

HârnWorld®



OVERVIEW OF THE HÂNIC ISLES

MASTER MODULE

THIRD EDITION



HârnWorld®

Master Module • Third Edition

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HârnWorld®
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INTRODUCTION

WHAT IS HÄRNWORLD

HärnWorld is a detailed, realistic, flexible, and system-neutral setting for fantasy role-playing games. Since 1983, HärnWorld has been used by thousands of people across the world to run a wide array of medieval fantasy adventures. HärnWorld can accommodate whatever style of campaign you are looking for, whether your player characters are knights, mages, barbarians, clerics, noble lords, mercenaries, gladiators, craftsmen, merchants, thieves, or even simple peasants yearning for adventure.

This basic *HärnWorld* module has two components:

Härn Overview

The 58-page *Härn* article is a general overview of Härnic cultures, governments, economics, history, and more. It also includes campaign aids for such tasks as generating weather conditions and character backgrounds.

Härn Regional Map

The map of Härn provides a vast amount of information with a unique cartographic system developed specifically for fantasy gaming. The area detailed measures 620×930 miles (1000×1500 km). The colors and textures show vegetation and terrain as noted on the map key.

Encyclopedia Härnica

Beyond this master module, HärnWorld is described in a series of articles covering a variety of topics. At the highest level is *Härndex*, a master index that includes entries for kingdoms, cities, castles, and major settlements; historical and present-day monarchs and other important people; gods and religions; mountains, lakes, and other geographic features; and a number of strange, dangerous creatures unique to HärnWorld. *Härndex* also includes definitions of terms related to medieval economics, warfare, and society.

Härndex is expanded upon by a series of stand-alone articles collectively referred to as the *Encyclopedia Härnica*. These supplements cover a wide range of topics in much greater detail. Articles for the major kingdoms describe their people, histories, and political intrigues, while those covering individual castles and keeps provide details of the settlement's residents, fortifications, and resources. Various religious orders are covered, giving GMs and players a rich panoply of realistic faiths from which to choose. Material about the various guilds brings greater depth to the world's economics and articles on wilderness areas and barbarian tribes provide fertile ground for adventuring. Throughout, GMs are provided with plentiful adventure hooks and story seeds to introduce the players to the setting. With more than 200 supplements published to date, GMs won't lack for choices in how to tailor their campaigns.

Modules are presented in an expandable format: they are loose-leaf and hole-punched, allowing you to insert them into binders to create your own *Encyclopedia Härnica* to fit the needs of your campaign.

Where to Start

With all this detail, HärnWorld can seem overwhelming to newcomers. But don't worry, you don't need everything we've published to get started. The descriptions of the Härnic kingdoms in this module will give you a taste for each and should spark ideas of the kinds of adventures they are best suited for. Just pick one and then dive into the related supplements. Use what fits your game, change what doesn't. Above all, enjoy exploring Härn!

Why Use HärnWorld?

The following was written by N. Robin Crossby, creator of Härn, in the second edition of *HärnWorld*, published in 1990.

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 30 man-years has gone into HärnWorld products.

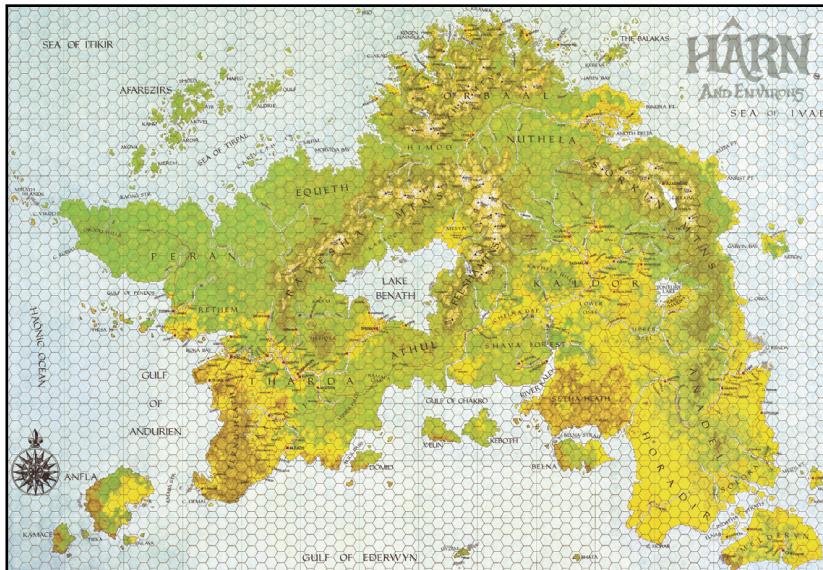
All works of fantasy should be woven of familiar threads. Because it is impossible to entirely describe an alien world, readers must be able to fill in the gaps with their own knowledge and experience. Although more than one million words have gone into describing HärnWorld and its expansion modules, 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 Crossby
1954–2008



Hârn is a rough, hazy, forested island about 100 miles off the northwest coast of the continent of Lythia on the edge of the Haonic Ocean. It is a wild, dangerous land, where pockets of civilization are surrounded by large tracts of wilderness. It is a land of feudal kingdoms, religious turmoil, savage monsters, noble knights, beleaguered peasants, industrious craftsmen, barbaric tribesmen, and secretive wizards.

HÂRNIC CULTURES

While Hârn contains unique cultures and creatures, its closest historical equivalent is 9th to 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.

Kingdoms

There are seven civilized human states on Hârn. Five of them are feudal, one is pre-feudal (Orbaal), and the last is a plutocratic republic (Tharda). Two demi-human states exist: Azadmere, kingdom of the Khuzdul (dwarves), and Erael, kingdom of the Sindarin (elves). Both prefer to maintain their distance from the human nations and each other.

Barbarian Nations

The wilderness of Hârn is home to 18 tribal nations with a total population exceeding 100,000. There is almost constant conflict between tribes and their civilized neighbors but some are more warlike than others.

Gargun Nations

Hârnic orcs, or gargun, are sometimes called Foulspawn. Five species of these creatures live in Hârn's mountains, either in cave complexes or as wandering nomadic bands. Hârn may have as many as 50,000 gargun.

Unique Cultures

Two unique "cultures" exist on Hârn: 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.

Geography

Hârn's center is dominated by Lake Benath, a freshwater lake drained by the Thard River. The longest river is the Kald (375 miles), which drains the eastern interior. Much of Hârn is hilly. There are four mountain ranges of note: the Felshas, running north-south in central Hârn; 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 and Climate

Hârn's climate is basically maritime-temperate (cool summers, mild winters, and damp). Some say that Hârn 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 Hârn 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. Needleleaf forests, alpine tundras, and permanent snowcaps are found 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. Tales of wild men and fearsome beasts have served to daunt visitors from abroad. Despite the unpredictable seas, a few adventurous seamen ply their trade between Hârn and Lythia. The Hârnic guilds maintain good contact with their foreign colleagues.

Calendar

The Hârnic calendar, called Tuzyn Reckoning (TR), has a lunar year of 12 months, each with 30 days:

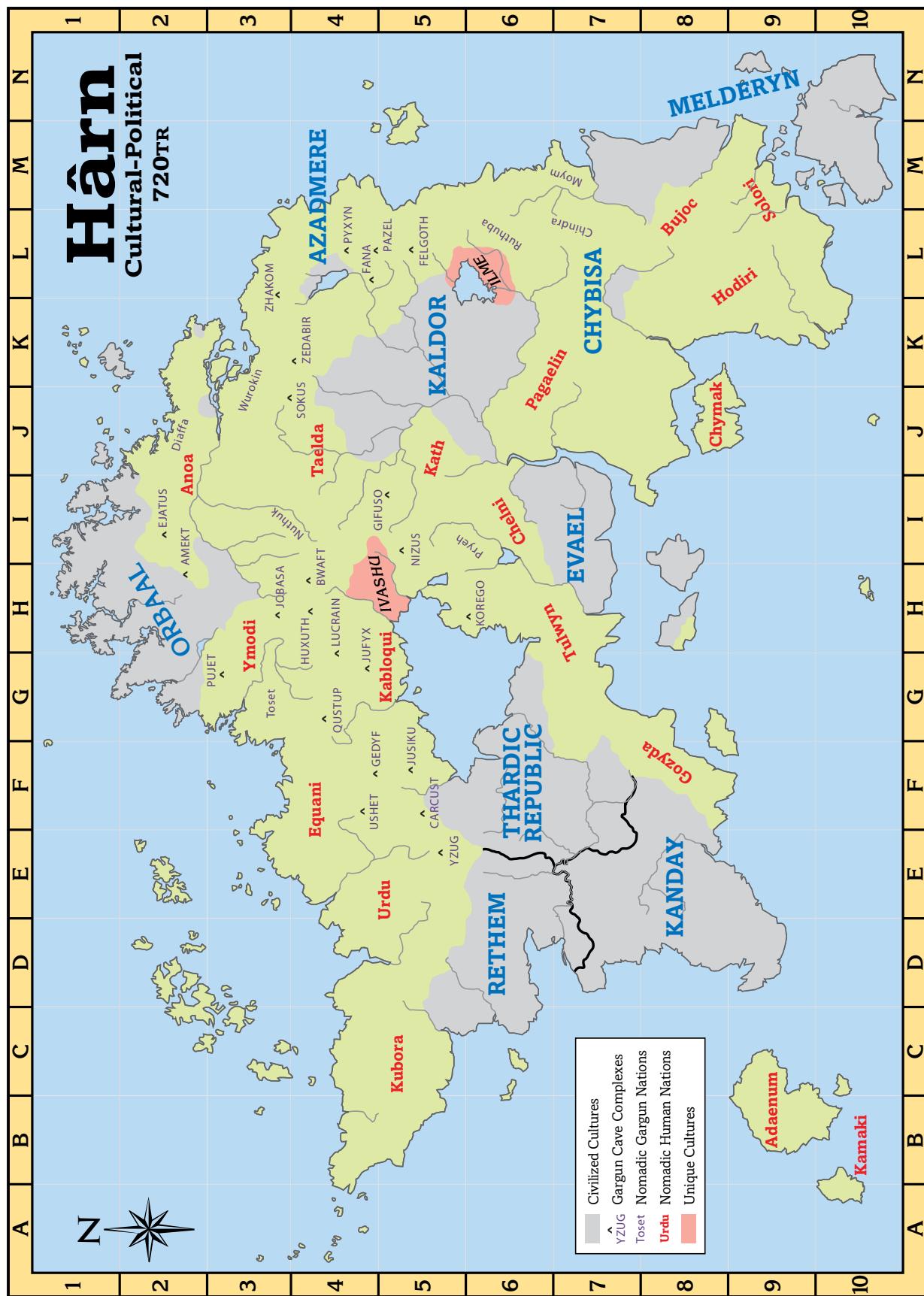
Spring: Nuzyael, Peonu, Kelen

Summer: Nolus, Larane, Agrazhar

Autumn: Azura, Halane, Savor

Winter: Ilvin, Navek, Morgat

The game year is 720 TR.



AZADMERE

Azadmere is the kingdom of the Khuzdul in Hârn's Sorkin Mountains. Ruled by King Hazmadul III of Clan Tarazakh, the kingdom is centered on the city of the same name but includes most of the mountains surrounding Lake Arain. It was founded more than 7,000 years ago and is the last settlement of Khuzdul on Hârn.

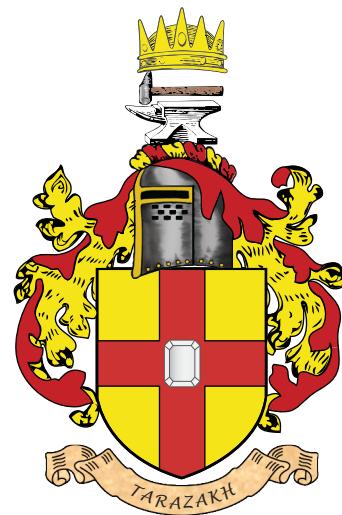
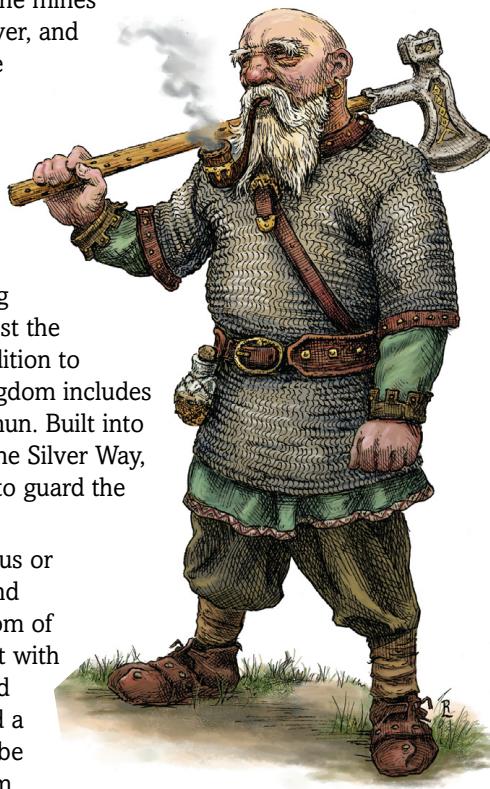
The kingdom is a unique hybrid culture of dwarves and humans. Of the 11,000 total population, 6,200 are human descendants of a few hundred trusted Jarin who were given refuge after the Atani Wars. Most of the humans live around the settlement of Habe, the main source of food for the kingdom. They owe allegiance to Hazmadul's chief human vassal, Baron Kophar, who rules his barony with little interference from the king. Most other humans live in the city of Azadmere, as do almost all of the Khuzdul.

