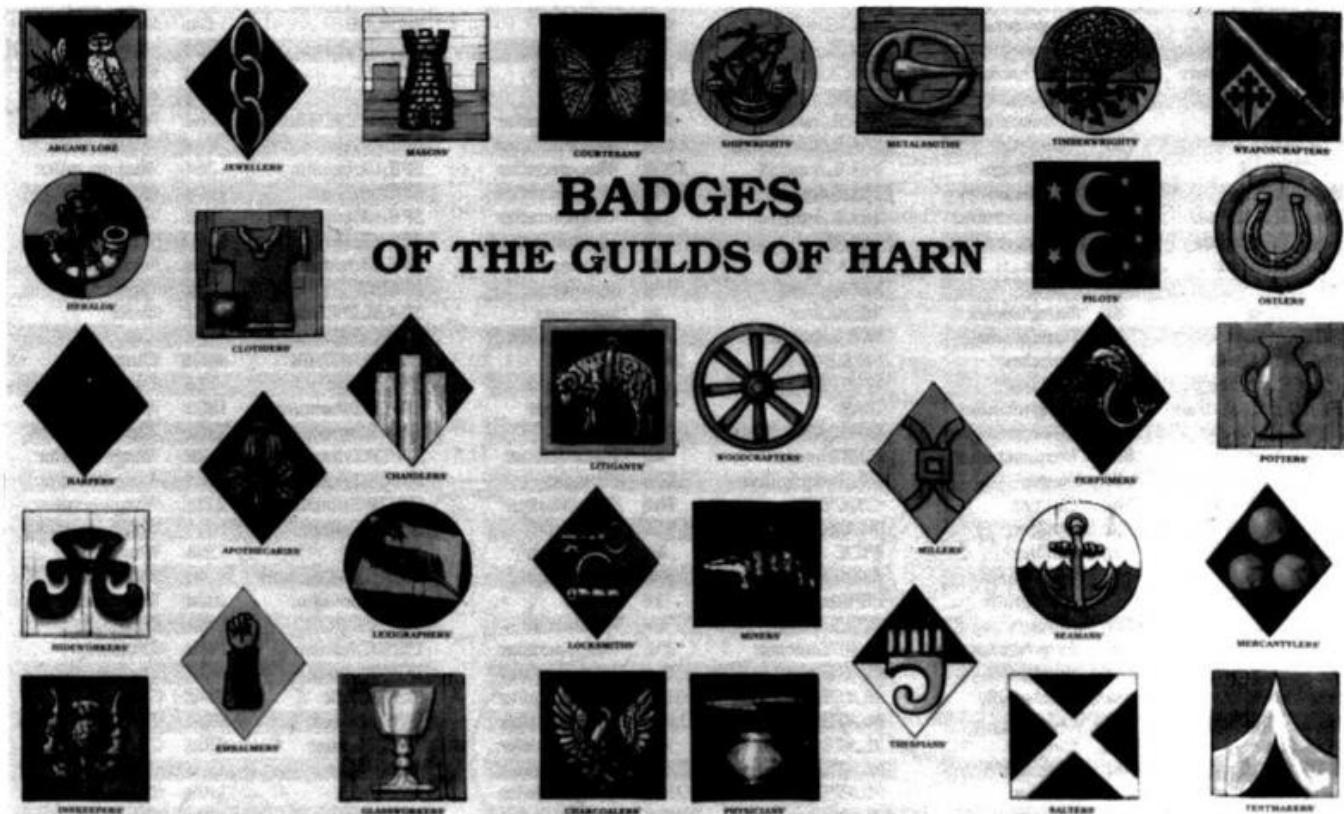
case of very wealthy guilds, continue to be practicing masters. They usually receive a stipend for their administrative role. The Guildmaster will represent the guild in the local chapter of the Mangai and at any regional conventions the guild may hold. The way in which a specific guild chapter is actually run depends mostly on the personalities involved.

## THE INDIVIDUAL GUILDS

A list of the guilded occupations is noted on the Income Table and their badges are shown below. Each guild is fully described in *Härndex*. Most guilds are urban; some are rural, some are both. Guilds may be weak, with loosely defined monopolies, but most are strong with rigid monopolies. In Orbaal and among the Khuzdul, the functions of guilds are performed by clans, equally monopolistic but simpler in organization.

### Unguilded Occupations

Most townsmen do not, however, belong to guilds. Anyone may enter an unguilded occupation, but these tend to be insecure, unfulfilling, and unprofitable. Some unguilded freemen are common soldiers, and a few are successful scribes, artists, or toymakers, but most are common laborers who are often worse off than the serfs of the countryside.



# HARN 12

# Price List

ALE/pint	If	Innkeeper	HIDE/calf	1d	Hideworker	PROSTITUTE	1d	Prostitute
ANCHOR	12d	Shipwright	HIDE/deer	6d	Hideworker	PURSE/buckram	9d	Clothier
APPLES/bushel	6d	Farm/Market	HIDE/ermine/sable	30d	Hideworker	PURSE/silk	60d	Clothier
ARROWS/dozen	15d	Weaponcrafter	HIDE/horse	10d	Hideworker	QUILL	1d	Lexigrapher
AXE/battle	100d	Weaponcrafter	HIDE/lambskin	3d	Hideworker	QUILT/cowl	24d	Weaponcrafter
AXE/hand	70d	Weaponcrafter	HIDE/otter/weasel	24d	Hideworker	QUILT/gambeson	228d	Weaponcrafter
AXE/hatchet	12d	Metalsmith	HIDE/ox	12d	Hideworker	QUILT/leggings	230d	Weaponcrafter
AXE/pole	96d	Weaponcrafter	HIDE/pig	5d	Hideworker	QUIVER	8d	Hideworker
AXE/throwing	48d	Weaponcrafter	HIDE/rabbit	1d	Hideworker	RING/cowl	42d	Weaponcrafter
AXLE	6d	Metalsmith	HIDE/seal	24d	Hideworker	RING/habergeon	300d	Weaponcrafter
BAG/canvas	4d	Tentmaker	HIDE/sheep	4d	Hideworker	RING/hauberk	400d	Weaponcrafter
BARLEY/bushel	5d	Farm/Market	HONEY/gallon	12d	Farm/Market	RING/leggings	322d	Weaponcrafter
BARREL/hogshead	15d	Woodcrafter	HORN/hunting	20d	Hideworker	ROBE/silk	600d	Clothier
BEANS/bushel	8d	Farm/Market	HORSE/cart	180d	Ostler	ROBE/wool	150d	Clothier
BELT/leather	10d	Hideworker	HORSE/plough	240d	Ostler	ROPE/fathom	6d	Shipwright
BLANKET/wool	48d	Clothier	HORSE/riding	360d	Ostler	RYE/bushel	6d	Farm/Market
BOOTS/leather	60d	Hideworker	HORSE/war	600d	Ostler	SACK/buckram	1d	Tentmaker
BOTTLE	6d	Glassworker	HORSESHOE/each	1d	Metalsmith	SACK/linen	2f	Tentmaker
BOW/crossbow	60d	Weaponcrafter	INK/black/quart	3d	Lexigrapher	SADDLE/riding	80d	Ostler
BOW/long	36d	Weaponcrafter	KEY	2d	Locksmith	SADDLE/war	240d	Ostler
BOW/short	24d	Weaponcrafter	KNIFE/kitchen	6d	Metalsmith	SALT/bushel	12d	Salter
BRANDY/pint	8d	Innkeeper	KURBUL/backplate	60d	Weaponcrafter	SANDALS/leather	8d	Hideworker
BREAD/rye loaf	1f	Miller	KURBUL/breastplate	60d	Weaponcrafter	SCABBARD/leather	48d	Hideworker
BREAD/wheat loaf	2f	Miller	KURBUL/coudes	10d	Weaponcrafter	SCALE/cowl	60d	Weaponcrafter
BRIDLE	12d	Ostler	KURBUL/greaves	60d	Weaponcrafter	SCALE/habergeon	430d	Weaponcrafter
BUCKET	4d	Woodcrafter	KURBUL/half-helm	30d	Weaponcrafter	SCALE/hauberk	570d	Weaponcrafter
BUNS/dozen	2f	Miller	KURBUL/kneecops	15d	Weaponcrafter	SCROLL/parchment	2d	Lexigrapher
CANDLE	1f	Chandler	KURBUL/vambraces	15d	Weaponcrafter	SCROLL/vellum	4d	Lexigrapher
CART/2 wheels	80d	Woodcrafter	LANTERN	12d	Chandler	SCYTHE	24d	Metalsmith
CAULDRON/iron	10d	Metalsmith	LEGAL CONTRACT	24d	Litigant	SHEEP/live	12d	Farm/Market
CHAIR	12d	Woodcrafter	LEGAL DEED	18d	Litigant	SHIELD/buckler	24d	Weaponcrafter
CHARCOAL/bushel	2d	Charcoaler	LEGAL WILL	12d	Litigant	SHIELD/kite	72d	Weaponcrafter
CHICKEN/live	6d	Farm/Market	LEGGINGS/leather	192d	Clothier	SHIELD/knight	60d	Weaponcrafter
CIDER/pint	1f	Innkeeper	LEGGINGS/linen	48d	Clothier	SHIELD/round	42d	Weaponcrafter
CLUB/mace	84d	Weaponcrafter	LEGGINGS/silk	384d	Clothier	SHIELD/tower	96d	Weaponcrafter
CLUB/maul	24d	Weaponcrafter	LEGGINGS/wool	96d	Clothier	SICKLE	10d	Metalsmith
CLUB/morningstar	48d	Weaponcrafter	LOCK	4d	Locksmith	SILVER/ounce	20d	Miner
CLUB/warhammer	90d	Weaponcrafter	LOCKBOX	12d	Locksmith	SLAVE	300d	Slaver
COAL/bushel	6d	Charcoaler	LUTE	200d	Harper	SLED	80d	Woodcrafter
COFFIN	9d	Woodcrafter	MAIL/cowl	90d	Weaponcrafter	SNOWSHOES/pair	36d	Woodcrafter
COURTESAN	12d	Courtesan	MAIL/habergeon	645d	Weaponcrafter	SPEAR/glaive	84d	Weaponcrafter
CROWBAR	9d	Metalsmith	MAIL/hauberk	855d	Weaponcrafter	SPEAR/javelin	36d	Weaponcrafter
DAGGER	24d	Weaponcrafter	MAIL/leggings	690d	Weaponcrafter	SPEAR/lance	120d	Weaponcrafter
DAGGER/keltan	36d	Weaponcrafter	MAIL/mittens	75d	Weaponcrafter	SPEAR/pike	96d	Weaponcrafter
DAGGER/taburi	20d	Weaponcrafter	MAPS	12d	Lexigrapher	SPEAR/short	60d	Weaponcrafter
DONKEY/live	120d	Ostler	MEAD/pint	2f	Innkeeper	SPEAR/trident	72d	Weaponcrafter
DRUM	36d	Harper	MEAL/cold	3f	Innkeeper	SPURS	18d	Metalsmith
DUCK/live	6d	Farm/Market	MEAL/hot	1d	Innkeeper	STABLING/day	1d	Ostler
EGGS/dozen	2d	Farm/Market	MILK/gallon	3d	Farm/Market	SURCOAT/linen	60d	Clothier
EMBALMING	200d	Embalmer	MULE/live	180d	Ostler	SURCOAT/silk	480d	Clothier
FALCON/trained	100d	Falconer	NAILS/pound	2d	Metalsmith	SWAN/live	12d	Farm/Market
FLAIL/ball & chain	60d	Weaponcrafter	OAR	5d	Shipwright	SWORD/bastard	180d	Weaponcrafter
FLAIL/grain	12d	Woodcrafter	OATCAKES/dozen	1f	Miller	SWORD/battle	230d	Weaponcrafter
FLAIL/war	60d	Weaponcrafter	OATS/bushel	4d	Farm/Market	SWORD/broad	150d	Weaponcrafter
FLUTE	18d	Harper	OIL/lamp/gallon	12d	Chandler	SWORD/estoc	150d	Weaponcrafter
GLOVES/leather	24d	Clothier	OX/COW	96d	Farm/Market	SWORD/falchion	120d	Weaponcrafter
GLOVES/silk	48d	Clothier	PAN/copper	12d	Metalsmith	SWORD/short	90d	Weaponcrafter
GLOVES/wool	12d	Clothier	PICK	8d	Metalsmith	TABLE	36d	Woodcrafter
GOAT/live	10d	Farm/Market	PIG/live	24d	Farm/Market	TANKARD/pepper	4d	Metalsmith
GOBLET/pepper	3d	Metalsmith	PIPE/smoking	2d	Potter	TENT/pavilion	200d	Tentmaker
GOLD/ounce	400d	Miner	PITCHFORK	6d	Metalsmith	TINDERBOX	6d	Chandler
GOOSE/live	9d	Farm/Market	PLATE/aillettes	15d	Weaponcrafter	TUNIC/leather	192d	Clothier
GRAPPLE	10d	Metalsmith	PLATE/aillettes	75d	Weaponcrafter	TUNIC/linen	48d	Clothier
HAMMER	6d	Metalsmith	PLATE/backplate	300d	Weaponcrafter	TUNIC/silk	384d	Clothier
HARNESS/horse	18d	Ostler	PLATE/breastplate	50d	Weaponcrafter	TUNIC/wool	96d	Clothier
HARP	300d	Harper	PLATE/coudes	225d	Weaponcrafter	VEST/leather	120d	Clothier
HARPOON	40d	Metalsmith	PLATE/greaves	300d	Weaponcrafter	VEST/linen	30d	Clothier
HAT/leather	16d	Clothier	PLATE/half-helm	100d	Weaponcrafter	VEST/silk	240d	Clothier
HAT/linen	4d	Clothier	PLATE/kneecops	75d	Weaponcrafter	VEST/wool	60d	Clothier
HAT/silk	32d	Clothier	PLATE/pewter	5d	Metalsmith	WAGON/4 wheels	220d	Woodcrafter
HAT/wool	8d	Clothier	PLATE/rerebraces	30d	Weaponcrafter	WHEAT/bushel	8d	Farm/Market
HAY/bushel	6d	Farm/Market	PLATE/rerebraces	150d	Weaponcrafter	WHEEL	18d	Woodcrafter
HERB/common/ounce	6d	Apothecary	PLATE/vambraces	125d	Weaponcrafter	WHIP	12d	Hideworker
HERB/rare/ounce	60d	Apothecary	PLough	48d	Woodcrafter	WINE/pint	2d	Innkeeper
HIDE/beaver	20d	Hideworker				WINESKIN/one gallon	10d	Hideworker

## PRICES & INCOMES

*In medieval societies, the use of money was not widespread, barter being more common. We have taken some liberties with this, so that players can handle money, find it, earn it, and spend it.*

Hârnic prices and incomes are based on 13th century medieval Britain, modified as necessary to relate to Hârn. For example, wood was relatively scarce and expensive in medieval Britain, but on Hârn, still heavily forested, the prices for wood products have been reduced. The prices of weapons on the other hand have been increased to restrict their availability.

### Hârnic Coins

The first Hârnic coins were minted by the Sindarin. These were tokens of esteem for their human subjects, who were soon trading and forging them, making regulation necessary. When the Sindarin withdrew to the Shava Forest, they ceased minting coins, leaving the Khuzdul with a monopoly for many centuries until the first comprehensive system of coinage was developed in the Corani Empire some 300 years ago. In contemporary Hârn, coins are generally struck at official government mints, but sometimes freemaster Jewellers will be awarded a license to strike coins for a fixed period. The penalty for making coins without such license is death.

There are no bronze or copper coins minted on Hârn. The Khuzdul of Azadmere mint a gold coin called the Khuzan Crown, but most people will never see one. The coinage system in use throughout Hârn is based on a single coin, the silver penny.

4 farthings	= 1 penny	1d
12 pennies	= 1 shilling	12d
20 shillings	= 1 pound	240d

The farthing (f) is a silver penny divided (literally) into four quarters. The shilling (12d) and the pound (240d) are not coins, merely quantities of silver pennies. Coins contain about 75% of metal value, the difference being due to the cost of minting and the addition of 10% tin for strength.

Most civilized states produce their own silver pennies. Coins from Azadmere have universal acceptance

throughout Hârn; coins minted elsewhere are usually discounted 10-20% outside their own territory. Rethemi coins, due to chronic problems of clipping and debasing, are hard to pass outside Rethem. The coins in common use on Hârn as of 720 are illustrated below.

### Prices

A price list of basic goods and services is included: The GM must keep in mind that these are "retail" prices at the indicated source which may not, of course, be the original source. The selling price of goods must cover not only their buying price, and work done to make them saleable, but also levies of tariffs and tolls, transport costs, and losses to shipwrecks, storms, pirates, and brigands. A mercantyler would buy items for as little as 10% of these prices, and sell them for roughly 50% of the indicated price to the named source. That is, a beaver pelt is listed as 20d. This would be the selling price for a dressed pelt from the indicated source (Hideworker). A mercantyler in the fur trade would purchase such a pelt from a trapper for as little as 2d, sell it to a Hideworker for 10d, who cures/dresses the hide and sells it for 20d. Select goods from eastern Lythia change hands many times and sell in the west for up to 100 times their original cost.

All prices should be seen as only a rough guide. Bargaining over prices is as much an artform on Hârn as anywhere. Most items are sold on the basis of quality and volume not weight. Markets do not have scales and even if they did they would probably not be trusted by buyers. The seller, with a shrewd eye on the size of the buyer's purse, sets a price. Haggling follows, and the final transaction can vary 25% or more from the noted prices.

The units of measure noted on the price list are those standard to Hârn. See under *Weights & Measures* in Hârndex. Food and livestock are bought either at a market or directly from the producer. Most meat is purchased live since a live animal is indisputably fresh and will keep without spoiling as long as you feed it.

### Weapons & Armour

These are listed by basic type, such as Swords, Clubs, Spears, etc. Armours are also listed by type, such as Mail, Scale, etc. Kurbul is the Hârnic name for hardened leather.



## INCOMES

Listed on the right are the average wages earned from various occupations on Härn. The incomes shown are monthly, based on working 24 days, the average number of days worked per month after various holidays. Dawn to dusk hours are the norm for most work, hence in reality, summer wages are higher and winter wages are less due to the amount of hours that can be worked.

### Guilded Occupations

Wages are for *Bonded Masters*; room and board may also be provided. The employer would bear the additional cost of providing materials and supplies, but tools are generally owned by the master. A highly skilled master, such as a mason-architect building a new castle, or an exquisite sword craftsman, could earn fees up to six times higher, but such incomes are rare. Apprentices, in most cases, receive only room & board, but sometimes get pocket money from generous masters. A Journeyman would receive 30-60% of a master's wages, depending on his experience, plus room and board.

*Freemasters* tend to have variable incomes, possibly even a loss. Their expenses would include rent, taxes, and supplies, and demand for their services is obviously crucial. Unless the GM wishes to take these factors into account, calculating a "profit and loss" statement for a freemaster, we suggest their net income (profit after all business expenses) is equal to the bonded master rate varied at GM discretion.

### Unguilded Occupations

Wages given are for experienced workers; others might earn from 20-80% of this amount depending on skills. Wages would also be dependent on the availability of labor.

### Military Wages

The income of a *Man-at-Arms* is given. These wages apply to common legionaires of Tharda, but may serve as a guideline to all mercenaries of the lowest rank. Wages are usually paid quarterly, but are listed monthly for comparison with other incomes. Considering the danger, military wages are low, but there are some perks such as booty. Traditionally, a soldier may keep 2/3 of booty collected, giving 1/3 to the next highest rank, who gives 1/3 to the next highest rank, and so on. The commander of a large army can acquire quite a tidy sum in this way.



## INCOMES

GUILDED	Day	Month	Year
Apothecary	10f	60d	720d
Arcane Lore	--	Variable	--
Chandler	9f	54d	648d
Charcoaler	9f	54d	648d
Clothier	10f	60d	720d
Courtesan	--	Variable	--
Embalmer	8f	48d	576d
Glassworker	11f	66d	792d
Harper	7f	42d	504d
Herald	13f	78d	936d
Hideworker	10f	60d	720d
Innkeeper	10f	60d	720d
Jeweller	11f	66d	792d
Lexigrapher	9f	66d	792d
Lia-Kavair	--	Variable	--
Litigant	12f	72d	864d
Locksmith	10f	60d	720d
Mason	16f	96d	1152d
Mercantylar	--	Variable	--
Metalsmith	12f	72d	864d
Miller	14f	84d	1008d
Miner	14f	84d	1008d
Ostler	13f	78d	936d
Perfumer	11f	66d	792d
Physician	12f	72d	864d
Pilot	--	Variable	--
Potter	10f	60d	720d
Salter	8f	48d	576d
Seaman	8f	48d	576d
Shipwright	15f	90d	1080d
Tentmaker	12f	72d	864d
Thespian	--	Variable	--
Timberwright	13f	78d	936d
Weaponcrafter	18f	108d	1296d
Woodcrafter	11f	66d	792d

UNGUILDED	Day	Month	Year
Animal Trainer	12f	72d	864d
Beggar	4f	24d	288d
Cartographer	14f	84d	1008d
Cook	5f	30d	360d
Farmhand	4f	24d	288d
Fisherman	8f	48d	576d
Herdsmen	4f	24d	288d
Hunter	7f	42d	504d
Laborer	7f	42d	504d
Longshoreman	7f	42d	504d
Man-at-Arms	5f	30d	360d
Porter	7f	42d	504d
Prostitute	6f	36d	432d
Ratter	10f	60d	720d
Sage/Tutor	14f	84d	1008d
Scribe	11f	66d	792d
Servant	4f	24d	288d
Teamster	12f	72d	864d
Thatcher	9f	66d	792d
Toymaker	8f	48d	576d
Trapper	6f	36d	432d

## TAXES & TOLLS

Most Hârnic taxes noted below are urban in character. The levies charged on rural folk, namely aids and heriot, are discussed under feudal obligations. Average tax rates are given, but they can vary. *Encyclopedia Hârnica* publications provide specific tax rates at various locales.

### Property Tax

An annual tax charged on the assessed value of real estate most of which is owned by wealthy guildsmen or gentlefolk. Bribery of civic tax assessors to deflate values is widespread. Landlords are responsible for payment of property taxes, generally on the first day of Savor. There are two tax rates, a business rate (6%) applicable only to guildsmen, and a residential rate (8%) for everyone else. Properties outside a city wall, but still under civic jurisdiction (generally within one league of the citadel) probably pay lower taxes (30-70%). Tax exempt status applies to many legal temples.

### Hawking Tax

A tax payable to the Bondmaster on all goods brought into a city to be sold, including raw materials for further processing, but excluding foodstuffs. The tax is usually a percentage of the consignment's value, but since the Bondmaster tends to rely on "declared values", assessments are generally low unless the mercantyler neglects the appropriate bribes. The average tax is 10%.

### Bonding Fees

The mercantyler can delay payment of the hawking

tax by placing his goods in bond, that is storing them in the government bonding house. Goods temporarily brought into a city, but destined to be exported, must be placed in bond. This service incurs payment of a bonding/storage fee, a percentage of declared value, payable in advance with a minimum one month fee. The average Bonding Fee is 1% per month.

### Maritime Taxes

Shipowners berthed in a port must pay to the harbormaster, *Wharfage* that averages 1d per foot of vessel length per day. Vessels at anchor in a port, pay roughly 20% of the wharfage rate. The *Pilotage* fee is typically 24-48d per vessel. A vessel can reduce its wharfage by 50% (not its pilotage) by paying an annual *Registry* fee.

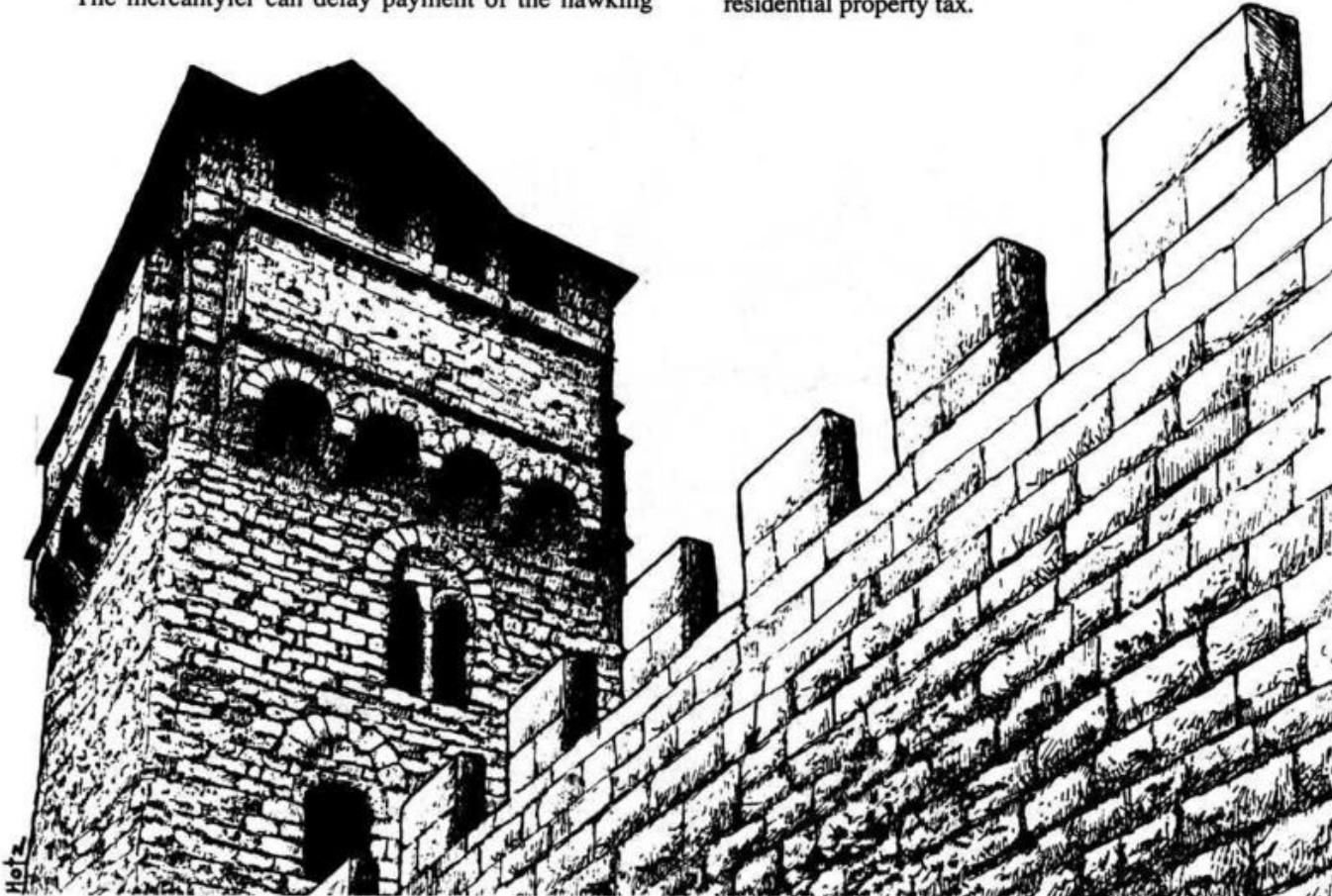
### Tolls

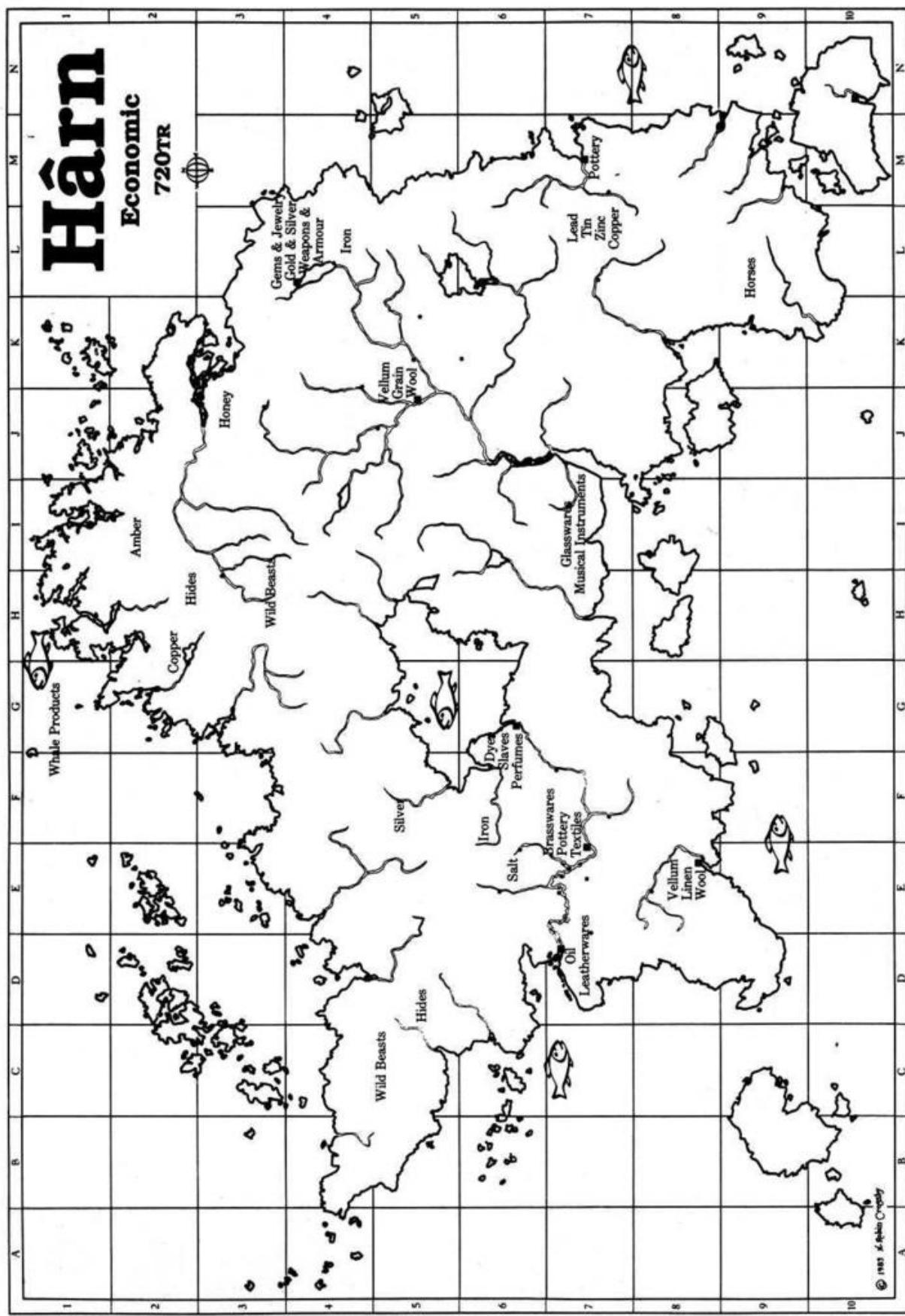
Government tollhouses exist along most major roads and tolls are often charged by various parties, not always legitimately, at bridges, fords etc. Typical tolls are:

Per Person (afoot)	1f
Per Horse	3f
Per Cart (2-wheels)	2f
per Wagon (4-wheels)	4f
per Ox/Sheep/etc.	1f

### Guild Dues

All master guildsmen pay 10% of their gross incomes to their guild, which then pays half of this tithe to the town government. Ungilded occupations pay only the higher residential property tax.





## TRADE

Most regions of Hârn are self-sufficient with the exception of salt and mineral ores. The Economic Map shows only resources and products which are available in sufficient quantity for trade. That is, there is a surplus of these items for the specific area, allowing them to be "exported" to another region. Most trade goods are exotic wares, or basic goods that are scarce in specific areas.

## CARAVANS

Nearly all land trade is transported via caravans, organized expeditions of mercantylers journeying from one town to another. The long established routes are often patrolled by various interested parties, seeking to encourage such traffic. Way-stations such as Trobridge Inn or Oselbridge have been built at strategic points to aid the caravan trade.

Tashal is the major trading center of eastern Hârn. Every spring four large caravans converge on Tashal; from Orbaal and the north down the Fur Road, from Azadmere via the Silver Way, from Coranan and western Hârn along the Salt Route, and from Thay by way of the Genin Trail. The diverse goods brought to Tashal are traded throughout the summer, and in early autumn, the four caravans return home.

Coranan is the major trading center of western Hârn. Caravans journey between Aleath and Coranan throughout the year. Goods from Golotha and Shiran move to Coranan at irregular intervals, usually by barge on the Thard River.

The traditional departure date of the Salt Route caravan from Coranan to Tashal is the fifteenth of Peonu. Mercantylers from Golotha and Shiran join the caravan at Coranan before this date. Many Aleathian mercantylers join the caravan at Moleryn.

### Caravan Masters

The major caravans of Hârn and elsewhere are operated by specialist members of the Mercantylers' Guild known as Caravan Masters. It is not illegal for any mercantyler to organize his own caravan, but the organizational complexity involved has led to the prevailing custom. Most Caravan Masters are individuals (often ex-military officers) who have demonstrated some skill at getting the job done. Several have become dominant because of the special relationships they have developed with guildmembers and tribesmen. Fees are charged to journey with a caravan. The GM may calculate fees (based on a rough charge per ten leagues (two hexes on a regional map) of: Wagon/6d, Cart/3d, Horse/2d, and man afoot/1d. Fees might be waived/reduced if someone "works his passage" and do not include tolls.

### MARITIME TRADE

With few exceptions, overland roads are very bad, and wheeled transport slow and crude. Land trade is the preserve of a few hardy mercantylers and most commercial movement of goods is by water, although this is less true on Hârn than elsewhere. Maritime trade is dealt with in detail in the *Pilots' Almanac*, an expansion module available from Columbia Games.



## RELIGION

Every human culture has metaphysical beliefs. Gamemasters must make some decision concerning the nature of the divine beings who live, if only in the minds of men. There are only two real courses to follow and the GM need not inform his players of his ultimate choice. Either the gods are only the figments of the imaginations of men, or they truly exist. But in either case, the GM should present the gods as if they do exist, for the majority of Hârnians believe explicitly in their existence. With inevitable variations and prejudice due to culture and location, most of the religious movements of western Lythia share a common set of metaphysical beliefs, although none express them in such terms.

## KELESTIA

Kelestia is everything that exists, the sum total of all realities. Kelestia is not governed only by physical laws of space and time. While each universe has its own laws, there is also a set of master laws governing Kelestia as a whole. A planet may be inaccessible to other worlds in its own universe, but because of the warping of Kelestia, it may be possible to reach worlds in other universes using higher dimensional paths, referred to (somewhat imprecisely) as travel in the "Nth dimension". Those who travel such routes refer to it as "walking in shadow", "crossing the void", and so on.

### Familial Worlds

In the Nth dimension, worlds are arranged around a "parent" world, or nexus. The nexus world gathers lines of force and warps space-time to adopt alien worlds into the "family". The arrangement is largely a random process. Because it is rare for the worlds of a family to lie in the same universe (and be governed by the same physical laws) the members of a family need not be similar. Travel between worlds is never easy, but travel between the nexus and others in the family is easiest. Accessibility between members of the family ranges from moderate to impossible.

### The Kethrian Family

The world of Kethira, on which Hârn is located, is the nexus of a family of seven worlds. Kethira is a kind of crossroads. No one in living memory has explored the whole family. There is a wide variation in the status of the gods, magic, and technology on the different worlds of the family.

Two of the worlds of the family, Kethira and Yashain, have a unique relationship. The links with other worlds are generally shifting and vague, but between these two there are a large number of constant, point to point, even region to region, correspondences. Various sites exist (in some form) on both worlds at the same time. Most of the gods of Hârn are believed to reside on Yashain, which is Kethira's "half-world". Most Kethirans believe that they spend their

### *The Kethrian Family*



#### ACCESSIBILITY

- Moderate Link
- Intermediate Link
- Hard Link

afterlives on Yashain in the service of their chosen deities. Yashain is divided into kingdoms governed by the gods. Earldoms and baronies are ruled by demons and demigods. There is a constant state of war, good against evil, and order against chaos.

## LIBRAM OF THE PANTHEON

Some six hundred years ago, the basic metaphysical beliefs were collected into a single tome called the Libram of the Pantheon, by Nala-Uroh of Elkall-Anuz. Uroh based his efforts on earlier works, few of which seem to have survived. The Libram has since received the approval of most churches in that they teach the same story of creation to their followers.

### The Natal Wars

First, Uroh writes, there was universal chaos; time and space had no meaning, reality was not fixed. From this arose the First Gods, who were the only beings able to stand against the chaos. These beings were principles of power rather than conventional gods. They made war upon each other, threatening to destroy the cosmos. One result of the wars was the creation of the Lesser Gods to serve the First Gods and do battle on their behalf. It is these lesser gods who are now worshiped.