The city of Azadmere is an impressive walled settlement, with a moat, stout double walls, and prominent round towers. It is really two cities, the Outer City and Inner City. The Outer City lies between Lake Arain and Mount Zaduryn, at the foot of a megalithic cliff with large granite outcrops at its summit known as "the Knives." It is devoted primarily to human residences and various trades and crafts. The Inner City features extensive chambers and passages carved into the living rock of the mountain. It contains the mines and residences for the Khuzdul, most of whom work in the Outer City. Very few humans are permitted access to the Inner City, notably Baron Kophar, his closest lieutenants, and some local officials.

The high altitude and poor soils are not suitable for growing wheat so the kingdom relies on imported grain from Kaldor to supplement its own crops. In return, Azadmere exports weapons and armour, gems and jewelry, and gold and silver artifacts. The mines of Azadmere produce iron, silver, and gems, and are the major active source of gold on Hârn. The Khuzdul have no formal guild system but various clans have economic rights that amount to monopolies in their chosen crafts.

The Khuzdul have a strong enmity for the gargon that infest the surrounding mountains. In addition to the city's fortifications, the kingdom includes the formidable fortress of Zerhun. Built into the rugged cliffs overlooking the Silver Way, Zerhun is strategically placed to guard the approaches to Azadmere.

Although a few adventurous or outlawed Khuzdul may be found anywhere on Hârn, the Kingdom of Azadmere has minimal contact with outsiders other than the limited trade with Kaldor. It is deemed a great honor for an outsider to be permitted entry to the kingdom.



Location: Eastern Hârn

Atlas Maps: L4

Government: Monarchy

King: Hazmadul III, Clan Tarazakh

Culture: Khuzdul

Population: 4,800 Khuzdul, 6,200 Human

Royal Seat: Azadmere

Largest Town: Azadmere (pop. 4,100
Khuzdul, 1,800 Human)

Exports: Weapons and armour, gems
and jewelry, gold and silver
products

Religion: Khuzdul worship Siem; Jarin
worship Peoni, Siem, or Ilvir.

RELATED PRODUCTS

- *Azadmere Kingdom Module* (COL #5004). Includes *Azadmere*, *Khuzdul*, *Habe*, and *Zerhun*.
- *Sorkin Mountains* (COL #5890)
- *Silver Way* (COL #5895)
- *Kiraz* (COL #5016)
- *Nasty, Brutish, and Short: The Orcs of Hârn* (COL #5071)

CHYBISA

Chybisa is Hârn's smallest state, a tiny kingdom in southeastern Hârn. The kingdom is centered on Burzyn Castle in the Ulmerien River valley. It is bounded to the north by the region of Upper Osel, to the east by the Anadel highlands, to the south by the plains of Horadir, and to the west by Setha Heath. The natural vegetation is mostly mixed woodland with tracts of cropland and pasture. The Ulmerien valley includes some of the most fertile land on Hârn.

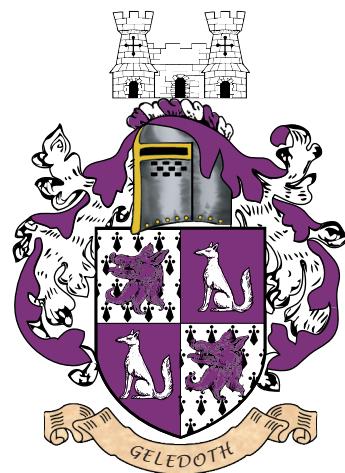
Chybisa was founded in 160 TR by adventurous Melderyni settlers led by a knight errant named Shobald, who carved out a realm from the petty Jarin tribes and declared himself king. At first vibrant and growing, Chybisa suffered great losses to rampaging Pagaelin and Hodiri tribesmen during the Migration Wars that began soon after the kingdom's founding.

Chybisa's relations with the kingdoms of Kaldor and Melderyn are peaceful but somewhat strained. Both have a claim to the kingdom and while neither seems presently inclined to press their case, the situation worries the current monarch, Verlid VII of Clan Geledoth. At the moment, trade flows freely through Burzyn and there are frequent visitors from Kaldor and Melderyn.

Verlid VII succeeded his father at age 17 and has proven himself a competent if somewhat nervous monarch. His father ran up huge debts, as yet unpaid, with usurers in Thay. These debts and his concerns over the claims to his throne by Melderyn and Kaldor have not helped his congenitally weak heart. To add to Verlid's worries, he gets on poorly with his only surviving son, who appears to be undergoing the early stages of syphilis.

The lands surrounding the kingdom are home to three tribal nations. Although the Bujoc to the east are shy and few in number, the Hodiri to the south and Pagaelin in the north are among the most populous tribes on Hârn. Fortunately for the Chybisans, neither nation is now particularly hostile, although the past is another tale. Both nations trade with the kingdom. Hodiri tribesmen can be found in Burzyn and other settlements and the Pagaelin are common visitors to the villages north of the Ulmerien.

Chybisa controls the only bridge across the Ulmerien and draws considerable revenue from caravan traffic using the Genin Trail between Tashal and Thay. Extensive mining in the Anadel hills also swells the treasury. It has been whispered that gold has been found on one of the tributary streams of the Ulmerien in the Anadel highlands but there has been no reliable confirmation.



Location: Southeastern Hârn

Atlas Maps: K7, L7

Government: Monarchy

King: Verlid VII (Clan Geledoth)

Culture: Feudal

Population: 8,000

Royal Seat: Burzyn

Largest Town: Burzyn (pop. 510)

Exports: Grain

Religion: Churches of Larani (nobility) and Peoni (commoners) dominate.

RELATED PRODUCTS

- *Kingdom of Chybisa* (COL #5007)
Includes Chybisa, Burzyn, and Hârnic Law.
- *Onden Keep* (COL #5602)
- *HârnMaster Barbarians* (COL #4761)



EVAEL

Evael is the last remnant of the Sindarin kingdom that once covered all of Hârn. Unable to stem the tide of human immigration, the Sindarin renounced claim to Hârnic sovereignty some 14 centuries ago and withdrew to the Shava Forest. Evael is now more of a sanctuary for Hârn's 5,000 Sindarin than a kingdom in the human sense. Evael's borders are the Farin River in the west, the Wend in the north, and the Kald in the east. The islands of Yaelin and Keboth are loosely controlled parts of the kingdom.

The majority of humans who live in Evael are descendants of the Jarin who accompanied the Sindarin during their withdrawal into the Shava Forest after the Atani Wars. Others are descended from "newbloods" who were allowed to settle in Evael to prevent inbreeding. Human residents are full citizens of the kingdom. The rare humans who are invited to live in Evael, most often to apprentice under a Sindarin artisan, are residents only at their master's pleasure. When training is complete, they are expected to depart the kingdom within a year. Hasty marriages to Jarin residents to avoid deportation are not uncommon.

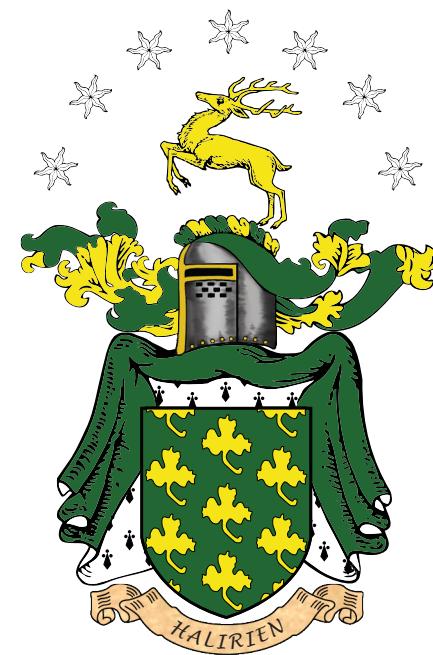
The economy of Evael is based on barter. The kingdom does not mint coins and foreign coinage is rare. Transactions between Sindarin are always bartered or gifted. To outsiders, the system is a confused and inefficient tangle of favors and exchanges but the Sindarin value the close relationships that develop. The system of mutual trust, honor, and generosity works because transactions are few. Jarin craftsmen accept coinage from visitors.

Elshavel, or Tarminas as it is known to the Sindarin, is the capital and largest settlement; it is the most beautiful city in all of Hârn. Its inhabitants enjoy the highest standard of living and the entire community reflects the Sindarin eye for aesthetics and function. Businesses, fortifications, and residences blend with the sylvan setting for an effect that is unearthly to the eyes of men. Elshavel is a place visitors regard with awe.

Ulfshafen, or Nimfalas, is the major port and trade center. It is located on the mouth of the Enorien and controls maritime traffic in the Kald River estuary. Although beautiful and exotic, Ulfshafen's lack of raucous pleasures and its almost invisible civic authority can be unsettling to human visitors.

The Chelni, Pagaelin, and Tulwyn tribal nations surround Evael. All have legends about the inhabitants of the Shava Forest. The Chelni fought against the Sindarin in the Battle of Sorrows and have since viewed them with respect and awe. The Pagaelin consider them to be "devils of the forest" and keep their distance. The Tulwyn will not cross the Farin River after a disastrous attempt to invade Evael around 150.

The Sindarin are largely self-sufficient and Evael has minimal contact with other civilized nations. Almost all imports and exports are handled by the Jarin, who act as intermediaries. Some trade is conducted through the port at Ulfshafen or overland through Trobridge Inn. Generally, the Sindarin kingdom pursues a neutral policy towards the rest of Hârn. Kaldor and the Thardic Republic both claim lands right up to the borders of Evael. These claims are only nominal and neither state has the strength to extend its power into the region. The Sindarin and Khuzdul, once great allies, have ignored each other for 14 centuries. Evael's isolation from the rest of Hârn lends it an aura of mystery and a reputation that all manner of enchantments will befall the unwary. Visitors are few.



Location: Southern Hârn

Atlas Maps: H6-8, I6-8, J6-7

Government: Monarch and advisory council

King: Aranath Halirien

Culture: Sindarin

Population: 5,100 Sindarin, 500 Human

Royal Seat: Elshavel

Largest Town: Elshavel (pop. 600 Sindarin, 200 Humans)

Exports: Glasswares, musical instruments, jewelry

Religion: Sindarin and some Jarin worship Siem; other Jarin worship Peoni or Ilvir.

RELATED PRODUCTS

- *Kingdom of Evael* (COL #5081)
Includes *Evael*, *Elshavel Castle*, *Ulfshafen Castle*, *Bejist Earthmaster Site*, *Pesino Earthmaster Site*, and an adventure scenario.
- *Trobridge Inn* (COL #5072)
Includes "Pepper and Spice" adventure scenario.
- *HârnMaster Barbarians* (COL #4761)

KALDOR

Located in the eastern interior of Hârn, Kaldor is a feudal realm ruled by King Miginath from his royal castle in the city of Tashal. Founded more than five centuries ago (188), external threats to Kaldor have been minimal but internal strife has been common, notably the Kaldoric Civil War (362–377) and Baronial Revolt (599–603). Both conflicts were the result of a tendency for kings to draw too much power into their own hands at the expense of the barons. The current dynasty, Clan Elendsa, was founded in 603 and has encouraged a return to traditional principles of feudalism and chivalry while maintaining royal justice.

The present monarch, King Miginath Elendsa, was 41 when he succeeded his father (Torastra) in 693. He has always been sickly and there are yearly predictions of his imminent death from any of numerous ailments. After 27 years, the aged king continues to baffle his subjects simply by getting up each morning. He has never married, leaving the succession a matter of contention between three bastard sons and a score of nieces and nephews. During his reign, Miginath has substantially increased the royal bureaucracy, handing out new offices in exchange for concessions from individual nobles and their clans. He is popular with the common people because he has kept the kingdom prosperous and at peace.

Many of the lands claimed by Kaldor are controlled by tribal nations. In the western Chelmarch, the Salt Route crosses Chelni and Kath lands. Kaldor has a token presence at Trobridge Inn but only because the Chelni allow it to survive. The southern Oselmarch lies within Pagaelin territory, a region crossed by the Genin Trail and subject to raids. Beyond the Pagaelin territory lies small but rich Chybisa, a kingdom to which Kaldor occasionally asserts a claim.

The commercial life of Kaldor and its merchant class peaks at the great Tashal Summer Fair. Caravans converge on this economic hub city from all corners of Hârn: from Orbaal down the Fur Road, from Azadmere along the Silver Way, from Thay and the Lythian continent via the Genin Trail, and from western Hârn by the Salt Route. Mercantylers trade through much of the summer before returning home with wagons laden with goods.



Location: Eastern Hârn

Atlas Maps: J4–6, K4–6

Government: Monarchy

King: Miginath, Clan Elendsa

Culture: Feudal

Population: 105,000

Royal Seat: Olokand

Largest City: Tashal (pop. 11,400)

Exports: Grain, vellum, wool

Religion: Churches of Larani (nobility) and Peoni (commoners) dominate.