Finally, when it became apparent that the war threatened the existence of Kelestia, the First Gods made peace. Each was to have his own realm and to participate in the government of the whole. This peace resulted in Kelestia taking more or less its present form.

# KETHIRA 1

## KETHIRA

Kethira is Hārn's planet. It is the second of five planets of the star Nolomar. The planet is slightly smaller than Terra and has one moon called Yael. It is predominantly a water planet. Oceans and seas cover seventy eight percent of the surface area, including two large polar ice packs, neither of which cap any continental mass. There are only three continents, in order of size: Lythia, Mernat, and Kamerand.

### Lythia

The continent of Lythia is, by far, the largest of the three. With a surface area of 54 million square kilometers (21 million square miles), and ranging from sixty degrees north to forty degrees south, Lythia has every type of Kethiran climate and vegetation. The variety of peoples, cultures, and languages is vast, outlined in the Lythia article.

### Mernat

A continent entirely located in the southern hemisphere roughly three thousand miles southeast of Lythia at the end of the extensive Molkurian archipelago. Mernat has an area of twenty million square kilometers

(eight million square miles). Climate and vegetation are varied, but the continent is very dry, boasting the largest desert on Kethira and extensive grasslands. Mernat is not densely populated; the fertile coastlands are peopled with a variety of cultures, none of which are much more advanced than those of central Anzeloria on Lythia. Steppe nomads range throughout the grasslands and the deserts are effectively uninhabited. The existence of Mernat is unknown to western Lythians, but has been visited by Molnasian seafarers who call it Kitoh, the "mighty land of the east".

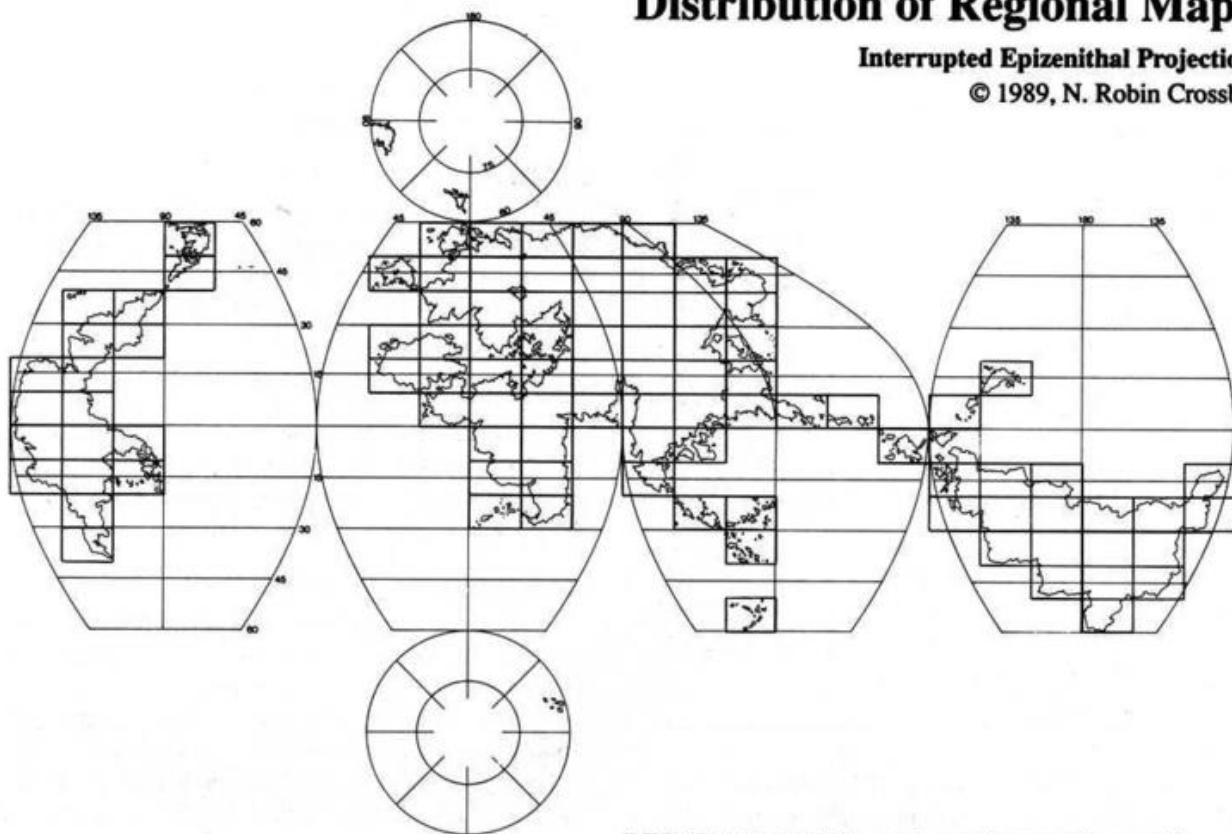
### Kamerand

Lying some six thousand miles west of Lythia, separated by the vast Haonic Ocean, Kamerand is roughly one third the size of Lythia, having an area of eighteen million square kilometers (seven million square miles). This continent has a narrow east/west axis, but its north/south axis exceeds that of Lythia. Hence, the range of climate and vegetation is equally diverse to that of Lythia. It is presumed that Kamerand has a wide range of peoples and cultures, but little is known about them. With the exception of a few Ivinian whalers, Lythians do not know that this land exists, and there has been no recorded visit by Kamerans to Lythia.

## Distribution of Regional Maps

Interrupted Epizenzithal Projection

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**REGIONAL MAPS:** each small rectangle on this map corresponds to one regional map, such as the Harn map included in this module.

# KETHIRA 2

## THE KETHIRAN SKY

Few Lythians have any real knowledge of astronomy. Most of what there is rests with pilots, astrologers, and mages, those whose livelihood depends on their familiarity with the stars. But even casual skywatchers cannot fail to note that the night sky changes with the seasons in an endlessly recurring pattern. Only the planets seem to wander aimlessly about the heavens but even the mystery of their courses will yield to diligent study.

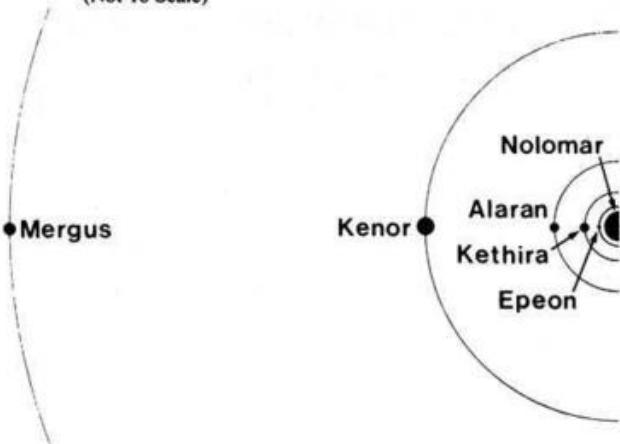
Most star gazers study the heavens intent on discovering patterns that can be related to the lives of men and kingdoms, knowledge whetted by a desire for the power gained through prediction of the future. However, a few arcane loreists practice true astronomy. They own a few telescopes of widely differing capabilities, each a jealously guarded secret.

### NOLOMAR (The Sun)

Nolomar is a G2 type star 1.612 times the mass of Sol and 426,000 times the mass of Kethira. Nolomar has a rotation rate of about 28 days at its poles and about 22 days at its equator. The Nolomar system contains five planets.

#### The Nolomar System

(Not To Scale)



Body	Type	Period	Rotation	Axis	Mass
Epeon	T	0.55	35 days	12	0.54
Kethira	T	1	24 hrs	21	1.00
Alaran	T	2	25 hrs	16	0.94
Kenor	J	10	12 hrs	33	26
Mergus	J	85	20 hrs	32	90

PERIOD: Orbital period in Kethiran years.  
MASS: Kethiran planetary masses.

### EPEON

Orbiting at a mean distance of 116,000,000 km, Epeon is the closest planet to Nolomar. It is a small solid planet with no appreciable atmosphere and can be seen from Kethira as a very bright morning/evening "star" for much of the year. Epeon has no moons.

### KETHIRA

Kethira is the second planet in the Nolomar system with a mean orbital distance of 174,000,000 km. Compared to Terra, its diameter is less (12,776 km to 11,500 km) but Kethira has a denser core giving it similar mass and gravity. The calendar in common use throughout western Lythia (Tuzyn Reckoning) has a year based on 360 days. The actual orbital period of Kethira is 360.0011 days and this has introduced an error of 15.5 hours in the calendar since it originated 720 years ago. The Mages of Melderyn have noted this difference but judge the error does not yet warrant any adjustment.

### YAEL (The Moon)

Kethira has one moon called Yael, orbiting at an average distance of 346,000 km. Yael has a diameter of 4140 Km, rotates once on its axis every 15 hours, and has a synodic period (time between full moons) of a few minutes under 30 days. Because the synodic period is almost exactly 1/12 of the Kethiran year, moon phases occur on the same day each month. Two to four eclipses of Nolomar occur each year. These eclipses are very regular, but all currently occur in the southern hemisphere.

### ALARAN

The third planet, orbiting at 275,000,000 km. Although it has a thinner atmosphere and is colder than Kethira, oxygen content (18%) and temperature range are high enough to support life. Alaran has three small moons: Avarkiel, Hyvrik and Angcaradina.

### KENOR

The largest planet of the Nolomar system orbiting at 806,000,000 km. This gas giant is second only to Epeon in apparent brightness. Kenor's six moons are Hyvrus, T'nor, Kychus, Fressus, Brall, and Cullus. None are visible to the unaided eye.

### MERGUS

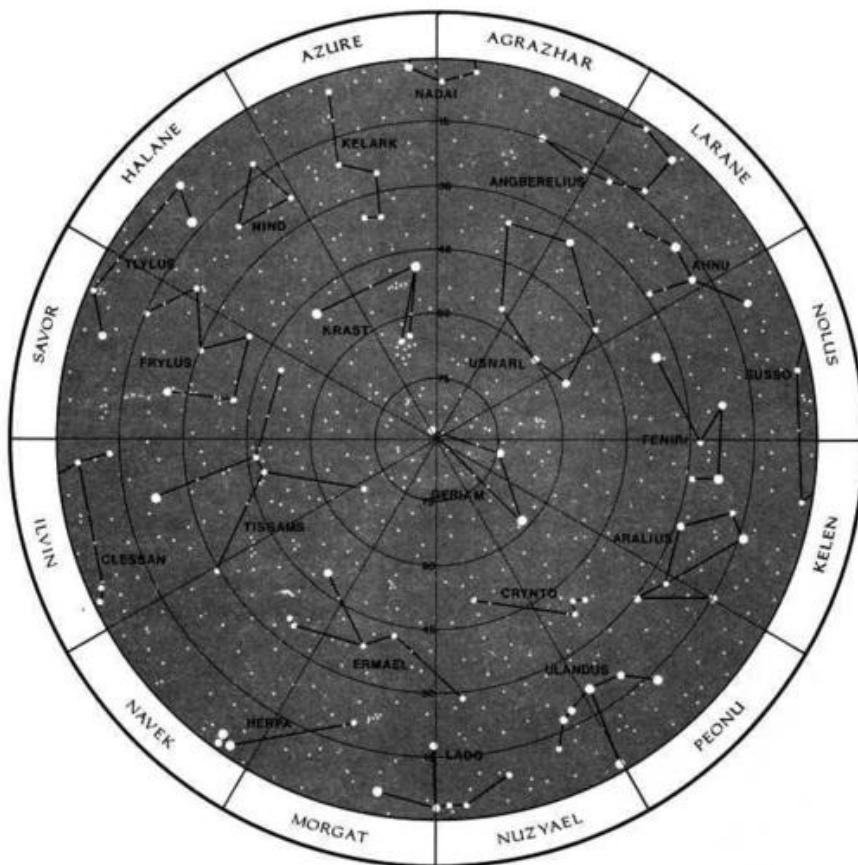
Mergus is the second largest planet and, at 3,360,000,000 km, the furthest from Nolomar. It is a gas giant, but has no moons. Mergus is barely visible from Kethira and is often called the Sable Eye.

### THE CONSTELLATIONS

The average Lythian can identify some major constellations and can use the pole stars to find his way. The north pole star, Zexus, is located in the constellation of Geriam; the mast of the constellation Lado (the galley) points to Zexus. In the southern hemisphere, the brightest star in the constellation of Uhla (the lantern), Tyn Nadix, serves as a pole star. The thirty five most visible constellations are named on the star charts. The rims of the charts are the equator; the concentric circles are at 15 degree intervals.

## Star Charts

KETHIRA 3



## THE NORTHERN SKY

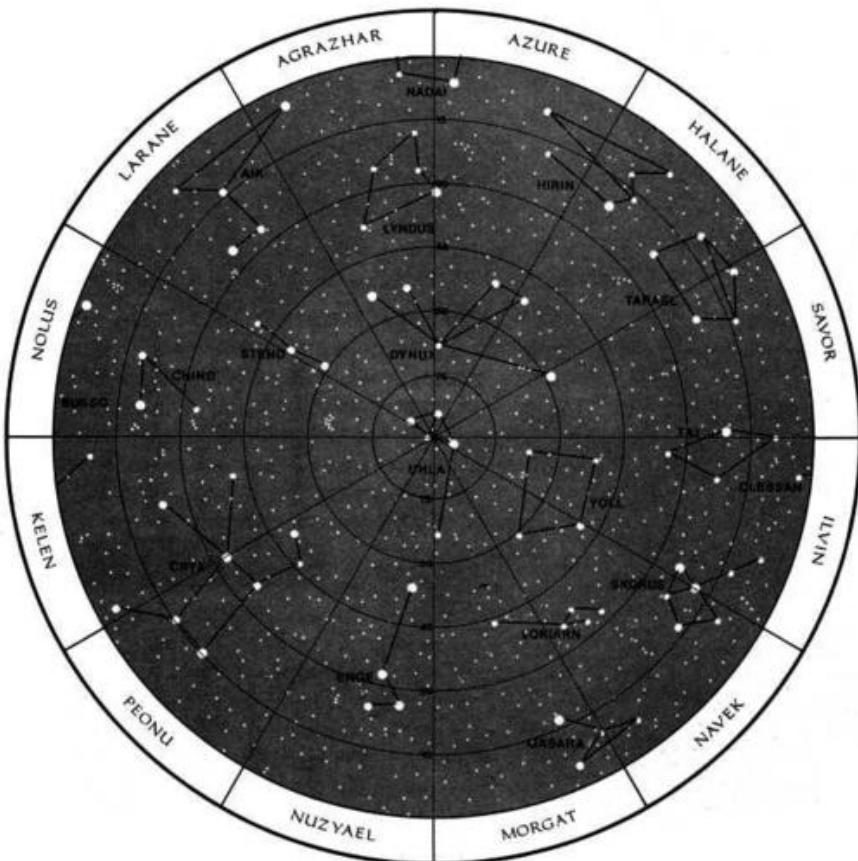
## CONSTELLATIONS

Clessan	the stag
Crynto	the beetle
Ermael	the unicorn
Frylус	the fox
Geriam	the bow
Herpa	the mace
Kelar	the plough
Krast	the flail
Nind	the ox
Susso	the boar
Tissams	the hunter
Tlylus	the claw
Usnarl	the bear

ZODIAC SIGNS

<b>Ahnu</b>	the dragon
<b>Angberelius</b>	the swords
<b>Aralius</b>	the wands
<b>Feniri</b>	the smith
<b>Lado</b>	the galley
<b>Ulandus</b>	the bear

## THE SOUTHERN SKY



## **CONSTELLATIONS**

Aik	the swan
Chind	the dog
Cryx	the warhorse
Dynux	the falcon
Enge	the dancer
Lokiarn	the catapult
Lyndus	the fish
Stend	the shield
Uhla	the lantern
Yoll	the hide

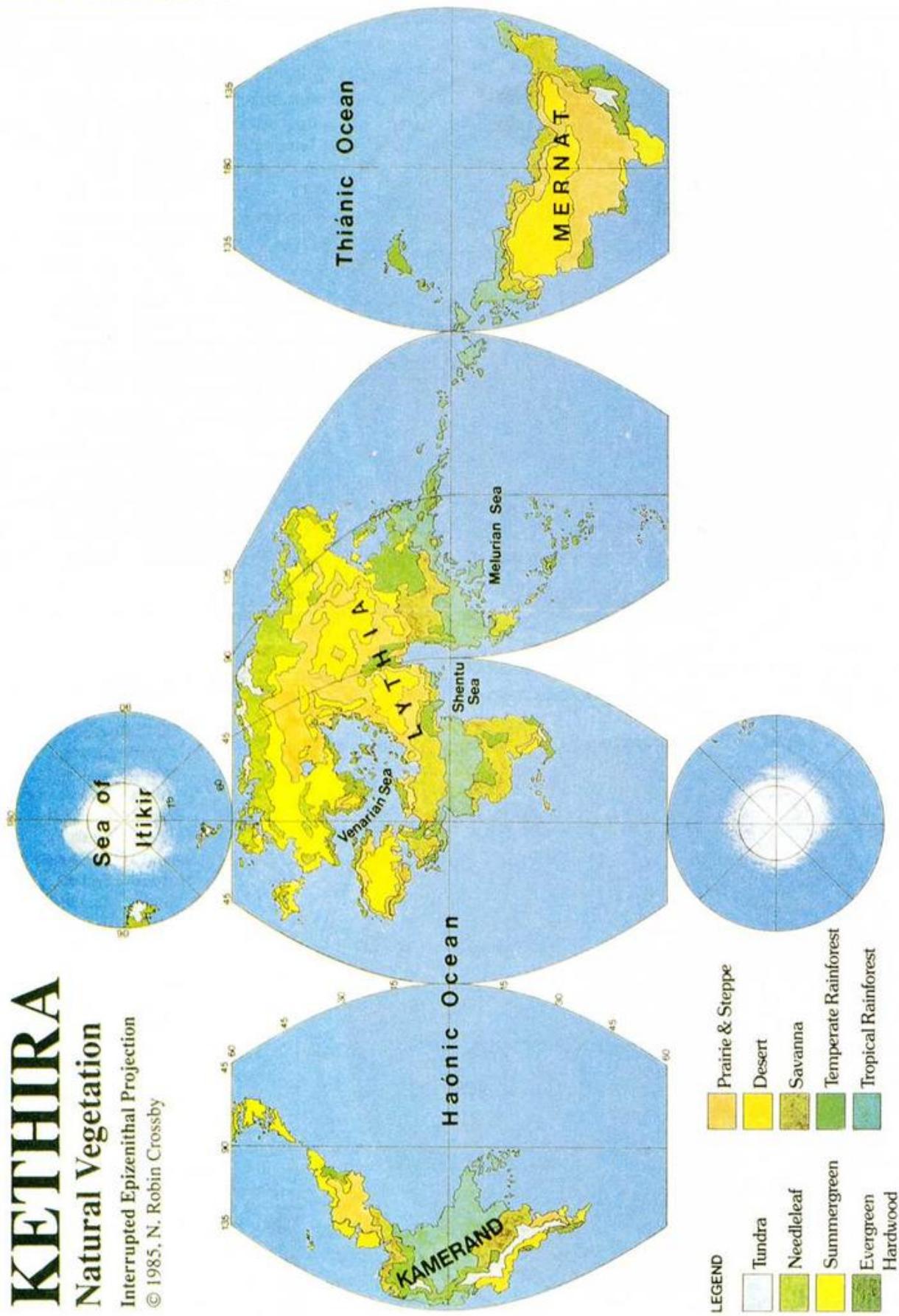
## ZODIAC SIGNS

Hirin	the eagle
Masara	the chalice
Nadai	the salamander
Skorus	the mixer
Tai	the lantern bearer
Tarael	the penticle

## Magnitude

- -1 to 0 The stars charted may be seen with the unaided eye.
- 0 to 1 The key indicates the magnitude (brightness) of
- 1 to 2 the charted stars; the
- 2 to 4 larger the symbol, the brighter the star.

# KETHIRA 4



# KETHIRA 5

## NATURAL VEGETATION

The following vegetation classes are shown on the Kethira (and Lythia) color map. Maps on this scale can only provide limited detail; some vegetation classes are so rare, or cover such small regions, they have been ignored. In several cases, two or more classes have been combined. It must be remembered that there are belts of grading between any two vegetation classes. Desert does not really turn abruptly into alpine tundra, as indicated in southern Kamerand.

### Tundra

This includes both arctic and alpine tundra. The former occurs only in high latitudes; the latter in high altitudes, but this is also dependent on latitude. A mountain in the middle latitudes is more likely to have alpine tundra than one of the same height on the equator. Alpine tundra is a good guide to the locations of high mountain ranges. Plants in the tundra tend to be short and stunted, flowering briefly in the early summer. Permafrost, leading to boggy conditions in the late spring, is prevalent. Tundra grades into cold woodland, where needleleaf trees occur as scattered individuals and small clumps.

### Needleleaf Forest

Primarily, evergreen forests of tall, straight, conical trees, with small needle-like leaves and seed cones. The dense canopy (at least 50%) results in sparse undergrowth. Needleleaf forest tends to occur at high elevations grading between deciduous forests and alpine tundra. It can also be found in extensive tracts at latitudes above forty five degrees in the northern hemisphere; it is relatively rare in the southern hemisphere.

### Summergreen Forest

Forest containing needleleaf deciduous and summergreen (broadleaf) deciduous trees. Needleleaf deciduous trees are similar to their evergreen cousins, but shed their needles in winter. Broadleaf trees tend to have short trunks, long branches and a generous canopy of large leaves which shed in winter. This class includes Mixed Woodland, a sparser version.

### Evergreen Hardwood Forest

This type of vegetation occurs in subtropical regions with dry summers, conditions common around the eastern shores of the Venarian Sea. The class includes a large proportion of woodland with twenty five to sixty percent canopy. Trees are short, often gnarled, low-branched and thick-barked, with small, evergreen, leathery leaves. There may also be large areas of low scrub (Chaparral, Maquis, etc.) which are also evergreen.

### Prairie

Prairies are found in continental, mid-latitude, sub-humid climates, where annual precipitation is approximately in balance with evaporation. There will be a continuous sward of tall, deep-rooted grasses, broken only by occasional trees and shrubs in depressions, river valleys, and other topographical anomalies. Steppe, also called short-grass prairie, is a sparser version of prairie, grading into prairie, semi-desert and woodland. It is widespread, associated with semi-arid regions, where evaporation tends to exceed annual precipitation.

### Desert

Deserts occur where there is little precipitation, and may be either hot or cold depending on latitude. The plants are widely dispersed and tend to be small, hard-leaved or spiny shrubs, succulent plants (cacti, etc.) and hard grasses. A proliferation of small annuals may flower after a (rare) heavy rain saturates the soil. There is a great variety of desert plants from one part of Kethira to another. Desert also includes regions of no vegetation, shifting sand dunes, and sterile salt flats. Desert tends to grade into semi-desert along its wetter margins and then (most often) into steppe. Semi-desert may also be found in tropical highland areas.

### Savanna

Savanna is basically tropical grassland with widely scattered trees. The tropical wet-dry climate is too arid to allow the development of more than a few trees of medium height, with flattened (umbrella shaped) crowns and thick, rough bark. Regions with porous soils and less than average precipitation may promote a sub-class called Thornwood (tall, dense woody shrubs with thorns) or Tropical Scrubland, essentially a stunted version of Thornwood. Where the precipitation is higher than average, Savanna often becomes Monsoon Forest, where the denser trees reach 100 feet in height and the undergrowth will contain shrubs, bamboo, etc. Monsoon forest is generally inland from tropical rainforest, notably in southeastern Lythia.

### Tropical Rainforest

Tropical Rainforest occurs in continuously warm, humid, frost free regions. It is located close to the equator on all three continents, but may extend to 20 degrees north/south latitude on windward coasts. Vegetation consists of tall, closely set, broadleaf, evergreen trees whose canopies form a continuous layer. Trees average 75 feet in height, but taller species up to 130 feet often thrust through the canopy at scattered intervals. Lianas (woody vines) commonly wrap themselves around tree trunks; these parasites often have their own parasites, such as orchids, ferns, mosses, and lichens. As many as 3000 species of tree may be found in one square mile. The dense canopy provides deep shade on the ground which stunts the development of undergrowth, making the mature forest floor easy to traverse. However, where the trees are removed, for one reason or another, the returning vegetation will initially be "jungle", an impenetrable layer of low shrubs, lianas, bamboo, scrub and thorny palms. In coastal regions, tree species are highly specialized, including mangroves, pines, and palms.

### Temperate Rainforest

Temperate Rainforest occurs where the temperature range is moderate, but there is abundant precipitation in every month. These conditions may occur at higher elevations in equatorial regions, or on eastern coastlines between 15 and 30 degrees latitude. Temperate rainforest has fewer species of tree than its tropical equivalent. Trees are shorter, leaves tend to be smaller and more leathery, and the canopy more open. Undergrowth will be more dense and include tree ferns, small palms, bamboos, shrubs and vines.

# KETHIRA 6

## KETHIRA Prevailing Winds

Interrupted Epizentithal Projection  
© 1985, N. Robin Crossby



Major Oceanic Winds

Local or Seasonal Conditions



### PREVAILING WINDS

Winds are driven by the same forces as ocean currents, but air is far more fluid and volatile than water. The effects of wind are even more important than ocean currents to mariners and to the climate. It is the wind which allows heat exchange between the surfaces of ocean and land. Prevailing winds carry moisture inland, feeding rivers and vegetation. However, by the time winds reach deep into continental interiors, or cross

mountain ranges, they have lost all or part of their moisture content and speed. As a consequence, the continental interiors are arid and subject to temperature extremes.

The movement of air masses is extremely complex, especially where the topography interferes. Winds and currents work as a team, their effects are greatest where they are close together. Hence, prevailing winds are less meaningful inland than in coastal areas.

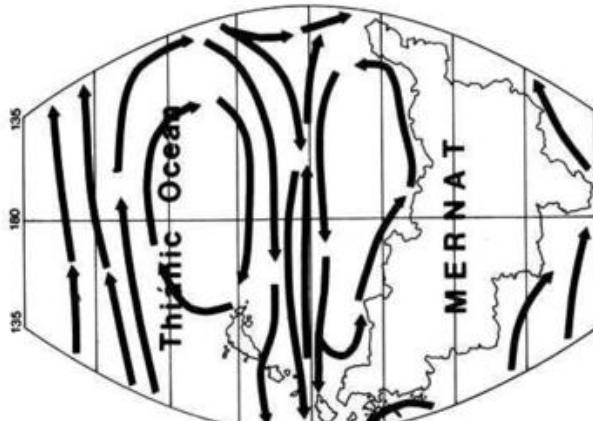
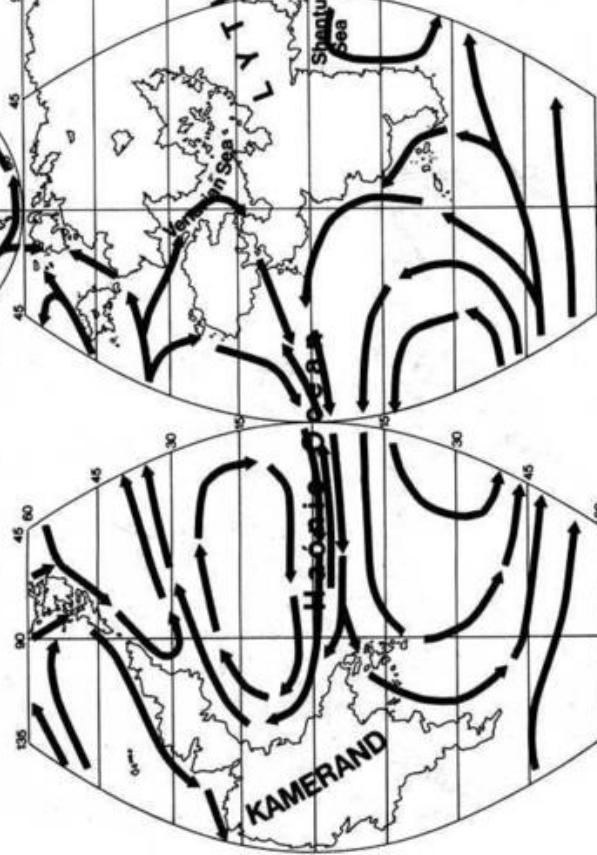
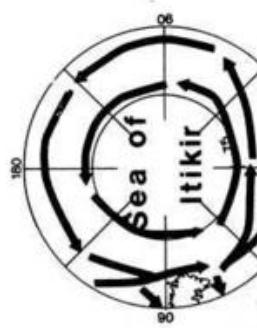
# KETHIRA

## Major Ocean Currents

Interrupted Epizentithal Projection  
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### OCEAN CURRENTS

The configuration of oceanic currents is determined by the coriolis (rotational) force of the planet, and by the shapes of land masses. In general, currents moving away from the equator are warm; those moving toward the poles are cold. Where hot and cold currents meet, fog and mists are common. The Ocean Current Map, shows only surface currents. It may be assumed that there are additional deep currents.



Ocean currents have two main effects on the inhabitants of Kethira. Mariners who wish to make good time can greatly benefit from knowledge of them. They average one to three km/h (up to 8 km/h in narrow waterways) and this can make a great difference in travel time on a long voyage. Ocean currents also have a profound effect on climate. A warm current moderates the weather all year round. North western Lythia would be far less pleasant, and much colder, were it not for the

North Haonic Current that runs from Kamerand to Ham. The ocean distributes and equalizes heat over the planetary surface, cooling the land in the tropics, warming it in high latitudes.

# KETHIRA

## Tectonics & Vulcanism

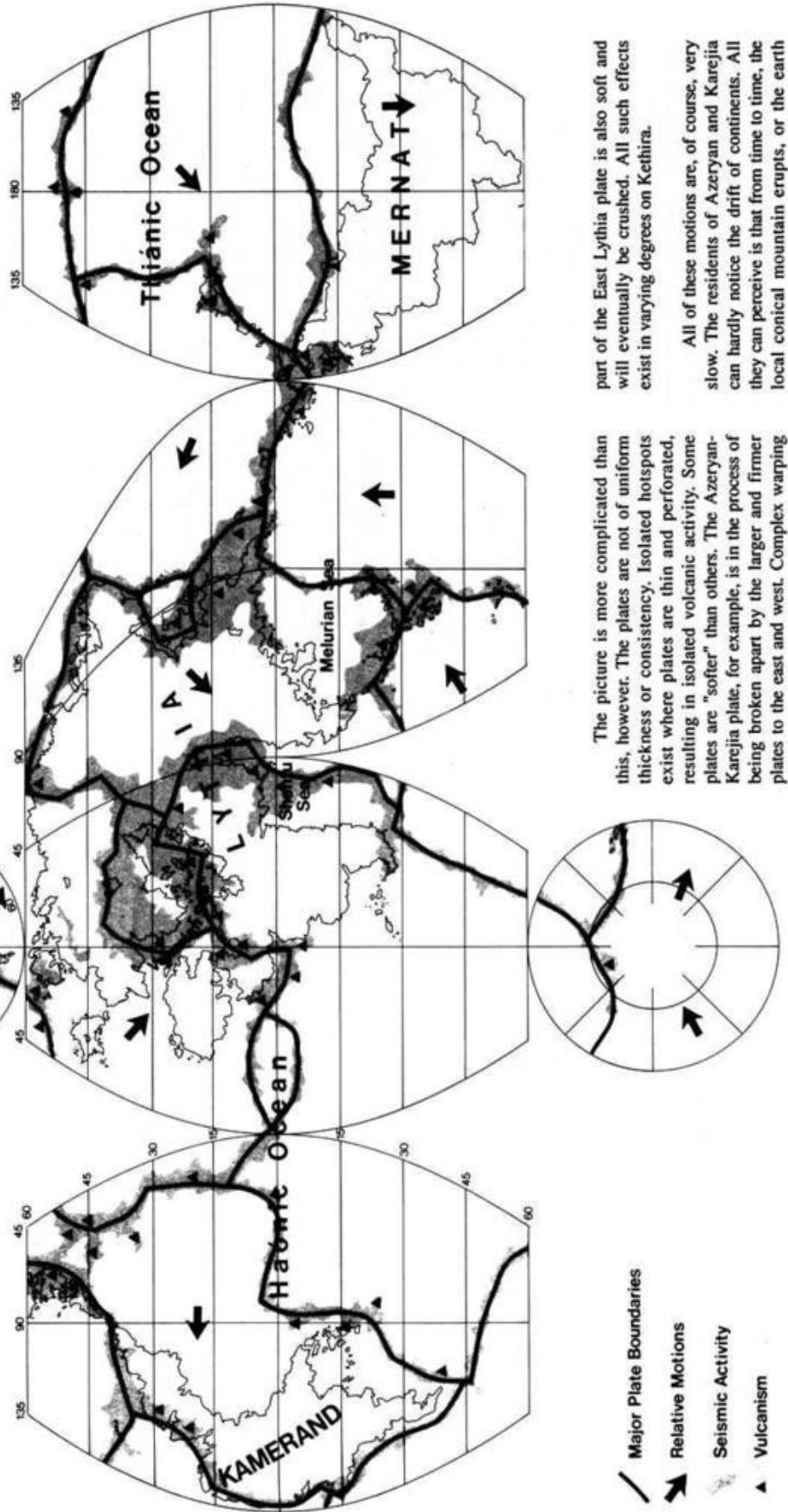
Interrupted Epizenithal Projection  
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### TECTONICS & VULCANISM

Kethira has a nickel-iron core kept solid by immense pressure. Around this is an outer core of the same composition, but liquid. The bulk of the planet is a mantle of various compressed iron-magnesium silicates which are fairly rigid to a depth of about 720 kilometers. The outermost layer of the mantle is a crust, rocks formed from gradual cooling, which has fractured into a number of large plates.

# KETHIRA 8

The fact that the surface plates are floating on a semi-liquid mantle does not result in a particularly stable situation. The plates drift slowly across the surface. Where they rub against each other the friction causes earthquakes. Where they are moving apart, the molten rocks of the interior exude in volcanic eruptions. Where an oceanic plate slides under a continental plate, the upheaval creates a mountain range along the discontinuity, and a deep oceanic trench offshore.



The picture is more complicated than this, however. The plates are not of uniform thickness or consistency. Isolated hotspots exist where plates are thin and perforated, resulting in isolated volcanic activity. Some plates are "softer" than others. The Azeryan-Karejia plate, for example, is in the process of being broken apart by the larger and firmer plates to the east and west. Complex warping dictates that this part of the planet has more than its share of natural disasters. The eastern

part of the East Lythia plate is also soft and will eventually be crushed. All such effects exist in varying degrees on Kethira.

All of these motions are, of course, very slow. The residents of Azeryan and Karejia can hardly notice the drift of continents. All they can perceive is that from time to time, the local conical mountain erupts, or the earth beneath them quakes, causing great hardship.

## LYTHIA

The continent of Lythia is Kethira's largest, both in size and population. It measures roughly 13,500 Km (8500 miles) east/west; 10,000 Km (6,250 miles) north/south, and covers 54 million square kilometers (21 million square miles), the approximate size of Eurasia. Ranging far north and south of the equator, every type of Kethiran climate and vegetation may be found on Lythia, from snowy tundra and boreal forest to hot desert and tropical rainforest. The variety of peoples, languages, and cultures is vast.

### THE LYTHIA MAP

The color map of Lythia shows a large number of features. It is an extract of the same projection as the Kethira map. Each rectangle on the map corresponds to the area covered in one regional map. These are identified by letters (A-H) and numbers (1-10) to aid location of features noted in the Lythia Index.

### Vegetation

The colors used on the Lythia map show the distribution of natural vegetation. These are described in the Kethira article (Kethira 5). Along the northern coast, a broad belt of needleleaf forest and arctic tundra runs from Ivinia to Jankor. South of this is a belt of mixed forest

from Hârn to Diramoia, interrupted in places by grassland. South of the mixed forest the picture is more complex. Around the Venarian Sea, the dominant vegetation is evergreen hardwood forest. In the continental interiors, far from moisture laden maritime winds, there are huge areas of steppe and prairie grassland. Along the equator, in Anzeloria and the southeast, continuous belts of tropical rainforest dominate, with various classes of savanna to the north and south.

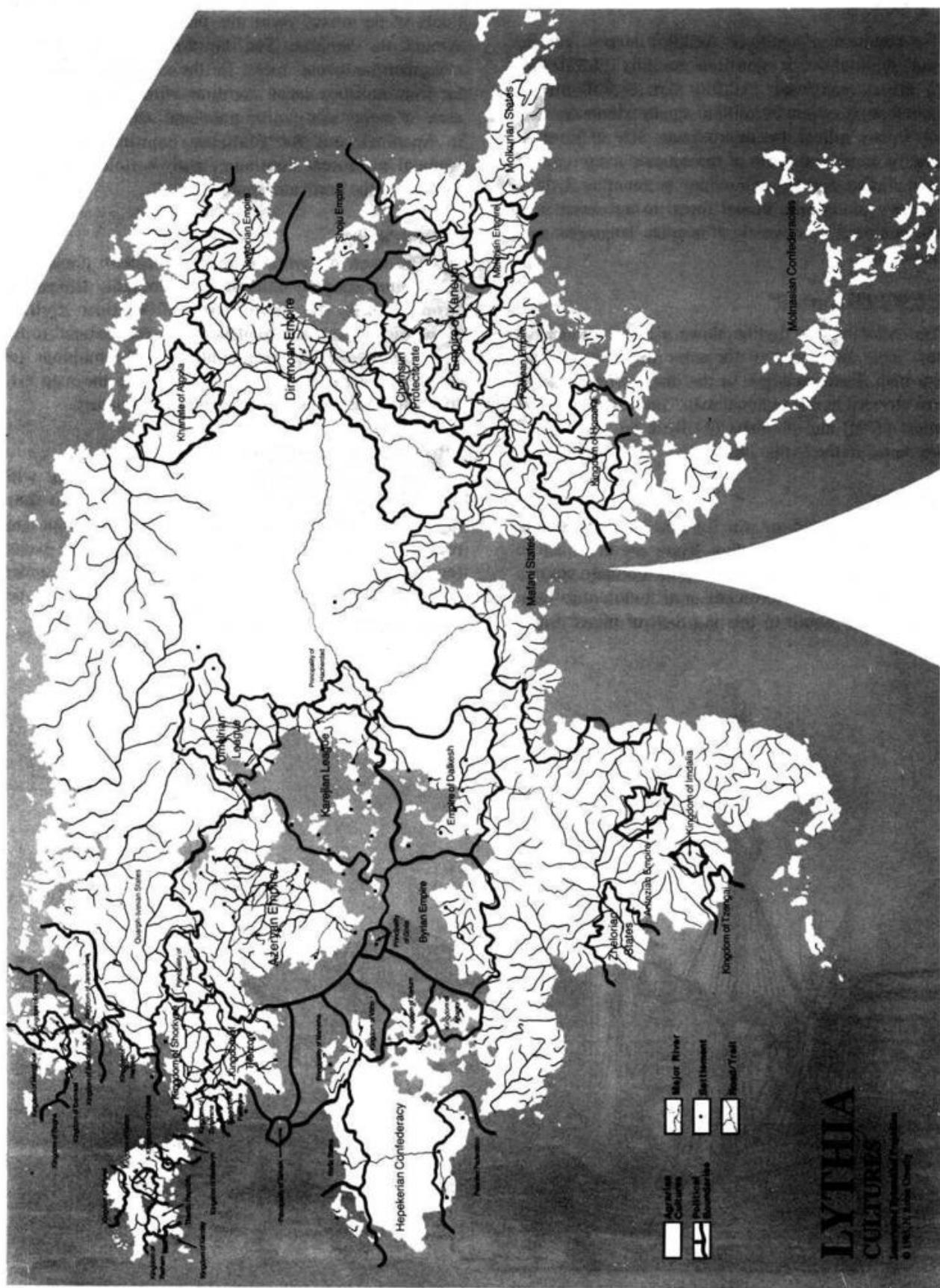
### Topography

The heart of Lythia is the huge Ketarh plateau, an arid region sparsely inhabited by nomadic tribesmen. From Ketarh, the peninsulas of Western Lythia, Anzeloria, Jankor, and Southeastern Lythia extend to the west, southwest, east and southeast. Mountainous (or extremely rough) terrain is indicated, and the map also shows the major rivers, none of which are named.

### Settlements, Roads and Trails

The settlements shown are either cities/towns with large populations, or settlements important in their regions for cultural or economic reasons. Only important roads and trails are shown. Very few of these are paved (no distinction is made on the map); it can be assumed most are unpaved. The Ketarh trails are extremely crude, but bear important caravan traffic.





## THE CULTURAL MAP

The cultural map of Lythia shows the extent of agrarian, settled regions, and the approximate political boundaries of states. These boundaries are not shown on the color map because they are subject to change. Each of the noted political states is listed and briefly described in the Lythia Map Index.

## Cradles of Civilization

At least 7000 years ago, animal husbandry and agriculture developed in regions favored by local advantages of climate and terrain. Local crop or livestock surpluses encouraged trade between settlers and nomads. Eventually, the growth of food stocks allowed the development of urban centers; villages grew into towns, then into city states, kingdoms, and empires.

The civilizations of the east seem to predate those of the west. As early as 6700 BT, a highly advanced but mysterious culture developed in Molkura. Known as the *Ziggurat Culture*, they built magnificent structures throughout Molkura and other locales of southeastern Lythia, ruins of which can still be seen. Around 5300 BT, another civilization arose along the banks of the Narmar River which flows south into the Gulf of Mafan. It is possible the Khuzdul (dwarves) of nearby Merdain had some influence on the Narmar Culture. This culture grew into the Mafanese Empire which lasted until 1500 BT. The last major eastern cradle was the Ch'misa River Culture of northern and central Diramo. Beginning around 3500 BT, this civilization, unlike the other two, has survived to the present, first as the Ch'misa Empire (2940-530 BT), and since then as the Empire of Diramo.

The civilizations of western Lythia have sprung from cradles in Dalkesh, Karejia, and Melderyn. The oldest of these appears to be the Targan River Culture which developed in Dalkesh around 3100 BT and was likely influenced by the Mafanese Empire. The Targan Culture spawned the Venic Island Culture which existed in the Karejian islands as early as 2800 BT. Around the same time, possibly much earlier, a unique civilization arose in

western Lythia. This was a henge culture that first appeared on Melderyn, an island off the southeast coast of Hârn, which was spread throughout northwest Lythia by Jarinese peoples. Some scholars believe the Melderyn Culture is the eldest on the planet, and may be connected with the Ziggurat Culture of the east.

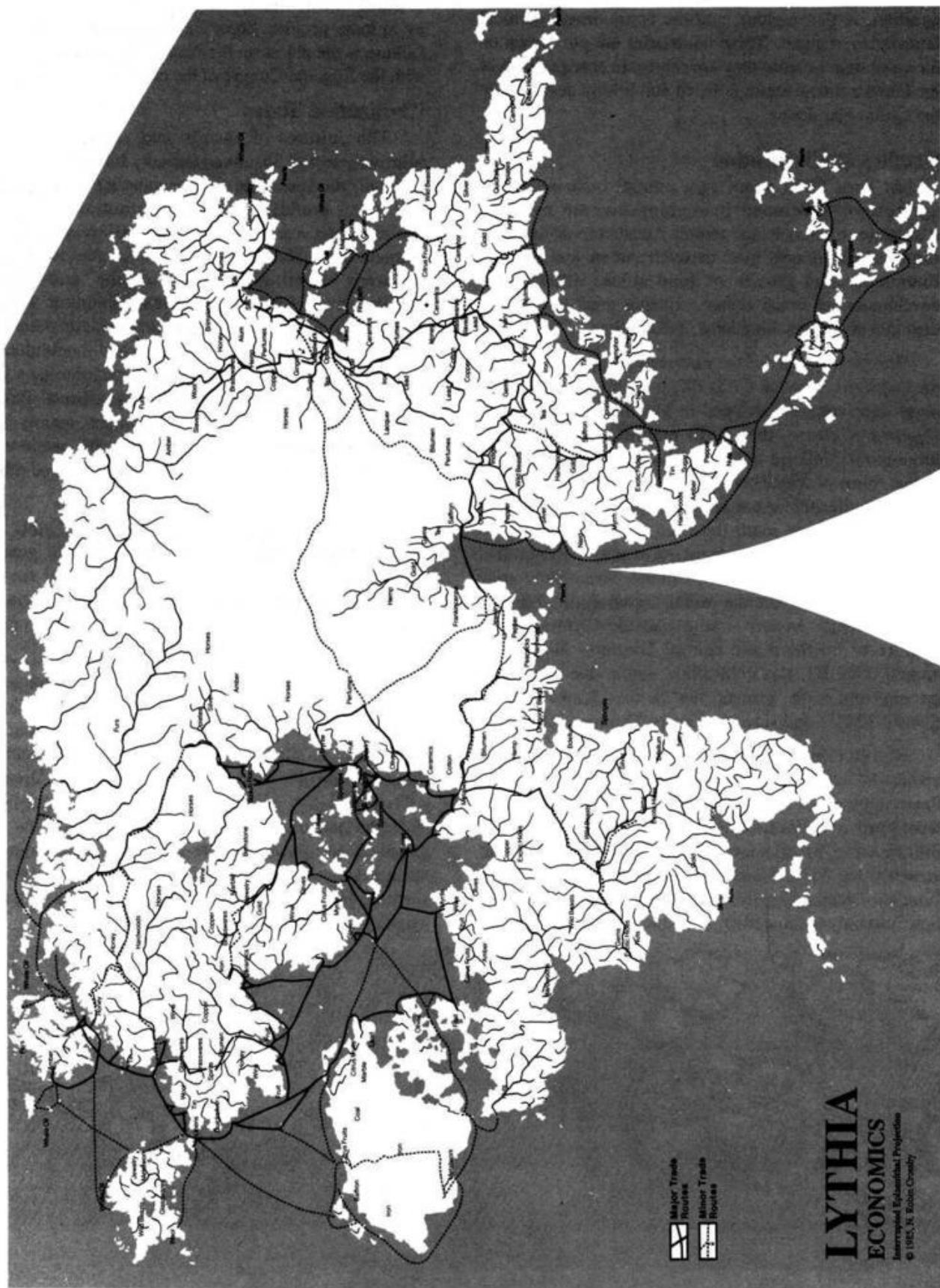
## Civilization Today

The cultures of eastern and western Lythia are relatively equal in advancement, but tend to reflect regional priorities. The west is superior in shipbuilding and metal crafts. The social institutions of western civilizations are more humane, although there are dramatic exceptions to this. The east is more sophisticated in areas of philosophy, medicine and hygiene, mathematics, alchemy, and urban planning. Political institutions in the west tend to be inconsistent and factional, those of the east, uniform and monolithic. The budding civilizations of equatorial Anzeloria have yet to achieve any great technological achievements. Between east and west are the so-called barbarians, mainly Ketari nomadic tribesmen who have traditionally made up for what they lack in civilization with their vigor and military prowess.

The dominant political state in western Lythia is the Azeryan Empire. This state, governed from the great city of Meokolis, was once far larger. Many former Azaryani provinces including Trierzon, Hepekaria, Byria, and Karejia, are now independent states, but the fortunes of the empire are again ascendant.

In the east, the most powerful state is Diramo, an empire governed by the Mei-Nan dynasty. Central Diramo is the most populous region on Lythia. The capital city of Ain Dao exceeds one million inhabitants. Contact with the west is minimal, although Diramoan silks and jades are eagerly sought commodities in Azeryan and other states. Although perhaps the most populous and powerful state in the world, Diramo is a mere shadow of the once mighty Ch'misa Empire whose territory included the now independent states of Jankor, Argola, Chomsum, Lashoi, and Kaneum.





## ECONOMIC MAP

The economic map shows only the major resources and products of a region available for trade. Items noted are either unique to the region, or are of such high quality as to be in demand elsewhere. The map also shows the important trade routes.

Most Lythians are employed in producing enough food to live, and the majority of regions are self sufficient in this and other basic needs. It may be assumed that the primary economic activity of the settled civilized areas shown on the cultural map is agriculture. Crops vary according to climate and regional preference. In the west, cereal grains dominate, mainly wheat, rye, oats, and barley. Rice is the staple crop of the east. In dry regions bovine husbandry is the major food source. Hunting, gathering, and fishing sustain most folk in tropical Anzeloria and southeast Lythia.

## Fishing, Sealing, and Whaling

Those who live on the coast usually harvest the sea. The inshore waters of Lythia contain numerous species of marine life. Cod, herring, halibut, salmon, snapper, various mollusks and crustaceans, kelp, and a few marine mammals are taken. The lakes and rivers also provide freshwater fish.

Sealing and whaling provides income to many northerners. In the months of Morgat and Nuzyael, various species of seal whelp on the ice that clogs some fjords, bays, and inlets of Ivinia, Altland, Mengola, and other northland regions. Whaling is also largely confined to northern waters. Some Ivinian whalers claim to have ventured as far as Kamerand in search of a pod. Whales are hunted mainly for the valuable fine oil refined from their blubber. The most commonly hunted whales are the Right Whale, the Itikirian Bowhead, and the Humpback.

## TRADE

The peoples of Lythia have traded for countless millenia. Early nomadic tribes evolved complex economic relationships, bartering such items as gold, copper, tin, iron, weapons, hides, horses, and slaves. But widespread trade did not develop until agrarian civilizations arose, creating the basic cultural division of cultivator and herdsman.

With few exceptions, roads and trails are poor to terrible. Wheeled transport is therefore slow, prone to breakdown and delay, and rough roads may cause damage to valuable cargoes. Most large cargoes are carried by ship when possible. This is particularly true in the Venarian and Shentu seas.

There is no direct sealane between eastern and western Lythia. Some pilots have sought such a route around the subcontinent of Anzeloria, a few have braved

the icy hazards of the Sea of Itikir, the north polar ocean, in search of a northern passage. A few have tried to circumnavigate the globe, but all seem to have perished.

Nearly all overland trade is conducted by mercantile caravans. Caravans are vulnerable to hostile natives, but established routes are often patrolled. Military stations or settlements are built at strategic points to provide guides, pack animals, and repairs to wagons. Taxes and tolls are usually levied, providing lucrative revenue for the local authorities.

## TRADE GOODS

People tend to make their homes where the basic necessities of food, clothing, and shelter, are locally available. Long range trade in such products is rare. If a product is to be profitably transported a significant distance, it must either be rare or of exceptional quality. Only luxury goods offer sufficient profit to compensate for the risks involved in foreign trade.

Western Lythia eagerly seeks such eastern luxury goods as silk, spices, laquers, etc. There are two main routes for such wares. The Ketarh route runs overland from Diramo to Hacherdad and thence to ports on the Venarian Sea. A more southerly route runs overland to the Gulf of Mafan, by ship to Chogoro, then by land and river to ports in Dalkesh and Karejia. From Venarian ports goods are shipped throughout the west, by sea, river, and land routes. Some important trade goods are:

**Dyes:** The natural color of most cloth ranges from dirty grey to muddy brown. The very wealthy can afford better. The four most valued dyes are Tazach Purple, Dragons' Blood (red), Indigo, and Saffron. With the exception of Tazach Purple, a famous dye extracted from a rare species of shellfish in the Gulf of Gothmir, these valuable dyes are imported from eastern Lythia.

**Oils & Spices:** Various oils extracted from plants and animals are valued commodities. These include cinnamon oil, myrtle oil, rose oil, and whale oil. Dozens of different spices are traded, mostly obtained from tropical and temperate regions. They are used in perfumes, in medicines, and as condiments. The most valuable spices are bdellum, cinnamon, frankincense, ginger, myrrh, nutmeg, pepper, and nard. Lashu powder from Diramo is particularly prized in the west.

**Textiles:** Few textile products are of sufficient quality for export, but there are some regions whose yarn or woven goods are in reasonably high demand. Dalkesh cotton and Emelrene linen are two of these. However, the most valuable textile is silk. Garments made of silk are prized for their comfort. Silk originates in a few districts of northeastern Lythia. The method of its manufacture is kept secret. Makjin silk, from northern Diramo, is the most expensive because of its unique strength, elasticity, fineness, and high susceptibility to dyes.

# LYTHIA 6

# Lythia Map Index

## LYTHIA INDEX

The following annotated index includes references on all names which appear on the Lythia Color Map. They can be located by their grid locations (regional maps) in square brackets [A2].

### ABDEGA [G3]

The principal settlement, and seat of the Khan of Argola. As is the case with many settlements in Argola, Abdega has no town walls, although there are three strongholds located at key points.

### AILET [C4]

A town in south central Azeryan.

### AIN CHEMU [G4]

A port in Diramo. Sometimes called "The Sewer of Diramo", Ain Chemu has a well deserved reputation for lawlessness and violence, particularly in its waterfront districts. It is sometimes said that Ain Chemu "devours the naive".

### AIN DAO [G4]

The imperial capital of the Empire of Diramo, the seat of the emperor and an important trade and cultural centre. Ain Dao is designed in the shape of a massive rectangle, with eleven wide north-south avenues leading from the imperial palace to the south gate of the city. Ain Dao is the most populous city on Kethira, with well in excess of a million and a quarter inhabitants.

### AIN DRUSH [G5]

The largest settlement and trade centre of the Chomsun Protectorate.

### AIN KYAMU [F5]

The principal settlement, and capital of the semi-autonomous Diramoan province of Kyamu. Due to the activities of local tribesmen (who do not consider themselves imperial subjects) Ain Kyamu is in a constant state of virtual siege.

### AIN RHIT [G4]

A city in western Diramo on the edge of the Ketarh plateau. Ain Rhit is an eastern terminus of the Ketarh trail and, consequently, an important trade centre. Goods from all over Lythia can be found in its markets.

### AJYGAL [D4]

A city state on the eastern shore of the Venarain Sea, and a member of the Karejian League.

### ALTLAND [C1]

The region of northwestern Lythia north of Quarhor and east of Ivinia. Altland is a land with abundant forests, lakes and mountains, tracts of tundra, and extensive swamps. The Alts are related to the Yarili of Ivinia and the Jarin of Harn. Most are nomadic or semi-nomadic hunters, well-suited to their snowy wilderness. The region has long been subject to Ivianian colonization and several important trade routes follow Altland's great rivers. There are few major settlements. Amlacht, now a half-Ivianian town, is by far the greatest.

### AMLACHT [C1]

A trading settlement in central Altland controlling important river traffic between Ivinia and the Lythian heartland. The town was founded by the Alts sometime in the fifth century TR, but it was not until an influx of Ivianian settlers in the seventh century that Amlacht achieved its present prominence, first as an important wintering encampment for raiders and long range traders, and finally as a permanent Ivianian colony. The district's population is still at least half Altish, although many clans are of mixed blood. The language is a pidgin of Altish and Ivianian.

### AMURGHI [H4]

The principal port of Shoju, a feudal island empire off the coast of Diramo in eastern Lythia.

### ANZELORIA [C7+]

A common name for the central, rainforest belt of southern Lythia. The region is not heavily settled. Anzeloria's civilized states tend to be unaggressive and have little impact on the rest of the continent. Anzeloria is an enigma to the rest of Lythia; rumors persist of lost cities, fabulously wealthy mines, and outlandish animals and humans.

### ARESHOMES [B3]

An important religious centre in western Trierzon. The district is the site of several Laranian and Save K'orian monasteries which are renowned for their theological and scholarly libraries.

### ARGOLA [F2+]

A Khanate in northeastern Lythia. Formerly part of the Ch'misa Empire, Argola has experienced a long-term rivalry with Diramo, its more powerful neighbour to the south, but has maintained its independence by virtue of its fierce warriors. The khanate contains a large number of loyal tribes who are jealous of their ancient, nomadic ways.

### ARKETH [D4]

A Karejian island in the northeastern Venarian Sea; also the name of the town located there. Arketh is a state within the Karejian League.

### ARLANTO [B5]

A city founded by the Azeryan Empire to consolidate its conquest of the local Heiri states. Arlanto was perceived as a way to open up the Thonian interior and The Elanas to imperial traders, but the city fell short of expectations and has had a disappointing career. Since the provincial governor declared independence, trade with the interior has barely improved. Arlanto has been known to harbor pirates who prey on the shipping of the eastern Venarian Sea.

### AZADMERE [A2]

The last surviving Khuzan (dwarven) kingdom and settlement on Harn. Azadmere was founded almost eight thousand years ago, in 6984 BT. Her sister city, Kiraz, was founded a few years earlier, but it was destroyed in 120 TR by the Gargun armies of Lothrim the Foulspawner. The Kingdom of Azadmere contains a large number of humans, but is generally wary of outsiders.

## AZERYAN [C3+]

A peninsula on the Venarian Sea, and the site of western Lythia's greatest Empire. Azeryan began as the city state of Meokolis. Military prowess and clever politics gave the Meokoleans hegemony in the peninsula within a few decades, and the Empire was proclaimed. Over the next centuries, she overcame the tribes and states of Trierzon and Gothmir, and colonized throughout the Venarian Sea. Imperial subjects enjoyed peace, efficient communications and good government. Commerce and the arts flourished.

At the end of the fifth century, the Azeryan Empire was at its peak, with almost complete control of all lands bordering the Venarian Sea, but she had made some powerful enemies. As the empire had expanded to the southeast, it had encountered a powerful opponent in the Empire of Dalkesh. Azeryan was considerably stronger, but could not overcome her highly organized rival. By means of a strong navy and well-organized subterfuge in the Karejian provinces, Dalkesh was able to withstand repeated Azeryani assaults. Dalkesh became the graveyard of Azeryani military reputations, and the war was a severe ongoing drain on the imperial coffers.

There was also unrest on other borders, especially in the Hepekerian provinces where the illusion of imperial supremacy had faded. And the speed of conquest had, perhaps, given the imperium insufficient time to consolidate her conquests. Various factions sponsored unrest throughout the empire; at first it was sporadic and badly organized, but rebels eventually came to jeopardize several provincial governments, and were able to seize power in a few cases.

The sixth and seventh centuries have seen a gradual decline in the fortunes of the empire. Provinces were lost almost as quickly as they were gained. Dalanya, Trierzon and, most recently, Gothmir, fell to the more virile barbarian armies of the Azeryani frontier. The Karejian islands, Byria, and the few remaining Hepekerian states, took advantage of imperial weakness to seize independence.

The provinces left were firmer in their loyalty, more afraid of the barbarians than their Azeryani overlords. Once the empire contracted, it was able to hold its own. A revival of imperial fortunes is underway, a trend that has former imperial provinces concerned for their future.

## BARATH [D3]

A trading state separated from the Plain of Gothmir by the Rakan Mountains. Barath, originally an Azeryani settlement, survived the Reksyni onslaught by paying tribute to the barbarians. It is now a member of the Umelrian League.

## BEKUA [H3]

A town in northern Jankor. It is a trade centre with the tribal Argolans to the north.

## BEREMA [B3]

The principal settlement of the kingdom of Emelrene. The river on which it stands marks the furthest westward expansion of the Azeryan Empire, although why the Azeryani stopped short of the city (which is old and wealthy) remains a mystery. Berema has several houses of arcane lore, and there are ambiguous ties with Cherafir. The pontifical seat of the church of Save-K'nor is located in Berema.

## BERONE [B3]

Capital of the Azeryan province of Beronium, the western march of the Empire. The province is claimed by the King of Trierzon, and Berone has been unsuccessfully besieged several times by Trierzi armies.

## BESHAKAN [D5+]

An arid region of south central Lythia, and the range of the Beshani nomads.

## BOTHISA [B5]

A city state at the western end of The Elanas. Bothisa does a moderate trade with Anzeloria and around Hepekeria.

## BUSRA [G6]

A port city in Pechosu.

## BYRIA [C5]

An agrarian empire on the south of the Venarian Sea. Byria is a uniquely matriarchal state. Only the women have any political power; males are given no voice in important matters and are not permitted to bear arms. In extreme cases, men are kept only as illiterate, uneducated slaves, used for labouring in the fields, and for other purposes at need. The land is held by several hundred powerful clans whose women are trained to arms from birth. This female warrior class is renowned for its martial prowess. The Empire is jealous of its borders and maintains a strong navy; foreigners are rarely welcomed and most trade is done by locals and a few specially licensed Karejians.

The region around Inri was conquered by Azeryan during the fifth century. Inri was founded in 435. The story of Byria's founding is rather fanciful. It is recorded that a woman of the Imperial Azeryani harem complained frequently to the emperor that if women were in power, the problems of the empire would be vastly less. The emperor, tiring of her attitude, decided to teach a lesson and dispose of the troublemakers of his court at the same time. This he did by making her governor of the province of Byria. Somewhat to his surprise, she took a number of the women of his court and made a success of provincial government. Byria achieved defacto independence within a decade, but did not officially declare independence until 462. Byria is now governed by an appointed Empress and by a council of major landholders.

The region is relatively infertile, but its fruits and wines are widely valued. The government's isolationist policy inhibits trade. The dominant religion is a matriarchal cult of Larani.

## CHAIBIN [H3]

A city in western Jankor, and the location of a major military garrison to protect the empire against Diramo. Chaibin district is also renowned for the high quality of silk produced there. Next to that of Makjin, Chaibin silk is probably the finest.

## CHEDILLO [B3]

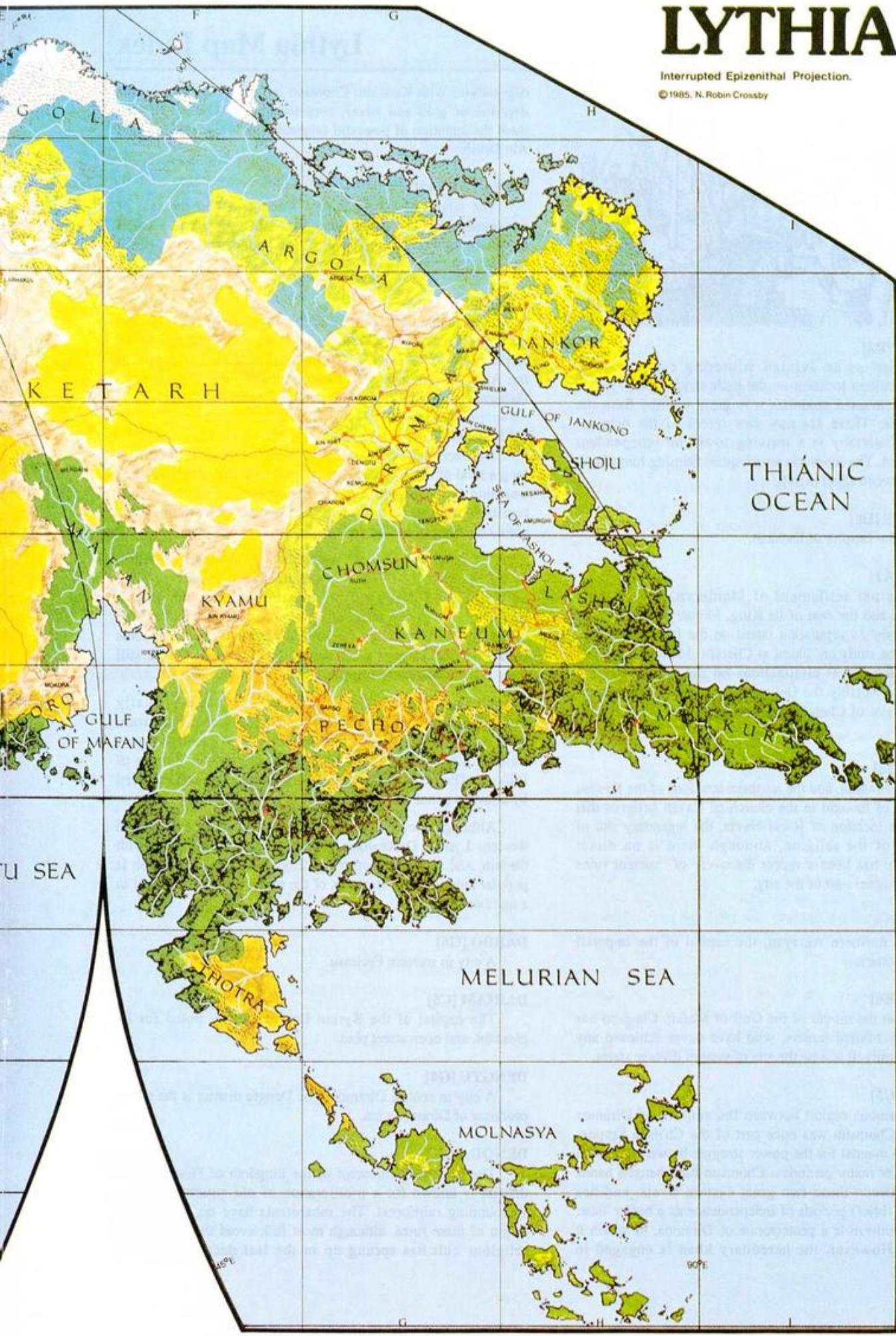
A town in southwestern Trierzon, founded by the Azeryani. Chedillo is an important seaport, but fares poorly in competition with its rivals. The region is noted for its exports of wine and fruit.



# LYTHIA

Interrupted Epizental Projection.

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### CHELEMBY [B2]

Established as an Ivinian wintering camp in 461, Chelembys excellent location on the trade (and raiding) routes south quickly attracted colonists who grew wealthy from the Shorkyne trade. There are now few traces of the original inhabitants. Chelembry is a thriving town, an independent Ivinian kingdom. The town has an adequate farming hinterland. Its walls were constructed in 580.

### CHENOSOLIS [D5]

A city of the Empire of Dalkesh.

### CHERAFIR [A2]

The principal settlement of Melderyn, Hârn's most populous state, and the seat of its King. Melderyn is known as the "Wizards Isle", a reputation based on the fact that several houses of arcane study are based at Cherafir. Melderyn appears to be one of the oldest civilizations on the planet. Several prehistoric sites, notably the Gelimo henge, existed as early as 2700 BT. The site of Cherafir has been occupied since at least 1100 BT.

### CHIKRUM [G4]

A city in Diramo, and the northern terminus of the Kyamu trail. A school of thought in the church of Naveh believes that Chikrum is the location of Harsa-Navla, the legendary site of the founding of the religion, although there is no direct evidence. There has been a recent discovery of ancient ruins about twenty leagues east of the city.

### CHOAM [C3]

A city in northern Azeryan, the capital of the imperial province of Thonaru.

### CHOGORO [E6]

A region at the mouth of the Gulf of Mafan. Chogoro has been settled by Mafani traders, who have never achieved any real degree of unity. It is now the site of several diverse states.

### CHOMSUN [G5]

A mountainous region between the empires of Diramo and Kaneum. Chomsun was once part of the Ch'misa Empire, and has been a magnet for the power struggle between Kaneum and Diramo for many centuries. Chomsun has changed hands frequently between these two great eastern rivals, and has enjoyed a few (brief) periods of independence as a buffer state. As of 720, Chomsun is a protectorate of Diramo, to which it pays tribute. However, the hereditary khan is engaged in

negotiations with Kaneum. Chomsun is famous for its valuable deposits of gold and silver, commodities guaranteed to earn them the attention of powerful empires. The major settlement is Ain Drush.

### CORANAN [A2]

The island of Hârn's largest settlement and the seat of government of the Thardic Republic. This republic is a pallid successor of the Corani Empire, the island's most powerful empire until 565.

### DALANYA [B4]

A mountainous region of northeastern Hepekeria. Delanya was a province of the Azeryan Empire, but was reclaimed by the Hepekerians in the early part of the sixth century. The capital of the Azeryan province was Vitho, still the largest settlement. Dalanya is now a loose confederation of minor states.

### DALKESH [D5+]

The second greatest empire of western Lythia. Dalkesh was long a rival of the Azeryan Empire, and with that state's decline, was able to inherit some Azeryani territories. Dalkesh does a profitable volume of trade with the empires of eastern Lythia across the Gulf of Mafan and the Desert of Beshakan.

The Empire of Dalkesh has existed for about six centuries, being founded by Beshakan and Pechalari invaders. They conquered and destroyed the existing culture, the Targan Empire, the latest of a series of agrarian cultures that had existed in the Targa River valley for several thousand years. It seems likely that the Targans were culturally influenced by the still more ancient Mafanese empire.

The conquering Beshakan and Pechalari virtually exterminated Targan culture by slaughtering untold thousands, an atrocity known as the Targan Genocide. This eventually gave birth to the autocratic and somewhat xenophobic Empire of Dalkesh. The social structure is tightly regimented, and enforced by a savage penal code.

Although they are eager for trade with both eastern and western Lythia, Dalkeshans generally regard foreigners with disdain, and sometimes open hostility. The church of Naveh is popular among many elements of the ruling elite, and is legal in a number of districts.

### DARBO [G6]

A city in western Pechosu.

### DARIAM [C5]

The capital of the Byrian Empire, a city noted for its pleasant, and open street plan.

### DENG TU [G4]

A city in central Diramo. The Dengtu district is the major producer of Diramoan tea.

### DENQUA [F7]

The principal settlement of the kingdom of Homora. The district is known for a proliferation of old structures in the surrounding rainforest. The inhabitants have no idea of the origin of these ruins, although most folk avoid them. A quasi-religious cult has sprung up in the last decade, claiming

"enlightenment from the ancients", and making its home in the ruins. It is rumoured that this cult practices loathsome rituals in pursuit of its dubious ends.

### DIRAMOA [G4+]

This region has a long history and tradition. As early as 3500 BT, civilizations existed along the banks of the mighty Ch'misa River which drains northern Diramoan into the Sea of Lashoi. Around 2940 BT, more than a dozen petty kingdoms were conquered and unified by Sunta, a warrior chieftain of the Resheni tribe from western Diramoan. Sunta founded the Ch'misa Empire which would last more than two thousand years. By 1500 BT this empire included Jankor, Argola, Chomsum, Lashoi, and Kaneum. The great rival empire at the time was Mafan, and Ch'misa seems to have benefitted from the demise of that state around this time.

In 530 the Ketari barbarians invaded and conquered Ch'misa after centuries of frontier conflict. The Ketari were led by Hazhan Khan, a warrior of legend even among a people of renowned martial prowess. He established the Hazhan dynasty, and founded the Diramoan Empire which exists to the present day. Hazhan and his successors were able to blend Ch'misan culture with their own, thus sustaining their control. Diramoan social and political structure evolved from a system which resembled feudalism to the present centralized bureaucracy. Districts are administered by Shih, "Servants of the State", rather than hereditary nobility. The population is organized in groups of families bearing mutual responsibility, and regimented to provide manpower for public works and the army.

In the twelve centuries since Hazhan, the Diramoans have had varied fortune. When Ch'misa was destroyed, the outer empire fragmented. Since then the Diramoans have sought in vain to regain Jankor and Kaneum but have established hegemony over Chomsun and parts of Kyamu. The Empire of Kaneum has stubbornly resisted Diramoan expansion. However, Diramoan, already the largest and most powerful state in the world, is an empire on the rise, and under the rule of the present Mei-Nan dynasty seems certain to remain the dominant state in eastern Lythia.

Central Diramoan is the most populous region on Lythia. The capital city of Ain Dao has more than 1,250,000 inhabitants and the various river valleys are densely populated. Contact with western Lythia is minimal. Diramoan silks and jades are eagerly sought exports to the west, but most such trade is handled by merchants of the mid-east. Another prime export is lashu powder, believed to be a medicinal cure-all by western Lythians. Lashu powder is made from the common rhubarb plant, but the buyers in Azeryan and Karejia are not aware of this.

### DUMA [C3]

A city and provincial capital in northwestern Azeryan. Duma is a major fortress, and is the headquarters of the Mirador Legion.

### DURIEN [D4]

A river port near Livelis on the east shore of the Venarian Sea. Durien has been held, at different times by the Azeryan and Dalkeish empires. It is currently an independent member of the Karejian League.

### EDERWYN, Gulf of, [A3+]

An arm of the Haonic Ocean, west of the Venarian Sea, separating Hârn from Hepkeria. The weather in the gulf is generally too rough for vessels typical of the Venarian Sea. The name is derived from an ancient myth of Eder, a god who was expelled from the "high forest of the undamned" and imprisoned in a huge cage beneath the waters of the gulf. His writhing is sometimes said to be the cause of rough seas and bad weather.

### EILYRIA [B2]

The principal port of Shorkyne. Eilyria is frequently visited by Ivinian and Harbaalese traders. In the last century Ivinian raiders have made a few abortive attacks upon it.

### EKYNE [D2]

A trade centre north of Gothmir. The town survives by virtue of its military strength and alliances with key Reksyni chieftains. The trading and military classes are Ivinian, the rest of the population is a cosmopolitan mixture.

### ELANAS, The [B5]

The strait between Hepkeria and mainland Lythia. The Elanas are well known to mariners for their treacherous tidal currents and shoals, far too hazardous for the shipping typical of the Venarian Sea.