RELATED PRODUCTS

- *Kingdom of Kaldor* (COL #5610)
- *City of Tashal* (COL #5611)
- *Gardiren Castle* (COL #5623)
- *Kiban Castle* (COL #5628)
- *Minarsas Castle* (COL #5634)
- *Olokand Castle* (COL #5651)
- *Qualdris Castle* (COL #5638)
- *Heru Keep* (COL #5639)
- *Oselbridge* (COL #5651)
- *Silver Way* (COL #5895)
- *Tontury Lake* (COL #5893)
- *Field of Daisies* (COL #5951)
- *100 Bushels of Rye* (COL #5051)
- *Trobridge Inn* (COL #5072)
- *Tournaments* (COL #4721)
- *HârnManor* (COL #4751)
- *HârnMaster Barbarians* (COL #4761)

Gatehouse, Qualdris Castle

KANDAY

Kanday is a feudal kingdom in southwestern Hârn. Created in 589 after the collapse of the despotic Theocracy of Tekhos, Kanday now stands as a realm committed to peace and prosperity. Despite its tradition of enlightened and peaceful government, the kingdom has seen three major wars over the past 60 years, mainly because its policies are in direct conflict with those of its neighbors, Rethem and Tharda.

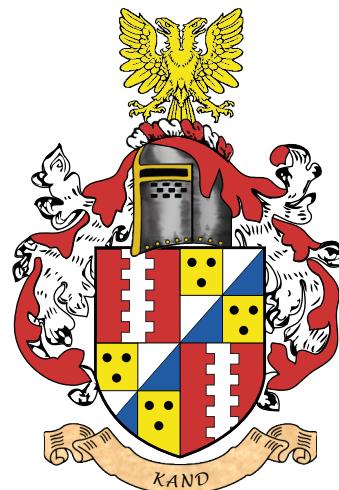
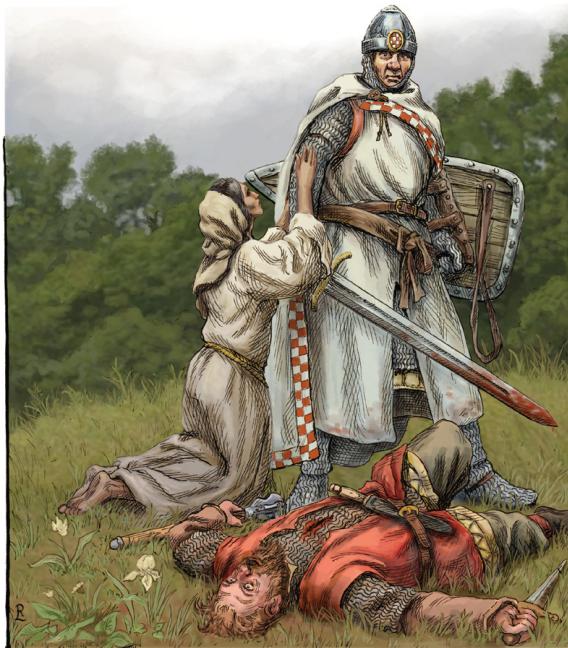
King Andasin IV is unmarried and there is some pressure on him to provide an heir. Negotiations are underway for him to marry the daughter of Earl Cassean of Heroth. Andasin is privately reluctant, as Dorthea Cassean is well known for her shrewish temper and plain appearance.

Some lords are troubled by the power of the king's father, the Earl of Sarkum, who has considerable influence over Andasin IV. The king's younger brother, Prince Anaflas, is widely seen as the more pragmatic and energetic of the two. Many would prefer his leadership should war break out.

Relations between Kanday and its neighbors are peaceful but tense. Although the Agrikan *Order of Copper Hook* and the Laranian *Order of the Checkered Shield* have frequently skirmished across the Rethem-Kanday border since the end of Ezar's War, neither monarch officially recognizes the conflict nor supports the combatants. Both claim it is a religious dispute; should either order make substantive gains it is likely that the secular governments would become involved. The Rethemi Earl of Tormau, who detests King Chafin III, has been covertly giving aid to both orders to keep the conflict simmering. He has also approached Anaflas through intermediaries to explore alternatives should war break out between Kanday and Rethem.

Kanday recently suffered defeat at the hands of the Thardic Republic during the Kuseme War (712–713). King Andasin fears the martial skills and expansionist designs of Marshal Kronas Elernin. The problem is made greater by the erratic (from Andasin's point of view) policies of the Thardic Senate. Andasin fears that the pro-Kronas and Imperial factions will gain dominance. His greatest worry is an alliance of his northern neighbors against him.

Kanday and Tharda are also at odds over the range of the Gozyda tribesmen. King Andasin I swore an oath that his kingdom would always defend the Gozyda. The Republic claims most of the Gozyda lands and occasionally captures the tribesmen as slaves.



Location: Southwestern Hârn

Atlas Maps: D7–9, E7–9, F7–9

Government: Monarchy

King: Andasin IV (Clan Kand)

Culture: Feudal

Population: 96,000

Royal Seat: Dyrisa

Largest Town: Aleath (pop. 5800)

Exports: Linen, vellum, wool

Religion: Churches of Larani (nobility) and Peoni (commoners) dominate.

RELATED PRODUCTS

- *Kingdom of Kanday* (COL #5660)
- *City of Aleath* (COL #5661)
- *Dyrisa Castle* (COL #5662)
- *Heroth Castle* (COL #5675)
- *Menekod Castle* (COL #5669)
- *Minilaous Keep* (COL #5670)
- *Sarkum Castle* (COL #5680)
- *Selvos Castle* (COL #5684)
- *Dunir Keep* (COL #5685)
- *Larani: Order of the Checkered Shield* (COL #4442)
- *Larani: Order of Hyvrik* (COL #4441)
- *Dead of Winter* (COL #5041)
- *Dead Weight* (COL #5952)
- *Tesien Earthmaster Site* (COL #5688)
- *HârnMaster Barbarians* (COL #4761)

MELDERYN

Melderyn, Hârn's oldest kingdom, is named for the island off the southeast coast of Hârn on which it was founded. The many strange goings-on and mystical persons attributed to the island, which is commonly called "The Wizards' Isle," have given the realm a reputation as a place of mystery and enchantment. To some, Melderyn appears timeless, unaffected by mundane happenings in the rest of Hârn.

In addition to Melderyn Island and the many smaller islands nearby, the kingdom includes considerable holdings on the Hârnic mainland. The kingdom is bounded on the south and east by the Gulf of Ederwyn and the Sea of Ivae, extends to the Onden River in the north, and to the Ulmerien river and the coast of Horadir in the west.

The tiny feudal kingdom of Chybisa, which the Melderyni crown still recognizes as a vassal, lies to the northwest and is the nearest civilized neighbor. The kingdom of Emelrene on the Lythian continent is some 30 leagues southeast across the Melderyni Channel. Melderyn is enriched by its command of trade between the Misty Isles and western Lythia.

Three barbarian tribal nations inhabit lands claimed by Melderyn. The reclusive, matriarchal Bujoc roam the Anadel highlands and prefer little contact with civilization. The horse-breeding Hodiri, the largest tribal group on Hârn, occupy the woodland plains of Horadir. The wild and primitive Solori dwell in the hills of Solora. Nomadic gargon of the Chindra and Moym tribes prowl the northern reaches of the realm.

Melderyn is ruled by King Chunel Toron, who is advised by a secret assembly of scholars, wizards, and priests called the Council of Eleven. Melderyni kings have traditionally used diplomacy to achieve their ends; no Melderyni king has fielded an army on Hârn. Melderyn's history is not without violence, however. Foreigners have occasionally attacked the kingdom, such as the Ivinian vikings who sacked manors along the Horka River just a generation ago. Melderyni knights and adventurers have carved out petty kingdoms and joined causes that stained Hârn with blood, including the crusade currently being waged by the Laranian *Order of the Lady of Paladins* against the Solori.



Location: Southeastern Hârn

Atlas Maps: L7-10, M7-10, N8-10

Government: Monarchy

King: Chunel, Clan Toron

Culture: Feudal

Population: 160,000

Royal Seat: Cherafir

Largest Town: Cherafir (pop. 7,000)

Exports: Pottery, minerals, fish

Religion: Churches of Larani (nobility) and Peoni (commoners) dominate. Church of Save-K'nor influential.

RELATED PRODUCTS

- *Kingdom of Melderyn* (COL #5700)
- *City of Cherafir* (COL #5701)
- *City of Thay* (COL #5702)
- *Chyrefal Castle* (COL #5703)
- *Gythrur Castle* (COL #5713)
- *Harden Castle* (COL #5718)
- *Karveth Castle* (COL #5723)
- *Nurisel Castle* (COL #5725)
- *Glenoth Keep* (COL #5726)
- *Menio Keep* (COL #5715)
- *Gelimo Chantry* (COL #5731)
- *Escorsen's Hermitage* (COL #5733)
- *Telumar Earthmaster Site* (COL #5889)
- *HârnMaster Barbarians* (COL #4761)

ORBAAL

Orbaal is a pre-feudal state in northeastern Hârn ruled by King Alegar II from Geldeheim. The region was formerly called Jara until the Kingdom of Orbaal was proclaimed in 686 after the Ivinian conquest of the indigenous Jarin. It is a very unstable realm, where less than 8,000 rowdy and ungovernable Ivinians have subjugated about 65,000 rebellious Jarin.

Orbaal is really a host of semi-independent squabbling domains. Small clans pay tribute to more powerful ones who in turn pay it to the king. The clans are constantly fighting among themselves, each going their own way with very little interference from the king, whose only real claim to the crown is that he has the biggest and most powerful domain.

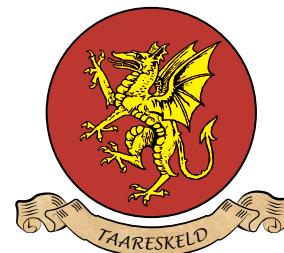
Racial stratification has led to serious tensions in Orbaalese society and several Jarin rebellions have been put down with considerable bloodshed. The few remaining major landholding Jarin lords are a significant divisive faction, with some promoting unrest and plotting the expulsion of the hated "barbarians" from their native soil.

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

There have been three Orbaalese kings since 686, all members of Clan Taareskeld of Geldeheim. King Alegar II faces considerable problems ruling his fractious realm. Both the Ivinians and Jarin are freedom-loving, rowdy, and rebellious. In addition, the Ivinian kingdoms of Rogna, Menglana, and Seldenbaal all regard Orbaal as a colony and periodically demand tribute, although none has been given for many years.

The region is also home to two semi-nomadic nations, the Anoa and the Ymodi, who have withstood the previous Jarin lords and current Ivinian conquerors, frequently bloodying the noses of any would-be overlords.

The rugged Jahl Mountains shelter several tribes of gargon and other dangerous creatures, including yelgri, Ivashu, and even dragons; travel there is hazardous.



Location: Northeastern Hârn

Atlas Maps: G1-3, H1-3, I1-3, J1-3, K1-3

Government: Monarchy

King: Alegar II,
Clan Taareskeld

Culture: Feudal/Viking

Population: 73,000

Royal Seat: Geldeheim

Largest Town: Keiren (pop. 820)

Exports: Furs/hides, amber, honey, whale and seal products

Religion: Ivinians worship Sarajin;
Jarin worship Ilvir or Siem

RELATED PRODUCTS

- *Kingdom of Orbaal* (COL #5800)
- *Castles of Orbaal* (COL #5022)
Includes Arathel, Marby, Pled, and Sherwyn.
- *Arathel Castle* (COL #5807)
- *Geldeheim Castle* (COL #5801)
- *Zynholm Thran* (COL #5806)
- *Noron's Keep* (COL #5887)
- *Jarin* (COL #5849)
- *Seals* (COL #4623)
- *Araka-Kalai* (COL #5880)
- *Misyn Wilderness Region* (COL #5881)
- *Ochrynn Abbey* (COL #5882)
- *HârnMaster Barbarians* (COL #4761)
- *Nasty, Brutish, and Short: The Orcs of Hârn* (COL #5071)

RETHEM

Founded in 635, the Kingdom of Rethem is the latest stage in a bloody evolution that started with Corani imperialism and has gone through Morgathian revolt and theocracy, barbarian conquest, Agrikan ascendancy, and a brutal attempt at feudalism by force. The political situation is far from settled and the threat of civil war looms over the kingdom.

Unlike other Hârnic kingdoms, Rethem is dominated by the churches of Agrik and Morgath, giving it a reputation as “the black-souled and evil” kingdom. Religious freedom and tolerance are not a part of Rethemi culture.

Rethem is bounded by the Kingdom of Kanday to the south, the Peran wilderness to the north, and the Thardic Republic to the east. With a long history of violence, a rulership built on cunning and strength, and a shaky political structure, Rethem is viewed warily by its neighbors.