### EMELRENE [B3]

A kingdom in Western Lythia. Emelrene has a special, although ambiguous, relationship with the ruling powers of Melderyn. In many ways, the two states are extremely similar. Both appear as fairly ordinary feudal states, but each has an unusually large number of scholars, well-organized into numerous secret orders whose political and economic power is hard to gauge, but is clearly significant. Like Melderyn, Emelrene has a number of "chantries", centres of learning for the arcane arts, places renowned for their philosophical and practical expertise. To Lythians uninterested in the inner mysteries of the universe, Emelrene is a place to avoid.

Emelrene's date of founding is unknown, but (like Melderyn) it is clearly one of Lythia's oldest civilized regions, and has withstood all threats, internal and external, without seeming to notice. Neither the Azeryani in their prime, the barbarians of the Lythian interior, nor the Ivinians in all their fury could muster the sheer will to annex the kingdom, although any of these powers possessed adequate military strength for the task. Emelrene, with few exceptions, has enjoyed a tranquil and orderly history, although she has displayed a remarkable ability to adapt. As the Azeryan Empire moved slowly west, she developed a strong imperium and surprisingly good legions. When barbarians began raiding from Shorkyne, she quickly built effective fortifications and a strong feudal army.

### ENALETH [C4]

A city in southern Azeryan.

### ENGARITANE [B3]

A town in northern Trierzon, noted for its impressive fortifications. It is also a major trade centre, moving goods between Trierzon, Palithane, Emelrene and Shorkyne. Engaritane is a chartered free town. Its largest castle is held by the Duke of Stalfore.

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# Lythia Map Index

## ENSELET [B2]

The principal settlement of eastern Shorkyne, and the seat of the Duke of Ensel, a semi-independent magnate.

## ERDAR [E3]

A city of the Khuzdul in mountains on the edge of the Ketarh Plateau. Erdar was founded in 7060 BT and is the sister city of Larhakul. The dwarves of Erdar have built a vast underground network of tunnels, but have never had much to do with humans.

## ESHAPEL [B2]

The principal settlement of the wealthy Duchy of Alagon. The town and region was seized by force, then granted as a duchy to the house of Kaeling, an Ivinian clan. Like several parts of Shorkyne, Alagon is semi-independent. The town does a prosperous sea trade with Härn, Ivinia, and points south. The River Es, on which the town is located, is the border with Emelrene.

## ESLON [B2]

A northern outpost of Shorkyne. Eslon is a centre for trade with the tribes and states of Quarphor, and conducts sea trade with the rest of Lythia.

## FALAGOSIN [C3]

An eastern outpost of the Azeryan Empire. Falagosin is a major fortification of the Shurama, a series of fortifications protecting Azeryan against the Reksyni. Falagosin has, perhaps, more soldiers per capita than any other town. Its military establishment is certainly one of the greatest in western Lythia.

## FALANA [A5]

A semi-civilized region of Hepekeria.

## FEGON [D3]

A city in the Umelrian League.

## FESLIUM [C3]

Feslium is the seat of the Laranian primate of northern Azeryan. There is currently a major rift between the primate and the pontiff in Tengela. This has its roots in the reform movement sponsored by the Laranian pontiff.

## FUHRELING [B1]

The largest settlement of Ivinia, and the principal settlement of the Pendragondom of Seldenbaal, Ivinia's greatest state. Furhreling is sometimes called "The Foreigners' Den" because it contains a number of important foreign institutions and a small non-Ivinian population.

## GALAMONIA [D5]

A city in northwestern Dalkesh. The Agrikan primate for Dalkesh maintains his seat here.

## GEDALPRIA [C3]

A city in east central Azeryan.

## GELAMO [B3]

A city in central Trierzon. The Peonian primate for Trierzon is located in Gelamo.

## GELON [D3]

A city of the Umelrian League.

## GENORO [D3]

A city of the Umelrian League.

## GILECH [D4]

A city, formerly of the Empire of Dalkesh, later Azeryan, now a member of the Karejian League.

## GORIS [C4]

An island and town in the Venarian Sea, once a naval station of the Azeryan Empire. Goris became an important trade centre after it was taken by Ivinian adventurers in 498 and is now an independent principality.

## GOTHMIR [D3]

Formerly (by the name of Inkarium) one of the richest regions of the Azeryan Empire. Gothmir was invaded by the Reksyni less than a century ago. The barbarians vowed to "leave no stone upon another", and were almost good to their word. No major settlement was left standing and the region now contains only a few villages, isolated from the empire. Gothmir remains a hotly contested land, the range of the southern Reksyni, although the western portion (at least) is still patrolled by Azeryani legions. Since the Reksyni incursions, Gothmir has become known as "The Blight".

## GYENKU [G6]

The principal port of Pechosu, located at the mouth of the Dodrena River.

## HACHERDAD [E4]

An independent city state grown rich on trade with the eastern empires of Lythia. Hacherdad is the last civilized stop before crossing the Desert of Beshakan.

## HAONIC OCEAN [A6+]

Kethira's largest body of water, lying generally between Lythia and Kamerand.

## HARBAAL [B2]

Perhaps the strongest of the Ivinian kingdoms, although the Harbaalese do not see themselves as part of Ivinia. Ethnically, the Harbaalese are only about half-Ivinian, although most Harbaalese institutions are Ivinian in origin. Harbaal is divided into a dozen or so "subkingdoms" who owe allegiance to the overking at Ifane. Theoretically, Harbaal is an Ivinian colony and owes token tribute to the kings of Seldenbaal and Jarenmark.

## HARBRAEN [B2]

A city in eastern Shorkyne, the seat of the Peonian primate of Shorkyne and the site of Saint Harbraen's Plot, a patch of grass known for its healing properties and, consequently, a popular destination for pilgrims.

## HARN [A2]

An island off the northwestern coast of Lythia, Härn is something of a cultural backwater in Lythian affairs. There are seven human nations on the island, including the enigmatic state

of Melderyn. Additionally, there is a dwarven kingdom (Azadmere) and a kingdom of elves (Evael). The island has a reputation for harbouring strange creatures and for being the site of mysterious events. Most Lythians avoid the place.

### HEBOS [C3]

A port on Azeryan's east coast. One of the major maritime centres of the empire.

### HEGOVNIS [A4]

The principal settlement of the Ivinian colonial kingdom of Korlua.

### HELAS [D4]

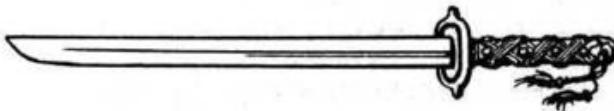
A city state of the Karejian League. Helas is a theocratic state governed by the pontiff of the church of Halea. The pontifical temple is one the most lavish and heavily ornamented buildings in western Lythia.

### HEPEKERIA [A5+]

A large island separated from Lythia by The Elanas. Hepekeria is mostly desert and semi-desert, but there are grasslands and evergreen hardwood forests along the coasts. Most Hepekerians are semi-nomadic tribesmen, and are among the world's finest warriors, a hard and sometimes cruel people. The tribes/clans of the interior drylands are "organized" into a confederacy which does little to prevent conflict among them, and seems to exist only to keep foreigners out of the region. The coastal regions are civilized, but those who dwell around the cities are shunned by their desert cousins, the Numec. These desert nomads, who dwell in one of Lythia's harshest regions, consider themselves the "nobility" of Hepekeria, looking with disdain on the Falani and Korlic peoples of the coast. Little is known of the desert since few outsiders who venture off the trade routes emerge with their lives. Rumours persist of fanciful beasts and hidden riches beneath the sands.

Surprisingly, the Numec tribesmen (with the exception of the Khuzzul) make the world's finest steel. The secrets of its manufacture are jealously guarded by the Taugari Cult, a spiritual/artisan class that has existed since 10 TR. The cause of its foundation is unclear, and heavily masked by legend, but it seems likely that refugees from the Targan Genocide brought the steel making art to Hepeker. It is known that the Targan Empire (the predecessor of Dalkesh) contained weaponcrafting clans of considerable skill. Some believe that the techniques were passed from the fabled dwarven city of Merdain, to the ancient Mafani, and from there to the Targan River cultures. Why the skill seems to have been lost everywhere else in the world is a mystery.

The Taugari cultists dwell in small permanent settlements in the heart of the desert. They acquire iron by mining several ore-rich rock outcroppings and occasionally in trade with the coastal cities. Taugari swords are seldom available in trade; the Numec tend to regard their weapons as semi-sacred objects.



Taugari Sword

### HEPENOLIS [D5]

A city formerly in the Azeryan Empire, now part of Dalkesh. Hepenolis contains one of the great slave markets of the eastern Venarian Sea, a rival of Purimal and Phanosia.

### HOMORA [F7+]

A mountainous kingdom on Lythia's southeast coast. The capital is at Denqua. A limited trade is carried on with Molnasya, and Homoran traders may be found scattered around Thotra and the Gulf of Mafan. The west coast of Homora is infested by semi-tribal piratical organizations known as the Javri-Prau, or "coast butchers". They are renowned for their savagery, and are a significant hazard to trade in the region.

### HORITAR [D4]

A city of the Karejian League. Since 693, Horitar has contained the seat of the Morgathian primate of Karejia. In that year the primacy was moved from Livelis because of undefined "difficulties" with the secular authorities. The church has been somewhat more successful in Horitar.

### HOROKA [D2]

A trading city in Reksyna where goods are transferred between boats on the river and caravans. The population is at least half Ivinian. The city is well defended, but finds it prudent to pay off some of the local Reksyni chieftains.

### HULGAI [H5]

The principal settlement of Lashoi. Hulgai is currently held by the Shoju Empire.

### IBCHI [G4]

A town in central Diramoia.

### ICHENYAH [D3]

A city of the Karejian League. Until 712, Ichenyah was a member of the Umelrian League, but withdrew after a dispute over trading rights. It was an independent city state for two years before joining the Karejian League.

### IDEPAN [F5]

Idepan is the southern terminus of the Kyamu trail, Diramoia's only outlet to the Gulf of Mafan, and consequently an important trade centre. Idepani traders range throughout the Gulf of Mafan, along the coasts of Anzeloria, Thotra, Homora, Pechosu and Molkura. They sometimes reach as far as Shoju and the Venarian Sea. The Mafani colonies are in fierce competition; they are the great traders of south central Lythia.

### IFANE [B2]

The principal settlement of Harbaal, and the chief economic rival of Chelembry. Ifane is the traditional seat of the pendragon of Harbaal.

### ILBRIS [B3]

A town in north central Trierzon.

### ILKOROM [G3]

A town in western Diramoia. The location of an important military garrison, as well as the site of the Emperor's principal summer palace.

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# Lythia Map Index

## INRI [C5]

The oldest major settlement of Byria, Inri was the capital of the former Azeryani province. Since the foundation of the Empire of Byria, the capital has been moved to Dariam.

## ISYNEN [A4]

The only major settlement on the north coast of Hepekeria. The desert Numec come here to trade, and this is the only reason it is allowed to survive. A caravan route from Isynen crosses the Heperkerian Desert to Silgora.

## IVAE, Sea of, [A2+]

The body of water separating Hārn from Ivinia, named for the largest island of Ivinia.

## IVINIA [B1]

A group of islands off the northwest coast of Lythia. The Ivinians are famed seamen, and their tough, seaworthy ships enable them to range further than any other people. They have planted colonies throughout western Lythia. They are also cannny traders, but are best known for the terror of their raids on the Lythian coast. The Ivinian homeland is divided into several mutually hostile kingdoms.

## JANDIR [C4]

A port on the east coast of Azeryan.

## JANKONO, Gulf of [H4+]

The sea between Shoju and Jankor, an arm of the Thianic Ocean.

## JANKOR [H3]

An empire in northeastern Lythia. Jankor was once part of the Ch'misa Empire, and has long been a rival of Diramoia, the empire founded on the ruins of Ch'misa. The two states have often been in conflict in the past, but this rivalry has lessened with the rise in naval power of the Empire of Shoju. The island empire of Shoju was colonized by Jankor in 690 BT, but it has long been independent. Jankor seeks to maintain neutrality in the region, wary of both Diramoan and Shoju ambitions. The capital is at Yling.

## JANORA [B3]

A port on the south coast of Trierzon, Janora is one of the busiest trading centers in the western Venarian Sea.

## JEBANTA [G5]

The capital and greatest city of the Empire of Kaneum.

## KANEUM [G5+]

A powerful empire in eastern Lythia. Kaneum is Diramoia's greatest historical rival and was once a province of the fallen Ch'misa Empire that ruled much of eastern Lythia from 3000-530 BT. Since then, Diramoia and Kaneum have fought sixteen wars in their quest for hegemony over eastern Lythia, largely fighting over Chomsun and Lashoi. Recently, the Diramoans have gained the upper hand in Chomsun. Kaneum has a much smaller population than Diramoia, but is a very disciplined, militaristic society. Kaneum is governed by an authoritarian khan from Jebanta.

## KAREJIA [C4+]

The islands of the eastern Venarian Sea. Most were colonized or conquered by the Azeryan Empire, but are now independent states and city states. Nearly all have combined (with similar states on the mainland to the east) into the Karejian League, a loose alliance designed to defend its members against stronger neighbours. The main city and headquarters of the Karejian League is Livelis.

Karejians are renowned maritime traders. They have hundreds of merchant ships engaged in trade throughout the Venarian Sea and they dominate the trade in luxury goods from the East. Most of the local trade is conducted by independent merchantmen, voyaging here and there as cargoes and opportunity dictate. International trade is another matter. Most of this is in luxury goods, spices, silks, cotton, slaves, and gemstones, that are obtained in ports of the eastern Venarian Sea, then transported west to Azeryan, Trierzon, and even Hārn. These very rich cargoes are, of course, a magnet to pirates and freebooters, but the Karejians have minimized the risks with convoys of fast, well armed merchant galleys. It is largely the success of these maritime convoys that have given the Karejians their leading role in maritime trade.

The Karejian merchant convoys are called Larun, named after the vessel most commonly used, the swift Laru galley. They are identified by a geographical location such as the "Larun of Hebos", "Larun of Janora", and "Larun of Inri", etc., depending on their destination. Most Larun assemble and depart from Livelis and may range in size from four to twenty Laru. They rely on their cohesiveness and speed to outrun pirates and usually have a few Laru-Mar (war galleys) for additional protection. Most Larun depart from Livelis in the spring and summer months, returning in the fall. The Larun of Hebos is by far the largest and most wealthy convoy. It departs from Livelis in the late spring transporting a fortune in luxury eastern goods to Azeryan. The arrival of this Larun in Hebos is a major event, and the occasion of a festival-celebration.

## KAREMUS [B2]

A town in the Shorkynian duchy of Alagon.

## KEMGARHI [G4]

A city in central Diramoia.

## KESARA [C3]

A city in northwestern Azeryan.

## KETARH [E3+]

The heart of Lythia. Ketarh is a high plateau, comprised primarily of desert, semi-desert, steppe and prairie grasslands. It is populated by the Ketari, a tough nomadic people who survive by herding. The Ketari are the world's finest light cavalry, with a command of mounted military tactics second to none, and the prospect of their approach brings fear to the stoutest heart. The Ketari usually travel in bands of several hundred; these bands are organized into "nations", each of which has its own range. The central organization varies from one generation to the next. Sometimes all or some of the nations acknowledge the leadership of a single khan; this is when the Ketari pose the greatest danger to their neighbours. As of 720, the Ketari are a loose confederation. There is peace between the nations, but no

alliance directed against the neighbouring civilized states. A lengthy caravan route crosses Ketarh from east to west. Those who use it must either be prepared to pay toll to each Ketari nation, or to bear the expense of a very large military escort.

### KILEMA [C3]

A port in eastern Azeryan, a major military base, and the southern terminus of The Shurama.

### KIPORE [G3]

The principal settlement of northern Diramo.

### KIRGAN [C3]

A town in west central Azeryan.

### KIRISONE [B3]

A town in eastern Palithane. Kirisone was conquered by the Ivinians, but still retains its indigenous ruling class.

### KOLOMIR [D4]

A landlocked city state of the Karejian League, inland from Ajygal and northwest of Hacherdad. Caravans come here from Hacherdad bearing goods from the east. Kolomir is, therefore, an important economic centre.

### KOLVIS [B4]

The principal settlement of the Kingdom of Menema. The population is about half of Ivinian stock.

### KONDASGEL [B1]

The major Khuzan (dwarven) settlement of Ivinia. Kondasgel has nothing to do with the Ivinians, but still trades with the indigenous Yarili. The smaller dwarven settlement of Harhakeim is nearby but not shown on the map.

### KORLUA [A4]

An Ivinian colonial kingdom northwest of Hepekeria. The capital and principal port is at Hegovnis.

### KOTYN [H6]

The principal settlement of Molkura, located on the Gelshi River. Kotyn has a reputation as a place of bizarre and outlandish inhabitants and events. This is reinforced by the fact that many visitors fall victim to the various endemic diseases of Molkura. Foreigners sometimes call it the "Witch's Lair". Legend has it that a mysterious complex of ziggurats and pyramids lies somewhere north of Kotyn on one of the tributaries of the Gelshi River.

### KYAMU [F5]

The southwestern province of Diramo. The provincial governor (at Ain Kyamu) has unusually wide powers, due to special regional difficulties. Kyamu was colonized by the Diramoan imperium as part of a plan to obtain a port on the Gulf of Mafan, and to secure a trade route to the west. The southern Ketari, however, have not been cooperative, and a general failure of the Diramoan imperium to control more than a few leagues from Ain Kyamu has made it impossible to extend the imperial border any further. Most of Kyamu is still controlled by the Ketari, and the Kyamu trail is extremely hazardous.

### LANKORIUM [C2]

The capital of Lankor, formerly a frontier march of the Azeryan Empire. The governor declared independence in 676 after the loss of the Trierzi provinces to the "barbarians". Azeryan still regards Lankor as a rebellious province.

### LARHAKUL [E3]

A city of the Lythian Khuzdul founded in 7025 BT and the sister city of Erdar. Larhakul lies in mountains on the northwestern edge of the Ketarh Plateau. The dwarves of Larhakul have never had much to do with humans, none of whom are aware of the city's existence. Larhakul has a vast network of tunnels and its citizens rarely come above ground.

### LASHOI [H5]

A mountainous region of eastern Lythia, inhabited by a hardy race of warrior tribesmen, Lashoi has had difficulty maintaining its independence. Once part of the Ch'misa Empire, it has been invaded in turn by Kaneum, Shoju, and Diramo. None of these invasions have been lasting, due to the resistance of the inhabitants, and intervention by one or two rival neighbouring empires. Lashoi is currently partitioned by the Empires of Shoju and Kaneum, but resistance continues, aided by Diramoan gold.

### LASHOI, Sea of [G4+]

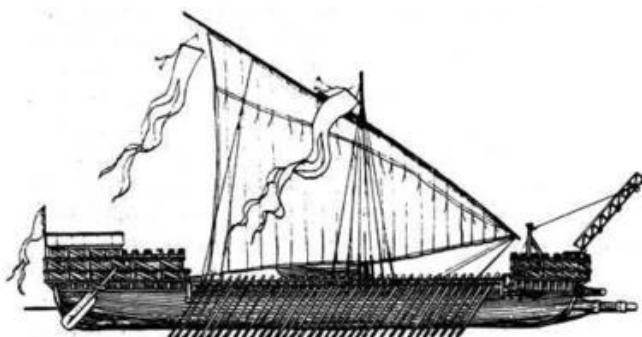
The sea separating Shoju from Lashoi on the Lythian mainland.

### LEKURIA [D3]

The principal city of the Umelrian League, the loose confederation of city states founded after the Reksyni invasion of Gothmir. The league managed to make peace with the Reksyni, and since then has maintained a tenuous existence as traders with the tribesmen. The Umelrian League has recently been under some pressure by the Karejian League to the south, a similar, though more powerful organization.

### LIVELIS [D4]

The greatest city of Karejia, and the headquarters of the Karejian League. Livelis may be the busiest and richest port in the world, functioning as the major trading hub between eastern and western Lythia. Livelis has extensive facilities for maritime trade, including a unique fortified port area known as the Larunda, where its large fleet of merchant and war galleys are built, maintained, and berthed.



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### LOTRA [C3]

A city in central Azeryan.

### LOVULA [H5]

The principal settlement of western Lashoi. Now part of the Empire of Kaneum.

### LYMM [C3]

A city in north central Azeryan.

### LYSARA [C4]

A city on the edge of the Azeryani drylands in southwestern Azeryan, governed by the pontiff of the church of Agrik. Lysara is one of Lythia's greatest religious centres, but is best known for the Ukhila, octennial games of spectacular violence and depravity sponsored by the church of Agrik. The next such games are scheduled for 722.

### MAFAN [E4+]

A region of central Lythia. Formerly the site of one of the continent's greatest civilizations, with colonies throughout the Gulf of Mafan region, Mafan was destroyed over two thousand years ago by a combination of factors. Now all that survives are a few former colonies on the Gulf of Mafan and several complexes of ruins. One of the most common legends involves "The Lost City of Narmar" believed to lie somewhere in the interior of Mafan. A few scholars believe that the extinct Empire of Mafan was influenced by an even more ancient culture, although what this might have been is open to question, and the subject of considerable speculation.

### MAFAN, Gulf of [E6+]

An arm of the Shentu Sea south of Mafan and east of Chogoro.

### MAKJIN [G3]

A city on Diramo's northeastern frontier (with Jankor). Makjin has extensive fortifications and the district is also known for the high quality of silks it produces.

### MANQUIDEH [D5]

Also called Manquideh, this city is within the Empire of Dalkesh. It is an important religious centre for the church of Naveh, and the home of the Nagara (pontiff) of that church. Manquideh is also an important river port for trade with the east.

### MELESUMA [B3]

A town in northeastern Trierzon. Melesuma was the centre of the Tobran Inquisition (616-20), a Laranian "rooting out of heresy" that resulted in over one hundred executions. This did much to damage the church's reputation in the area.

### MELURIA [H6]

An empire/kingdom south of (and dominated by) Kaneum. Meluria had a glorious history, but entered a period of decadance and has succumbed to its stronger neighbours.

### MELURIAN SEA [G8+]

The sea between the southeastern Lythian mainland and the islands of Molnasya. It is considered separate from both the Haonic and Thianic Oceans.

### MENEMA [B4]

An Ivinian colonial kingdom northeast of Hepekeria. Menema was formerly a province of the Azeryan Empire.

### MENGOLA [D1+]

A wilderness region of north central Lythia.

### MENGOVIK [B3]

A port in the Ivinian colonial kingdom of Palithane, formerly called Yprenes.

### MEOKOLIS [C3]

The greatest city of the Azeryan Empire. The city contains most organs of the central imperial government, several imperial palaces, extensive military installations, and is a thriving economic and cultural centre. The necropolis outside the city is an important site to the church of Morgath, and is home to the Morgathian pontiff.

### MERDAIN [E4]

The original home of the seven nations of the Khuzdul. Almost nothing is known of Merdain, even by the dwarves of the other cities. Merdain was rumoured to be the place where the Khuzdul arrived on Kethira for the first time. Its location, or whether it is still inhabited is generally unknown. Legends of Merdain describe it as a city of seven grey and silver towers wherein lived the seven nations of the Khuzdul. For unknown reasons, six of the nations departed to found their own colonies. See: Azadmere, Kondasgel, Larhakul and Erdar.

### MESUR [H5]

A city in eastern Kaneum.

### MIREMAL [C3]

A city in central Azeryan.

### MISONA [C4]

A port on Azeryan's east coast.

### MOHM [C4]

A city in central Azeryan.

### MOKONO [H6]

The principal settlement, and capital of Meluria. North of the city, and partially submerged, are enigmatic ruins believed to be remnants of the ancient Koloro Lake civilization.

### MOKORA [E6]

The largest city of Chogoro. Mokora was founded by the Mafani, and survives as an important trade centre for goods travelling between eastern and western Lythia.

### MOLKURA [H6+]

The easternmost peninsula of Lythia. Molkura is mostly a mountainous wilderness of tropical rainforest, but there are many sets of very ancient ruins, apparently the remnant of what is known as, for lack of a more accurate term, the Ziggurat Culture. This disappeared several thousand years ago. The ruins represent a mystery to the vast majority of the current inhabitants of Molkura, who are largely confined to the lowlands along the south coast. Molkura is, technically, an

empire with its capital at Kotyn, but most political and military power is held by local governors. Communications are poor. Molkura has repulsed all conquest attempts by its more powerful neighbours. This is partly due to the lack of good roads and the extreme roughness of the terrain. There are also a dozen or more rare tropical diseases endemic in the region to which the locals are, more or less, immune, but which take a terrible toll of invading armies. Molkura is also known for its images, unfriendly practitioners of arcane arts. This has earned Molkura the name, "The Weirding Land".

There is a lengthy archipelago extending east from Molkura and forming the northern boundary of the Melurian Sea. (This extends off the Lythia map and can be seen on the Kethira Map.) Most of these islands are lightly inhabited. Many islands have similar ruins to those found on the Molkuran mainland.

#### MOLNASYA [G9+]

An archipelago south of the Melurian Sea. Molnasya is populated, and could even be termed civilized, but the Molnasians do not build settlements of more than a thousand people. They are essentially a hunting, gathering, and fishing folk, but also practice agriculture widely. As a rule, the Molnasians are friendly, and willing to trade peacefully, but will defend their islands fiercely. They are organized as several loose confederations of islands. Several islands are the site of ruins that bear a striking similarity to those found in Molkura.

#### MURSHEL [B3]

A town in southwestern Trierzon, the centre of a region known for its fruit orchards and wine. Murshel is held by the Duke of Trabant, one of the most powerful nobles in Trierzon.

#### NAROLIS [D4]

A city of the Karejian League.

#### NATHA [D5]

The greatest port of the Empire of Dalkesh, located at the mouth of the Targa River. Goods from all over Lythia can be found in the Natha markets. The city is frequently visited by both Ivinian and Karejian traders. The Natha Trail, running south from the city, is a major trade route to the Anzelorian sub-continent.

#### NESAHGHA [H4]

The greatest city of Shoju and the Imperial capital.

#### NETELA [B2]

A town in western Shorkyne. The seat of the Laranian primate of the kingdom is located here. The church holds substantial lands in the vicinity.

#### NORILOM [G5]

A city in north central Kaneum. Norilom has a large garrison and is the centre of military training in Kaneum, where the arts of war are taught to young warriors.

#### OMRIUM [C3]

A port in northwestern Azeryan. Omrium has a small Ivinian population. It is also the seat of the Halean primate of western Azeryan.

#### ORLET [C2]

An independent trading town in Quarphor. It has a large Ivinian population.

#### PALITHANE [B3]

A kingdom in northwestern Lythia, conquered and now governed by Ivinians. It is an independent state. Both Harbaal and the Ivinian kingdom of Seldenbaal claim, but do not receive, tribute from Palithane.

#### PARAHAL [B3]

The principal city and port of Palithane.

#### PARTHIAS [D3]

A river port near the northeastern shore of the Venarian Sea. Parthias is a charter member of the Umelrian League.

#### PECHALAR [D6]

A thinly populated region within the sphere of influence of the Empire of Dalkesh.

#### PECHOSU [G6]

An eastern empire southwest of Kaneum. Pechosu tends to have insular policies and throughout its history has stubbornly fought to retain its independence from militaristic Kaneum. At present, Pechosu honours a precarious tributary arrangement to Kaneum, but also has a mutual defence alliance with Diramoia.

#### PELONA [D5]

A northern port of the Empire of Dalkesh.

#### PHANOSIA [D4]

A town of the Karejian League. Phanosia is famed as the location of the primary Karejian slave market. Although it is somewhat smaller than its major rivals, Hegenolis and Purimal, the Phanosia market is generally considered to deal in the finest quality "product". The questionable, even brutal, methods used in other markets to disguise diseased or otherwise deficient slaves are illegal in Phanosia, and it is sometimes possible to acquire highly skilled artisans here. The Karejian slavers guard their reputation zealously, and the phrase "as true as a Phanosian's word" has come to mean irreproachable honesty.

#### POROSUA [C3]

A city in northern Azeryan.

#### PRELYNE [D2]

An independent trading town in Reksyna. The population is a mixture of Ivinians, Reksyni, and Alts.

#### PURIMAL [C4]

A port in southern Azeryan. Ivinian traders often visit the city. Purimal is most famous for the Dar-Alhilafa, "The Palace of Lives", the great slave market in which it is said that "all the races of man are the commerce". There is considerable rivalry with the two other major slave markets in the Venarian Sea, Hegenolis and Phanosia.

#### QUARELIN [B2]

The greatest city of Shorkyne, and the seat of many of that kingdom's organs of government.

# LYTHIA 18

## Lythia Map Index

### QUARMIL [C4]

A city in Azeryani Karejia. At the northern tip of the island there is an extensive complex of earth mounds which some scholars believe to be the remnants of an ancient civilization. A few expeditions have uncovered unusual artifacts, but most Quarmilese believe the region is haunted and dangerous.

### QUARPHOR [B2+]

The range of the Quarph nation, who once lived further east in Reksyna. Quarphor contains a mixture of nomadic tribal ranges and small states.

### QUNKOW [G4]

The principal port of the Empire of Diramo. Shoji pirates have severely damaged the city's economy.

### REKSYNA [D2+]

The plains of western Lythia, the range of the fearsome Reksyni who were almost responsible for the destruction of the Azeryan Empire. The Reksyni are semi-nomadic horsemen and have a great command of cavalry tactics.

### RESHANA [C3]

A city in northeastern Azeryan.

### ROANOR [H3]

A city in eastern Jankor. Roanor is well known as a trading centre for jade, particularly finely carved figurines of great intricacy.

### RYAKL [D4]

A city of the Karejian League. Ryakl is known both for the high quality of its shipyards, and its reputation among sailors as the "Joyous Haven". It is said that there is no human vice that cannot be satisfied somewhere in Ryakl.

### RYDAZ [D3]

A city in the Umelrian League.

### SANOS [C4]

A city in Azeryani Karejia. Ivinian traders occasionally visit the port, which is something of a "clearing house" for the eastern Venarian Sea.

### SHELON [D4]

A city in the Karejian League. Shelon has become a significant religious centre, with the Karejian primacies of Larani and Peoni being located there.

### SHENTU SEA [E7+]

An arm of the South Haonic Ocean separating Anzeloria from southeastern Lythia. The sea is periodically troubled by monsoons and tropical storms.

### SHIELEM [G3]

A port in northern Diramo. In 718, an earthquake destroyed much of the city.

### SHOJU [H4+]

An island empire off the coast of Diramo. Shoju is a feudal society with a class of extremely strong

landholding noble clans. Until about a hundred years ago, Shoju was fanatically isolationist, but has now adopted an imperialist policy under the Osekru dynasty. The Shoji have built a large navy, and embarked on the conquest of Lashoi, which is currently partitioned between Shoju and Kaneum. There is still, however, resistance to Shoji rule on the mainland, and problems there are compounded by the tendency of Shoji commanders to squabble over matters of honour and prestige. A number of Shoji clans are also engaged in piracy. This has hampered trade in the Sea of Lashoi and the Gulf of Jankono, and earned the Shoji the enmity of most of their neighbours.

### SHOMIRO [C4]

A city in central Azeryan.

### SHONJIRIS [C4]

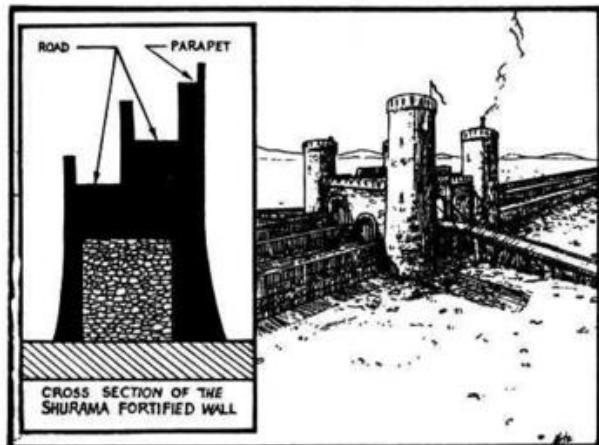
A city in south central Azeryan. Shonjiris is the seat of the southern Azeryan primacy of Halea.

### SHORKYNE [B2]

A feudal kingdom of western Lythia. Shorkyne is characterized by a relatively weak throne, and several powerful regional magnates. The kingdom is held together as a military convenience to counter external threats from Trierzon and Quarphor. Shorkyne came into being following the establishment of the kingdom of Trierzon, when Trierzi armies moved into the area in an attempt to establish a hegemony over the Shorkyni peoples. Although the Trierzi conquered and held Shorkyne for a decade, recurring wars with Azeryan forced them to withdraw in 518. The present kingdom was founded in 536, after several years of strife.

### SHURAMA, The [C3]

The Shurama is a fortified wall roughly 800 km (500 miles) long, built by the Azeryan Empire in the middle of the last century to protect itself against further incursions by Reksyni barbarians after their conquest of Gothmir. The wall ranges in height from 25-40 feet, has small garrison forts at frequent intervals, and a number of larger keeps at strategic points. It is commonly called the "Golden Line". The largest garrisons and fortifications are at the cities of Falagosin and Kilema. The empire still has control of some areas east of the wall, but The Shurama is the ultimate imperial defence. The Reksyni have made no serious attack against the wall.



*The Shurama*

## SILGORA [A5]

A town in Falana, the southern terminus of a caravan route from Isynen. Visitors sometimes call Silgora "The Last Place the Gods Made", reflecting its unpleasant climate and the occasional danger posed by the Hepekerian desert nomads.

## SUTH [G5]

The capital of the Chomsun Protectorate, and seat of its rulers.

## TARKAIN [B3]

A prosperous, independent, island trading town at the western end of the Venarian Sea. Tarkain was founded by the Azeryani, became part of Trierzon, and was taken by Ivinians in the sixth century. Several Ivinian states claim tribute from the island, as do Azeryan and Trierzon, but it maintains its freedom by playing its enemies against each other.

## TASHAL [A2]

The principal settlement of the Hâmic Kingdom of Kaldor and the second largest settlement on the island. Tashal is held by the king of Kaldor and is a prosperous mercantile city.

## TAZACH [D3]

An island state off Gothmir. Tazach Purple, an extremely valuable dye extracted from a rare species of shell fish is produced here.

## TENGELA [B3]

A town in southern Trierzon and the seat of the Laranian pontiff. The town is held by the church of Larani from the king of Trierzon.

## TENPERI [G4]

An isolated settlement and district in southeastern Diramo.

## THIANIC OCEAN [H4+]

Kethira's second largest body of water.

## THONIA [B6+]

An almost uninhabited wilderness region south of The Elanas. There are extensive mountains in the region.

## THOTRA [F8]

A peninsula between the Seas of Shentu and Meluria. Thotra has a relatively thin population and little in the way of political organization.

## THUBELIZ [A5]

An independent port-kingdom in western Falana. Ivinians come here for the products of Hepekeria, but trade is fairly limited.

## TRIERZON [B3]

Western Lythia's strongest feudal state. The region (then called Zonara) was civilized by the Azeryani. The kingdom came into being after Trierzi "barbarians" were allowed to settle peacefully in the area. By the end of the fifth century they had become the majority of the population, and deemed themselves exploited by the Empire. They rebelled in 484, and although the

Azeryani put down the revolt, the Imperium recognized the distinct problems of the area. The Western Protectorate was created, and several "loyal" Trierzi were given positions of importance. Any hope that this would stabilize the region died when the Protectorate, led by Torichane, seceded from Azeryan in 492. For a decade Trierzi and Imperial armies clashed intermittently before Azeryan accepted the reality of independence, and the kingdom of Trierzon was founded. The new order was feudal, as Torichane rewarded his loyal followers with land. There is still hostility between the Empire and Trierzon; several minor wars have erupted over border disputes.

## TUDONJAN [G6]

The capital and principal city of Pechosu.

## TUVARA [C6+]

The region south of Byria. The nomadic Tuarese are in decline, due to pressure from Dalkesh.

## UBARIAN [B3]

The principal settlement of Trierzon, and the primary seat of the King.

## ULEBED [H5]

A city in Kaneum.

## URDEN [C4]

A port on the east coast of Azeryan.

## VENARIAN SEA [B4+]

The central waterway of western Lythia. The eastern sea is generally placid, although west of the Azeryan peninsula the weather is less dependable.

## VITHO [B4]

The greatest city of Dalanya. It was founded by Azeryan as the capital of its Hepekerian province, and is now an independent principality.

## XERIUM [B5]

An independent port on the east coast of Hepekeria.

## YDEI [H4]

A port city in northern Shoju. A number of piratical Shoji clans use Ydei as a base of operations.

## YLING [H3]

The capital of the Empire of Jankor. Yling is famous for its numerous parks and gardens.