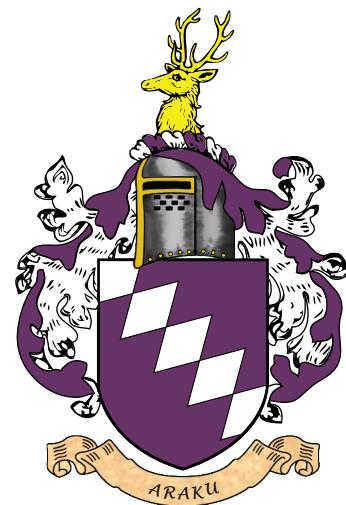
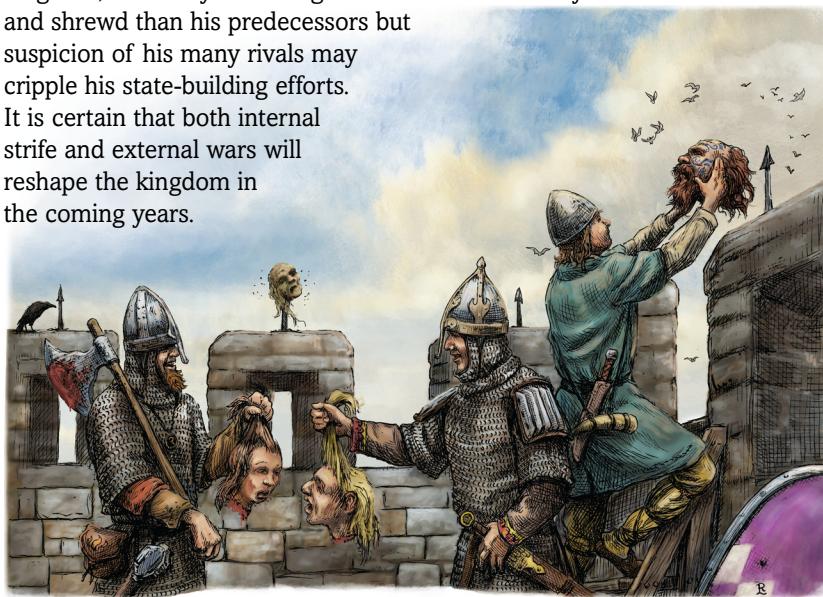
Peran is home to the Kubora, a fierce and numerous tribal nation. Rethem was created by the conquests of a Kuboran chieftain, something that neither the tribesmen nor the Rethemi are likely to forget. The Kuboran influence is still significant in Rethem and most Rethemi nobility are of Kuboran descent, although it is not currently fashionable to admit to it.

Rethem’s northern forests are rich in timber and furs and the abundant minerals of the lowlands have been extensively mined since Corani times. The fertile Thard Valley has long been one of the most densely populated regions of Hârn and boasts the strongest economy in the west.

Rethem’s eighth and current ruler, King Chafin III, is not the product of a long and respected dynasty, his clan having seized the throne a mere 40 years ago. He has constructed a network of allegiances that relies upon the careful placement of kin and the manipulation of competing loyalties that he himself may not fully command. Chafin often uses the threat of invasion from the kingdom’s neighbors to keep his rivals off guard.

Chafin III keeps his seat at Shostim and spends little time at the royal castle in Golotha. He is aware that five of Rethem’s seven monarchs have died violently. Few expect the current uneasy bout of peace in Rethem to last long. If Chafin can live long enough and unite his chronically rebellious kingdom, it is likely he will again attack hated Kanday. Chafin is more secure and shrewd than his predecessors but suspicion of his many rivals may cripple his state-building efforts.

It is certain that both internal strife and external wars will reshape the kingdom in the coming years.



Location: Western Hârn

Atlas Maps: C6, D6–7, E6–7

Government: Monarchy

King: Chafin III, Clan Araku

Culture: Feudal

Population: 95,000

Royal Seat: Shostim

Largest City: Golotha (pop. 6,200)

Exports: Wild beasts, leatherwares, oils

Religion: Church of Agrik dominates, Morgathians influential in Golotha

RELATED PRODUCTS

- *Kingdom of Rethem* (COL #5740)
- *City of Golotha* (COL #5741)
- *Menekai Castle* (COL #5748)
- *Tormau Castle* (COL #5759)
- *Shostim Castle* (COL #5742)
- *Ithiko Castle* (COL #5752)
- *Bedenes Keep* (COL #5744)
- *Hyen Keep* (COL #5747)
- *Keserin Mine* (COL #5767)
- *Agrik: Order of Mamaka* (COL #4423)
- *Agrik: Warriors of Mameka* (COL #4424)
- *Agrik: Order of Herpa the Mace* (COL #4415)
- *Agrik: Red Shadows of Herpa* (COL #4416)
- *HârnMaster Barbarians* (COL #4761)
- *Tribes of the Kubora* (COL #4762)
- *Peran Wilderness Region* (COL #5891)
- *Pamesani Games* (COL #4038)

THARDIC REPUBLIC

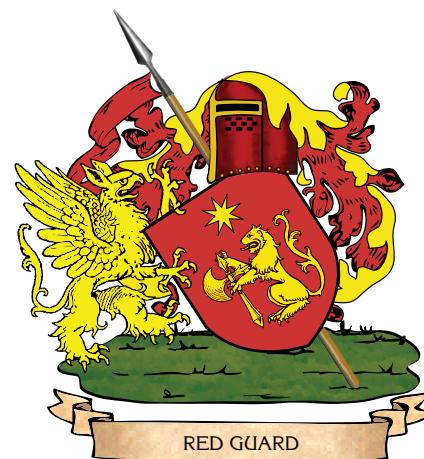
The Thardic Republic is a plutocratic state governed by a republican senate. The republic was founded in 674, having evolved from the Thardic League. The capital, Coranan, is Hârn's largest city. The republic has one other walled city, Shiran, and several large towns.

The supreme governing body of the republic is the Thardic Senate, housed in the Chamber of the Red Domes in Coranan. The Senate is controlled by 66 wealthy families who own 90 percent of the republic's land. The major responsibilities of the Senate are to levy taxes, conduct foreign affairs, and appoint various key officials. The Senate is often deadlocked because of the rivalry between powerful factions, including an imperialist party that intrigues for a revival of the once-mighty Corani Empire.

The republic is divided into six administrative provinces: Coranan, Eidel, Gerium, Kom, Ramala, and Shiran. Each province has two governors: a civil administrator called a magistrate and a marshal who commands the provincial legion. Each is appointed for a three-year term that may be extended at the pleasure of the Senate. Each governor can veto the other's decisions; deadlocks are referred back to the Senate. Neither official is paid and corruption is rampant. It has been said that a provincial governor can steal enough money in his first year to pay the bribes that got him the appointment, enough in the second year to bribe the jury that will try him for corruption when he retires, and more than enough in the third year to live in luxury for the rest of his life. It is possible, although rare, for one person to hold both offices, as is currently the case in Eidel Province. Although the city of Coranan lies within Coranan Province, it has its own separate government.

The cohorts and companies of the provincial legions are assigned at the discretion of the Senate. Each legion is responsible for maintaining order within a specific province and for defense against foreign aggression. All Thardic keeps and castles are garrisoned by legion units. It is treason (a capital offense) for any marshal to lead his army outside his province without Senate approval. The Red Guard garrison Coranan and serve as the senatorial bodyguard. Although technically also responsible for policing the city, they have grown so lax in this regard that several religious and mercenary groups have taken over much of that duty.

The Church of Halea is popular among the upper and middle classes in the Republic and many senators are adherents. Arenas in Coranan and Shiran run by the Agrikan church are the site of the popular Pamesani Games, which feature contests between gladiators, combats involving wild beasts, judicial duels, and spectacles of a depraved and perverse nature.



Location: Western Hârn

Atlas Maps: E6-7, F6-7, G6-7

Government: Republican Senate; Provincial Marshals and Magistrates

Culture: Republic

Population: 104,000

Capital: Coranan

Largest City: Coranan (pop. 12,500)

Exports: Salt, metals, dyes, perfumes, slaves, brasswares, pottery, textiles

Religion: All faiths except Naveh are accepted. Halean church most influential.

RELATED PRODUCTS

- *Republic of Tharda* (COL #5770)
- *City of Coranan* (COL #5771)
- *City of Shiran* (COL #5790)
- *Imrium Castle* (COL #5783)
- *Moleryn Castle* (COL #5788)
- *Telen Castle* (COL #5776)
- *Fort Taztos* (COL #5789)
- *Salt Route* (COL #5899)
- *Trobridge Inn* (COL #5072)
- *HârnMaster Barbarians* (COL #4671)
- *Pamesani Games* (COL #4038)

Pamesani Arena, Shiran

TRIBAL NATIONS

Hârn contains 18 barbarian nations, whose total population exceeds 100,000. Each of these nations has fairly well-defined homelands in the wilderness areas of Hârn, which are noted on the Cultural-Political 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, moving from one location to another within their range either seasonally or every few years. Some are hunter-gatherers who do not practice more than rudimentary agriculture. Each tribal nation is divided into several dozen tribes of 30 to 1,200 persons, although few tribes would exceed 200 in size. Each tribal nation is described in *Hârnindex*.

Adaenum

The Adaenum subsist by primitive agriculture and fishing on Anfla Island off the southwest coast of Hârn.

Anoa

These nomadic hunters live in the Anoth River valley in southern Orbaal. Conflict with gargun and the Orbaalese is common.

Bujoc

This nation of shy, superstitious, forest nomads has a strong matrilineal culture. They are sometimes encountered by travelers on the Genin Trail in Melderyn.

Chelni

The Chelni herd cattle and ponies in the Chelna Gap and surrounding hills. They are famed for their mounted warriors and their hostility toward travelers and each other.

Chymak

The sea-folk of Belna Island are renowned fishermen. They range the Gulf of Ederwyn in large sea-going canoes and are valued as seamen on merchant ships.

Equani

The warriors of Equeth are one of the most primitive tribes. They are noted for their elaborate facial scars and tattoos and their merciless treatment of intruders.

Gozyda

These forest tribesmen are skilled guerrilla fighters and control the Mimea Hills in western Hârn. Outlaws from Tharda and Kanday have brought them new blood and technology.

Hodiri

The Hodiri are proud nomadic horsemen and fierce warriors. They are not particularly hostile to their neighbors and frequently travel to Chybisa to trade their horses and cattle for the products of civilization.

Kaboloqui

These degenerate cannibals from the north shore of Lake Benath are related to the Equani, who detest them. Their gargun neighbors may destroy them, if their own treachery doesn't first.

Kamaki

These fisherfolk and herders inhabit the island of Kamace off southwestern Hârn.

Kath

This loose federation of wild and primitive tribes trades with or attacks travelers in the Kathela Hills in eastern Hârn. Kath women are known for their beauty.

Kubora

This powerful warrior nation of Peran once united under Arlun the Barbarian and conquered Rethem. They export wild beasts for the Pamesani Games. Some find employment in the south as gladiators or mercenaries.

Pagaelin

The Pagaelin are violent, brutal, and vicious. They dwell roughly between the Osel River and Setha Heath and are under the influence of a heretical Navehan sect.

Solori

This primitive and wild nation in southeastern Hârn is slowly being exterminated in a genocidal crusade waged by the Laranian *Order of the Lady of Paladins*.

Taelda

The Taelda are nomadic hunter-gatherers who inhabit the vast forests of southern Nuthela. They are renowned healers and woodsmen. They clash constantly with gargun but bear no malice toward strangers.

Tulwyn

These ruthless barbarians inhabit the wilderness of Athul and are a threat to the Thardic outpost of Fort Taztos and travelers on the Salt Route; some are berserkers. They have a strict code of personal honor.

Urdu

The Urdu are nomadic hunters who inhabit the range between the Chetul and Pemetta rivers in northwestern Hârn. Although they are related to the Kubora and Equani, the tribes frequently raid each other.

Ymodi

These wild, fierce forest tribesmen live in the Himod region of northern Hârn. They are beleaguered by the Equani to the west, Anoa to the east, and gargun to the north and south; they survive because of their impressive skill with the bow and spear.

GARGUN

The gargun, or Hârnic orcs, are the most aggressive and barbaric of the intelligent, culture-forming Hârnic species. They are also the most alien, being dramatically distinct from all others in their origin, biology, and society. It is rare for a culture to have no redeeming features, but that of the gargun comes close. They are violent and malevolent, with an almost insane hatred for the Khuzdul. They are carnivorous, even cannibalistic.

The ancestral gargun originated beyond Kethira and first appeared on Hârn in Elkall-Anuz around 110. It has been speculated that Lothrim brought them to Hârn by means of great enchantment to serve as warriors for his burgeoning empire. In any event, they outlived their "creator" and by 250 had spread throughout the island.

The gargun have a reproductive system resembling that of some insects. In each tribe there will be, at most, one fertile female (the queen) and generally only one fertile male (the king). Gargun hatch from gelatinous eggs laid by the queen and kept in dark, humid chambers. Newborn gargun have an extensive racial memory that preserves the customs of the gargun from one generation to the next. A crucial element of their racial memory is an instinct to submit to a clearly superior authority. They will accept the authority of a king, provided he shows an ability to eliminate rivals; any sign of weakness brings immediate revolt, which is inevitably fatal to the tyrant.

Overcrowding in a gargun colony will lead to a bloody civil war or a swarm. Civil wars can kill up to 80% of the population in an uncontrollable orgy of bloodletting, perhaps lasting a mere hour. A swarm occurs when a significant number of males, perhaps 40%, seizes the queen or a princess and escapes to establish a new colony. A swarm can be extremely unpleasant for any settlements or wandering parties in its path.

They are divided onto five sub-species which are unable to interbreed. Each has a distinct language. Gargu-araki (Small or Streaked Orc) are the smallest of the gargun and the most comfortable in the outdoors; they are feared nocturnal predators. Gargu-hyeka (Common or Brown Orc) are the most numerous sub-species and are noted for their cave complexes.



Gargu-khanu (Great or Black Orc) are the largest, strongest, and most murderous gargun. Gargu-kyani (White Orc) are the second smallest and the least prone to violence; they live mostly in cave complexes in alpine regions. Gargu-viasal (Red Orc) are similar to the Common Orc but are larger, live in smaller communities, and swarm less frequently.