## ZEMPERA [G6]

A city in south central Kaneum. Almost a third of the population dwells in the "Water Town", a large community of boats on the shores of Lake Koloro.

## ZEREXA [G5]

A city in western Kaneum.

## ZERULA [D5]

A port in the Empire of Dalkesh. Zerula is a centre of learning, and its libraries are renowned.

## LANGUAGES

There are over eighty distinct human languages spoken on Lythia. Of these forty-seven are spoken by sufficient numbers of people to appear on the language map. The language of a people is a product of common historical and geographical experience over a period of time, a vital element of "national" culture. Hence, the language map may also be considered an ethnic map.

## LANGUAGE FAMILIES

Lythian languages may be divided into nine main groups, each identified by its own color on the language map. The languages within a family share similar root words and sounds (often common scripts), but they are still distinct tongues.

The notion of a language family implies the existence of a common root from which all modern members of the group are descended. This is really an oversimplification, since many languages can trace their roots into two or more families. Orbaalese, for example, is a mixture of Harnic and Jarinese (both of which belong to the Jarind family) and Ivinian (which is a Pharic tongue). Harnic itself has some roots in common with Quarph and Trierzi. The language family concept can only be a general guide.

## JARIND FAMILY

Jarind tongues are shown in green. The indigenous ethnic area included Trierzon, Quaphor and Reksyna until migrations of eastern peoples displaced Jarin culture north and west. Jarind languages are characterized by a singsong lilt with occasional hard gutturals. Jarin have fair to medium complexions, light brown or red wavy hair, and brown eyes.

**Altish:** The language of the Alts of Altland along western Lythia's northern coast. Altish is undergoing some pressure from Ivinian dialects as a result of Ivinian colonization. In settlements where Ivinians have colonized (such as Amlacht) a pidgin combination of Altish and Ivinian has developed. In the south, there is some mixing with Quarph. It is possible that such hybrids will eventually replace Altish.

**Emela:** The language of Emelrene, dialects of which are spoken in isolated mountain enclaves in other parts of northwestern Lythia. Emela is closely related to Jarinese, suggesting the Jarin who migrated to Harn mostly came from Emelrene.

**Harnic:** The principal language of the Harnic Isles, descended from Old Harnic (Pharic tongue) and influenced by Jarinese. The Harnic region on the language map also contains districts where Jarinese and Orbaalese (pidgin Ivinian, Jarinese, and Harnic) are spoken, as well as the demi-human tongues of Khuzan and Sindar.

**Jarinese:** Not identified as a separate language on the map. It is spoken in the Harnic Isles, mainly in southern Orbaal and northwest Harn. Jarinese was the tongue spoken by the first human inhabitants of Harn, where it was strongly influenced by the demi-human tongues of the elder peoples (Sindarin and Khuzdul); this has set it apart from other Jarind languages, but it is still very similar to Emela. Jarinese is slowly becoming extinct.

**Yarili:** Descended from Old Altish, this tongue is only spoken by the Yarili, who migrated to Ivinia from Altland some two thousand years ago. As a result of the later Ivinian conquest, the Yarili and their language are now largely confined to northern Ivae.

## PHARIC FAMILY

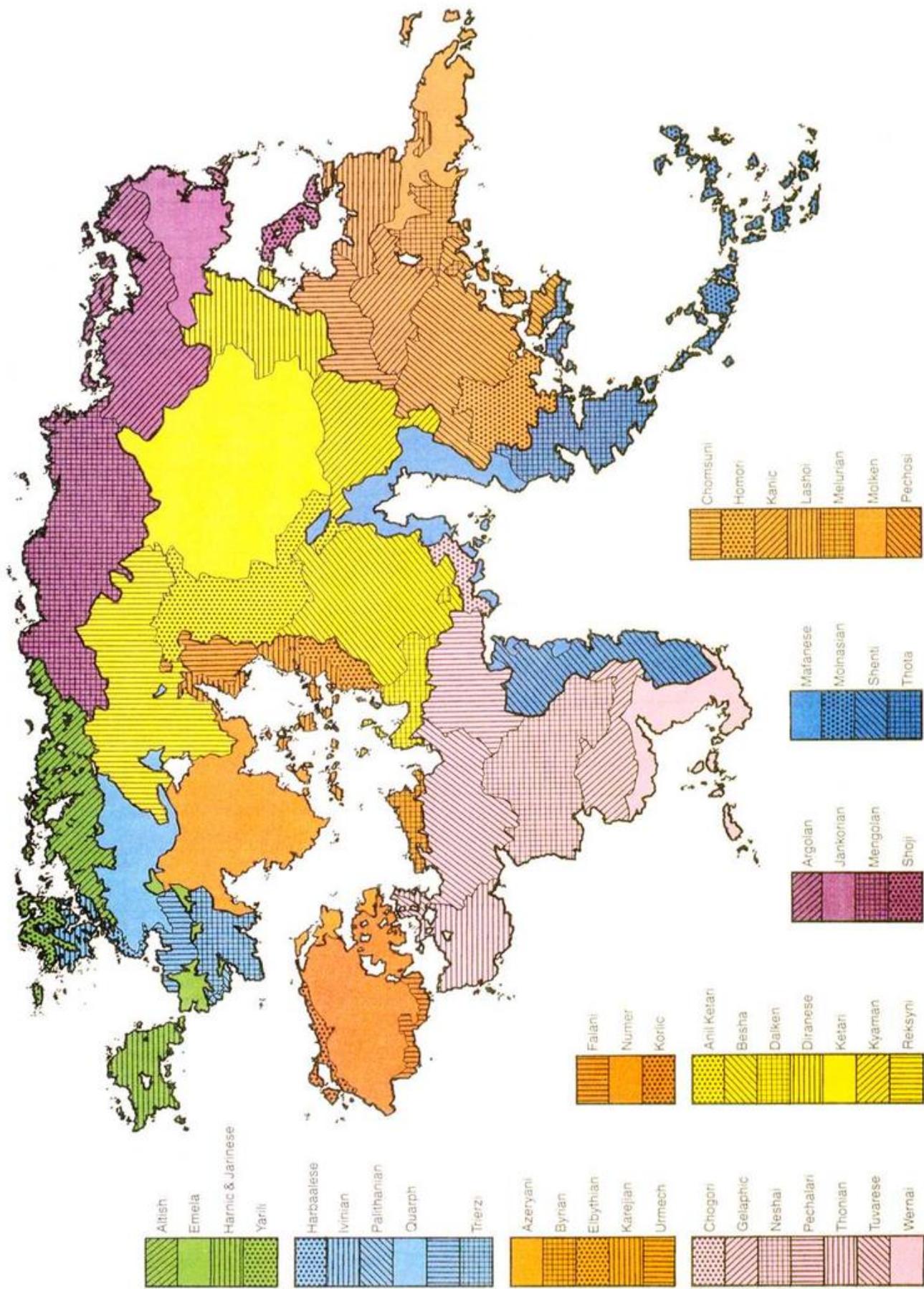
Regions where Pharic languages prevail are colored light blue. The Pharic peoples originated in eastern Reksyna, but were driven west into the Jarind ethnic area by Ketari tribes. Pharic tongues are characterized by rising-falling tones, compound nouns, and fairly regular grammar. There is, however, wide divergence from these rules; many of the Pharic tongues have been strongly influenced by languages of other families. Pharic peoples are tall, with light straight hair, fair complexions, and blue-gray eyes.

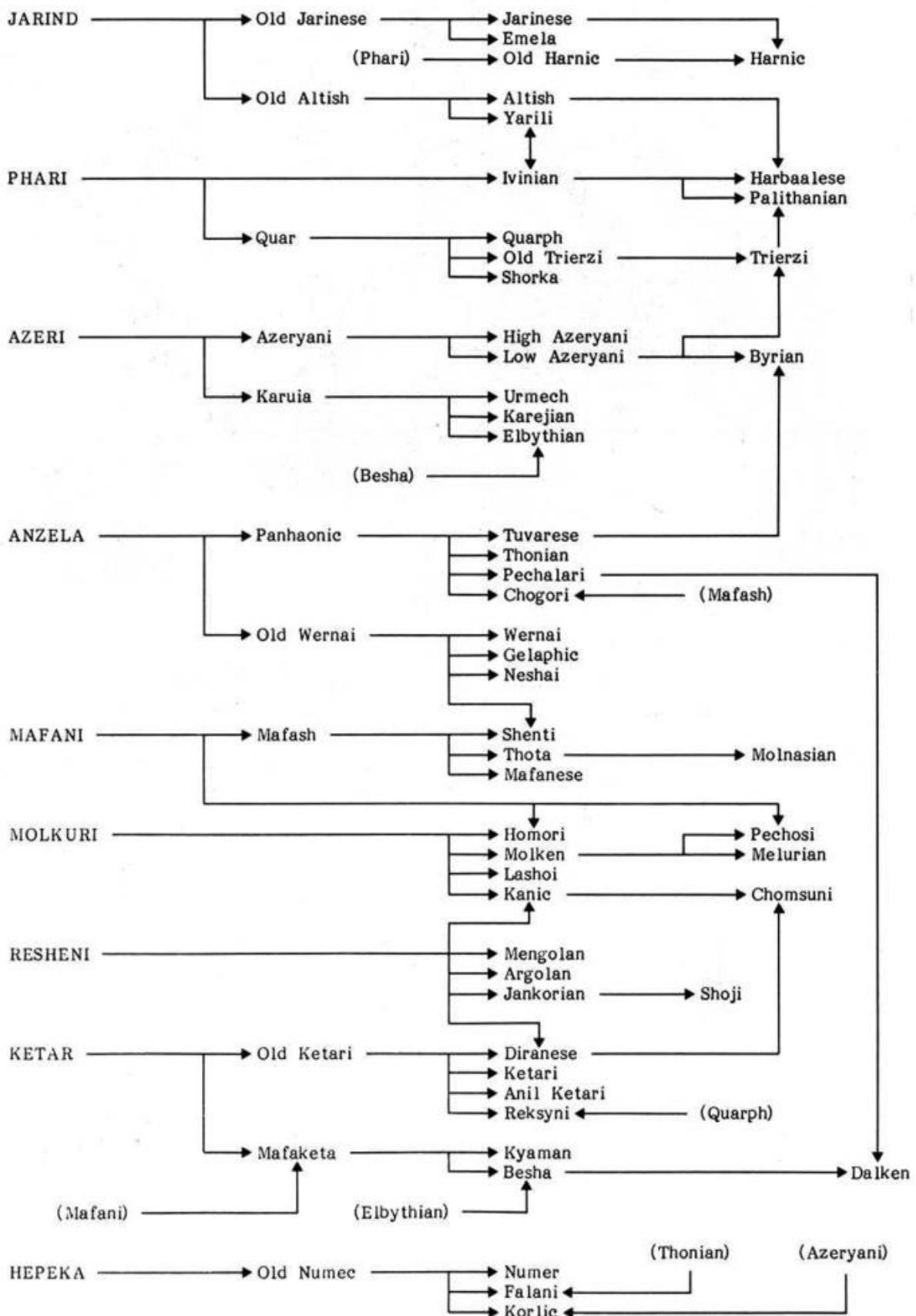
**Harbaalese:** Essentially Ivinian with Quarph, Yarili, and Altish influence. Harbaalese is so similar to Ivinian that many scholars do not consider it a separate language, rather a dialect of Ivinian. It is true that simple ideas may be passed back and forth between speakers of the two tongues, but Harbaalese does have sufficient distinction to be called a separate language.

**Ivinian:** The principal language of civilized Ivinia, and something of a common trading tongue in western Lythia. The language has been influenced by Yarili, and vice-versa. This language has a number of derivatives which have come into being as a result of Ivinian colonization of foreign ethnic areas. Most of these are little more than pidgins, but Harbaalese (the oldest derived tongue) and Palithanian have attained, in many eyes, the stature of distinct languages.

**Palithanian:** The language spoken along the coast of Palithane. The language is a mixture of Ivinian and Trierzi, with a little Emela. The tongue came recently into being as a result of Ivinian colonization. Its future is uncertain, but the region will undoubtedly end up with some combination of Ivinian and Trierzi.

**Quarph:** The language of Quaphor. It is probably the purest survivor of extinct Phari, but is now under severe pressure. In the west, Quarph is being assimilated by Harbaalese and Shorka. In the east, much of the Quarph range has been overwhelmed by the Reksyni, leaving several enclaves of this tongue.





**Shorka:** The language of Shorkyne. Descended from Quar, Shorka has elements of Trierzi and Emela.

**Trierzi:** The principal language of Trierzon and eastern Palithane. Trierzi is descended from Quar through Old Trierzi, but is strongly influenced by Azeryani.

## AZERI FAMILY

Azeri tongues, shown in orange, are spoken around the Venarian Sea and are sometimes collectively called Venarian. Most tongues have extensive vocabularies and complex grammar, and are characterized by rising tones. Azerians are of average height, with medium to swarthy complexion, and dark hair and eyes.

**Azeryani:** The language of Azeryan and some adjoining regions. Two versions of Azeryani are spoken: several dialects of *Low Azeryani* spoken by ordinary folk, and *High Azeryani*, an idealized classical version spoken by scholars and many social elite throughout western Lythia. The two versions, although they come from the same roots, only have about half their vocabulary in common. The high tongue is extremely stylized and formal, with many grammatical differences from the low. In the Azeryan Empire, command of High Azeryani is a matter of breeding and education, and is a prerequisite to high social status.

**Byrian:** The language spoken in Byria, a direct descendent of Low Azeryani, strongly influenced by Tuvarese. It came into being as a result of Azeryani colonization of Tuvara's northern coast, and contains minor elements of Dalken.

**Elbythian:** A language spoken on the eastern shore of the Venarian Sea, generally inland from Karejian-speaking regions. Elbythian is a hybrid of Karejian and Besha, due to mixed settlement in the region.

**Karejian:** The principal language of the eastern Venarian Sea. Karejian is a direct descendent of Karuia, the dead language of the ancient Venic Island Culture.

**Urmech:** A tongue spoken in the region southeast of Gothmir. Urmech came into being as a result of the assimilation of Karuian and Karejian peoples with the unknown indigenous inhabitants of this region.

## ANZELAN FAMILY

Anzelan tongues, identified by the color mauve, are spoken throughout the subcontinent of Anzeloria. The original language spread north from southern Anzeloria, dividing into two main groups, *Panhaonic* in the north, and *Wernai* in the south. Anzelorian tongues are characterized by short, sharp syllables arranged in compound groups. The length of time that a vowel sound is voiced conveys meaning, and there are complex formal rules for singing. Anzelorians typically have dark to black complexions, dark curly hair, and dark colored eyes.

**Chogori:** The language of Chogoro, descended from Panhaonic (extinct) and influenced by Mafash, the extinct Mafani tongue.

**Gelaphic:** A tongue descended from Old Wernai, and spoken in south central Anzeloria.

**Neshai:** The dominant language of west equatorial Anzeloria. Neshai is gradually assimilating Gelaphic and Tuvarese, but its dialects are, at the same time, developing wide differences.

**Pechalari:** The language of Pechalar in northeastern Anzeloria. Descended from Panhaonic, Pechalari was once spoken in Dalkesh before that region was conquered by the Ketari Besha. Hence, Dalken has been strongly influenced by this language.

**Thonian:** The language spoken in Thonia and in isolated enclaves on the other side of The Elanas. Thonian is descended from Panhaonic.

**Tuvarese:** The language of the Tuvara. Once the main language of the southern Venarian coast, Tuvarese is now a dying tongue that is slowly being assimilated by Byrian (mainly), Dalken, and Neshai.

**Wernai:** The language spoken in southern Anzeloria, and probably the purest form of Old Anzela. Wernai is an extremely adaptable tongue and has dozens of distinct dialects. A Wernai speaker from the desert will have difficulty making himself understood to a western islander, for example.

## MAFANI FAMILY

Mafani tongues, dark blue on the map, are spoken around the Gulf of Mafan and the Shentu Sea. They are characterized by the long compounding of words that have a clicking sound to them. The ancient Mafanese were an enterprising and wide-ranging people. From the Gulf of Mafan, they planted colonies around the Shentu Sea and far along the coasts of Anzeloria and Lythia's southeastern coast. It is hard to identify a Mafanese racial type because in many regions they have long since merged into the native peoples.

**Mafanese:** Modern Mafanese is probably the purest descendent of the language spoken in the ancient Mafanese Empire.

**Molnasian:** The language spoken in the archipelago of Molnasya. It is descended from Thota and developed as a result of long isolation in the islands.

**Shenti:** The principal language spoken on the west of the Shentu Sea. Shenti came into being from assimilation with indigenous Anzelorian tongues.

**Thota:** The language of Thotra, descended from Mafash (extinct) and other lost indigenous tongues. Thota is the direct ancestor of Molnasian.

**MOLKUREN FAMILY**

Molkuren languages, shown in pink, are derived from Molkuri, thought to be the language of the ancient Ziggurat Culture. Languages of this family are characterized by complex, precise grammar, and by extreme variation in pitch and tone to convey great richness of meaning. The typical Molkurian has a dark to swarthy complexion, dark hair and eyes, and tends to be a little shorter than average.

**Chomsuni:** A language directly descended from Kanic, but strongly influenced by Diranese.

**Homori:** The language of Homora, descended from Molkuri, but influenced by several ancient Mafani tongues.

**Kanic:** The language of Kaneum, descended from Molkuri, but with strong influence from Resheni tongues.

**Lashoi:** The language of the hardy mountain dwellers of Lashoi, descended from Molkuri.

**Melurian:** The tongue of Meluria, descended from Molken.

**Molken:** The language of Molkura, the purest form of Molkuri.

**Pechosi:** The language of Pechosu, descended from Molken, but influenced by ancient Mafani tongues.

**RESHENIC FAMILY**

Reshenic tongues, shown in purple, are all descended from Resheni, a dead language which originated in Diramoia and once the principal language of the extinct Ch'misa Empire. The Reshenese typically have dark complexions, dark hair and eyes, and tend to be shorter than average.

**Argolan:** The language of Argola in northeastern Lythia, a fairly early, northern divergence from Resheni.

**Jankorian:** The language of Jankor (once a province of the Ch'misa Empire) in northeastern Lythia, and the purest survivor of Resheni.

**Mengolan:** The language of the natives of Mengola. Mengolans used to range a lot further south, but their range was assimilated by the Reksyni, on whose tongue Mengolan has had some limited effect.

**Shoji:** The language of the islands of Shoji. The islands were settled by Jankorians in the seventh century BT and Shoji has its roots in this language. However, more than a thousand years of relative isolation has created a distinct language. By imperial decree, written Shoji is a particularly formalized language.

**KETARIC FAMILY**

Ketaric tongues are shown in yellow. These languages are all descended from Ancient Ketar, the language of the Ketarh barbarians who conquered much of central and eastern Lythia between 1750-500 BT. Ketari languages and peoples are very diverse, strongly influenced by the indigenous tongues and cultures of the conquered regions.

**Anil Ketari:** The language of the western (Anil) Ketari, spoken along the mountainous western edge of the Plateau of Ketarh.

**Besha:** The language of the Beshani nomads of the desert of Beshakan. It is descended from Mafaketa, the dead language of Ketari barbarians who conquered the Mafanese Empire.

**Dalken:** Spoken primarily in Dalkesh, and on some islands in the southeastern Venarian Sea. The language is descended from Besha, influenced by Pechalari.

**Diranese:** The principal language of Diramoia on the east coast of Lythia. Diranese has been strongly influenced by Reshenic tongues.

**Ketari:** The main language of the nomads of Ketarh, derived from Old Ketari. It is the purest language of the group, and has not changed much over the past one or two millennia.

**Kyaman:** The language of Kyamu, descended from Mafaketa with some unique peculiarities.

**Reksyni:** The tongue of the nomads of Reksyna, descended from Old Ketari, but mingled with Quarph, whose ethnic area the Reksyni now occupy.

**NUMEC FAMILY**

Numec tongues are identified by red on the language map. This linguistic family is descended from Hepeka, and spoken in and around the Hepekerian subcontinent. The Numec peoples tend to be shorter than average and dark in coloring. The Korlic group tends to be lighter-skinned, probably due to mixing with northern peoples. The Falani are slightly darker. Numec languages are characterized by long vowel sounds with abrupt guttural stops.

**Falani:** The language of Falana in southern Hepekeria, essentially Old Numec corrupted by the Anzelorian language Thonian.

**Korlic:** The tongue spoken along the northwest coast of Hepekeria. Korlic has been influenced by Azeryani, and (marginally) by Trierzi and Ivinian.

**Numer:** The principal language of Hepekeria, spoken by the Numec tribesmen of the central desert. It is the purest survivor of Old Numec.

### The Concordat of the Illimitable Tome

But the peace was not permanent. The Lesser Gods, released from service, began to battle each other and chaos again prevailed. In the course of these wars, many new races and creatures, the sapient mortals among them, were created under various compulsions to serve the gods.

The Lesser Gods were able to reproduce, but they were not invulnerable, and could slay each other. After many had been destroyed, the survivors entered into the Concordat of the Illimitable Tome, the *Ke'lha-Hy-Var-Hyvrak*. The Concordat created laws to govern the ways in which the gods could intervene in the affairs of mortals and to govern the ways in which the gods could compete for supremacy.

Just as the Lesser Gods had engaged in a struggle for supremacy after the peace of the First Gods, so now did the mortals. Originally allowed free access to knowledge, it soon became apparent to the gods that the mortal creatures lacked the wisdom to control this ultimate power. Hence, the gods chose one among themselves, Save-K'nor, to maintain the *Var-Hyvrak* (the Illimitable Tome), wherein would be written all knowledge. Only mortals with the wit to discover this knowledge by themselves could know it.

The complexity of these divine laws is cited as the main reason that the ways of gods are often inexplicable to men. When a deity intercedes to aid an impious scoundrel after denying the pleas of a loyal saint, observers may well shrug their shoulders and say, "'tis the Concordat and not the will of the god".

### THE GODS OF HARN

The inhabitants of Harn (and most of Lythia) are pantheistic; they believe in the existence of ten major (and hundreds of minor) deities, but most worship only one of these. The ten major deities, named below, are each described in Härndex:

**Agrik:** Lord of the Four Horsemen

**Halea:** Mistress of Hearts and Loins

**Ilvir:** Prince of the Fatherless Multitude

**Larani:** The Lady of Paladins

**Morgath:** Lord of Chaos

**Naveh:** Lord of the Pitch Shadows

**Peoni:** Lady of Truth and White Virtue

**Sarajin:** King of the Icy Wind

**Save K'nor:** Keeper of the Var-Hyvrak

**Siem:** Lord of The Blessed Realm

### The Nature of the Gods

The motives of the gods vary. The kind of universe desired by Morgath, the Lord of Chaos, is different from that wanted by Peoni, the gentle Lady of Truth. Their problem is that they cannot destroy each other without risking all their destructions. The Kethrian Family, in which they seem to be trapped, is not great enough for all of them. Hence, the Concordat limits the actions that may be taken.

Conflict between the gods is now more or less confined to the mortal and semi-mortal planes of Kethira and Yashain. Siem has withdrawn to the Blessed Realm and Save-K'nor has established his neutrality. Peoni is effectively a non-combatant. Larani stands, essentially alone, against Morgath and Agrik. These two evil deities have not formed an alliance, and are almost as likely to act against each other, but it is their works that the Lady of Paladins most tries to undo. These divisions are not simply based on morality. The quasi-war between Larani and the dark pair is more complex than a simple epic. Agrik, and especially Morgath, represent a degree of chaos, a breaking down of order that would greatly change the worlds. To prevent total chaos, and enforce the Concordat, the other gods will usually support Larani, but their inclination is to care for their own concerns.

Yashain is the most active battlefield. There armies of the dead fight border clashes between the kingdoms. From time to time, the forces of Sarajin, Halea, Naveh and even Ilvir take part, but these gods tend to switch sides on short notice; their objective is to maintain a balance of terror conducive to their own activities. This is the situation that has pertained since the Concordat.

### THE CHURCHES OF HARN

All of the major Gods have their mortal adherents, and over time, these followers have created religious institutions to regulate and foster their own variation of the truth. In denying knowledge to every mortal, it is argued in the Libram of The Pantheon:

*"They [the Gods] chose vessels fit to hold the shadows of their divinity, and men call these vessels priests, and their business religion, and their houses temples."*

The secular power and degree of central authority of the churches on Harn varies with religion and locale. The churches of Larani and Peoni dominate in the kingdoms of Chybissa, Kaldor, Kanday, and Melderyn, Larani being favored by the feudal nobility, Peoni by the peasant masses. The church of Agrik is prominent in the Kingdom of Rethem. Adherents of Save K'nor tend to be scholars with influence throughout Harn, on Melderyn in particular.



Sarajinism is the dominant faith of the Ivinian conquerors of Orbaal, while Ilvir holds some sway among their subject Jarin. Siem is primarily worshiped by the Khuzdul and Sindarin, although each race tends to focus their faith through one of two semi-divine minions of Siem. Halea has modest support among merchants and guildsmen in all states, but is most dominant in the Thardic Republic. The two "evil" churches (Morgath & Naveh) have much fewer adherents, both being austere religions that are proscribed and covert throughout most of Hârn.

### Church Hierarchies

The organization of the churches of Hârn vary greatly, but there are some similar ranks and customs. All churches are divided into clergy and laity; the former are the priests and priestesses, those who organize and administer the temples and devote their lives to the service of the deity. The clergy may, depending on the church, have little time for their own pursuits, being totally at the call of their superiors whom they are expected to serve unquestioningly. The laity are simply the adherents of the religion; they will have access to fewer of the mysteries and will be unable to advance beyond a certain point. It should be noted that, while they are often simple folk, clerics will usually enjoy privileged status, even though the fragmentation of the churches, resulting from pantheism, greatly weakens their influence.

Indoctrination into the mysteries of a religion is simultaneous with the accrual of additional responsibility and power. Anyone may (theoretically) be initiated into the rituals of the next "circle", but such knowledge is shared sparingly. In practice few laymen advance beyond the second circle. And even among the clergy, indoctrination into the higher circles has little to do with faith; advancement in a church hierarchy is a matter of politics.

### CIRCLE USUAL CHURCH RANK

None	Any member of the laity with little knowledge of the mysteries, even if pious.
1st	Junior Acolyte or Lay Brother (a follower with a basic religious education).
2nd	Senior Acolyte or Lay Brother. This circle is the usual maximum for a layman.
3rd	Priest or Lay Grandmaster. An ordained priest may grant blessings, hold services, etc. Few clergy progress beyond this.
4th	Bishop/High Priest. A cleric in charge of one or more temples.
5th	Archbishop. The senior priest of the church for a good sized region or small country.
6th	Primate. The senior cleric of a church for a large region such as all of Hârn.
7th	Pontiff. The supreme, mortal leader of the church. None reside on Hârn, and some churches do not acknowledge any Pontiff.

### Clerical Orders

Hârn is somewhat unique in that most Hârnish clergy are members of a clerical order and most churches are organized into one or more such orders. This is a tradition created by the "barbaric" and "frontier" characteristics of Hârn, compared to much of western Lythia. These clerical orders are identified under the specific deity entries in *Hârnindex*.

### Fighting Orders

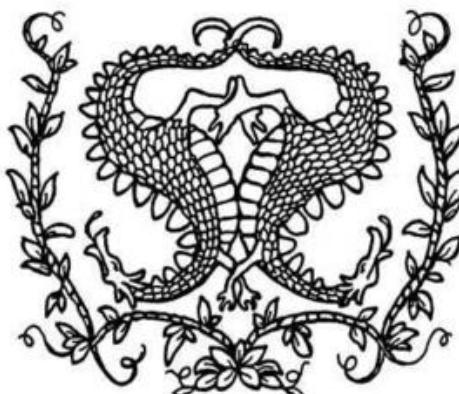
The lay-followers of a deity are not (generally) required to support any particular order, but some lay warriors belong to fighting-orders sponsored by various clerical orders. The fighting-orders are commanded by Lay Grandmasters and comprised of (mostly) a number of knights bachelor. They may also have a commonality, that is a contingent of simple warriors. Fighting-Orders are generally devoted to some "high purpose", such as the religious conversion of some barbaric region, or the protection of an important individual or institution, although some are really cynical, religious thugs. Hârn's religious fighting-orders are identified in *Hârnindex* under the clerical orders that sponsor them.

### Canon Law

Legally recognized churches have the right to hold their own courts and administer justice for a variety of religious crimes, including blasphemy, heresy, and witchcraft. Temple courts often use trial by ordeal to determine guilt or innocence. The penalties handed out vary from one church to another; Peonian courts rarely inflict permanent harm on offenders, but Agrikan courts are perhaps overly fond of burning at the stake. Temple courts must obtain secular consent to any death penalties.

### Other Religions

Apart from the ten major churches, there are hundreds of lesser divine and semi-divine entities who are worshiped by various folk. Hârnians are a superstitious lot, believing in the existence of some type of spirit (Kami, Totem, etc.) in every living, and many unliving things. The barbarian tribes of Hârn all possess their own mythologies relating to such beliefs.



## THE EARTHMASTERS

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

## Earthmaster Sites

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

Known Ancient sites have been repeatedly sacked and several outstanding artifacts have been secured by persons of power. The King of Evael is said to possess a *Sli-Hordah*, King Hazmadul of Azadmere is rumored to own the *Kyn-Assard*, and the King of Kaldor is known to keep the *N'Garith*. Diverse Earthmaster artifacts are also in the keeping of several mages of Melderyn. The most enduring and mysterious artifacts of all are the *Godstones* found at all Earthmaster sites.

## The Departure of the Earthmasters

Approximately 15,000 years ago the Ancients suddenly vanished from the face of Hârn. Their departure remains a subject of uneasy conjecture. Why did they leave? Where did they go? Will they return? Some have claimed that the Earthmasters never left, but merely withdrew to the Isle of Melderyn where their descendants reside to this day.

## The Lost Years

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

## THE AGE OF THE SINDARIN

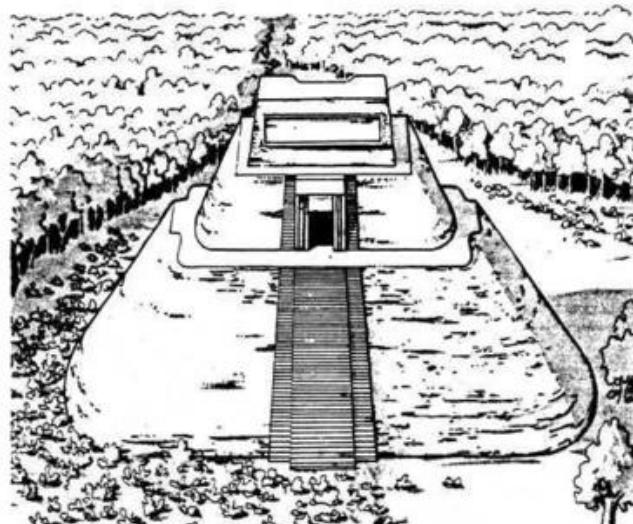
The immortal elves are not noted for keeping much in the way of written records, relying mainly on oral histories, and they rarely speak of their past. Legend recounts that the elves came to Hârn from the east (?) and the date of their arrival is held to have been around 10,000 BT. The island was only one of several brief stops the Sindarin planned to make on a journey to the *Blessed Realm*, but unable to resist the pristine beauty of the island, many decided to stay a "while". For three thousand years these Sindarin dwelt in peaceful solitude on Hârn with Siem, their deity. And even when the god decided to continue His journey westwards, some Hârnic elves chose to stay.

## The Khuzdul

The Sindarin remaining on Hârn shared the island with a new race, the Khuzdul. The origins of the dwarven Khuzdul are vague, especially to outsiders who must rely on second-hand myths and speculation. Common legend recounts that Siem awoke the Khuzdul from "...their eternal slumber deep within Kethira's bosom...". How the dwarves came to be on Hârn is far from clear, but the Khuzdul did found two impressive mountain cities at Kiraz and Azadmere around 6900 BT.

## The Codominium

The Sindarin and Khuzdul have vastly divergent world views and have always preferred to dwell in separate communities. Nevertheless, they lived in near perfect harmony for five millennia, a golden age known as *The Codominium*. Then, as now, each race possessed skills complementary to the other. The Sirion Scrolls detail trade and friendly intercourse between the two races, and the existence of a mutual trading center at Pesino is well documented. But with the coming of man, relations between the two elder peoples began their decline.



Pesino

### The Coming of Men

Over two thousand years ago the distant heartlands of Lythia spawned massive barbarian migrations that brought human immigrants to Hârn. Some say these were the first humans to reach Hârn, but a mysterious Henge Culture existed, at least on Melderyn, as early as 2500 BT. Since the Sindarin dwelled mainly in forests inland, and the Khuzdul preferred the mountains, both were willing to tolerate the brash, short-lived humans. The newcomers called themselves Jarin and recognized the superior culture of the elder peoples. They swore fealty to the elven king, Daelda, and prospered along the coastal regions of Hârn.

Given their higher birthrate, within a few centuries men soon came to outnumber the elves and dwarves. Inevitably, some Jarin migrated inland from overcrowded coasts and human communities soon dotted the whole of the Hârnic Isles. The Sindarin were increasingly distressed at the humans' clearing of ever larger tracts of forest for cropland. It is likely that bloodshed would have resulted were it not for a greater common threat.

### The Atani Wars

Around 1,600 years ago warlike Lythians began to raid Hârn. At first only a minor threat to coastal villages, the raids increased in severity until King Daelda was forced to order all coastal settlements fortified and garrisoned.. Checked only briefly, the barbarians began travelling up the rivers of Hârn and raiding inland.

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

### The Sindarin Abdication

King Aranath, Daelda's successor, knew the elves could win most battles against men, but they would eventually expend their limited numbers against the endless swarms of barbarians. Aranath renounced his sovereignty over Hârn and withdrew his kinfolk to the Shava Forest, there to found the Kingdom of Eaval. The Khuzdul deemed this act a betrayal (which they have yet to forgive) and withdrew to their mountain strongholds. So it was that the elder peoples withdrew from the mainstream of Hârnic history and the island came under the domination of men.

By 500 BT the Lythian invaders had either assimilated or driven the remaining Jarin into exile in the wilderness areas of north and northeast Hârn. But without the influence of the Sindarin and the Khuzdul, the level of Hârn's civilization declined.

### FOUNDING OF MELDERYN

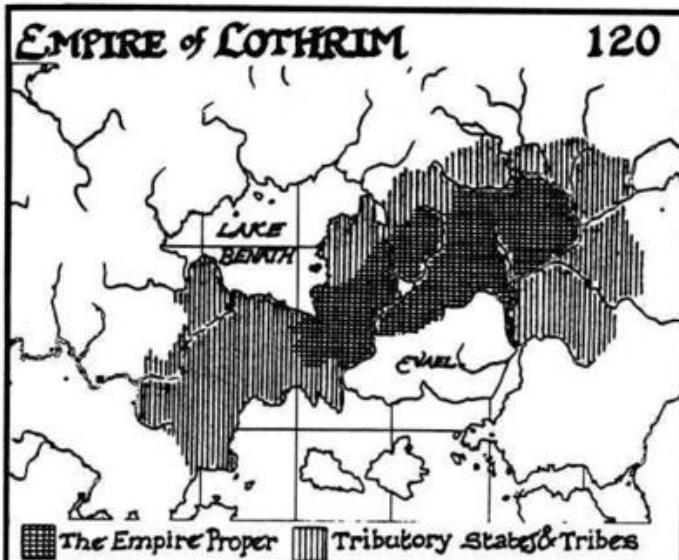
The origins and early history of the island kingdom are obscure. Numerous henge sites, notably Gelimo on the west coast of Melderyn, date from around 2500 BT, suggesting the existence of an advanced culture many centuries before the Jarin migrations to Hârn. In any event, Melderyn was subjected to the same invasions as the rest of Hârn, but assimilated each wave of newcomers without bloodshed. Cherafir was first inhabited during the early Jarin migrations on a site of Earthmaster origin.

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

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

### LOTHRIM THE FOULSPAWNER

The anarchy prevalent throughout most of Hârn during the early centuries of this millennium presented opportunities for ambitious men. One who seized great power was Lothrim, chieftain of a semi-civilized tribe inhabiting the Chelna Gap 600 years ago. Lothrim was a man of learning; some have suggested that he was a renegade mage from Melderyn. Lothrim delved deeply into the arcane arts and unleashed a campaign that gained him an empire stretching from the Thard to the Kald



(excluding, of course, the Shava Forest). Lothrim's subjects differed widely in cultural development, from primitive, nomadic tribes who chafed under any external rule, to those who traced their lineage to the early Jarin and who had preserved their pastoral and agricultural skills. City-building was not a major pastime; Lothrim chose Elkall-Anuz, an Earthmaster site, as his capital, but other than this, only the eastern outpost of Kelapyn-Anuz (now Tashal) had a population in excess of 1,000.