Gargun Nations

Nomadic Tribes

Chindra	Moym	Pryeh	Toset
Diaffa	Nuthuk	Ruthuba	Wurokin

Colonies

Amekt	Gedyf	Korego	Qustup
Bwaft	Gifuso	Lucrain	Sokus
Carcust	Huxuth	Nizus	Ushet
Ejatus	Jobasa	Pazel	Yzug
Fana	Jufyx	Pujet	Zedabir
Felgoth	Jusiku	Pyxyn	Zhakom

Ilme

The Ilme are a strange race of intelligent mere-dragons. They bear some likeness to their great dragon cousins and many reported tales of dragonkind are almost certainly really an Ilme encounter. Ilme are reptilian like dragons but have no wings. They commonly attain a height of 12' and a weight of two tons. The two sexes live apart except when mating. Despite their undisputed strength, male Ilme are somewhat cowardly and are frequently bullied and robbed by gargun bands. They prefer to hunt from ambush or eat carrion. They will rarely attack intruders but will fight with desperation when cornered if negotiations fail. Female Ilme will attack and fight intruders with limb-tearing ferocity, especially to protect their young. The Ilme do not breathe fire although their breath is far from sweet.

Ivashu

Ivashu are creatures created by the god Ilvir, who enjoys creating strange life forms. The Ivashu are totally sexless and cannot breed. When they die, their auras return to Ilvir's tower at Araka-Kalai, where they are reincarnated in a new body. After spending some time in attendance at Ilvir's court, they are sent into the world. Most are slain quite quickly and others are taken captive for shipment to Tharda and Rethem to appear in the Pamesani arenas. A few Ivashu get past these obstacles and may be found in any part of Hârn. The Ivashu make up for their sterility by possessing strange powers. Some are intelligent and speak their own Ivashi language; others are semi-intelligent, speaking not at all and operating mostly on instinct. Almost any conceivable type of creature may be produced in small numbers by Ilvir, but a few varieties are most common. These are described in *Hârndex*.

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 defense. Such grants are inheritable although the monarch may revoke them for treason or rebellion. To help them govern and meet their obligations to the crown, the great nobles 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 Hârnic 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 as follows.

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 and 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 10–30 manors. 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 and managed by his bailiffs but most will be held by vassal knights. Some barons are vassals of an earl and 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 1,200 and 1,800 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 12 to learn the knightly virtues: skill at arms, heraldry, and horsemanship. If all goes well, the squire can expect to be knighted around the age of 21.

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, within the ranks of fighting orders, or (gods forbid) 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 is great variety in the contract arrangements 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 and 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 or build royal castles.

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 help them govern, Hârnic monarchs have created royal bureaucracies and divided their realms 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; 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, the highest court below that of the king.

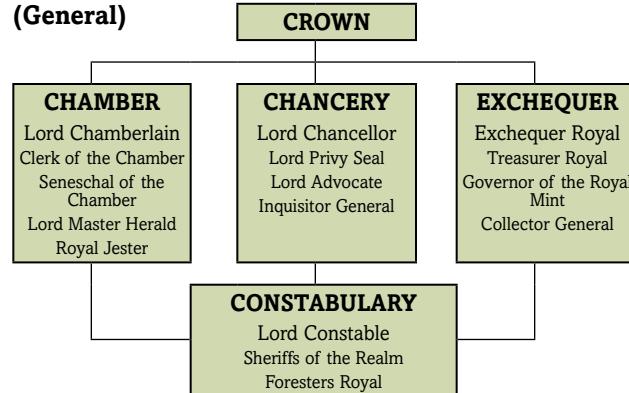
The Exchequer

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 kingdom's chief military officer. 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 GOVERNMENT (General)



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; 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 the equal of earls although the office and its privileges are not hereditary.

Royal Forests

Some hundreds are designated "royal forests" and are administered under Forest Law and theoretically reserved to the king for hunting. "Forest" is a legal term that 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, which are policed by royal foresters who are apt to be harsh in their judgments. 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 and employs 90% of its population; feudal lords control most productive land.

The basic economic unit of rural Hârn is the manorial fief. These can range from 600 to 4,800 acres in size, although 1,200 to 1,800 acres is typical. 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 manors are so important and because they appear in local expansion modules, the following information on Hârnian manors is included here.

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. Although they are bound to the land and the lord and may not marry without the lord's permission, serfs cannot 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 hold 25–40 acres, Half-Villeins 10–25 acres, and Cottars 1–5 acres. In return for their land, serfs owe labor working the lord's own fields, typically 3–5 days per year for each 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, but instead pay 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 wish, 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 barns and 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 800–1,200 square feet in size with thatched roofs and walls of daub and wattle. 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.

Most peasant cottages consist of two rooms: a large living room and a smaller attached stable. Some cottages have a sleeping chamber separate from the living room. 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 Hârn) are windmills.

MANORIAL LAND USE

Manorial lords may cultivate their land themselves by hiring agricultural labor or may farm-out 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 or 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 a given 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.

Although plowing, sowing, and weeding are generally tasks performed by each individual family on their own land, harvesting is a communal affair. All able-bodied villagers work to clear the fields, then the produce is divided among them according to the amount of land held and labor provided. Harvesting usually begins early in the late-summer 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 heavy rain could batter the ripe crops to the ground and destroy the bulk of the harvest.



Husbandry

Open and common pasture is maintained for grazing sheep, oxen, horses, and goats, some owned by the lord and some by the tenants. 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 thrive on food scraps and forage in woodland, are the exception. Sheep are raised for wool, cattle as beasts of burden and to give milk, and chickens for eggs. Of course, animals will be slaughtered for meat and hides when they become unproductive.

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 richer peasants and rented to others as needed. Horses are a luxury that are usually kept only by nobles; they are not as hardy as oxen and require two or three times the winter fodder.

Livestock populations tend to peak in the summer as a result of spring births. Because the villagers cannot afford to provide winter feed for all the animals born, surplus flocks and herds are driven to be sold or 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, which may be extensive in recently settled lands. Woodlands are prized and usually zealously protected, as game forms a major part of the noble 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 AND 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.

City	Kingdom	Population	Map
Coranan	Tharda	12,500	E7
Tashal	Kaldor	11,400	J5
Cherafir	Melderyn	7,000	N10
Golotha	Rethem	6,200	D7
Azadmere	Azadmere	5,900	L4
Aleath	Kanday	5,800	E8
Thay	Melderyn	4,200	M7
Shiran	Tharda	3,900	G6

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 2,000–3,000.

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 and enjoy 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 and taxes to the king or state. However, taxes levied by freetowns tend to be less onerous and collected with less enthusiasm. To a runaway serf, the distinction is crucial. Only freetowns allow the serf to claim freedom after a year and a day of residence. Feudal towns offer no such protection.

Town Charters

Freetowns possess a charter from the crown that 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 defense, hold markets and 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, defense, and the administration of justice are also laid out in a town’s charter. Feudal towns have no need for a charter but often have a document outlining the form and nature of town government.

City Officials

Governments in both kinds of towns tend to be similar in form. Civic offices are mainly filled by guildsmen, while military offices go to men with military experience. The officers described below are common in Hârnish towns.

Alderman

An alderman is a custodian and expounder of the law and member of the town court. Although aldermen must be invested in their office by the sovereign or his representative, the office is often inherited because this is the way that knowledge of customary law is passed from one generation to the next. Most Hârnic cities have 12 aldermen, all of whom are prominent guildsmen and 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

Wardens command the city garrison and are 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

This officer is in charge of the town 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 in the larger ports have several assistants.

Bondmaster

The bondmaster is responsible for overseeing the city bonding house and collecting 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, so 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. Feudal towns are considered part of the shire in which they lie, so appeals are made first to the shire moot.

Towns are centers of trade and sometimes of scholarship and 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 judgment 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 it exists, is typically in the hands of notoriously corrupt and incompetent city garrison. The open carrying of weapons is discouraged by most civic authorities.

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 Hârn for its high standards of civic architecture; Golotha, on the other hand, is an urban blight. Sewers are rare.



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. Town aldermen and mayors are usually local guildsmen and members of a local guild 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; in time of famine, it is the urban poor who starve first. Townsmen are divided into two major classes, guilded and unguilded.

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 Individual Guilds

A list of the guilded occupations is noted on the Income Table on page 26 and their badges are shown on page 21. Each guild is described in *Hârnindex*. Most are urban and some are rural; a few are both. Some guilds may be weak and have 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.

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 functions are 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 that fosters and protects the legal monopolies held by all guilds.

Most settlements have a Mangai chapter made up of at least one representative of each local guild. Larger chapters may elect 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.

Franchises and Chapters

A guild's primary purpose is to provide economic security for its members. They do this by employing their legal monopolies to limit competition, primarily by restricting the number of franchises in a specific market. A franchise is a license granted by a guild to a qualified master to operate a business within a specific area.

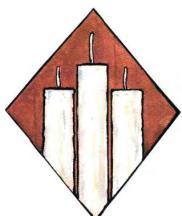
Guilds are organized into chapters, whose structure and jurisdiction are based on tradition and the number of members. While a larger market town may have enough franchises to merit its own chapter, most chapters cover a wider geographical area and can include all guild members within a given hundred, shire, or even kingdom.



Apothecaries



Arcane Lore



Chandlers



Charcoalers



Clothiers



Courtesans



Embalmers



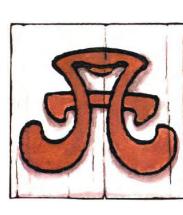
Glassworkers



Harpers



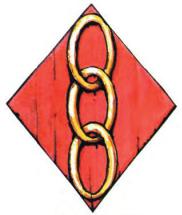
Heralds



Hideworkers



Innkeepers



Jewellers



Lexigraphers

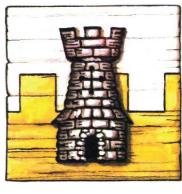
BADGES OF THE GUILDS OF HÂRN



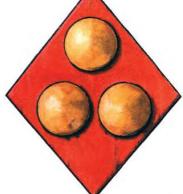
Litigants



Locksmiths



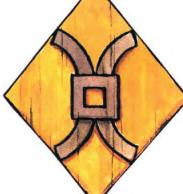
Masons



Mercantylers



Metalsmiths



Millers



Miners



Ostlers



Perfumers



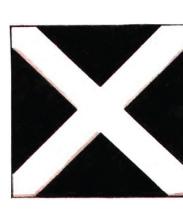
Physicians



Pilots



Potters



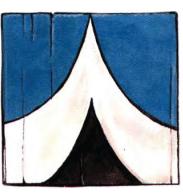
Salters



Seamen



Shipwrights



Tentmakers



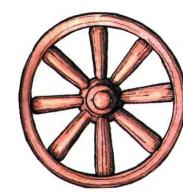
Thespians



Timberwrights



Weaponcrafters



Woodcrafters

GUILD RANKS

Although the custom varies, most guilds have three ranks: apprentice, journeyman, and master.

Apprentices

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 lasts 4–7 years, varying by guild. 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 to 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 by guild. The candidate may have to pass a practical and/or oral examination before a group of masters or the simple vouching of his master may suffice. 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 are entitled to room and board and a small wage, typically between one third and two thirds of the bonded master rate, depending on experience. They usually travel from one location to another working for different masters. After a prescribed period (usually 3–5 years) the journeyman may apply to a chapter's 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

Most guilds have two kinds of masters: freemaster and bonded master. A freemaster is one who holds a franchise, which is simply a license 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 pay 10 percent of their income to the guild as dues.

Franchises must be inherited or purchased; they are not automatically granted to new masters. Many masters 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 and Syndics

All masters are members of the local guild chapter with one vote. Where a chapter has many masters, they may elect a board of syndics from among their number who then appoint a guildmaster from among themselves. Guildmasters are responsible for whatever administration the chapter requires 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 represents the guild in the local Mangai chapter 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.

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 typically worse off than the serfs of the countryside.



PRICES AND 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, which is 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 one piece of a silver penny that has been divided literally into four quarters. The shilling (12d) and the pound (240d) are not coins, merely terms used for 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 here.

PRICES

A price list of basic goods and services is on the following pages. 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 then cures and 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 art form 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 also “Weights and 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 and Armour

These are listed by basic type, such as swords, clubs, and spears. Armour is also listed by type, such as mail, scale, and so forth. Kurbul is the Hârnic name for hardened leather.

Item	Price	Supplier	Item	Price	Supplier
ALE/pint	1f	Innkeeper	GLOVES/Wool	12d	Clothier
ANCHOR	12d	Shipwright	GOAT/live	10d	Farm/Market
APPLES/bushel	6d	Farm/Market	GOBLET/Pewter	3d	Metalsmith
ARROWS/dozen	15d	Weaponcrafter	GOLD/ounce	400d	Miner
AXE/Battle	100d	Weaponcrafter	GOOSE/live	9d	Farm/Market
AXE/Hand	70d	Weaponcrafter	GRAPPLE	10d	Metalsmith
AXE/Hatchet	12d	Metalsmith	HAMMER	6d	Metalsmith
AXE/Pole	96d	Weaponcrafter	HARNESS/Horse	18d	Ostler
AXE/Throwing	48d	Weaponcrafter	HARP	300d	Harper
AXE/Warhammer	90d	Weaponcrafter	HARPOON	40d	Metalsmith
AXLE	6d	Metalsmith	HAT/Hood, Cloth	16d	Clothier
BAG/Canvas	4d	Tentmaker	HAT/Leather	16d	Clothier
BARLEY/bushel	5d	Farm/Market	HAT/Linen	4d	Clothier
BARREL/hogshead	15d	Woodcrafter	HAT/Silk	32d	Clothier
BEANS/bushel	8d	Farm/Market	HAT/Wool	8d	Clothier
BELT/leather	10d	Hideworker	HAY/bushel	6d	Farm/Market
BLANKET/wool	48d	Clothier	HERB/common/ounce	6d	Apothecary
BOOTS/leather	64d	Hideworker	HERB/rare/ounce	60d	Apothecary
BOTTLE	6d	Glassworker	HIDE/Beaver	20d	Hideworker
BOW/Crossbow	60d	Weaponcrafter	HIDE/Calf	16d	Hideworker
BOW/Longbow	36d	Weaponcrafter	HIDE/Deer	6d	Hideworker
BOW/Shortbow	24d	Weaponcrafter	HIDE/ermine/sable	30d	Hideworker
BRANDY/pint	8d	Innkeeper	HIDE/Horse	10d	Hideworker
BREAD/Rye loaf	1f	Miller	HIDE/Lambskin	3d	Hideworker
BREAD/Wheat loaf	2f	Miller	HIDE/Otter/weasel	24d	Hideworker
BRIDLE	12d	Ostler	HIDE/Ox	12d	Hideworker
BUCKET/wood	4d	Woodcrafter	HIDE/Pig	5d	Hideworker
BUNS/dozen	2f	Miller	HIDE/Rabbit	1d	Hideworker
CANDLE	1f	Chandler	HIDE/Seal	24d	Hideworker
CART/2 wheels	80d	Woodcrafter	HIDE/Sheep	4d	Hideworker
CAULDRON/iron	10d	Metalsmith	HONEY/gallon	12d	Farm/Market
CHAIR	12d	Woodcrafter	HORN/Hunting	20d	Hideworker
CHARCOAL/bushel	2d	Charcoaler	HORSE/Cart	180d	Ostler
CHICKEN/live	6d	Farm/Market	HORSE/Plough	240d	Ostler
CIDER/pint	1f	Innkeeper	HORSE/Riding	360d	Ostler
CLUB	12d	Woodcrafter	HORSE/War	600d	Ostler
CLUB/Mace	84d	Weaponcrafter	HORSESHOE/each	1d	Metalsmith
CLUB/Maul	24d	Woodcrafter	INK/Black/quart	3d	Lexigrapher
CLUB/Morningstar	48d	Weaponcrafter	KEY	2d	Locksmith
COAL/bushel	6d	Charcoaler	KNIFE/Kitchen	6d	Metalsmith
COFFIN	9d	Woodcrafter	KURBUL/Ailettes	20d	Weaponcrafter
COURTESAN	12d	Courtesan	KURBUL/Backplate	60d	Weaponcrafter
CROWBAR	9d	Metalsmith	KURBUL/Breastplate	60d	Weaponcrafter
DAGGER	24d	Weaponcrafter	KURBUL/Coudes	10d	Weaponcrafter
DAGGER/Keltan	36d	Weaponcrafter	KURBUL/Greaves	50d	Weaponcrafter
DAGGER/Taburi	20d	Weaponcrafter	KURBUL/Half helm	20d	Weaponcrafter
DONKEY/live	120d	Ostler	KURBUL/Kneecops	15d	Weaponcrafter
DRUM	36d	Harper	KURBUL/Rerebraces	30d	Weaponcrafter
DUCK/live	6d	Farm/Market	KURBUL/Vambraces	25d	Weaponcrafter
EGGS/dozen	2d	Farm/Market	LANTERN	12d	Chandler
EMBALMING	200d	Embalmer	LEGAL CONTRACT	24d	Litigant
FALCON/trained	100d	Falconer	LEGAL DEED	18d	Litigant
FLAIL/Ball and Chain	60d	Weaponcrafter	LEGAL WILL	12d	Litigant
FLAIL/Grain	12d	Metalsmith	LEGGINGS/Leather	176d	Clothier
FLAIL/War	60d	Weaponcrafter	LEGGINGS/Linen	48d	Clothier
FLUTE	18d	Harper	LEGGINGS/Silk	384d	Clothier
GLOVES/Leather	24d	Clothier	LEGGINGS/Wool	88d	Clothier
GLOVES/Silk	48d	Clothier	LOCK	4d	Locksmith

Item	Price	Supplier	Item	Price	Supplier
LOCKBOX	12d	Locksmith	SALT/bushel	12d	Salter
LUTE	200d	Harper	SANDALS/leather	8d	Hideworker
MAIL/Cowl	120d	Weaponcrafter	SCABBARD/leather	48d	Hideworker
MAIL/Byrnies	660d	Weaponcrafter	SCALE/Byrnies	440d	Weaponcrafter
MAIL/Hauberk	975d	Weaponcrafter	SCALE/Hauberk	650d	Weaponcrafter
MAIL/Leggings	660d	Weaponcrafter	SCALE/Vest	280d	Weaponcrafter
MAIL/Mittens	60d	Weaponcrafter	SCROLL/Parchment	2d	Lexigrapher
MAP	12d	Lexigrapher	SCROLL/Vellum	4d	Lexigrapher
MEAD/pint	2f	Innkeeper	SCYTHE	24d	Metalsmith
MEAL/Cold	3f	Innkeeper	SHEEP/live	12d	Farm/Market
MEAL/Hot	1d	Innkeeper	SHIELD/Buckler	24d	Weaponcrafter
MILK/gallon	3d	Farm/Market	SHIELD/Kite	72d	Weaponcrafter
MULE/live	180d	Ostler	SHIELD/Knight	60d	Weaponcrafter
NAILS/pound	2d	Metalsmith	SHIELD/Round	42d	Weaponcrafter
OAR	5d	Shipwright	SHIELD/Tower	96d	Weaponcrafter
OATCAKES/dozen	1f	Miller	SICKLE	10d	Metalsmith
OATS/bushel	4d	Farm/Market	SILVER/ounce	20d	Miner
OIL/Lamp/gallon	12d	Chandler	SLAVE	300d	Slaver
OX/COW	96d	Farm/Market	SLED	80d	Woodcrafter
PAN/Copper	12d	Metalsmith	SLING	6d	Hideworker
PICK	8d	Metalsmith	SNOWSHOES/pair	36d	Woodcrafter
PIG/live	24d	Farm/Market	SPEAR	60d	Weaponcrafter
PIPE/Smoking	2d	Potter	SPEAR/Glaive	84d	Weaponcrafter
PITCHFORK	6d	Metalsmith	SPEAR/Javelin	48d	Weaponcrafter
PLATE/Ailettes	100d	Weaponcrafter	SPEAR/Lance	120d	Weaponcrafter
PLATE/Backplate	300d	Weaponcrafter	SPEAR/Pike	96d	Weaponcrafter
PLATE/Breastplate	300d	Weaponcrafter	SPEAR/Trident	72d	Weaponcrafter
PLATE/Coudes	50d	Weaponcrafter	SPEAR/Staff	36d	Woodcrafter
PLATE/Great helm	275d	Weaponcrafter	SPURS	18d	Metalsmith
PLATE/Greaves	250d	Weaponcrafter	STABLING/day	1d	Ostler
PLATE/Half helm	100d	Weaponcrafter	SURCOAT/Linen	60d	Clothier
PLATE/Kneecops	75d	Weaponcrafter	SURCOAT/Silk	480d	Clothier
PLATE/pewter	5d	Metalsmith	SURCOAT/Wool	104d	Clothier
PLATE/Rerebraces	150d	Weaponcrafter	SWAN/live	12d	Farm/Market
PLATE/Vambraces	125d	Weaponcrafter	SWORD/Bastard	180d	Weaponcrafter
PLOUGH	48d	Woodcrafter	SWORD/Battle	230d	Weaponcrafter
PROSTITUTE	1d	Prostitute	SWORD/Broad	150d	Weaponcrafter
PURSE/Buckram	9d	Clothier	SWORD/Estoc	150d	Weaponcrafter
PURSE/Silk	60d	Clothier	SWORD/Falchion	120d	Weaponcrafter
QUILL	1d	Lexigrapher	SWORD/Short	90d	Weaponcrafter
QUILT/Cowl	32d	Weaponcrafter	TABLE	36d	Woodcrafter
QUILT/Gambeson	260d	Weaponcrafter	TANKARD/Pewter	4d	Metalsmith
QUILT/Leggings	184d	Weaponcrafter	TENT/Pavilion	200d	Tentmaker
QUILT/Tunic	176d	Weaponcrafter	TINDERBOX	6d	Chandler
QUIVER	8d	Hideworker	TUNIC/Leather	192d	Clothier
RING/Byrnies	308d	Weaponcrafter	TUNIC/Linen	48d	Clothier
RING/Halfhelm	28d	Weaponcrafter	TUNIC/Silk	384d	Clothier
RING/Hauberk	455d	Weaponcrafter	TUNIC/Wool	88d	Clothier
RING/Leggings	308d	Weaponcrafter	VEST/Leather	112d	Clothier
RING/Vest	196d	Weaponcrafter	VEST/Linen	30d	Clothier
ROBE/Silk	600d	Clothier	VEST/Silk	240d	Clothier
ROBE/Wool	156d	Clothier	VEST/Wool	56d	Clothier
ROPE/fathom	6d	Shipwright	WAGON/4 wheels	220d	Woodcrafter
RYE/bushel	6d	Farm/Market	WHEAT/bushel	8d	Farm/Market
SACK/buckram	1d	Tentmaker	WHEEL	18d	Woodcrafter
SACK/linen	2f	Tentmaker	WHIP	12d	Hideworker
SADDLE/Riding	80d	Ostler	WINE/pint	2d	Innkeeper
SADDLE/War	240d	Ostler	WINESKIN/one gallon	10d	Hideworker

INCOMES

Listed here are the average wages earned from various occupations on Hârn. 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 lower due to the number of hours that can be worked.

Guilded Occupations

Wages shown are for bonded masters; room and board may also be provided. The employer would bear the additional cost of providing materials and supplies, but tools are generally owned by the master. A highly skilled master, such as a mason-architect 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 and board but sometimes get pocket money from generous masters. A journeyman would receive 30–60% of a master's wages depending on 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 and calculate 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 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 legionnaires 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 two thirds of booty collected, giving one third to the next highest rank, who gives one third 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	11f	66d	792d
Lia-Kavair		Variable	
Litigant	12f	72d	864d
Locksmith	10f	60d	720d
Mason	16f	96d	1,152d
Mercantyler		Variable	
Metalsmith	12f	72d	864d
Miller	14f	84d	1,008d
Miner	14f	84d	1,008d
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	1,080d
Tentmaker	12f	72d	864d
Thespian		Variable	
Timberwright	13f	78d	936d
Weaponcrafter	18f	108d	1,296d
Woodcrafter	11f	66d	792d
Unguilded	Day	Month	Year
Animal Trainer	12f	72d	864d
Beggar	4f	24d	288d
Cartographer	14f	84d	1,008d
Cook	5f	30d	360d
Farmhand	4f	24d	288d
Fisherman	8f	48d	576d
Herdsman	4f	24d	288d
Hunter/Trapper	7f	42d	504d
Laborer/Porter	7f	42d	504d
Longshoreman	7f	42d	504d
Man-at-Arms	5f	30d	360d
Prostitute		Variable	
Ratter	10f	60d	720d
Sage/Tutor	14f	84d	1,008d
Scribe	11f	66d	792d
Servant	4f	24d	288d
Teamster	12f	72d	864d
Thatcher	9f	54d	648d
Toymaker	8f	48d	576d

TAXES AND 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. Other Hârn 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 in late autumn. 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, which means

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

Owners of ships berthed in a port must pay the harbormaster a wharfage fee 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 (but not its pilotage) in a given port by 50% by paying an annual registry fee for that port.