## The Foulspawn

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

## The Penultimate Tome

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

## The Carnage of Kiraz

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

## The Battle of Sirion

Meanwhile, the Khuzdul had patiently gathered an army and easily overpowered the small, disorderly garrison Lothrim had left to hold Kiraz. Outraged by the carnage they found, they undertook a furious pursuit.

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

## Aftermath at Kiraz

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

## Collapse of Lothrim's Federation

Without Lothrim's charisma and personal power, his "empire" lacked cohesion. When news of his death reached Elkall-Anuz, no successor could hope to overcome the tyrant's legacy of hatred and resentment; the confederation dissolved. Lothrim's former subjects slew or drove out the Foulspawner. The surviving Gargun fled into the mountains where their numerous descendants still live. So ended the Tyranny of the Foulspawner. Elkall-Anuz was looted and abandoned. But on the eastern fringes of his former empire, where the influence of the Jarin and the Melderyni was strongest, new states arose.



## THE SEVEN KINGDOMS

The eastern tribes and states where the Jarin influence was strongest were the most culturally advanced of Lothrim's subjects. With the Foulspawner's demise, six states gradually emerged from the ruins of his empire. Some of these borrowed their culture from the Jarin, with whom they had long inter-married; some were undoubtedly influenced by ancient Melderyn. In any event, by 170 TR, seven independent kingdoms (including Melderyn) soon existed in eastern Hārn.



## The Migration Wars

The Migration Wars were directly responsible for the contemporary political states in eastern Hārn. Heralded by the sudden onslaught against western Kephria in 178 by the Kath (a tribe from the foothills of the Felsha Mountains), a period of warfare and migrations known as the Migration Wars began. For sixty years, all but the island state of Melderyn suffered from repeated incursions and pillage from surrounding barbaric tribes.

Why the Kath, Pagaelin, Taelda, Bujoc and Hodiri tribal nations suddenly became so aggressive is not fully understood; historians have been forced to speculate. Some of the tribes are thought to have been alarmed by the sudden appearance of large numbers of Gargun in their mountain ranges. Others may have experienced something of a population explosion as a result of the relative tranquillity following the Tyranny of Lothrim.

## The Founding of Kaldor

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

Meanwhile, Kephria had suffered acutely at the hands of the Kath. Defeated at the Battle of Hosat in 178, Kephria had lost most of her lands west of the river Kald by 185. When King Torbet died at the battle of Lareb Hill (in the Kathela Hills) in 187, leaving only young children as heirs, Medrik I marched into the Kephrian capital of Tashal. The population was thoroughly demoralized and most Kephrians welcomed the peace and security pledged by Medrik in return for their fealty. The following year, with Serelind and the remnants of two other kingdoms under his control, Medrik proclaimed the Kingdom of Kaldor.

Finally, as the Migration Wars were drawing to a close, a succession crisis arose in Nurelia in 235. The crisis prompted a baronial revolt that threatened to tear that northern kingdom apart. One faction offered the crown to Kalabin of Kaldor but not all of the nobility desired a foreign king. At the battle of Olokand in 238, Kalabin put down the last dissenters to secure his new fief. For the next century, Kalabin and his heirs were able to maintain the Kaldor against all external threats while patiently building a strong feudal state.

## Chybisa Beleaguered

The southern kingdoms also felt the brunt of the Migration Wars. Chybisa, founded in 160 by a Melderyni knight, was almost totally eradicated by the rampages of the Bujoc, Hodiri, and Pagaelin. Having lost most of her territory, only brilliant generalship allowed her to defeat the barbarians at Burzyn in 227. Chybisa was then able to maintain her precarious independence as a tiny kingdom.

## The Demise of Elorinar

Elorinar, founded in 155 by Nathwic, did not survive as an independent state. The Elorinarian town of Laket was sacked by the Bujoc in 218 and king Janakor was slain. For nearly four years the Bujoc defeated every army that Elorinar could muster. In a desperate effort to save his realm, King Korab declared fealty to king Shelir I of Melderyn in 223. Over the next two years Shelir sent several emissaries to the Bujoc and was soon able to announce the Peace of Anadel. How the Melderyni king turned the Bujoc into (relatively) peaceful tribesmen remains a mystery.

## THE CORANI EMPIRE

In the west of Hârn, several states rose and fell in the wake of Lothrim's empire, but none achieved any degree of permanence until the fertile Thard Valley gave birth to the Corani Empire. The region's heart was inhabited by the Corani tribes who, just over four centuries ago were united under a warrior king called Corthir. His new kingdom extended barely twenty leagues east and west of Coranan and was confined to the north bank of the Thard.

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

### The Hefiosa Campaign

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

### Arosta the Conqueror

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

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

### Founding of the Empire

Arosta's son, Malian, concentrated on consolidation. He was the first Corani ruler to take the title emperor and founded the cities of Merethos (now named Golotha) and

Shiran. Malian is also credited with the creation of the Corani civil service, an organization that had no rival in sophistication or complexity.

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

## THE KINGDOM OF ALEATHIA

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

### The Corani Succession Crisis

When the eighth Corani emperor, Laketta, died heirless after an ignoble reign, a complex power struggle ensued. The current king of Aleathia, an ambitious and impetuous ruler called Xuaka, sought to take advantage of Corani weakness. Xuaka had spent fourteen years expanding Aleathia along the disputed west coast and saw himself as a man of destiny. In 443 he invaded the southern domains of the Corani and seized Heroth. However, the invasion was the catalyst needed to solve the problem of the Corani succession. The empire's pragmatic nobility promptly chose a soldier called Mejenes for the throne.

### Mejenes the Great

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



### Decline of the Empire

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

With the exception of Mindrithar, the empire was then cursed with a series of incompetent emperors. Saurach was a religious fanatic who promptly got himself assassinated after seeking to ban all religions other than the Church of Agrik. Korad was a pliable moron, totally unable to control the acquisitive Corani nobility. Shorka chose to ignore affairs of state and appointed his eccentric court astrologer, Workol, as chancellor. Workol managed to alienate nearly everyone with excessive taxation and nonsensical policies based on his readings of the stars and planets.

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

### Balsha the Prophet

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

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

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

### The Balshan Jihad

The disastrous Red Death, a deadly plague that ravaged all Harn at this time, fed the rebellion. By 560 the whole of Rethem was under Balshan control, where Medak's purges had seriously depleted the army's will to resist. Encouraged by their success, the Balshans gave siege to the city of Merethos in 562 and it fell after a brief siege. Its captors gave the city its present name, Golotha, which is believed to come from the secret tongue of the church of Morgath, and to mean something like "dark victory".

After a brief respite, the victorious rebels surged out of Golotha intent on winning an empire. Several battles were fought, but nothing could prevent the Balshan onslaught. The city of Coranan was soon under siege. The defences of the Imperial capital were very strong and it is possible the rebellion might have petered out. However, at this crucial time, Horahnam, the ambitious Corani governor of the city of Shiran, embraced the jihad, surrendering the city in 564. After an investment of Coranan for two years, Emperor Medak was captured, with many of his court and kin, as he attempted to flee to Aleath. Its stores exhausted, disease rampant, and with a clear view of the hill where the emperor and his retainers were impaled, the morale of Coranan's defender's crumbled. Coranan surrendered to the Balshans in 565.

## THE THEOCRACY OF TEKHOS

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

Casting a malevolent eye southwards, Horahnam ordered the city of Aleath taken. Tekhosian forces swept down and gave siege to "the fairest city of man" in 569. Although the city held out for three long and bitter years, there was no hope of relief and its defenders resigned themselves to their eventual doom. Hundreds of Aleathians slew themselves and each other rather than witness the fall of Aleath and the rape and pillage that would follow. When the city's walls were breached in the late spring of 572, very few Aleathians survived the terrible bloodbath; those who did remembered it as the "Agony of Aleath".

## The Aleathian Odyssey

One month before Aleath fell to the Tekhosians, a few hundred Aleathians fled by sea to undertake what is now known as the Aleathian Odyssey. Comprised of nobles, priests, artisans, merchants, farmers (supposedly chosen by lot) and many children under 12, they boarded a motley fleet of some fifty ships and sailed eastward into the Gulf of Ederwyn, with the intent of founding a "New Aleath". Written accounts of the Odyssey describe horrific storms and fanciful sea monsters. It is known that fully half of the vessels disappeared, although other legends recount that some of these unfortunates actually survived to found colonies at various likely and unlikely spots around the Gulf of Ederwyn. The remaining fleet eventually made it to the island of Keboth, where they were succored by the Sindarin. There (or possibly before - the records are ambiguous) the refugees met with a Melderyni mage called Genin. Under his guidance, the weary Aleathians sailed through the Indatha Straits to found the city of Thay in 573.

## A Reign of Terror

The capture of Aleath removed any possible threat to Horahnam and he quickly turned the Theocracy of Tekhos into a violent and repressive dictatorship. Many Thardans had rejoiced at the casting down of the corrupt empire. Soon they came to realize that their old masters had known little of real tyranny, when compared with the butchers of Tekhos. Dozens of religious tribunals were established to crush opposition to the new order. Thousands of the nobility, their retainers and sympathizers were impaled, or forced into outlawry to escape the purges. In the cities,

perverse Morgathian rituals, spectacles, public torture and execution became commonplace. It must be admitted that the spectacles were popular among the masses; many cheered the butchers on, until they themselves were carried off at midnight by the dreaded inquisitors.

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

## The Interregnum

With the collapse of the Theocracy, Tharda fell into three decades of chaos and dozens of petty states vied with one another to establish or resist a new empire. Large bands of brigands operated unchecked; the distinctions between bandits, mercenaries, raiding tribesmen and legitimate armies became academic. Trade collapsed and the nefarious roaming bands consumed the wealth of the countryside. Coranan tried vainly to revive the Corani Empire. A second Aleath Republic was born in 612, the Kingdom of Kanday in 620, the Coranan Republic in 621, and the Shiran Republic in 625. Golotha and Rethem were lonely relics of the hated theocracy.

## THE FOUNDING OF KANDAY

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

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

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

## ARLUN THE BARBARIAN

Towards the end of the Interregnum, the Kubora of Peran were united for the first time under Arlun the Barbarian, a tribal leader of great personal charisma and no small skill at arms. By 625 Arlun had become the acknowledged chieftain of nearly 90 Kubora tribes, and convinced of a great destiny, planned his conquest of the south. For four years he bided his time, training his men in the arts of war that were to win him a kingdom.

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



*Arlun The Barbarian*

## The Founding of Rethem

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

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

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

## THE THARDIC LEAGUE

In central and northeastern Tharda, two republics arose from the Interregnum; the Coranan Republic in 621, and the Shiran Republic in 625. Both had similar political structures, senates controlled by wealthy families many of whom made their fortunes in trade. The two republics formed a mutual defence alliance in 632. Then the threat of Arlun the Barbarian weighing heavily, the two republics voted to form a League in 636. The league created the office of Autarch, to be held by men of military experience, who would have responsibility for external affairs and defence, while the republics were to retain internal autonomy. Autarchs were to be elected for seven years, and could serve only once. Neradas of Shiran was chosen the first Autarch. His first duty was to create an integrated League army, that would later be called the Red Guard. Personally commanding the guard, Neradas faced an incursion from Rethem loosing Menekai and Senun, but halting the invasion at the Gomisen River.

## The Five Year War

The two succeeding autarchs both sought to expand their power by employing the Red Guard to annex new territories, notably the region of Kom in 654. Autarch Jalien undertook to extend the League's holdings south of the River Thard. He oversaw the conquest and annexation of the petty state of Moleryn in 661 but was slain by a stray arrow. Since Moleryn was allied to the Kingdom of Kanday, Queen Arelora demanded the withdrawal of League forces but her ultimatum was ignored by Jalien's successor, Colura of Coranan. Arelora declared war and five years of sporadic fighting began.

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

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

## THE THARDIC REPUBLIC

Aglir of Telen was the League's last Autarch. The growing regal overtones of the office had made many senators uneasy. Some began to privately advocate the merging of the two republics to counterbalance any imperial pretensions held by an Autarch. Aglir antagonized this anti-imperial faction when he chose his own son, Taresir, to be deputy commander of the Autarch's Guard in 670, and when he involved the League in the Salt Wars with Kaldor without senate approval.

Aglir's easy victory against Kaldor at the Battle of the Chelna Gap in 672, silenced the few brave souls who had been critical, but when the Guard was routed at the Battle of Ramala Gap in 673, and an embarrassing peace with Kaldor signed, his enemies in the League moved swiftly. Rumors to the effect that Aglir's ambitions included kingship sprang up with alarming rapidity. To avert some of the blame for the military defeat, Aglir had 43 officers arrested, tried and executed for treason in 674. His son Taresir, the man most responsible, was not one of them.

Aglir now faced army unrest, and events came swiftly to a climax. Anti-imperialist riots spread throughout Coranan. Aglir declared martial law and prepared to arrest certain senators in both cities. Before this could be done, four of his personal guards stabbed him to death. The next morning, the senates of both republics passed identical decrees to abolish the office of Autarch and establish a committee to explore the creation of a joint state. Within three months, the Thardic Republic was in being, its seat of government in Coranan.

## RETHEM IN CHAOS

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

Nemiran sought to reunify the kingdom. Taking Kanday as a model, he parceled out his domain to trusted retainers and gave up trying to rule the whole himself. The impressive citadel at Golotha was renovated and became the king's princial seat in 678. Nemiran soon came under the influence of the resurgent church of Agrik and proved the tenet that none are so zealous as the recent convert. He founded the orders of Demon Pameshlu the Insatiable and the Octagonal Pit, and financed the construction of a new temple to Agrik in Golotha. In 681, the last year of his reign, Nemiran granted Menekai to the Order of the Red Shadows of Herpa, and Menekod, Hyen, Dunir, and Selvos, to the Order of the Copper Hook.

King Nemiran was assassinated on the steps of his palace in Golotha, on midsummer's day, 681. It is likely that the blows were struck at the order of Puril, the ambitious commander of the king's bodyguard. On Nemiran's sudden demise, Puril sent troops into the streets to maintain order and proclaimed himself regent until a proper successor could be found. Several candidates for the throne came forward; all died mysteriously before they could take the throne. After six months Puril "reluctantly" took the crown himself.

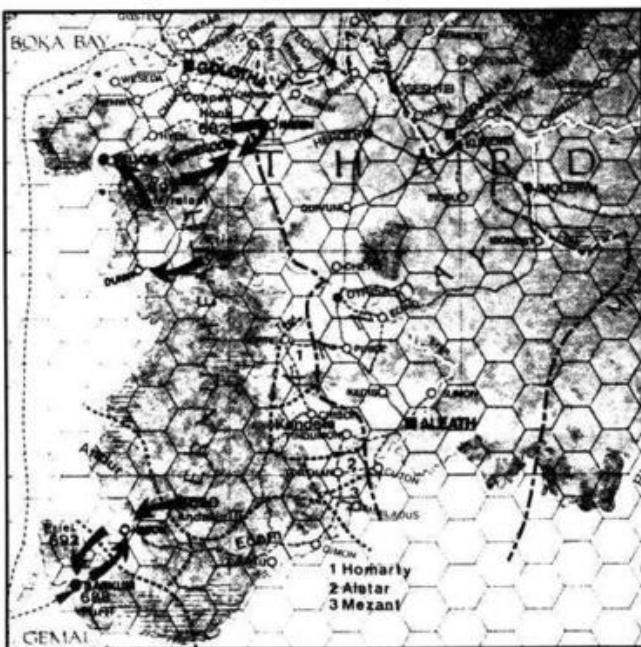
## Ezar's War

In 682, the Order of the Copper Hook suddenly attacked the Kingdom of Kanday without provocation. Advancing northeast from their castle at Menekod, the "knights" of the order laid siege to Imiden but were forced to quit the field when the Order of the Checkered Shield sent a relief force. The Grandmaster of the Copper Hook, Ezar of Clan Zhirdoka, appealed to Puril for aid; thus began what came to be known as Ezar's War.

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

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

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



Ezar's War

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

Kanday emerged stronger than ever from Ezar's War. The independent states west of Aleath, and lands taken from the Order of the Copper Hook, had been added to the kingdom. Rethem, on the other hand, verged on civil war. Chafin had the notorious Ezar assassinated in 698. The Order of the Crimson Dancer enjoyed the disfavor of the king to the extent that they emigrated to Orbaal in 701. Chafin I was assassinated in 703; this time no one was caught.

## KUSEME WAR

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

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

The onset of winter prevented further conflict. The young Kandian king was not interested in war and offered peace. Before hostilities could resume in the spring, a peace was concluded which gave Kuseme and Eidru to the Thardic Republic. Kronas was furious, believing that he could have conquered all of Kanday. Privately, Kronas still believes that the senate acted out of jealousy and fear; the hero-worshipping masses are always fond of successful generals. In any event, the Senate was more than happy with the territorial gains, annexing the former Earldom of Kuseme as Eidel Province. To placate Kronas and his followers, the general was rewarded by being made both

Marshal and Magistrate of the new province. Kronas still holds both offices. Although a few senators have expressed unease none have yet challenged his considerable power.

## CHYBISA: The Melderyni Kings

After her near destruction in the Migration Wars, Chybisa's monarchs built carefully. Her fortifications were respected by the surrounding tribes and the vigilance of her defenders was well known. But after a century of relative peace she had grown decadent and her nobility had grown complacent and apathetic. At the beginning of the fifth century, renewed barbarian aggression (by the Hodiri and Pagaelin), and their harassment of caravans and traders, caused alarm in Chybisa. When Verlid VI died heirless in 409, the barons of the kingdom offered the vacant throne to Imadain I of Melderyn, in the hope that fear of the island realm would keep the tribes at bay. It did. The barbarians quieted almost immediately and Chybisa relaxed back into prosperity.

Between 409 and 475 a council of Chybisan barons governed in the name of four Melderyni kings. A bastard succeeded to the Melderyni throne (under the island kingdom's ambiguous succession laws) in 475. The Chybisans were outraged. The barons of Chybisa seceded from the island realm and elected one of their number king Sharat I. Arabar II of Melderyn proclaimed that he did not recognize the legitimacy of the new king, but took no further action. The succeeding Chybisan monarchs enjoyed almost 200 years of peace.

## KALDOR: A Tradition of Rebellion

Kaldor has had a long history of rebellion, interspersed with periods of recovery. Soon after the founding of Kaldor in 188, the kingdom developed a tradition of unrest as powerful barons were forever in conflict with the strong royal government. This culminated with a disastrous Civil War on the death of King Maranos in 362.

## The Kaldoric Civil War

The clearly legitimate successor to Maranos was Aidrik II, but many of the barons backed a rival claimant who promised them greater regional autonomy. Fierth of Qualdris claimed to be Aidrik's elder brother, born on the wrong side of the blanket. Neither claimant could fully command the loyalty of their followers. For fifteen years all that was achieved was to lay waste the countryside. In 377, Aidrik II, acting on treacherously false information, was caught in the open with his army by a superior rebel force near Kiban. Despite the defection of several of his vassal-lords, he and his army fought bravely, but Fierth won the day. According to popular history, Aidrik was captured and slowly roasted alive over an open fire.

## The Restoration

Fierth the usurper failed to deliver the powers promised and was forced to defend his crown ruthlessly on several occasions from the very barons who had supported him. Fierth preferred subtle methods; he corrupted the judicial system to his needs and levied ever greater taxes. Many barons were tried and executed for treason. On his death, a major revolt erupted. Uthred, his son, was able to subdue this rebellion but was unable to win the support of his recalcitrant nobility. He was slain by a band of knights while hunting in 406. The barons assembled to choose an heir and Aidrik II's only surviving son, who had been given refuge in Chybisa, was handed the crown. The new king took the name Aidrik III and promised to rule in a manner respectful of the barons' rights. All were tired of war and for nearly 100 years conciliation and compromise became the principles that would govern Kaldoric politics.

## The House of Elendsa

During the sixth century, Kaldoric rulers again began to gather powers at the expense of the barons. Some kings and queens proved unable to use those powers wisely. With the death of king Iemald in 599 the lack of a clearly legitimate successor sparked a violent revolt among the barons. The baronial revolt (really another civil war) was waged sporadically by some fifteen claimants. By the time Haldan the Elder of clan Elendsa emerged the victor, the kingdom again faced long years of reconstruction. Both Haldan the Elder and Haldan the Younger, his son and successor, and Queen Chelebin III, sponsored the sentimental movement towards "a new age of chivalry" in present day Kaldor.

## The Salt War

Queen Chelebin's son, Torastra was a born warrior. He cared little for the lofty principles of knighthood and was forever seeking ways to put the well trained flower of Kaldoric chivalry to practical use. When a dispute with the Thardic League over the salt trade erupted, Torastra is believed to have been ecstatic. But his eagerness to engage in battle betrayed him. Quickly gathering some of his knights, he undertook the long westward march with indecent haste, caring little for the logistical requirements of a foreign campaign. He led his followers straight into what amounted to a clever ambush laid by the Autarch Aglir, and was effectively beaten at the Battle of the Chelna Gap (672). Torastra returned to Tashal and contemplated the merits of the "dishonorable" style of warfare his opponent had exhibited.

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

## The Treasure War

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

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

Balesir journeyed to Thay, then to Cherafir to petition King Etobran for aid. The Melderyni king not only refused, but went so far as to forbid any of his vassals to assist the deposed monarch. Returning to Thay, Balesir continued to seek assistance, but to no avail. It was not until Chunel came to the throne that he obtained any sympathy. In 685, Balesir promised to swear fealty to the Melderyni king if he should ever recover his kingdom; this seemingly softened matters. Chunel lifted the proscription against aid to Balesir, saying that any who wished to aid him might do so.

By 687, Balesir had raised an army, crossed Anadel, and defeated the small army Torastra had left to garrison Chybisa at the Battle of Geda. However, once Balesir had recovered his crown, he renounced his promise of fealty to Chunel. The Melderyni king is reputed to have expressed a lack of surprise at this turn of events and has since hinted that Chybisa is unlikely to have things her own way forever. Torastra denounced Balesir as a treacherous churl, but declining health prevented him from pressing his claim to the Chybisan throne. The aging Torastra was to fight only one more campaign, against the Kath in 689, before his death from old wounds in 693.

## THE JARIN OF THE NORTH

The mountainous, fjord-indented, northern part of Harn is now called Orbaal but this is a recent name. Formerly called Jara, it was occupied for more than a thousand years by the Jarin, the first human settlers on Harn, many of whom had fled north to escape the Lythian

barbarians after the Atani Wars. Their 400 year exposure to the Sindarin and Khuzdul gave the Jarin a kind of mystique, which even today, sets them apart from other human societies.

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

## The Ivinian Conquest

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

## THE KINGDOM OF ORBAAL

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

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

## The Jarin Rebellion

The immediate cause of the Jarin rebellion was the moving to Orbaal of the Order of the Crimson Dancer from Rethem. It is likely that Alegar was seduced by the grandmistress of that order; he not only gave refuge to these fanatical and militant women in Orbaal, but also conspired with them to seize Quimen keep which was at that time held by a Jarin lord. It is also likely that Alegar was anxious to have a solid ally in his troubled kingdom. The Crimson Dancer attacked and captured Quimen in the spring of 701, using such savagery that the already smoldering Jarin resentment burst into flame.

Since the Jarin outnumbered their overlords by almost 10 to 1, had they been better led, it is likely they would have driven the Ivinians back into the sea. Lorkin castle was captured in 701, and dozens of sporadic revolts erupted all over Orbaal. Fortunately for the Ivinians, these revolts were not coordinated, and the isolated pockets of Jarin rebels were subdued one by one.

## The Rape of Thay

The bloody Jarin Rebellion ended in 703 and had served to bring the squabbling Ivinian clans closer together as they fought a common enemy. Alegar hoped to preserve this temporary unity by means of a bold new adventure; a major raid down the east coast to capture the Melderyni city of Thay. The Ivinians needed little encouragement to sample the wealth of Thay and Alegar's plan was quickly adopted. The island of Keron was occupied and settled by the Orbaalese as a base in 704. The next year, a fleet of some forty ships descended on the unsuspecting Thayans. The Ivinians landed and invested the walled town, but could not breach its defences. For three days the northerners rampaged, venting their frustration on the manors and villages nearby. Finally, the Orbaalese retired, carrying off many women and much booty, pledging to return.

## The Cape Renda Disaster

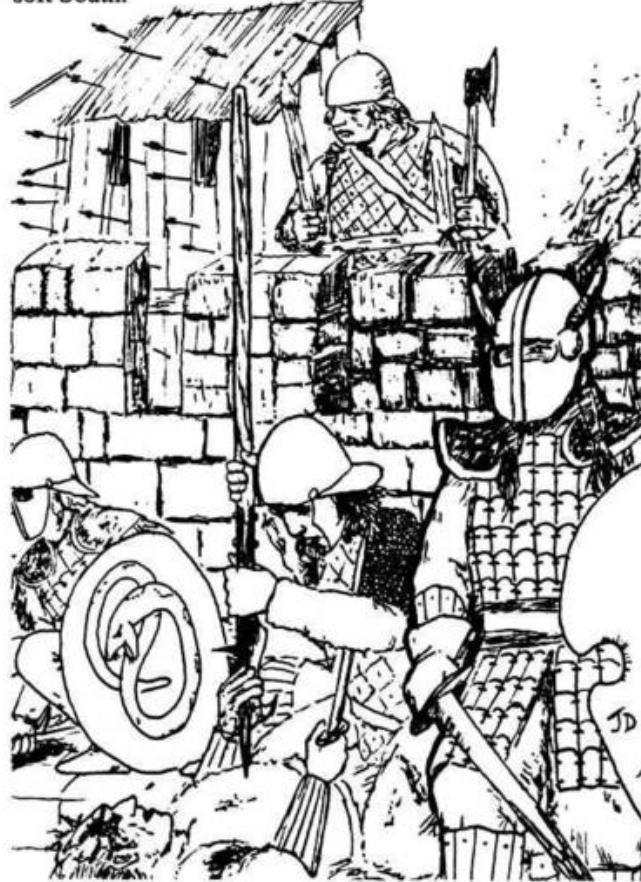
In the late summer of 707 a second assault fleet of about a hundred dragonships and warboats from Orbaal and several other Ivinian kingdoms of Lythia, descended on the city of Thay. There is no doubt that the lightly defended city would have succumbed to an invasion fleet of this size. The five thousand warriors aboard exceeded the entire population of Thay. But while rounding Cape Renda, fifteen leagues northwest of the city, a freak storm arose and sank many vessels, cast others on to the Renda Rocks, and scattered the remainder. The surviving ships retired to Keron to regroup, only to find that their island base had also been destroyed. This was more than the "masters of wind and wave" could stand. They limped home. The island of Harn was subjected to several such storms that year, causing extensive flooding, but many Thayans believe the Cape Renda disaster was an arcane intervention by Melderyn.

## EPILOGUE: The West

Two kingdoms and a republic maintain an uneasy peace in western Harn. Over the past fifty years they have fought several wars and there is no reason to suppose that relations will improve.

In the twenty three years since Ezar's War, the border between Kanday and Rethem has been the scene of continual skirmishing between the Order of the Checkered Shield and the Order of the Copper Hook, the latter of whom have yet to acknowledge the Peace of Selvos. The wounds of the war have yet to heal. Rethem's present king, Chafin III, is vigorously trying to unite his chronically rebellious kingdom. If he lives long enough, it is likely that he will again attack hated Kanday.

Neither kingdom has reason to trust the Thardic Republic with its radically alien political structure and its avaricious, expedient-following senators. The republic's worst enemies dwell within its own borders, where the great families vie constantly for status and wealth and factions form and reform daily. The republic's decadence and internal disunity alone will likely eliminate it as a threat to its neighbors until some strong general can climb to the throne over a heap of bodies. Peran is a harsh wilderness, a land of wild tribes who have not forgotten that their fathers once conquered large tracts of the rich, soft South.



### The East

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

The hand of the seemingly eternal, ineluctable kingdom of Melderyn rests lightly on its mainland fiefs around Thay. King Chunel could, at any time he wished, send an army to claim the tiny kingdom of Chybisa. Of course, the tiny kingdom is also claimed by Kaldor, so this action might precipitate a war between Melderyn and Kaldor. Chybisa's monarch, Verlid VII, is obsessed with the notion that either Melderyn or Kaldor will take up arms against him.

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

### The North

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

Between these islands of "civilization", travellers may encounter almost a score of barbaric human tribal nations, all of whom treat interlopers with suspicion, while some negotiate with arrows. Those who persist in entering the wild mountainous regions are likely to meet with parties of violent Gargun, and there are always rumors of fell, enchanted beasts. Hârn remains a land of subtle intrigue and sudden bloody violence.

### GM NOTE

Most *HarnWorld* publications produced by Columbia Games contain more detailed historical information on specific locales and subjects. All publications assume the current date is 720 TR, and no history extends beyond this date. This means we will never contradict your own future history.

## CHRONOLOGY

20,000 BT	Earthmasters arrive on Kethira
15,000 BT	Earthmasters depart
10,000 BT	Sindarin reach Hârn
7,000 BT	The Khuzdul appear on Hârn
6,900 BT	Azadmere Founded
1,300 BT	Men reach Hârn (The Jarin)
900 BT	The Atani Wars Begin
683 BT	Battle of Sorrows/Abdication of Aranath
1 TR	Kingdom of Melderyn founded
100 TR	Tyranny of The Foulspawner begins
110 TR	First appearance of the Gargun
120 TR	Carnage of Kiraz/Battle of Sirion
128 TR	Founding of Tashal
160 TR	Kingdom of Chybisa founded
178 TR	Battle of Hosat/Migration Wars begin
188 TR	Kingdom of Kaldor Proclaimed
238 TR	Battle of Olokand
301 TR	Corani Empire founded
356 TR	City of Aleath founded
362 TR	Kaldoric Civil War Begins
377 TR	Battle of Kiban. Civil War ends
388 TR	City of Merethos (Golotha) founded
391 TR	City of Shiran founded
406 TR	The Restoration (Kaldor)
443 TR	Aleathia invades Corani Empire
453 TR	Corani Empire annexes Aleathia
477 TR	Kustan Massacre
493 TR	Charter of the Mangai (Guild Rights)
521 TR	Great Flood of Tharda
558 TR	Balsha Executed/Balshan Jihad begins
559 TR	Red Death (plague) until 561
562 TR	Balshans capture Merethos (Golotha)
564 TR	Shiran joins Balshan Jihad
565 TR	Coranan captured/End of Corani Empire
568 TR	Theocracy of Tekhos founded
572 TR	Agony of Aleath/Aleathian Odyssey
573 TR	City of Thay founded
588 TR	Theocracy of Tekhos collapses
589 TR	Kingdom of Kanday founded
612 TR	Second Aleath Republic founded
620 TR	Kanday captures Dyrissa
621 TR	Coranan Republic founded
625 TR	Shiran Republic founded
629 TR	Arlun the Barbarian invades Rethem
633 TR	Aleath joins Kanday as freetown
635 TR	Kingdom of Rethem founded
636 TR	Thardic League formed
652 TR	Ivianian Conquest begins
661 TR	Five Year War begins
663 TR	Battle of Teb Marshes
665 TR	Battle of Eidru
666 TR	Peace of Quivum/Five Year War ends
672 TR	Salt War begins/Battle of Chelna Gap
673 TR	Battle of Ramala Gap/Salt War ends
674 TR	Proclamation of Thardic Republic
675 TR	Treasure War (Kaldor-Chybisa) to 678
682 TR	Ezar's War begins
686 TR	Kingdom of Orbaal proclaimed
687 TR	Balesir regains Chybisan throne
688 TR	Rethem Captures Sarkum/Hebon
690 TR	Kanday liberates Hebon
692 TR	Kanday liberates Sarkum
694 TR	Assassination of Queen Eriel
697 TR	Peace of Selvos/Ezar's War ends
701 TR	Jarin Rebellion (Orbaal) to 703
705 TR	Rape of Thay
707 TR	Cape Renda Disaster
712 TR	Kuseme War (Kanday-Tharda)
720 TR	The Present

## BIRTH GENERATION

Birth attributes depend on environment. Those which follow are geared to Hârn. Additional details concerning a character's birth, such as Social Class, Occupation, Family, etc., are heavily dependent on the rules being used. These are covered in detail in our own rule system, *HârnMaster*.

## SPECIES

We recommend that players have human characters, but this is a matter of taste. Roll 1d100 if desired.

01-89	Human
90	Sindarin (elf/sidhe)
91	Khuzdul (dwarf)
92-93	Gargu-arak (streaked orc)
94	Gargu-kyani (white orc)
95-97	Gargu-hyeka (brown orc)
98	Gargu-viasal (red orc)
99	Gargu-khanu (black orc)
00	Other (GM discretion)

## SEX

Players should always have characters of their own gender. Roll 1d100 for NPCs.

Sex	Human	Sindarin	Khuzdul	Gargun
Male	01-48	01-45	01-75	01-99
Female	49-00	46-00	76-00	00

## BIRTHDATE

The Hârnic calendar, called Tuzyn Reckoning (TR), has a twelve month lunar year (1d12). Each month has thirty days (1d30). Birthyear is assigned by the GM.

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

## BIRTHPLACE

A character's birthplace should be identified at least to the nearest major settlement (keep, castle, or town), preferably to the nearest village. This table will generate the birthplace of any *human* character to the nearest Hârnic major settlement. Roll 1d100 to determine nation, and again to determine settlement (or tribal nation in the case of Barbarian). There is a 10% chance the character is born in the actual major settlement. Otherwise, he comes from a nearby village. The expansion modules we have published for each Hârnic kingdom contain large scale maps locating manorial villages.

## BIRTHPLACE TABLE

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

The full color GM map of Harn provides a vast amount of information with a unique cartographic system developed specifically for fantasy gaming. The system allows easy perception of both terrain and topography. For example, a forest area may be depicted as flat, swampy, hilly, or mountainous. The hexgrid helps the plotting of movement and distance. The numbered and lettered square grid is a handy reference to locate features described in Härndex.

### VEGETATION

The regional map has seven principal vegetation classes. Each is identified on the map key.

**Ice, Snow, Rockfield:** permanent mountain snowpack, precipitous rocky cliffs, and the like. Nothing grows here, because the land is either snowbound or barren.

**Alpine Vegetation:** found only in mountains, between the treeline and snowcap. Soil moisture is frozen (permafrost) except during summer when the top two or three feet thaws. The frozen ground prevents the drainage of melt water, causing marshy conditions in early summer. Permafrost promotes an essentially treeless region, covered with short rooted plants, sedges, grasses, mosses, and lichens. In midsummer, some plants flower for a few weeks, providing a carpet of color (alpine meadow).

**Needleleaf Forest:** forest of tall, straight-trunked, cone-shaped trees, with small needle-like leaves (mostly evergreen). Needleleaf forest occurs on Harn in the highlands above 3,000 feet, and in Orbaal. Due to the year-round shade, undergrowth tends to be sparse, but since it occurs mostly in mountainous areas, travel can still be difficult. Major tree species include: Orbaalese Spruce, Sorkin Pine, Kom Cedar and Northern Fir.

**Mixed Forest:** forests containing needleleaf evergreens, needleleaf deciduous, or summergreen deciduous trees, two of which must be present. Needleleaf deciduous trees are similar to their evergreen cousins, but they shed their leaves in winter. There are only two such species on Harn: The Golden Larch and Katha Birch. Broadleaf trees tend to have short to medium stubby trunks, a few long branches, and a generous canopy of deciduous leaves which provide good shade in summer but shed completely in winter. There are some one hundred and twenty different species of broadleaf on Harn; the most common types are Härnic Oak, Shava Maple, Solora Elm, and Western Ash.

**Mixed Woodland:** Areas with a tree canopy between 15% and 50% are considered woodland. Such areas contain mainly summergreen deciduous tree, growing in clumps or copses, interspersed with open grassy areas. The open areas may be natural, fire induced, or the result of human or animal intervention. Note: Harn's climate makes extensive natural prairie grassland impossible.

**Heath:** sometimes called moor, heathland is found along windward margins when a combination of poor soils and high winds exist. Heathland is mainly treeless, although a few stunted birches, willows, and various large shrubs can be found. The dominant vegetation is a dense layer of sturdy low-lying plants such as heather. Poor drainage creates bogs in low lying areas.

**Cropland & Pasture:** found mainly around all Härnic settlements. Only about forty percent of the land will actually be under cultivation. The balance will be pasture, and the odd stand of trees.

### TOPOGRAPHY

Textures overlay the vegetation colours to provide landform data. This system allows you to distinguish between, for example, mountainous forests and flat forests. The absence of any texture implies that the land is fairly flat, at most gentle rolling hills.

**Hills:** rough hilly terrain which will tend to make travel difficult. Mountains rarely turn abruptly into plains and so foothills will usually be indicated.

**Mountains:** terrain difficult to cross and probably impassable in winter. Mounted travel is especially difficult, and climbing gear may be necessary. Peaks over 6,000 feet are named on the map.

**Marshland:** swampy terrain can occur anywhere there is poor drainage. Marshland should not be thought of as impenetrable swamp, but it is likely to contain deep bogs, quicksands, etc.

**Reefs:** Shoals or rocks definitely hazardous to seafarers. No distinction is made on the map between salt and fresh water; there are no salt lakes on Harn.

**Rivers:** The rivers shown are sufficiently deep (10'-20') to be navigable. They are fordable only at marked fords and only then when the weather has been reasonably dry over the last few days. There may be dozens of smaller streams in each hex not shown; these will occasionally dry up, or swell to the size of a river. Waterfalls and rapids are indicated by blue slashes.

### KEEPS, CASTLES AND TOWNS

For the most part, only settlements possessed of major fortifications are shown. Most of these are surrounded by at least a small town, and dozens of small villages. All settlements shown hold a market/fair at least once a month, many daily.

### ROADS AND TRAILS

Paved roads are "all weather" and quite rare on Harn. Unpaved roads are always muddy when it rains. The trails shown are those that even a tenderfoot would have difficulty wandering off. Not shown are thousands of game and other minor trails criss-crossing Harn.

## WATCH ROUTINES

We recommend the following sequence for moving characters on the Regional Map. The 24 hour day is divided into six watches, each of four hours duration. The first watch begins at midnight and ends at 4am, and so on.

### 1. Weather Generation

At the beginning of each watch the GM generates the weather using the *Weather Table* provided. This is reported to the players, who record it in their journal or log.

### 2. Encounter Generation

The type of encounters possible is dependent on the terrain being crossed. The GM determines if the players will have any encounters during the watch. If one or more encounters are scheduled, the GM rolls 1d8 for each to determine in which half-hour of the watch they will occur, and 1d30 if the exact minute is required. The GM tells the players of encounters only when they actually occur. Note: encounter tables are given in our publication *HarnMaster*.

### 3. Movement

The GM asks the players in which direction they wish to travel. Using the *Movement Table* provided, the GM then estimates how far the party can travel, either until the next encounter or the end of the watch, whichever comes first. He should then move the party on his map, describing as necessary the terrain crossed. Once all business arising from record-keeping, player mapping, and encounters has been dealt with, steps 1-3 are repeated for the next watch.

## MOVEMENT TABLE

Movement rates are always a matter for GM discretion. The GM reads the general terrain type and cross-indexes it with the current weather conditions. Three numbers are given. The first number is the movement rate for foot travel, the second for horse, and the third for wagon. All movement rates are given in *Leagues per Watch*, approximately equal to kilometres per hour.

### Weather Assessment

The second to fourth columns are general weather assessments, interpreted by the GM at his discretion. Muddy conditions would normally require steady rain over several watches, and might persist for several watches after the rain has ceased. Snow should be taken to mean that there is sufficient quantity on the ground to hamper movement; it may not actually be snowing. Blizzard conditions, which greatly hamper movement, occur when there are both high winds and snow falling.

### Forced Marches

At the expense of incremental fatigue, handled at GM discretion, movement rates may be increased by up to 50% for foot or wagon traffic and 100% for horse traffic.

## MOVEMENT TABLE

TERRAIN	Dry	Muddy	Snow	Blizzard
<b>Flat</b>				
Paved Road	5:9:7	4:8:5	4:8:5	2:4:3
Unpaved Road	5:9:6	4:7:4	4:7:4	2:3:2
Trail	4:8:4	4:6:3	3:6:2	2:3:1
Cropland/Pasture	4:7:3	3:5:2	3:5:2	1:2:0
Mixed Woodland	4:6:2	2:3:1	3:6:1	1:2:0
Mixed Forest	3:5:0	3:4:0	3:5:0	1:1:0
Needleleaf Forest	4:6:0	3:4:0	2:3:0	1:2:0
Heathland	4:7:0	3:4:0	2:2:0	1:1:0
<b>Hilly</b>				
Paved Road	4:8:6	4:7:5	3:6:3	2:3:2
Unpaved Road	4:8:4	3:5:3	3:7:2	2:3:1
Trail	3:7:2	3:6:1	3:6:1	2:2:1
Cropland/Pasture	4:7:2	3:5:1	3:5:1	1:1:0
Mixed Woodland	3:5:1	2:4:0	2:4:0	1:1:0
Mixed Forest	2:4:0	2:3:0	2:2:0	1:1:0
Needleleaf Forest	3:5:0	2:3:0	2:3:0	1:1:0
Heathland	3:5:0	2:3:0	2:2:0	1:1:0
<b>Mountainous</b>				
Paved Road	3:7:3	3:5:7	2:3:2	2:3:2
Unpaved Road	3:6:2	2:4:1	2:4:1	2:3:1
Trail	3:5:1	2:3:1	2:3:0	2:2:0
Mixed Woodland	2:2:0	1:1:0	1:1:0	1:0:0
Mixed Forest	1:2:0	1:1:0	1:1:0	1:0:0
Needleleaf Forest	2:3:0	1:1:0	1:1:0	1:0:0
Alpine Vegetation	2:2:0	1:1:0	1:0:0	1:0:0
Ice/Snow/Rock	1:0:0	1:0:0	0:0:0	0:0:0
<b>Swamp</b>				
Paved Road	5:9:7	4:8:5	4:8:5	2:4:3
Unpaved Road	4:8:6	4:7:4	4:7:4	2:3:2
Trail	3:8:4	4:6:3	3:6:2	2:3:1
Mixed Woodland	2:2:0	2:3:0	2:1:0	1:2:0
Mixed Forest	1:1:0	1:1:0	2:1:0	1:1:0
Needleleaf Forest	1:1:0	1:1:0	2:1:0	1:1:0
Heathland	1:1:0	1:1:0	2:1:0	1:1:0

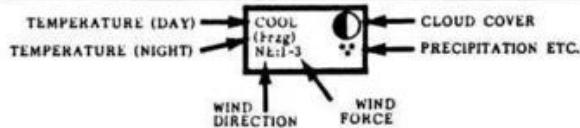
### Winter Travel Equipment

Assuming sufficient snow, sleds move at double wagon rate on roads and trails, and at foot rate in other terrain. Individuals wearing skis move at horse rate, and +1 to foot rate with snowshoes. Knowledge and use of such equipment is cultural at GM discretion.

### Sea Movement

Movement at sea depends on wind, weather, tides, type of vessel, familiarity with a waterway, etc. At optimum conditions of wind and tide, a merchant ship might average 10 leagues (two hexes) per watch; a warship about 15 leagues under sail and 10 leagues under oar. A detailed maritime routine is given in our publication *Pilots' Almanac*.

	SPRING	SUMMER	AUTUMN	WINTER
1	COLD N: 1-3	COOL N: 0-2	COOL (Cold) N: 0-2	COLD (Frzg) N: 0-2
2	COOL NE:1-3	WARM NE:0-2	WARM (Cool) N: 0-2	FRZG NW:1-3
3	WARM (Cool) SE:0-2	HOT (Cool) S:0-2	WARM (Cool) NE:0-2	COLD N:2-4
4	WARM SW:1-3	HOT (Warm) S:0-2	HOT (Warm) SE:0-2	COOL (Cold) NE:1-3
5	COOL NW:2-4	WARM SW:0-2	HOT (Warm) S: 0-2	WARM (Cold) SE:0-2
6	COLD NW:2-4	WARM (Cool) S: 0-2	WARM SW:0-2	COOL (Frzg) S: 0-2
7	COLD (Frzg) SW:1-3	COOL SW:1-3	COOL NW:1-3	COLD SW:1-3
8	COOL SW:1-3	COOL NW:2-4	COLD SW:1-3	COLD NW:0-2
9	COLD NW:1-3	WARM (Cool) SW:1-3	COLD NW:2-4	COOL SW:1-3
10	FRZG N: 0-2	WARM (Cool) NW:1-3	COLD NW:1-3	COLD NW:1-3
11	COLD (Frzg) N: 1-3	WARM (Cool) N:1-3	COLD N: 2-4	COLD N: 2-4
12	COOL (Frzg) NE:1-3	HOT (Cool) NE:0-2	COOL NE:1-3	FRZG N: 1-3
13	WARM (Cool) SE:0-2	HOT (Warm) SE:0-2	WARM (Cool) SE:0-2	COOL (Frzg) NE:2-4
14	HOT (Warm) S: 0-2	WARM (Cool) S: 0-2	COOL S: 1-3	COOL (Cold) SE:1-3
15	WARM SW:0-2	WARM SW:0-2	COOL SW:2-4	COOL (Frzg) S: 1-3
16	COOL (Cold) NW:1-3	WARM (Cool) SW:1-3	WARM (Cool) S: 1-3	COOL (Cold) SW:2-4
17	COOL SW:2-4	COOL SW:2-4	WARM (Cool) SW:1-3	COLD (Frzg) NW:1-3
18	COOL SW:2-4	COOL SW:1-3	COOL (Cold) NW:2-4	COLD SW:2-4
19	COLD NW:2-4	COOL SW:1-3	COLD (Frzg) SW:2-4	COLD SW:1-3
20	COLD NW:1-3	COLD NW:0-2	FRZG NW:1-3	COLD NW:1-3



## INITIAL SETUP

Roll 1d20 Place a marker on the table for the appropriate season in the numbered box equal to the roll.

## WEATHER CHANGE

Weather is generated anew at the beginning of each watch. Roll 1d10 and move marker as indicated below. If marker moves off table, re-enter at other end.

ROLL	CHANGE
1	UP 1
2-7	SAME
8-9	DOWN 1
10	DOWN 2

## CLOUD COVER

- OVERCAST (80% cloud or more)
- CLOUDY (20% to 80% cloud)
- CLEAR (20% or less cloud)

## TEMPERATURE

Temperatures do not take into account windchill factors. If an alternate temperature is given in brackets, eg: (Freezing), it applies during night watches.

## WIND

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

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

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

Optional: In coastal hexes the wind is likely to blow onshore at dusk, offshore at dawn.

## PRECIPITATION

● Rain Showers or Light Rain

● Steady or Heavy Rain

● Snow/Sleet Flurries

● Steady Snow/Sleet

● Thunderstorms (10% chance of hail)

— Fog/Mist (Only if Windforce is 0 -Calm)

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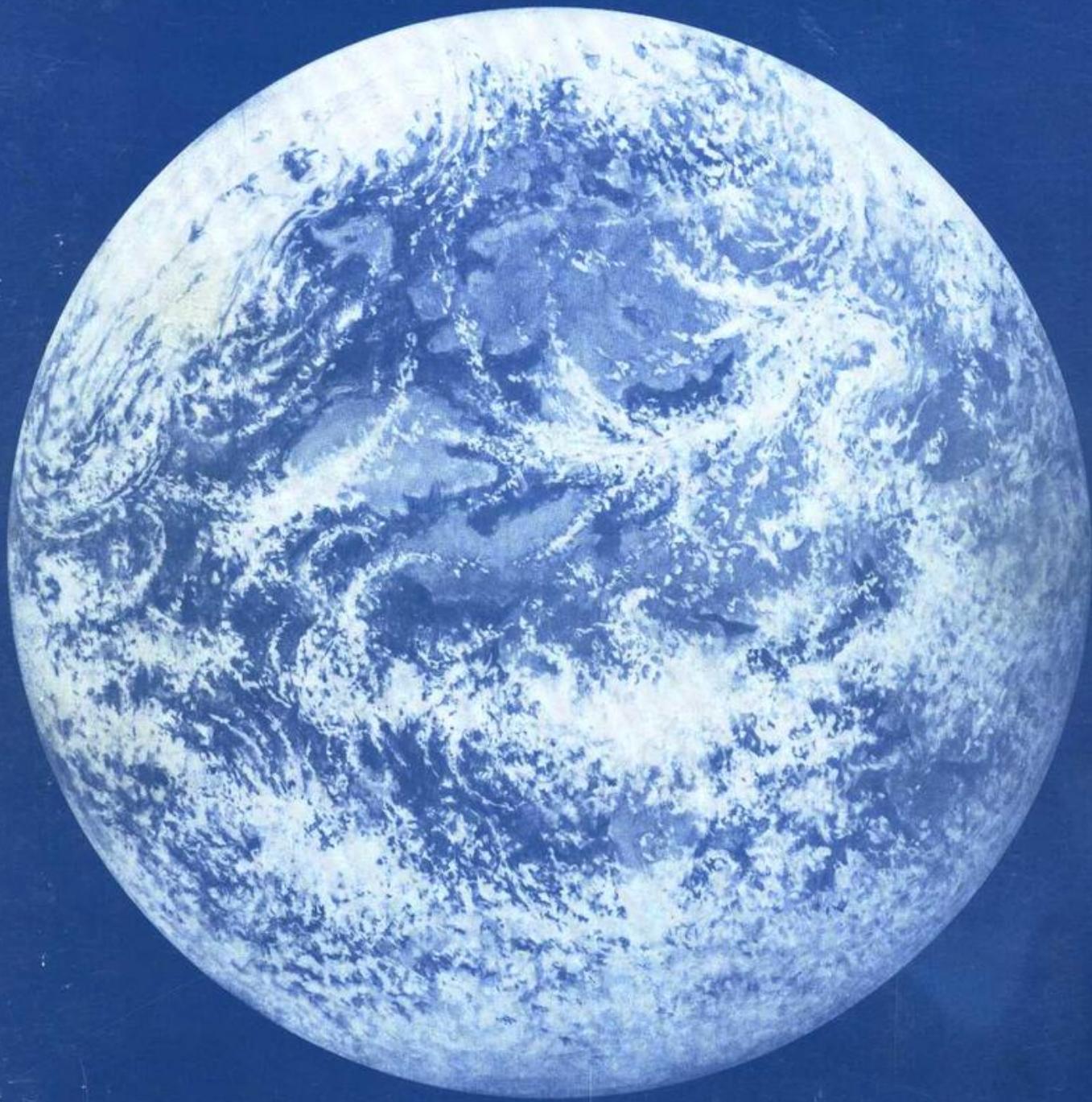


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# Hârndex™

Master Index for Hârn

Second  
Edition



COLUMBIA GAMES INC.

# Hârndex™

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# Hârndex...

*Hârndex* is an alphabetical, general reference source-book for gamemasters using *HârnWorld*. It includes the following information:

## **Geographical Entries**

Every settlement shown on the Hârn Regional map is listed. Entries give the name of the holder, the liege, approximate population, plus historical and biographical notes as applicable. Most other features shown on the Regional Map are also listed, including rivers, lakes, mountain ranges, etc. The grid location of all geographical features is given.

## **Cultural/Political Entries**

All of the cultures and states named on the Cultural Political Map (HARN 2) are described in *Hârndex*. There is an entry for each barbarian tribe, each kingdom, and most unique creatures.

## **Economic/Guild Entries**

All Hârnic guilds are listed in *Hârndex*. The Gamemaster will find a wealth of economic facts scattered throughout these entries.

## **Religious Entries**

The religious information given in the general Hârn article is greatly expanded in *Hârndex*. Entries can be found on every god, goddess, and religious order.

## **A Note on Pronunciation**

Most pronunciation of Hârnic words is phonetic (obvious), except for the letter "Y" which is almost always pronounced as a long "E". Hence, *Melderyn* is pronounced, *Mel-der-een*. The correct pronunciation of names can be learned from local residents.

# A

## AALDEM, Keep [H2]

Realm: Orbaal      Holder: Clan Taaresaa  
Population: 80      Tribute: Lord of Vaagel

Built by the Jarin in 430, Aaldem was captured by the Ivinians in 674. The current valhakar is Burlni Taaresaa, a porcine and intelligent young man of twenty five. The Taaresaars are a branch of clan Taares from Menglana in Ivinia, and are related to the royal clan of Orbaal.

## ADAENUM, The

The tribal inhabitants of Anfla, an island off the southwest coast of Härn. They are organized into about twenty culturally similar tribes, varying in size between sixty and four hundred. Fishing and agriculture provide most of their sustenance, but their inefficient agrarian techniques cause rapid soil depletion, prompting tribes to move every few years. The Earl of Sarkum of Kanday has claimed Anfla and all other nearby islands.



## AFAREZIRS, The [D1+]

An archipelago of 58 hilly and forested islands northwest of Härn. The Afarezirs have many fine natural anchorages, mainly fjords, and most of the larger islands have fresh water. Several attempts have been made to colonize the islands but poor soil and foul weather have frustrated all attempts. The ruin of an abandoned Ivinian settlement can be found on the south coast of Movel, the largest island of the group.

## AGRIK



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

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

Agrik dwells in his great flame-shrouded fortress of *Balgashang* among his attendant bat-winged, cloven-hooved, fire-enshrouded, hook-clawed, demonic servants called *V'hir*. Somewhere within the castle is *Ak-Syr*, the dreaded chamber of tortures. It is here that unspeakable demons practice the "ten thousand ways" on the hapless, unlamented dead. The fortress' location is uncertain; some believe it to be at the center of Kethira. Agrik usually appears to mortals as a great *V'hir* with two claws missing from his left hand, bearing *Gashang*, his flaming mace, and *Sycanus* his ichor-dripping sickle. His missing claws have caused him constant pain and anger since the goddess Larani severed them. Never forgetting this ancient indignity, only the terms of the Concordat of the Illimitable Tome deter Agrik from seeking revenge. Some believe that Agrik will eventually attempt to assassinate the goddess regardless of the consequences; there is certainly no love lost between the fighting orders of the two deities.

The worship of Agrik is concentrated in the Thardic Republic and the Kingdom of Rethem but there are a few followers in Orbaal and elsewhere. In Chybisa, Kaldor, Kanday and Melderyn, it is a proscribed faith carrying the penalty of death by burning, an ironic punishment for adherents of the god of fire. The ritual garb of Agrik's clergy is orange and black. Human sacrifice is practiced, often in ritual combat with a champion of a fighting-order.

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

Clerical Order	Fighting Order
Eight Demons	Cohorts of Gashang
Fuming Gate	Copper Hook
Herpa the Mace	Red Shadows of Herpa
Kukshin	Crimson Dancer
Octagonal Pit	Demon Pameshlu the Insatiable
Pillar of Fire	Roving Doom
Mamaka the Master	Warriors of Mamaka

## AKLASH, Ivashu

The Aklash is a great, hulking, semi-intelligent creature, best known for its foul breath. Ranging between 6'-8' in height, and 300-400 lbs in weight, the Aklash's hairless body is covered by rolls of pale fat which heal over with alarming rapidity. Although possessed of great strength, its main weapon is its breath, which it can exhale with considerable power, causing profound nausea in most victims. With its huge, fanged mouth, the Aklash has a voracious, omnivorous appetite.



**ALARIENEL**

The fabled lost "city" of the Hârnic elves, said to have been the seat of King Daelda. Many Sindarin, Khuzan, and human legends refer to its existence, although the tales are vague on details such as its appearance and location. Hundreds of attempts by human adventurers to find Alarienel have been unsuccessful, and treasure maps purporting to show its location are common frauds. If Alarienel exists on a physical plane at all, the most common sites mentioned are Pesino and Ridow, although some believe the city is in Faya on Yashain.

**ALEATH, City [E8]**

Realm: Kanday	Status: Freetown
Population: 5000	Charter: King of Kanday

Aleath is the fifth largest settlement of Hârn and the largest in the Kingdom of Kanday. A seaport at the mouth of the River Erynn, the city is somewhat isolated from the rest of western Hârn. Aleath's hinterland is only moderately fertile but still possesses a fairly dense population. Boatbuilding and fishing are significant. The townsfolk pride themselves on their high standards of architecture and civic cleanliness, although Aleath is outstanding only by Hârnic standards. The streets are regularly patrolled and the city is regarded as one of the safest spots on Hârn. Aleathians tend to regard outsiders as morally bankrupt; they themselves are often deemed self-righteous, prudish snobs.

The city is a freetown, governed under royal charter by a Mayor and twelve aldermen proposed by the Mangai and appointed by the king. Military authority is shared by a royal constable and the Sheriff of Eryna (see Kedis). There is also a



town militia that is theoretically commanded by the Mayor, but the custom has been to surrender this authority to the constable. The city charter includes 8000 acres of adjacent cropland, a legacy of the old Republic of Aleath. This land is farmed by approximately 140 freeholders who pay taxes to the city.

Aleath has a troubled past. The city was founded in 356 by Alash, a chieftain of the Aleta. For a century, the city prospered as the capital of the Kingdom of Aleathia, its wealth second only to that of Coranan. In 453, the Kingdom was incorporated into the Corani Empire and Aleath continued to prosper. Its port was expanded, and a paved road, linking it with the north, was built. The city became known throughout the empire as the "fairest city of man". Between 551 and 559 the entire empire suffered a series of plagues and famines fostering the *Balshan Jihad*. With the fall of Coranan to the armies of the jihad in 565, Aleath, the only untaken city, declared itself a republic and gathered the surviving loyalists to its bosom. This First Aleathian Republic lasted for seven years, until the city fell to the Balshans after a bitter three year siege in 572. Some Aleathians fled by sea, undertaking the Aleathian Odyssey (see Thay), and many others slew themselves, rather than witness the "Agony of Aleath", the terrible bloodbath that was to follow the city's fall.

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

Halea	Order of the Silken Voice
Larani	Order of Hyvrik *
Peoni	Order of the Balm of Joy
Peoni	The Irreproachable Order *
Save K'nor	The Hyn-Aelori

\* Headquarters of the Order.

**AMEKT [H2]**

A Gargun complex with over 1,300 Gargu-kyani, Amekt is one of the largest settlements of its kind on Hârn. In a position to threaten travel between Lorkin, Lriel, and Geldeheim, the Kyani show some restraint in their raiding. The surrounding countryside has numerous small bands of Gargu-kyani and Gargu-arak; mostly hunting parties from Amekt.

**ANADEL [L7+]**

A rough, highland extension of the Sorkin Mountains, lying between Horadir and the Plain of Thay. Anadel has no peaks over 6,000 feet and is predominantly covered with mixed forest. Anadel isolates Thay from the rest of Hârn. Only one major road, the Genin Trail, bisects the region. Anadel is the range of the *Bujoc* tribesmen.

**ANDURIEN, Gulf of [C7+]**

A body of water west of Hârn, noted for sudden, frequent, westerly storms from the Haonic Ocean.

**ANFLA Island [B9+]**

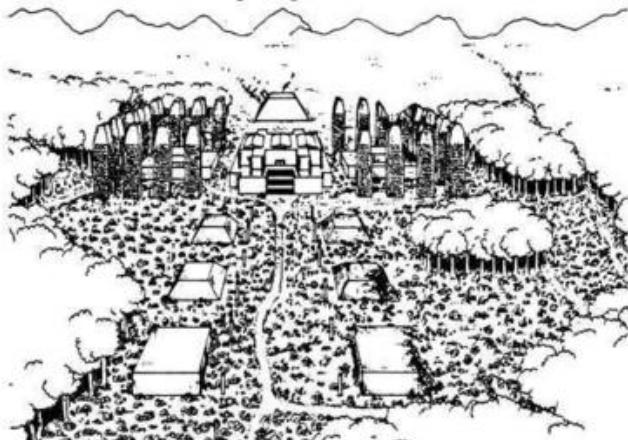
The third largest of the Hârnic isles, Anfla is separated from the mainland by the Emaba Strait. The western margins are heathland, while the rest is mixed forest and woodland, with small patches of cropland/pasture created by the indigenous *Adaenum*.

**ANISH, River [H5]**

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

**ANISHA [H5]**

A site of Earthmaster origin at the northern end of Direna Lake in the Felsha Mountains. The site's environs are quite heavily forested, but the visible buildings seem well preserved, and there are extensive passages beneath these structures.



A village to the west, Haruch, is linked to Anisha by an extensive network of game-trails. The village's inhabitants, the Mendar-Haruchi tribe, claim descent from the servants (?) of Anisha's original inhabitants, who were, according to their legends, godlike in their abilities. They consider the ruins sacred and believe it their duty to preserve and protect them for their masters' anticipated return. Highly superstitious, the Mendar do not themselves practice magic beyond a little folk-medicine. The village subsists on hunting and lake fishing and has a population of just over 200.

**ANOA, The**

The tribal inhabitants of northern Nuthela, related to the Taelda in the south of this region. They are descended from Jarin peoples, but have interbred with other folk. The Anoa are nomadic, subsisting on hunting, fishing, and gathering, and robbing the Orbaalese. Since they are often the object of punitive expeditions from Lorkin and Leriel, and because their neighbors are mainly Gargun, they build no permanent settlements. The Anoa trade the region's abundant furs for various civilized implements when possible. There are several dozen tribes, whose numbers rarely exceed a hundred.



*Anoa Hunter*

**ANOTH Delta [K3]**

A marshland with more than a score of islands at the mouth of the Anoth River. The vegetation is mixed woodland. In the summer, the delta is infamous as a breeding ground for mosquitoes and other disease carrying insects. It is also noted as a base of operations for Esobran, a wrecker, brigand, and erstwhile pirate. His band is mostly of Jarin extraction and ranges in number from 10-100, larger when crops are bad, smaller when times are good. Esobran preys mostly on Ivian ships and settlements.

**ANOTH, River [H3+]**

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

**ANRIST Point [M4]**

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

**ANTIR, Keep [I1]**

Realm: Orbaal  
Population: 160

Clan: Fyrdael  
Tribute: Marby

A fortress built by the Jarin in 562, and captured by the Ivinians in 658. The present valhakar is Arlaas Fyrdael who is thirty three. The Fyrdael are a junior branch of clan Fyrd from Seldenbaal in Ivinia.

**APOTHECARIES' Guild**

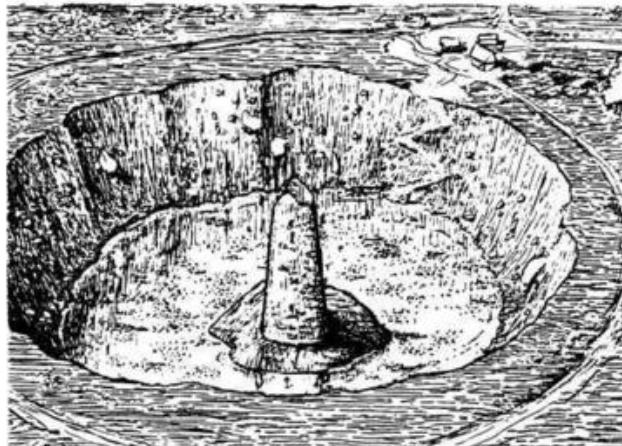
Apothecaries have a monopoly on the gathering, preparation, and sale of herbs and medicines for profit. Most freemasters operate shops where they purchase herbs from itinerant journeymen and other professional gatherers. These are sold to the general public as potions and remedies, or to physicians (who, technically, are not allowed to prepare their own concoctions), and to members of the Guild of Arcane Lore. Most herb prices range from 3d to 60d per ounce depending on rarity.

**ARAIN, Lake [L4]**

Härn's third largest lake, located in the heart of the Sorkin Mountains, fed (and drained) by the River Nephene. The dwarven kingdom of Azadmere lies along its eastern shore. Rich in minerals and often mirror-like in its tranquility, Arain has spiritual significance to the Khuzdul. As with most Härnic lakes, several unverified sightings have been made of a serpentine creature cavorting in the moonlight. Surrounded by high mountain peaks, colored deep blue in the sunlight, Arain ranks as one of the fairest sights on Härn.

**ARAKA-KALAI [H5]**

A huge limestone sinkhole located in Misyn. According to legend and the doctrine of the Ilvirian church, Araka-Kalai is the dwelling of the god Ilvir. An ancient tower stands on a rocky island in the center of the *Pit of Ilvir*, surrounded by a liquified, fermenting sludge with a stench that puts to shame all other malodorous humors. Beneath this crumbling tower, in dank, endless caverns, the *Accursed Lord of the Barren Cycle* is said to spawn his "fatherless multitude" (Ivashu).



Obviously, Ilvirans deem Araka-Kalai to be highly sacred. Every year some 200-300 hardy followers of this mystic religion make an arduous pilgrimage to the site, mostly via Leriel, but sometimes via Shiran across Lake Benath. Roughly one mile northwest of the Pit, there is an Ilvirian religious community called Ochrynn, a temple and hostel complex run by the *Order of the Ochre Womb*. This isolated settlement of about 100 priests and common folk prospers by catering to pilgrims and, surprisingly, to traders seeking Ivashu for the Pamesani. A small renegade group called the *Dark Order*, vehemently opposed to this latter policy, broke away from the Ochre Womb some years ago and are said to inhabit the miles of natural caverns that inter-connect with Araka-Kalai. Since the Dark Order was formed, many of those involved in the lucrative Ivashu trade, have met with violent death, or have mysteriously disappeared.

**ARATHEL, Castle [G2]**

Realm: Orbaal  
Population: 310

Holder: Clan Cyeen  
Tribute: King of Orbaal

A castle dominating the island of Arathel. Built by the Jarin in 530 and captured by the Ivinians in 673, the original keep was expanded into a castle between 685-690. The Cyeen clan has some Jarin blood which may account for their relative gentleness to their subjects. They are related to the Kyrodwes of Wethom. Valhakar Tarsi Cyeen is an energetic forty six. The Cyees have made several unsuccessful attempts to found colonies to the east. In 710, a small colony on the shore of Morvilya Bay was annihilated by Equani tribesmen. Tarsi's eldest son was slain in the massacre. Arathel receives tribute from Pjagel, Vold, and Wethom.

**ARCANE LORE, Guild of**

A loose association of scholars whose studies and practices involve esoteric knowledge. Some arcanists practice magic (see under Shek-Pvar) some are students in obscure but mundane fields. The distinction is often obscure. The guild grants no franchises and there is no fixed structure. There may be apprentices and journeymen, but such is at the discretion of individual masters. Those who practice the hidden arts are far too involved in their studies to take much notice of outsiders. This is a weak guild with some very powerful members.

**ARKETH Keep [D6]**

Realm: Rethem  
Population: 460

Holder: Companions of Roving Doom  
Liege: King of Rethem

Arketh was built in 604, on the site of a ruined Corani Empire fortress, by the current fiefholder, perhaps the most violent of Agrikan fighting orders. Their sponsoring clerical order, *Pillar of Fire*, has largely been exterminated because of internal conflict in the Church, but the Companions remain powerful and active in Rethemi affairs. The grandmaster, Bremel of Kawaran, a staunch loyalist of Chafin III, rules the fief with conspicuous brutality.

**ARONE Keep [K2]**

Realm: Orbaal      Holder: Clan Hulthard  
 Population: 170      Tribute: Lord of Lorkin

Built as a Jarinese keep in 495, Arone was captured by the Ivinians in 663. Zaarli Hulthard is an elderly man in poor health. The clan is a branch of clan Hulthard from Rogna in Ivinia. Arone has a fine harbor and offers cheap refuge to seafarers. The Hulthards have covert dealings with pirates in the Anoth Delta.

**ASAX Keep [I1]**

Realm: Orbaal      Holder: Clan Atejaal  
 Population: 180      Tribute: Lord of Marby

Built by the Jarin in 609, Asax was captured by the Ivinians in 659. Hjarn Atejaal is fifty one, a survivor of the Cape Renda disaster. He is coarse, violent, and prone to insane bursts of temper. The Atejaals are related to clan Teajaal of Menglana in Ivinia.

**ASIRI**

Any of a variety of minor, ethereal, spirit entities, whose elemental base is air. The Asiri are believed to exist all over Hârn, where they secrete themselves in various objects. They possess diverse powers (usually minor) and can be mischievous or downright troublesome. Most Asiri can only be detected with psionic or magical powers. They are similar to the *Elmithri*.

**ATHELREN, Keep [K5]**

Realm: Kaldor      Holder: Sheriff of Vemion  
 Population: 275      Liege: King of Kaldor

A royal keep and the shire moot of Vemionshire. Athelren was first built in 50 TR by an early Jarin Kingdom and rebuilt in 250. The Sheriff, Sir Tulath Kaphin, a bastard son of the king, is considered to be a wastrel, although he has somewhat reformed since his recent marriage to a daughter of Baron Verdeth of Ternua.

**ATHUL [G7+]**

A region of generally rough terrain between Lake Benath and the Gulf of Chakro. As the principal corridor between eastern and western Hârn, the region is of strategic importance. Athul is claimed by the Thardic Republic and is theoretically part of Ramala Province, but control is slight. The Ramala Legion constantly skirmishes with the native Tulwyn, a mercenary collection of ruthless tribesmen who have resisted all attempts at subjugation.

**AVERTU Keep [E9]**

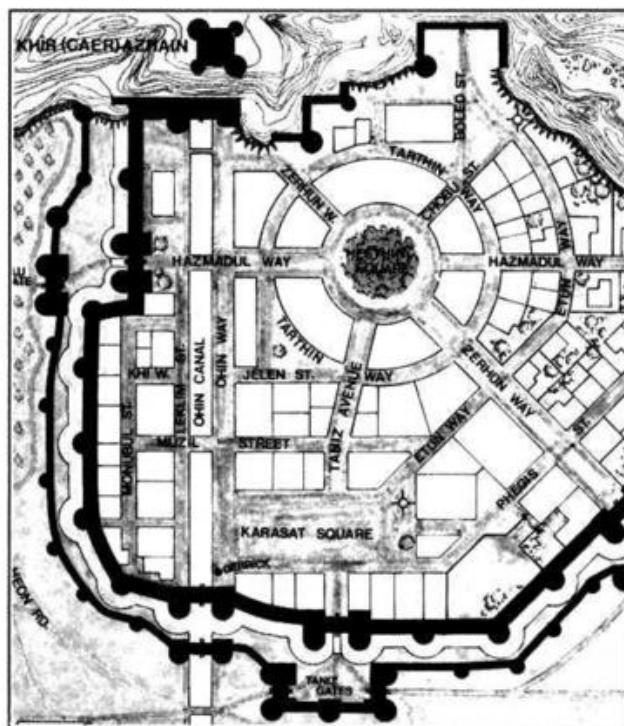
Realm: Kanday      Holder: Sheriff of Selion  
 Population: 530      Liege: King of Kanday

A royal keep and the moot of Selionshire. Avertu was built in 509 as a naval base of the Corani Empire. The Sheriff, Sir Jens Demilaen, is distressed by the growing power of the Earl of Sarkum and his influence over Andasin IV. Sir Jens regards himself as the greatest loyalist of the House of Kand, but feels that the present king is something of a disappointment.

**AZADMERE, City of [L4]**

Realm: Azadmere      Holder: King of Azadmere  
 Population: 5,900 (4100 Khuzdul, 1800 Human)

The major settlement of the Kingdom of Azadmere and seat of the ruling clan Tarazakh. It is an impressive walled city, moated, with stout double walls and prominent round towers. The city is built along the shore of Lake Arain, hemmed against Mt. Zaduryn. As is the custom with dwarves, extensive chambers and passages have been carved into the living rock of the mountain, but very few humans have seen the spacious halls within. Most of the Khuzdul reside in this Inner City, while human citizens live in the outer city or in nearby villages.

**AZADMERE, Kingdom of**

The kingdom of the Hârnic Khuzdul, centered on the city of Azadmere, but including most of the mountains surrounding Lake Arain. The kingdom was founded more than seven thousand years ago, but was once smaller than the ill-fated sister kingdom of Kiraz. More than half the population (11,000) are human, descended from a few hundred trusted Jarin who were given refuge after the Atani Wars. Most of the humans live around the settlement of Habe. The kingdom also includes the impressive Zerhun fortress.

Although a few adventurous and outlawed Khuzdul may be found anywhere on Hârn, Azadmere has minimal contact with outsiders, but does import some of its food from Kaldor in exchange for cunningly wrought artifacts. It is deemed a great honor for an outsider to be permitted entry to the kingdom.

The leader of the royal clan (Tarazakh) is Hazmadul III, an energetic dwarf of middle age who came to the throne in 658. Kings of Azadmere for the last seven centuries have been:

Tarthin	37-155	Dunazak	390-524
Karinazu	155-257	Lharzin	524-547
Hazmadul II	257-390	Erasath	547-658

# B

**BALAKAS, The [K1+]**

An archipelago off the northeast coast of Orbaal in the Sea of Ivae. The largest island, Kereva, is inhabited. Numerous reefs make the islands hazardous for seafarers.