Tolls

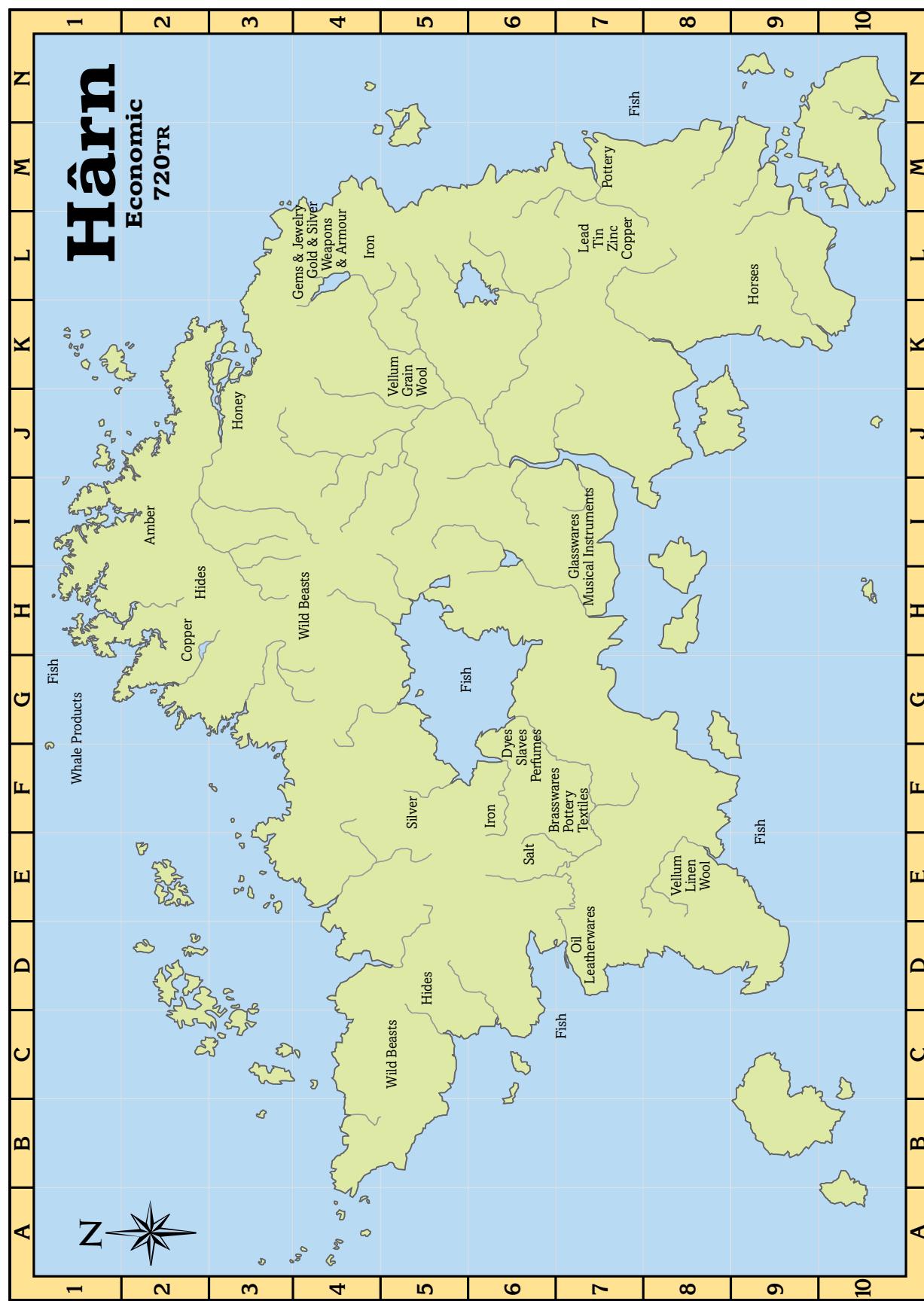
Government tollhouses exist along most major roads and tolls are often charged by various parties, not always legitimately, at bridges, fords, etc. Typical tolls are:

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 amount to the town government. Unguilded occupations pay no guild dues but do pay 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 that 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. In early summer, four large caravans converge there: 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 during the summer months, mostly Larane, before the caravans begin their trips home.

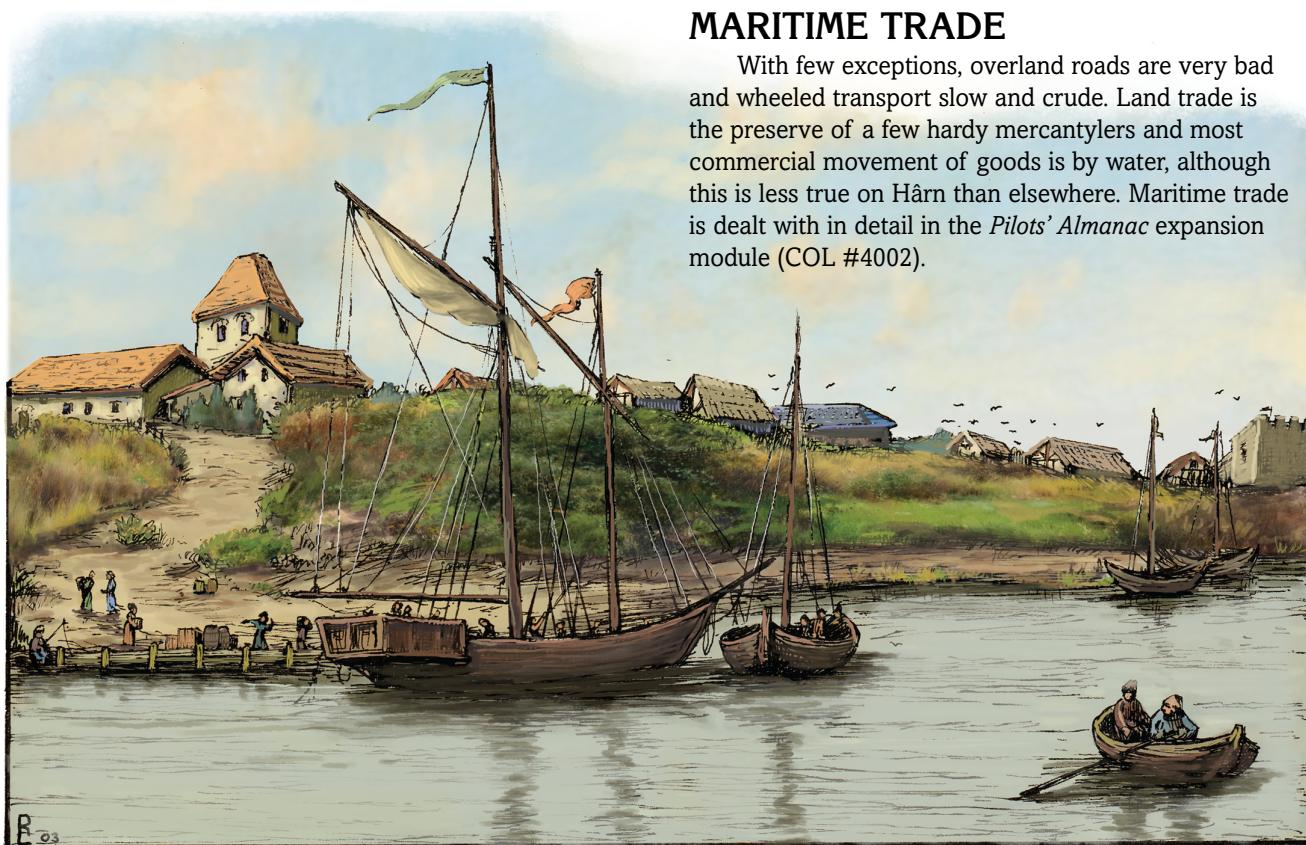
Coranan is the major trading center of western Hârn. Caravans journey between Aleath and Coranan throughout the year. Goods from Golotha and Shiran move to Coranan at irregular intervals, usually by barge on the Thard River. The traditional departure date of the Salt Route caravan from Coranan to Tashal is the fifteenth of Peonu. Mercantylers from Aleath, Golotha, and Shiran join the caravan at Coranan before this date. A few mercantylers join the caravan at Moleryn.

Caravan Masters

The major caravans of Hârn and Lythia 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 do not include tolls and might be waived or reduced if someone “works his passage.”

MARITIME TRADE

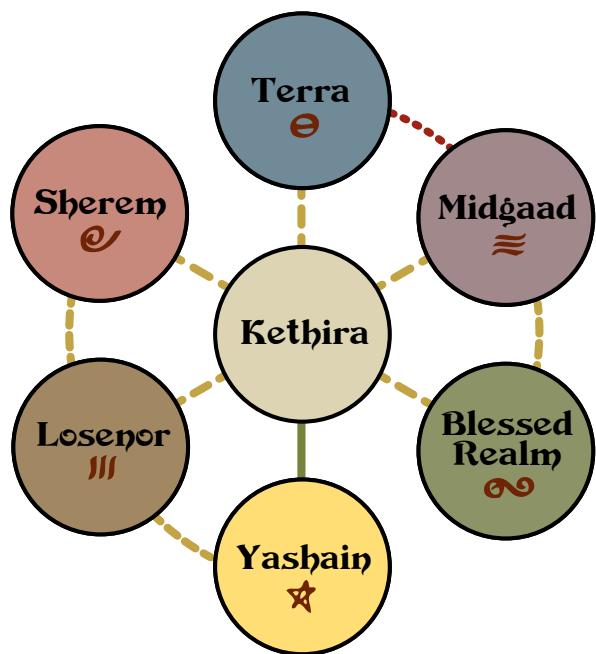
With few exceptions, overland roads are very bad and wheeled transport slow and crude. Land trade is the preserve of a few hardy mercantylers and most commercial movement of goods is by water, although this is less true on Hârn than elsewhere. Maritime trade is dealt with in detail in the *Pilots' Almanac* expansion module (COL #4002).



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 truly exist or they are only the figments of the imaginations of men. 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.

The Kethrian Family



Accessibility

- Moderate Link
- Intermediate Link
- Hard Link

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 crossroads of sorts. 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 afterlife 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 600 years ago, the basic metaphysical beliefs were collected by Nala-Uroh of Elkall-Anuz into a single tome called the *Libram of the Pantheon*. 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.

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 *Ke'ha-Hy-Var-Hyvrak*, or Concordat of the Illimitable Tome. The Concordat created laws to govern the ways in which the gods could intervene in the affairs of mortals and 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 HÂRN

The inhabitants of Hârn 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.

Agrik: God of fire and war

Halea: Goddess of wealth and pleasure

Ilvir: Master of Araka-Kalai, maker of the Ivashu

Larani: Goddess of chivalry and battle

Morgath: Lord of chaos, master of the undead

Naveh: God of darkness, bringer of nightmares

Peoni: Goddess of agriculture and healing

Sarajin: Viking god of battle and honor

Save-K'nor: God of knowledge and riddles

Siem: God of dreams and the Natural Mysteries

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 is the principal deity of warriors who enjoy the dark side of war: pillage, cruelty, and destruction. It is said that a pious adherent of Agrik will learn as many of the “Ten Thousand Ways” of inflicting pain as possible. The church practices human sacrifice, often through ritual combat with a champion of a fighting order.

Agrik dwells in his great flame-shrouded fortress of Balgashang with his demonic servants, the V’hir. Within the castle is *Ak-Syt*, the dreaded chamber of tortures where unspeakable demons torment the hapless, unlamented dead. Agrik usually appears as a great V’hir with two claws missing from his left hand, bearing *Gashang*, his flaming mace, and *Sycanus*, his ichor-dripping sickle. Agrik’s missing claws have caused him constant pain and anger since the goddess Larani severed them. He has never forgotten this ancient indignity and only the terms of the *Concordat of the Illimitable Tome* deter him from seeking revenge. There is certainly no love lost between the fighting orders of the two deities.

The worship of Agrik on Hârn is concentrated in the Thardic Republic and the Kingdom of Rethem but there are a few followers in Orbaal and elsewhere. The faith is proscribed in Chybisa, Kaldor, Kanday, and Melderyn.

On Hârn, seven clerical orders are devoted to Agrik; each sponsors a fighting order. Despite few dogmatic differences, the orders clash constantly, often with fatal consequences for innocent bystanders. Although he has great difficulty maintaining his authority, the current primate of Agrik for Hârn is the grandmaster of the *Order of Mamaka Master of Steel*, whose seat is in Golotha. The Amanasurif (pontiff) dwells in Lysara in Azeryan, where he is also a powerful secular lord. The ritual garb of Agrik’s clergy is orange and black.

HALEA

“The Empress of Opulence, Maker of Bargains, Guardian of the Treasure Hordes, Queen of Pleasures, Enslaver of Hearts and Loins, Unchaste Lady of Ten Forgotten Acts, Temptress of the Crimson Chamber.”



Halea is the amoral goddess of wealth and pleasure. Often regarded as the most beautiful creature of Kelestia, one whose true form would drive men mad with passion, she will usually appear to mortals in the guise of an

“ordinarily” beautiful young woman. Halea is the goddess of those who would live moment by moment and those who crave wealth and the pleasures that it can bring. She is not shallow or empty-headed but a shrewd schemer renowned for her ability to seduce the reason of lesser beings with her silken voice and subtle arts.

Halea’s residence is the Crimson Chamber, where those chosen by the immortal lady enjoy an afterlife filled with sexual, culinary, and other pleasures until they presumably go mad and are replaced by new chosen.

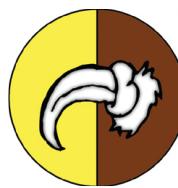
Halea requires no particular morality of her adherents but demands unswerving devotion and loves elaborate rituals and flattery of all kinds. Many followers donate as much as half their incomes to her church. Halea is reckoned an easy deity to worship; she is the Maker of Bargains, willing to negotiate for her favors. The goddess prefers to bargain from a position of strength with those in great need of her aid. She always keeps the pacts she makes, although not always in the way anticipated. Those who would bargain with the Unchaste Lady had best hasten to fulfill their part, for Halea is a jealous mistress and quick to anger.

Although many scholars do not credit Halea’s clerics or adherents with much intellectual depth, her priestesses may be found in high administrative posts in the government of Tharda. The *Order of the Silken Voice* is the only clerical order; the church has no fighting orders. The Salara (primate) for Hârn is the High Priestess of the Shiran temple. The Hilenea (pontiff) is headquartered in the city of Helas in the eastern Venarian Sea.

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

ILVIR

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



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

The worship of Ilvir is scattered widely throughout Hârn but is most common among the Jarin of Orbaal. Ilvir makes few demands on his followers and gives little in return. The religion is shrouded in so much mysticism that many claim even its clerics have no idea of what is going on. Ceremonies have been known to include animal and even human sacrifice but this does not seem to be an official part of ritual. Powers exercised by the clergy or by Ilvir himself tend to be very indirect.

Ilvir's followers take nothing very seriously; there are numerous doctrines, some quite contradictory, followed by dozens of minor sects. There are Ilviran temples in Golotha, Tashal, Shiran, and Leriel, the last two being jumping-off points for pilgrimages to Araka-Kalai.