**BALHAFEN [M5]**

A good natural harbor and anchorage at the mouth of the Beldel River on the Isle of Keron. Sandy beaches allow shallow-draft vessels to be dragged ashore for repair. An Ivian settlement was established here in 704 as a preliminary to the planned attack on Thay, but it was mysteriously destroyed by a freak storm in 707. The anchorage is still occasionally used by mariners plying Härn's east coast.

**BALM OF JOY, Order of the**


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

**BARSOTHE Falls [J3]**

A 120 foot waterfall on the River Kald. Uvien, a master of elemental water, and one of the *Pradeyalkri*, is said to dwell nearby. Uvien's residence may or may not be submarine, but is at least well hidden.

**BASETA, Keep [J4]**

Realm: Kaldor	Holder: Constable
Population: 660	Liege: Earl of Minarsas

A keep in Meselyneshire on the east bank of the Kald. Baseta was originally fortified prior to the Migration Wars (c.140 TR) when it was part of the Kingdom of Nurelia, but the present keep dates from the sixth century. A local legend relates that the ghost of Prince Brant, the last prince of Nurelia, was murdered here and haunts the site. The constable of Baseta is Sir Eres of Tereneth, a robust and jolly man said to keep one of the finer tables and cellars in Meselyne.

**BEDENES, Keep [C6]**

Realm: Rethem	Holder: Warriors of Mameka
Population: 280	Liege: King of Rethem

A fief held by the Agrikan fighting-order, *Warriors of Mameka*, from King Chafin III. The keep was built in 699, allegedly on land granted by King Nemiran, although no legal title seems to exist. It is more likely the land was seized from its legal holder during the turmoil caused by Ezar's War. The grandmaster is Horab of Gerund, a sadistic and corpulent sensualist.

**BEJIST [K8]**

Bejist is located on Setha Heath, two leagues inland from the Belna Strait. It is a mysterious, foreboding place whose location is known only to a few. The site contains buildings from three different periods in various states of repair. These include an Earthmaster structure, extensive ruins of a Sindarin prison dating from the Atani Wars, and a recent temple built and occupied by a renegade sect of Naveh known as the *Cult of Aedlad the Imprisoned*. The surrounding terrain is unappealing at best, mostly windswept heath with numerous and treacherous bogs. The Navehan clerics suffer no interlopers; trespassers they catch are unlikely to have a pleasant memory of their visit.



Although it is commonly believed that the Sindarin king, Daelda, died of wounds he received at the Battle of Sorrows c.683 BT, he is actually "imprisoned" at Bejist in a chamber secreted by great enchantment. For twelve centuries, Daelda has been engaged in a great struggle with the demon Aedlad, his evil alter-ego. The Navehan clerics seek the prison of Aedlad, but do not understand the significance of their quest.

**BEKAR, Keep [D7]**

Realm: Rethem	Holder: Baron Orgatt
Population: 260	Liege: King of Rethem

A baronial seat in Parachshire. The keep was built in 653 by Arlun the Barbarian and granted to clan Orgatt by King Nemiran in 673. The Orgatts have considerable Kuboran blood, something Branai, the present baron, tries to hide. Branai is regarded as a pliable idiot, easily manipulated by the king.

**BELNA Island [J8+]**

An island to the south of Setha Heath. The windward margins are hilly heathland, but the island is mostly mixed forest and woodland. Belna is the home of the *Chymak*.

**BENATH, Lake [G5+]**

Hârn's largest lake, fed by rivers of the Feisha and Rayesha Mountains, and drained by the Thard River. The few small islands are uninhabited. The lake is important to Shiran's prosperous fishing industry and is a source of some raw materials for the town's famous perfumeries. The lake is normally quite calm, but can become very rough during southwesterly storms. Lake Benath has the usual legends of fearsome monsters, but only a particularly nasty type of stinging, freshwater eel is known to exist.

**BIDOW Keep [J4]**

Realm: Kaldor	Holder: Sheriff of Neph
Population: 420	Liege: King of Kaldor

A royal keep and the moot of Nephshire. The keep was built in 430 TR and is urgently in need of repair. The cellars have a tendency to flood during spring run-off, and the foundations are showing signs of weakening. The sheriff is the Baron of Getha

**BIJO Island [G1]**

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

**BIREN, River [M9]**

The central river of Solora which flows from the Anadel highlands to the Indatha Straits. The river passes through the heart of the *Solori* tribal lands.

**BLESSED REALM, The**

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

**BUJOC, The**

A nation of shy, superstitious, forest nomads with a strong matrilineal culture. Their tribes, some 30 in number, rarely exceed 100 in strength. They gather twice each year for a summer and winter moot, the latter in the hills overlooking Telumar. Inheritance and lineage are traced through females, and Bujoc woman play a subtle but dominant role in tribal affairs. They sit in council and often settle tribal disputes among themselves. The male chief of any tribe always acts on the advice of his wife, the *Sha* woman. She is the real power in the tribe, although this will not be apparent to outsiders. When the chief dies, his wife takes a new husband who becomes the new chief. When the *Sha* woman dies, the chief will take *The Long Walk.*, her eldest daughter (usually) will become the new *Sha* woman, and her husband the new chief.. The Bujoc do not see marriage as a sexual institution; any woman may summon to bed any unmarried male, or a married male with permission of his wife. Only the women are aware of the connection between sex and procreation. The Bujoc are not very warlike, but if forced to fight, they will employ bow and arrow from ambush.

**BURZYN, Castle [L7]**

Realm: Chybisa	Holder: Constable
Population: 500	Liege: King of Chybisa

The principal seat of Verlid VII, who also holds Onden Keep. Burzyn may be the most impressive fortification on Hârn. Located at the only bridge across the Ulmerien River, the original castle was built some 500 years ago to guard against barbarian encroachment, but has been improved and enlarged many times since, often with the aid of Khuzan masons. Burzyn is a mercantile center of some significance. The *Hodiri* use it for trading and it also commands caravan traffic between Thay and Tashal.

**BWAFT [H4]**

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

**BYTHE, Keep [G6]**

Realm: Tharda	Holder: Bythe Cohort (3c)
Population: 1170	From: Shiran Legion

A fortress and district capital in Shiran Province. Bythe is built on the site of an old Shira tribal fort, and is functionally a castle although still called a keep. It guards a bridge over the Thard leading into Shiran, the only crossing upriver from Coranan. The district legar is Carounda Polivar. The commander of Bythe Cohort (3 companies) is Marvaen Sudela, a competent soldier with ambition to become provincial marshal.

# C

**CALENDER** (See: Tuzyn Reckoning)

**CARCUST [F5]**

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

**CENTAURIN**

The origin of Hârn's centaurin is unknown to anyone. They are now very rare and most scholars regard them as mythical. Centaurs are intelligent and use weapons such as the axe, spear, bow and sling with great proficiency. They travel in small family groups and are extremely shy of strangers. A centaur's lifespan is around 400. They are hardy and do not wear garments, although they may carry belts, ornamental jewelry and packs. Centaurs are omnivorous, with a large fibre content to their diet.

**CESTOR, Keep [G6]**

Realm: Tharda	Holder: Hediro Cohort (4c)
Population: 550	From: Shiran Legion

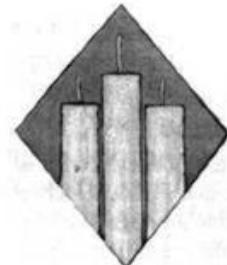
A fortress and settlement in Hediro District of Shiran Province, garrisoned by four companies of the Shiran Legion. The commander of the cohort is Kalarn Horla, a competent thug. The administrative center of the district is Hediro, but the plan is to transfer this to Cestor in the near future.

**CHAKTA, Keep [D7]**

Realm: Rethem	Holder: Sheriff of Zabin
Population: 400	From: King of Rethem

Chakta keep dates from 410 when the Corani Empire built it to defend the lowest crossing of the Thard. It now guards the south end of the Dedergon Bridge, a wooden structure connecting with Golotha. The Sheriff, Sir Lewen of Reytal, worries about the conflict along the Kanday border and fears it may be escalating.

**CHANDLERS' Guild**



for those who can afford it, they offer the advantage of "one stop" shopping.

Chandlers have a monopoly on the production and sale (for profit) of candles, lamps, and the like. Many supplement this activity by provisioning ships, and operating a kind of "general store", offering for resale a variety of wares produced by other guilds. They will charge ten to thirty percent more than would the craftsman himself, but,

**CHARCOALERS' Guild**



Guildsmen who deal in the sale of charcoal, coal, and, in towns only, firewood. Coal is rare on Hârn and quite expensive, but is used by some wealthy Hârnians to heat their homes. The major customers for the charcoalers are metalsmiths, miners, and weaponcrafters.

**CHECKERED SHIELD, Order of the**



The western chivalrous fighting-order of the Temple of Larani. The Order of the Checkered Shield is sponsored by the clerical *Order of Hyvrik* and was founded in 622 by Andasin I to guard the northern border of Kanday. The order holds Menekod, which it seized from the *Order of the Copper Hook* during Ezar's War. The Checkered Shield is renowned for its individual and collective military prowess, as well as for its chivalry. The order provides guards for the temples of its parent clerical order, and, on request, for any other "good" church. The order takes its name from the legendary red and white checkered shield of the Goddess Larani. Knights of the order bear facsimiles of this shield.

**CHELNA GAP [I6]**

A wooded plain between the Felsha Mountains and the highlands of the Shava Forest. The gap is crossed by the Salt Route and is the main land corridor between eastern and western Hârn. Control of its vital traffic was one of the issues leading to the Salt War between Kaldor and the Thardic League. Today, the region is claimed by Kaldor as Chelmarsh, but only the odd patrol from this kingdom is likely to be encountered. Trobridge Inn lies at the western end of the gap. A battle was fought during the Salt War in 672, just east of the inn, where a Kaldoric army was defeated by a larger force of the Thardic League. The gap is the home of the generally hostile *Chelni*, a loose federation of some 30 barbarian tribes. The only hope of safely traversing the gap is to convince a Chelni chief to give his protection in return for suitable gifts.

**CHELNI, The**

A loose federation of some 30 tribes, ranging in size from 60 to 200, who occupy the Chelna Gap and surrounding hills. They are a pastoral people, constantly on the move, dwelling in large communal tents. Each tribe keeps herds of cattle and ponies, usually between 100-300 head of each, which are actively traded for ironwares and other artifacts they cherish. The various tribes hold a major gather near Trobridge Inn during the early spring, where they will trade with caravan merchants and each other, a truce being declared for the occasion. For the rest of the year, the Chelni tend to be hostile to each other and to travellers. Their warriors, mounted on their sturdy Chelni ponies, are usually well armed with bow and arrow, spears, and leather round shields.

**CHENAD, Keep [F7]**

Realm: Tharda Holder: Chenad Cohort (3c)  
 Population: 670 From: Coranan Legion

A fortress and district capital in Coranan Province. The site was originally occupied by the Telene tribal people who were assimilated into the growing Corani Empire. The first fortification was built in 339, but later improved by the Emperor Mejenes in 452. The district legar is Lounda Krenna. The commander of the Chenad Cohort's three companies is Toliam Herthel.

**CHERAFIR, City [N10]**

Realm: Melderyn Holder: Constable  
 Population: 7000 Liege: King of Melderyn

A walled town situated on a headland in the Tuven River estuary. It is the royal seat of the Toron dynasty, kings of Melderyn. The site was occupied by the Jarin as early as 1100 BT, but appears to have also been used by the Earthmasters. The modern city was founded in 1 TR when Erebir Pendragon made it his royal seat. The city is renowned throughout western Lythia as a center of scholastic activity, but is also referred to as the *Mages City*, a place which superstitious folk claim is prone to strange happenings.

Cherafir imposes strict controls on foreign trade and ships. All traffic between Lythia and mainland Thay is required by law to dock here for inspection. There is an extensive list of goods which Melderyn will not permit to be imported. Proscribed items include weapons more "advanced" than those already present on Härn, and certain (unspecified) drugs, herbs and elixirs. Some potential immigrants with special powers or



knowledge are also denied entry. A duty (10-500%) is levied against all allowable imports. Visitors to Cherafir are usually confined to the Alienage, a cosmopolitan dockside district dominated by the Lia-Kavair. The following temples can be found in Cherafir:

Halea	The Silken Voice
Larani	The Spear of Shattered Sorrow
Peoni	The Balm of Joy
Peoni	The Irreproachable Order
Save K'Nor	The Shea-al-Aecor *

\* HQ of the order and seat of Hämric Primate.

**CHETUL River [D5+]**

Rising in the western foothills of the Rayeshas, the Chetul flows north and west to the Sea of Tirpal. The river is considered to be sacred by the *Urdu* tribal nation.

**CHINDRA, The**

A disorganized Gargun nation of Gargu-hyeka inhabiting the northern half of Anadel. They are often in conflict with the *Bujoc* tribesmen.

**CHISON, Keep [E8]**

Realm: Kanday Holder: Sheriff of Urien  
 Population: 480 Liege: King of Kanday

The moot of Urienshire, Chison was built in 382 on the site of an old tribal hillfort. During the Theocracy of Tekhos (572-88) a bizarre Morgathian cult operated from a hidden temple in the area. The Sheriff of Urien, Sir Nordis of Lunteyn, is thirty two and something of a romantic. He believes in the ideals of knighthood, rather than the realities. One of his fondest desires is the establishment of an annual tournament of chivalry similar to the famous royal tourney held in Olokand in Kaldor. Since his appointment in 717, he has been petitioning Andasin IV to this end.

**CHUCHLAEN WHEELWRIGHT, Order of**

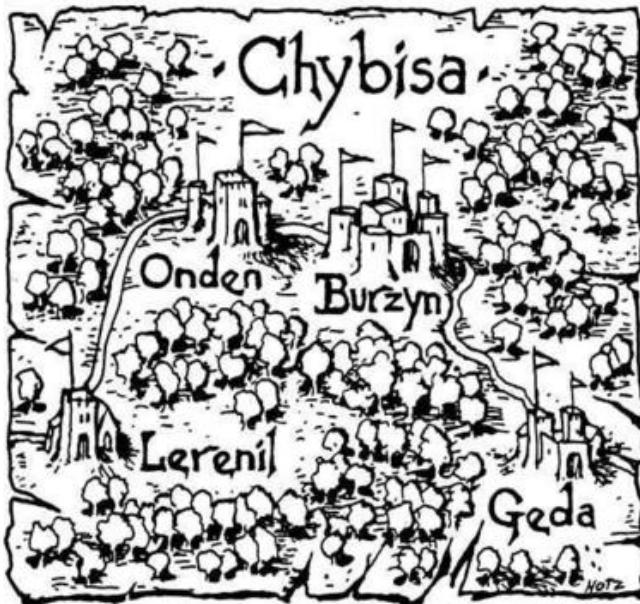
An Ilviran clerical order based at Gedan. The order was founded in 686, and is associated with the Jarin resistance movement at Gedan.

**CHYBISA, Kingdom of**

Chybisa is Härn's smallest state, a tiny kingdom on the south bank of the Ulmerien River, ruled by King Verlid IV from Burzyn. The kingdom was founded in 160 by a mixed group of immigrants from Melderyn, led by a knight (?) called Shobald.

Chybisa was once significantly larger, but lost most of her territory to rampaging Pagaelin and Hodiri tribesmen during the Migration Wars. Five centuries later, the kingdom still maintains a delicate independence, although she has twice come under the control of foreign powers, Melderyn (409-475) and Kaldor (678-687).

Chybisa contains some of Härn's most impressive fortifications, particularly the royal castle at Burzyn. Unlike other feudal kingdoms on Härn, Chybisa is not divided into shires and has no earldoms. The present king, Verlid VII, has his



principal seat at Burzyn and a royal keep at Onden. Geda keep is held by Baron Forsetha, Lerenil keep by Baron Legith, both from the king. The 24 monarchs who have ruled Chybisa are:

#### House of Shosel

Shobald	160-183
Verlid I	183-210
Verlid II	210-251
Colasten I	251-284
Verlid III	284-316
Verlid IV	316-350
Nyrenalis	350-354
Colasten II	354-375
Verlid V	375-392
Verlid VI	392-409

#### House of Burzada

Sharat I	475-506
Gometh	506-521
Sharat II	521-541
Lonatar	541-559
Sabalyne	559-590
Gebral	590-627
Udine I	627-661
Udine II	661-664

#### House of Geledoth

Balesir +	664-691
Verlid VII	691-

#### House of Rylia\*

Imadain I	409-413
Imadain II	413-440
Arabar	440-463
Erebir	463-475

\*Kings of Melderyn  
+Torastra of Kaldor  
(ruled 678-687)

#### CHYMAK, The

The tribesmen of Belna Island. They number just over two thousand, spread among sixty clans of 25-50 persons. Clans are matrilineal, but not matriarchal. Descent and inheritance are traced through the maternal line, but women do not govern. The Chymak are great fishermen and are noted for their large sea-canoes, which they skillfully navigate throughout the area's perilous waters, from the mouth of the Kald to Cape Horab, and even as far south as the island of Shata Island. The Chymak have taboos concerning the islands of Kebeth, Yaelin, and Gyzem.



#### CHYREFAL Castle [N9]

Realm: Melderyn  
Population: 480

Holder: Sheriff of Ikom  
Liege: King of Melderyn

The present castle was built in 478, but this site has been continuously occupied since at least 1100 BT when the Jarin built a small settlement. There is also evidence of much earlier habitation, namely a ring of standing stones called the Twelve Arrows that is several thousand years old. During the Five Kingdoms period Chyrefal was the capital of the Kingdom of Chaig. After the foundation of Melderyn, it became the Earldom of Iko. The ruling house died out in 590, and the Earldom was formally abolished by the Shires Edict of 630. Due to communication difficulties, Ikeshire is very much left on its own, with little interference from the crown. The Sheriff is Sir Balsen Torele, a highly competent administrator. Chyrefal has an Odivshe chantry of the Shek-Pvar, established as early as 500 BT, and considered one of the best of its type in Lythia.

#### CLOTHIERS' Guild



Clothiers belong to one of the largest guilds. Most of the population makes its own rags, but the wealthy middle class and the nobility count a clothier's products among their status symbols. A master clothier knows the arts of tailor, glover, and haberdasher, although some masters specialize. Some establishments employ dozens of journeymen and apprentices. Wealthy nobles may have bonded master clothiers in their employ.

#### COHORT (See: Legion)

#### COHORTS OF GASHANG, Order of the



An Agrikan fighting-order based at Themeson, sponsored by the female clerical order, *Eight Demons*. The full name of the order is *Cohorts of Gashang, the Emperor of Flame*, but their formal title is little used. Interestingly, the clerical order is restricted to

women, while the fighting-order is open only to males. Originally only a sub-sect, the Cohorts of Gashang split from the *Red Shadows of Herpa* in 714 at the climax of a theological/political dispute. Knights of the order are known to bring captives to the tender mercies of its parent clerical order in Golotha, Shiran, and Coranan. They carry red tipped maces as a favorite weapon, the *Gashang* being the symbolic flaming mace of Agrik.

#### COMPANY

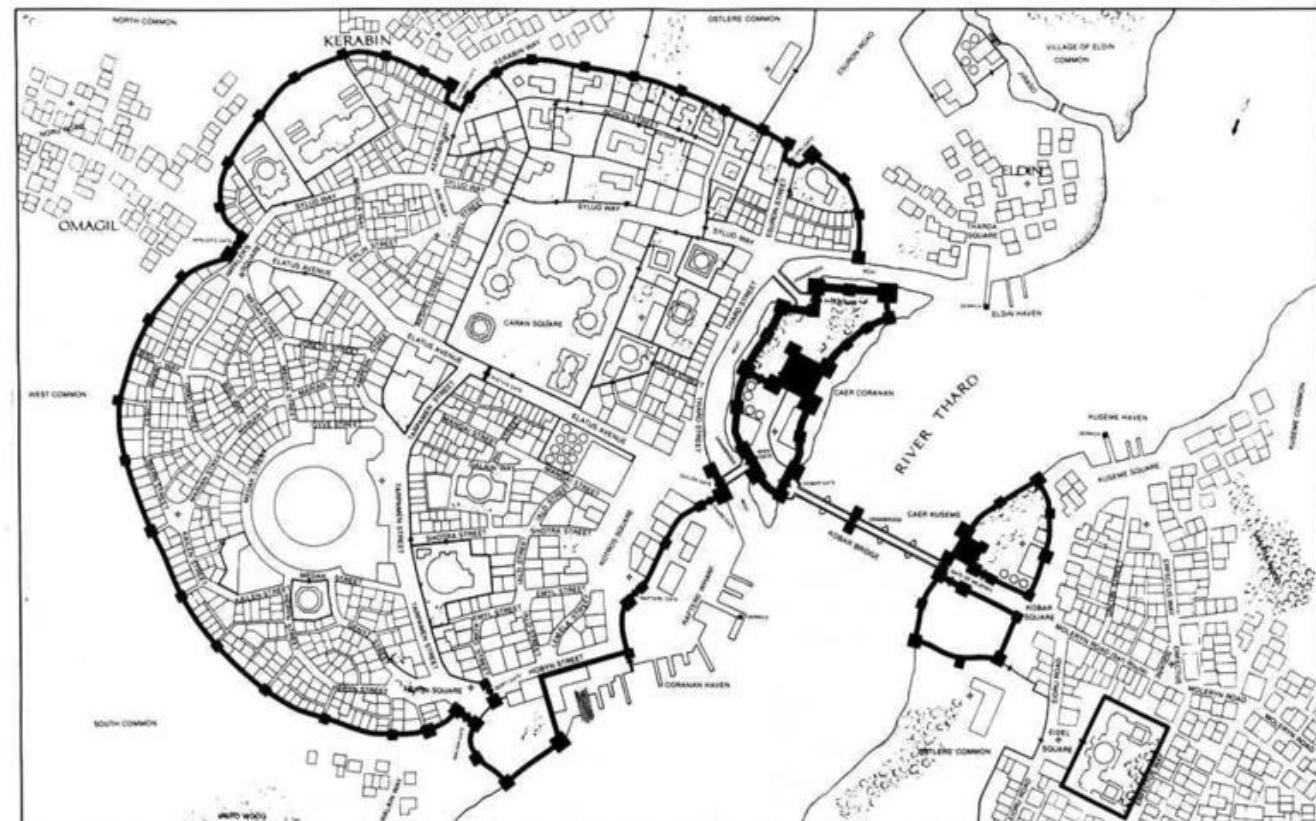
The nearest English translation of a term used, generally throughout Hârn, to describe a military unit composed of about twenty men. (Also see: Legion)

**COPPER HOOK, Company of the**

An Agrikan fighting-order established in 623 under the sponsorship of the clerical order, *Fuming Gate*. After several decades of aimless pillage and poverty, the order swore fealty to Arlun of Rethem in 641, probably in the hope of being granted some lands. This grant took forty years, but their patience was

handsomely rewarded in 681 when Nemiran gave them Menekod, Hyen, Dunir, and Selvos.

The next year, the order used its new power to launch an attack on the Kandian keep at Imden. This started a fifteen year conflict between Rethem and Kanday that came to be named (after the order's grandmaster) as Ezar's War. The war proved to be disastrous for both Rethem and the order. All of the order's holdings except Hyen were captured and are still held today by Kanday. The Copper Hook has never recognized the Peace of Selvos which ended Ezar's War in 697. It has continued to skirmish with Kandian units for the past 23 years, notably with those of the *Order of the Checkered Shield*.

**City of Coranan****CORANAN, City of [E7]**

**Realm:** Tharda      **Status:** Freetown  
**Population:** 12,500      **(Prefect/Warden)**

Hârn's largest city, located in the heart of the fertile Thard valley, Coranan is the most important economic center of the region. It is the terminus of the Salt Route, the main trade route with eastern Hârn, and it sits astride the road and river links between the cities of Golotha, Shiran, and Aleath.

Coranan was founded in 301 by Corthir, the first ruler of the Corani Empire. As the imperial capital, Coranan grew to dominate the cultural and economic affairs of Tharda, but became somewhat decadent and fell to the hordes of the Balshan Jihad in 565. The establishment of the capital of the Theocracy of Tekhos at Shiran, perceived as a deliberate snub, made Coranan a center of intrigue against Tekhosian rule. This culminated with the assassination of Horahnam, dictator of the regime, in Coranan in 588. After the collapse of the Theocracy brought several decades of turmoil, the Coranan Republic, founded in 621, managed to restore order in central Tharda and the city began to flower again. In 632, an alliance was formed with the Shiran Republic, developing into the Thardic League in 636. When the League became the Thardic Republic in 674, Coranan became its capital.

The City of Coranan is governed by two officials, both appointed by the senate for one year terms, renewable at the pleasure of the senators. The Prefect is responsible for financial, judicial, and other civic matters, and has a large bureaucracy to assist him. The current prefect is Toribir Wejik, a competent

administrator who has held the office for four years. Wejik is a scholarly man of fifty seven, whose frail appearance belies his energy. He frequently outworks his younger assistants.

Military affairs are the responsibility of the Warden, commander of the *Red Guard*, a cohort of eight companies which is the only unit of the Thardic army permitted within the city's walls. The Red Guard was originally formed to protect the Chamber of the Red Domes, now housing the Thardic Senate. Headquartered in the impressive Citadel, the Guard sees itself as the elite of the republic's warriors. Entrance requirements are theoretically high, but years of indolence and the practice of granting officer ranks to favorite nephews of senators has blunted its fighting edge. The Guard is also supposed to be the garrison/police force of Coranan, but it deems such duties too trivial, and they have gradually been taken over by a multiplicity of privately-funded mercenary bands. The position of Warden has been vacant for three months due to a deadlock in the senate. The two leading candidates are Harmon Kainel and Azikain Gelber.

With the possible exception of Cherafir, Coranan is the most cosmopolitan settlement of the Hârnish Isles. The city is noted for its profusion of palaces and major buildings. In addition to the Chamber of the Red Domes and the Citadel, formerly a palace of Corani Emperors, the city has 12 major temples and Hârn's largest Pamesani Arena. Coranan is a city of enclaves; its several quarters are divided by walls. Coranan has the following temples and clerical orders:

Agrik	The Eight Demons
Agrik	Herpa the Mace (covert)
Agrik	The Octagonal Pit
Halea	The Silken Voice
Larani	Order of Hyvrik
Morgath	The Lord of Chaos
Naveh	Covert +
Peoni	The Balm of Joy
Peoni	The Irreproachable Order
Save K'Nor	The Hyn-Aelori *
Save K'Nor	Order of Rydequelyn
Save K'Nor	The Shea-al-Aecor

\* Headquarters of the order.

+ Seat of the Primate of Hârn.

#### CORANI EMPIRE, The

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

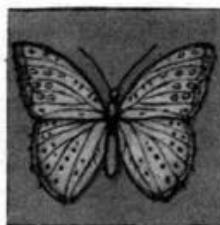
Corthir	301-318	Mejenes	443-465
Kusem	318-333	Sylud	465-485
Lobir	333-361	Saurach	485-491
Raelan	361-366	Mindrihar	491-512
Arosta	366-380	Korad	512-528
Malian	380-394	Shorka	528-555
Kobar	394-437	Medak	555-565
Laketta	437-443		

#### COSYUH Keep [M7]

Realm: Melderyn	Holder: Sheriff of Elorin
Population: 300	Liege: King of Melderyn

A royal keep in Elorinshire held for the king by Sir Denyl Hilbern, Sheriff of Elorin. The site was once a *Lakori* tribal settlement, and the existing keep was built in 548, replacing an earlier structure built around 180 by the Kingdom of Elorinar. Sir Denyl, who is twenty six, was appointed Sheriff in the summer of 719. Until that time he had been the deputy to the previous Sheriff, Sir Peten Tamarin, who died after a riding accident. Sir Denyl is a laconic young man who periodically displays a sardonic wit.

#### COURTESANS' Guild



Courtesans offer a wide range of erotic services in houses which bear names such as *House of the Seven Joys* and *Floating World of Three Heavens*. Courtesans should not be thought of as ordinary prostitutes, and their houses are far above the common brothel in decorum and luxury. The guild is loosely organized. Typically, the guild acquires most of its attractive teenage girls through brokers from their impoverished fathers, a better fate than most would otherwise enjoy. These girls receive instruction in the erotic arts in return for a bonded contract to work for a franchised house for seven years. After this a courtesan may retire, leave to join another house, or remain with her present house as a partner. Courtesans are always expensive. Depending on the house, services range from 12-36d per visit, and the great ladies of the profession can command fees tenfold this. Most courtesans retire before age 30, usually with a tidy nest-egg. Some marry former clients, or enter the church of Halea (their patron deity). A few will establish their own houses. The most famous (and expensive) Hârnish Courtesan houses are in Shiran.

#### CRIMSON DANCER, Order of the



An Agrikan, female fighting-order, sponsored by the female clerical *Order of Kukshin*. There is a hostel of the order in Shiran, but the Orbaalese keep of Quimen has been the headquarters of the Crimson Dancer since it was banished from Rethem in 701. The order draws most of its recruits from martially inclined shield-maidens, disenchanted with their subservient role in society. The order is infamous for its brutal treatment of its Jarin thralls, and is well feared by menfolk everywhere.

#### CUNDRAS Keep [M8]

Realm: Melderyn	Holder: Lady of Paladins
Population: 330	Liege: King of Melderyn

Cundras was built by order of King Lodros in 624. In 654 King Etobron granted both Cundras and Fosumo to the Laranian

fighting order, *Lady of Paladins*; Cundras is the headquarters of the order. Since 714 the order has staged a vicious "crusade" against the *Solori* tribesmen, seeking to win control of their lands, but faces growing opposition within the Church of Larani for its genocidal atrocities. The Chabla (Grandmaster) is Sir Enyel Trenoul, a shrewd and stubborn man of forty eight.

#### CUPETH Keep [M7]

Realm: Melderyn	Holder: Sheriff of Lened
Population: 295	Liege: King of Melderyn

Cupeth was originally settled during the Kingdom of Elorinar. A hillfort was constructed here in 187, and a wooden tower was built early the next century. Cupeth marks the easternmost point of *Bujoc* raiding during the Migration Wars. The keep was built in 285 and additions were made in 572. The current Sheriff, Sir Jenis Thabel, is a second cousin of the Earl of Nurisel, and a close confidant of King Chunel.

#### CUTON Keep [E8]

Realm: Kanday	Holder: Baron Elecher
Population: 385	Liege: Earl of Sarkum

A keep in Torenshire, first built in 364 by King Alash of Aleathia. Following the collapse of the Theocracy in 588, the keep was seized by Korlim Elcher. He established a small, independent state that eventually joined with the growing Kingdom of Kanday. The fourth baron was Korlim's granddaughter Arelora, who married Ashenan, and became the first queen of Kanday after his death. After her death the barony reverted to her second cousin. In 693, Queen Eriel made the Baron of Cuton a vassal of the Earl of Sarkum. The present baron is Rykan Elcher. Rykan is twenty six and a close friend of Prince Anaflas, the king's younger brother. (See: Imiden).

# D

#### DAASEN, Keep [H2]

Realm: Orbaal	Holder: Clan: Daasen
Population: 220	Tribute: Lord of Vaagel

Built in 487 by the Jarin under the name Kyloryn, this keep was captured by the Ivinians in 673. The current valhakar is Harsin Daasen, twenty eight, and something of a fool. The intrigue within clan Daasen may result in his death. The Daasens are a branch of clan Daas from Menglana in Ivinia.

#### DARL, River [L5]

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

#### DASEN, Keep [C6]

Realm: Rethem	Holder: Constable
Population: 285	Liege: Earl of Tormau

A fief in Hohnamshire, held by Sir Nefin Lynnaeus for the Earl of Tormau. Dasen keep was built in 674 by clan Lynnaeus to guard the northern flank of Tormau and has been held by this clan since then. The present constable is the earl's cousin.

#### DEMON PAMESHLU THE INSATIABLE, Order of



An Agrikan fighting-order sponsored by the clerical order, *Octagonal Pit*. The order holds no lands, serving primarily as guards, gladiators, and beast and slave masters for its parent clerical order which operates the *Pamesani* games in Rethem and Tharda. Most "knights" are skilled warriors, and one of their principal tasks is to "recruit" suitable opponents for the games.

#### DENIA River [D5+]

Gathering in the Peran marshland, the Denia is a swift river flowing into the Gulf of Pendos at Tormau.

#### DERET, River [F5]

Fed by the Mount Anegif snowcap, the Deret cascades through precipitous canyons to empty into the western end of Lake Benath. Silver mines dot the river's course (See: Iracu). Various explorers have sought in vain along the banks of the Deret for Lothrim's Tomb.

#### DIAFFA, The

Unorganized Gargun tribes of Gargu-arak, inhabiting the hilly forests of eastern Orbaal around Gedan.

#### DIRENA, Lake [H5]

A lake in the Felsha Mountains holding the headwaters of the Anish River. The Anisha ruins lie on its northern shore.

#### DOMID, Isle of [G8+]

A well-forested island, off the southeast coast of Tharda, with a band of heathland on its southern margins. There are no civilized settlements, and the present inhabitants are the Domi, a minor branch of the *Gozyda* tribal nation. Numerous wrecks dot its shores, and the remains of a village, said to be a legacy of an Aleathian Odyssey shipwreck, have been reported.

#### DRAGONS

Few dragons are personable enough to be approached on the subject of their history, hence little is known of their legends, customs, myths, or powers. The rarity of reports leads many to believe that dragons are mythical, but the last remnants of dragonkind do exist in isolated, mountainous regions of Hârn. Hârnic dragons are not true reptiles. They are long (often

exceeding forty feet in length) and sleek, fairly light-boned, have large scalloped wings (although not all can fly), four dexterous legs with taloned feet, and long graceful tails. They are possessed of considerable strength and intelligence, and some can breath fire with great effect. Dragons have been known to use magic, particularly a spell whereby those who gaze within a dragon's eyes are mesmerized. Dragons enjoy long periods of dormancy in their lairs and do not seem to experience hunger as often as their large bulk would indicate. Legend has it that dragons like to hoard treasure and shiny objects. What possible use they might have for such baubles is anyone's guess. Also see, Ilme.

#### DRYADS

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



#### DUMON, Keep [G6]

Realm: Tharda	Holder: Dumon Cohort (4c)
Population: 640	From: Kom Legion

Formerly the site of a large Komii tribal settlement, Dumon was fortified by the Corani Empire in 385. Locals claim that the area is haunted by the spectre of a Komii woman who is periodically encountered near streams washing bloody clothes and weeping for the Komii. The keep is the administrative center of Dumon District. The district legar is Carala Massith, known throughout Kom as an ambitious and unscrupulous man. The commander of the Dumon Cohort's four companies is Duraena Pesed, a cousin of the provincial marshal at Parnan.

#### DUNIR, Keep [D8]

Realm: Kanday	Holder: Baron Xelados
Population: 510	Liege: Earl of Selvos

The first fortification at Dunir was built by Xuaka of Aleathia in 437, and later became a Corani legionary fortress and minor naval base. During the Interregnum, Dunir was an independent state, but eventually joined with Kanday. In 654 Dunir surrendered to King Arlun of Rethem, who had taken advantage of the death of Andasin II. In 681, King Nemiran of Rethem granted Dunir to the Agrikan fighting-order, *Copper Hook*. The keep was besieged by the Kandians during Ezar's War and fell in 693. The commander of the victorious army, Sir Yuri of Xelados, was raised to baron in 695 and made a vassal of the Earl of Selvos. Yuri is now sixty three, and although he is troubled by gout, he has lost none of his youthful enthusiasm for hunting, drinking, and lechery.

**DWARF** (See: Khuzdul)

#### DYGU, River [G4+]

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

#### DYRISA, Castle [E8]

Realm: Kanday	Holder: Constable
Population: 2300	From: King of Kanday.

The second largest settlement in the Kingdom of Kanday (after Aleath) Dyrisa is the principal seat of the King of Kanday and center of the royal bureaucracy. The original keep was built in 388 during the Corani Empire on the site of an earlier fortification and tribal settlement. After the collapse of the empire, Dyrisa was held by a series of Morgathian despots who preserved their power long after the collapse of the Theocracy of Tekos in 588. The castle eventually surrendered to Andasin I of Kanday in 620 after a bitter three month siege. The Morgathian temple which stood at the center of the town was immediately razed and the ground it stood on "exorcised and sanctified".

Dyrisa is a budding walled town with an impressive castle. Located at the head of navigation on the River Eryn, the fortress guards a good stone bridge bearing the Aleath-Coranan Road. The wall was begun in 718 and is still under construction. The town also contains a magnificent Laranian cathedral, begun in 669 and finished in 715. It is the seat of the Laranian archbishop of Kanday. The king spends about 4-6 months of each year in Dyrisa, mostly during the winter. The Constable of Dyrisa, Sir Fodin of Dravaen, governs when the king is not in residence.