LARANI

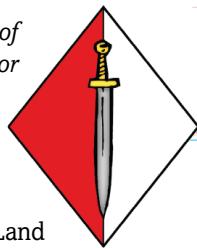
"Lady of the Flowing Red, Guardian of Dolithor, Shield Maiden to Hyvrik, Protector of the Brave, The Unwilling Warrior, The Lady of Paladins."

Larani is the deity of chivalry, the good goddess of battle and the reluctant warrior. Said to dwell in the "Land of the Mighty" in the fortress of Dolithor, she periodically leaves her kingdom to her constable, Mendiz, and walks among men. Those who follow Larani are expected to display courage, compassion, and unimpeachable honor; she is worshiped by many nobles and knights. Although combat for the sake of honor is permitted, as is tilting according to the rules, serious or mortal combat is to be indulged in with reluctance. Her loyal adherents are loath to take life if there is an honorable alternative. Almost all of Larani's lay adherents and many of her clerics are warriors of some ability.

On rare occasions, Larani loses her patience and appears as the terrible "Lady of the Flowing Red." In this guise, she bears her awesome ancient symbols: *Avarkiel*, her mighty battlesword; *Hyvrik*, her red and white checkered shield; and *Angaradina*, her blood-red mail.

The pontiff of the church is the abbot or abbess of Tengela in Trierzon, who is also a powerful secular lord. The seat of the Lirrath (primate) of Hârn is in Thay. The ritual garb of the clerics varies according to circumstance and need, but the favored colors are red and white.

There are two Laranian clerical orders on Hârn, each with a sponsored fighting order. There are no real philosophical differences between the orders; they exist partly to provide a degree of competition for honor in time of peace and partly for geographical reasons. The *Order of Hyvrik* and the *Checkered Shield* confine their activities to western Hârn, the *Spear of Shattered Sorrow* and *Lady of Paladins* to the east.



MORGATH

"Tormentor of the Unlamented Dead, Master of the Principle of Evil, Lord of the Gulmorvrin, Wielder of the Shadow, Wreaker of Chaos."



Morgath is the self-appointed master of chaos and evil. Of all the gods, he is the most prone to violence and insanity and the quickest to anger. He is a lord of retribution but cares nothing for justice. He is filled with an abiding hatred for all things fair and noble. When Morgath appears to men, it is usually in some ethereal form, his true shape being unbearable to behold. He is never portrayed, but rather symbolized by the *Durangash*, a black circle on a field of brown, surrounded by an irregular black border.

Morgath is best known as the master of the undead, who are governed by his chief demigod, Klyss. Morgath is believed to have 13 true names and it is deemed the greatest folly to utter any of them aloud.

In present-day Hârn, the faith is largely confined to Rethem and Tharda. Worship of Morgath is particularly prominent in Golotha but even there his followers are not numerous. Elsewhere, his clergy are covert. In Kanday, Kaldor, Chybisa, and Melderyn, the worship of Morgath is punishable by death.

Morgathianism is not an attractive religion. It is difficult to take much comfort from a faith that preaches "all are doomed to eternal torment in the afterlife," although this is counter-balanced with the notion of living in worldly excess until death. Morgathian philosophy encourages the acquisition and exercise of ruthless power for its own sake, particularly among its clerics. Clerics of Morgath inspire fear whenever recognized; they are known to practice ritual human sacrifice.

Clerics of Morgath wear mostly black and brown. Their ritual dress includes hideous masks, partly to terrify, but mainly to hide their identity. The only clerical sect in the church, the *Order of the Lord of Chaos*, has major temples in Golotha and Coranan, the former being the seat of the Hârnlic primate. The Vynkhadur (pontiff) resides in the Azeryani city of Meokolis.

NAVEH

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



Best known as the bringer of nightmares, Naveh is the deity favored by assassins and thieves. Naveh is a lord of secrets, a doer of the impossible. His main symbols

are *Nava-shak-ara*, an ebony knife; and *Shinkra-akra*, a translucent human skull. Replicas of both are used in temple rituals.

Naveh's main demonic servants are Dekejis and the Gytlevsha. Dekejis appears in the form of a black, red-eyed cat. Dekejis considers human eyes and genitals a great delicacy; those who lack either are said to bear the curse of Naveh. There are three principal Gytlevsha, each with numerous lesser servants. Gekrish, the "Hands of Despair," can reach inside the body with taloned hands and still the heart, or possess the body, tormenting the resident Aura before slaying it. Krasula, the "Hunter of Sleep," brings horrific nightmares and appears as a male child with one eye of the palest blue and the other of the deepest black. Vesha, the "Mouth of Falsehood," spreads deceit and confusion and is strengthened by every lie told by men and wounded by every truth.

Temples of Naveh are always covert, even where lawful. Very little is known of the church by outsiders. Its discipline is second to none; temple masters have been known to order loyal underlings to commit ritual suicide for no apparent reason. Navehan clergy have little interest in the laity. It is widely believed that the temples kidnap children of good or noble birth to be raised as clerics and servants. Some temple rituals involve drug-induced trances. Each temple is self-sufficient. The chief temple and the seat of the primate for Hârn is in Coranan; there are also covert temples in Golotha, Shiran, and Tashal. The pontiff lives at the Temple of Maniquideh in Dalkesh.

Ritual murder play a major role in the worship of Naveh. The temples take commissions for assassinations or thievery and may be contacted through the Lia-Kavair, who often pay them tribute. Fees are high and the church is prone to refuse contracts without explanation.

The clerical garb is loose fitting to allow freedom of movement, and usually black with a trace of blood red. Ranking clergy wear an over-robe of red and may don the dreaded skull mask that denotes imminent death. All clergy carry razor-sharp daggers. An assassin wears a broad belt of white cloth that will be red with the victim's blood when returned to the temple. Success and failure are judged by more than the simple death of the victim; there is a degree of "artistry" involved. Various punishments are meted out for failure.

The church's most interesting ritual punishment is the *Herth-Akan*, in which a target is given a one-hour start and must evade the murderous pursuit of seven of his temple brothers for three successive days and nights. Few are successful. If the victim evades death for the required period, he is permitted to live, but the failed assassins must then commit ceremonial suicide.

PEONI

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



Peoni is the most popular deity among commoners. She is the patron goddess of healing, agriculture, the poor, and lovers. She requires of her adherents a strict moral code of gentleness and kindness to others but is forgiving of those who transgress. She is most often represented as a young girl with gentle hands worn red from hard work. Peoni is symbolized by any of several spring flowers or the fruits of agriculture. It is said that she prefers white flowers, particularly the daisy.

The countryside is dotted with peasant-made shrines to Peoni where adherents can find shelter and hospitality. Clerics are divided into two orders, the *Order of the Balm of Joy* (female) and the *Irreproachable Order* (male). Peonian clerics are celibate and the orders often have separate temples. The primate for Hârn is the grandmistress of the female order; her seat is in Thay. The pontiff is in Perna, Trierzon; the office alternates between male and female clergy.

The Church of Peoni distributes most of its wealth, gathered mainly through donations, among the poor and is always verging on bankruptcy. Temples often include houses of healing that are open to anyone of pure heart; patients pay according to their means. Clerics can often be found among the poor and sick, blessing their labors and easing their tasks with boundless comfort.

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

SARAJIN

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



Sarajin is the god of battle lust. He favors those who love the sport of war and takes great pleasure in watching and even participating in large battles. The only virtue universally admired among Sarajinians is courage. The noblest achievement of a Sarajinian is to die in heroic battle; most try to live each day as if it were their last. They value the *Ljarl*, a code of honor, but treachery is not unknown.

Sarajin most often appears as a giant yellow-haired warrior dressed in leather and furs, bearing *Fakang*,

his great double-bladed axe. His symbols are a pair of crossed handaxes and his sled, *Shalka*. Sarajin's demigods are Usnarl the bear, Jarlak the wolf, and Njehu the whale.

Sarajin dwells in an ice castle on Yashain in a land called Talagaad. Those who worship Sarajin and fall in battle come to Talagaad and spend each day in the valley below the castle, hacking and slaying each other until the snow runs red. At dusk, all retire within the castle, including those newly slain, for a long night of feasting and wenching. By dawn, all are revitalized in this warrior's paradise and repeat the endless battle.

The worship of Sarajin was brought to Hârn by the Ivinians and is mainly practiced in Orbaal. It is sometimes said that "they who follow the King of the Icy Wind worship death." This may explain the failure of the religion to win many adherents among Hârnians not of Ivinian ancestry. Where the faith is followed, the religious needs of the community are handled by a single clan. The Ivinians tend to approach religion like any other business. It is a loosely organized religion, little interested in rituals or frills. Each clerical clan may have a different interpretation of the truth, but all agree that courage, strength, and skill at arms are the cardinal virtues. Clerics of Sarajin have no particular mode of dress; most are warriors and will dress accordingly.

SAVE-K'NOR

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



Save-K'nor is an intellectual snob who will only accept worshipers of high intelligence. He has a voracious appetite for knowledge and will go to great lengths to obtain mysterious scrolls and books; his adherents make frequent gifts of such esoterica. Save-K'nor most often appears to mortals as an aged sage, a beggar in rags, a minstrel, bard, skald, or jester. The religion is intellectually demanding and there are few adherents. Save-K'nor has several symbols, the most common being a blank scroll, a book portrayed so that the script is illegible, a quill and ink pot, and *Uhla*, the black lantern.

Although its influence is subtle and discreet, the church wields considerable political power. Clerics and laymen of the religion are found in high offices throughout Hârn, particularly in Melderyn. Generally, each temple is left to itself and some are little more than hostels for clerics. Three main clerical orders exist, in order of size: *Hyn-Aelori*, *Rydequelyn*, and *Shea-al-Aecor*. All three favor gray as their formal attire. High-ranking members of the church (usually of the *Shea-al-Aecor*) bear

emblems of office, most commonly a staff or lantern. The pontiff is traditionally the grandmaster of the *Shea-al-Aecor*. The pontifical seat is in the city of Berema in Emelrene.

SIEM

"Master of the Lords of Dream, Lord of the Thrice-Blessed Realm, King of the Uttermost West, Spirit of the Sundered Ones, Bringer of Blessed Forgetfulness, Lord of the Azure Bowl."



Siem is a benign god of mystery and shadow, magic and dreams, a wielder of esoteric powers and a knower of secrets. At one time, Siem was foremost of the gods of Hârn, said to have been lord of the Sindarin in residence on Hârn. Before the coming of men, Siem laid down his scepter and quit Hârn in favor of the Blessed Realm.

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

A highly mystical symbol of Siem and of his religion is the Azure Bowl. Sindarin legends, old even when they first reached Hârn, describe the artifact as being connected with "the making, the holding, and the very spilling forth of the stars." If the original Azure Bowl ever existed, no mortal has ever seen it, but several facsimiles have been constructed. Although many Azure Bowls are undoubtedly the work of charlatans and of only aesthetic interest, some are authentic "gazing bowls." If one of these is filled with clear, fresh water, visions are apt to occur while gazing within; the spiritual fiber of the gazer, and possibly that of observers, may be altered, most likely in a benign way.

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

Siem's priesthood is minute. Known as Inthiars, they are wielders of illusion and keepers of ancient secrets. Not even the names of the various orders that worship Siem are known. They are fond of symbolism and magic and attach much significance to the stars and twilight. They build no temples, preferring to worship under the stars in sacred forest glades.

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 Lady of Truth and gentle patron of healing and agriculture. Their problem is that they cannot destroy each other without risking the destruction of them all. The Kethrian family of worlds, 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. Although these two evil deities have not formed an alliance and are almost as likely to act against each other, 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. The other gods will usually support Larani to prevent total chaos and enforce the Concordat, 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 situation has persisted since the Concordat.



THE CHURCHES OF HÂRN

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. The Libram of the Pantheon explains that, in denying knowledge to every mortal,

"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 Hârn varies with religion and locale. The churches of Larani and Peoni dominate in the kingdoms of Chybisa, 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 Hârn, 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 has few human worshipers and is also worshiped by the Khuzdul and Sindarin, although those two races tend 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 and Naveh) have many fewer adherents, both being austere religions that are proscribed and covert throughout most of Hârn.

Church Hierarchies

The organization of the churches of Hârn varies greatly, but there are some similar ranks and customs. All churches are divided into clergy and laity. The former are the priests and priestesses who organize and administer the temples and devote their lives to the service of the deity. Depending on the church, the clergy may 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, although 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.

CHURCH RANKS	
Circle	Usual Church Rank
1st	Laity. Any member of the church with little knowledge of the mysteries, even if pious.
2nd	Acolyte or Lay Grandmaster. This circle is the usual maximum for a layman.
3rd	Priest. An ordained priest may grant blessings, hold services, etc. Few clergy progress beyond this.
4th	High Priest or Abbot. A cleric in charge of one or more temples.
5th	Bishop or 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 one.

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. Even among the clergy, indoctrination into the higher circles sometimes has little to do with faith; advancement may be a matter of politics.

Clerical Orders

Hârn is somewhat unique in that most Hârnian 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 *Hârndex*.



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. Each fighting order, commanded by a lay grandmaster, has a number of knights bachelor and may also have a contingent of common 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 actually cynical, religious thugs. Hârn’s religious fighting orders are identified in *Hârndex* under the entries for 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 while 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.

HISTORY OF HÂRN

THE EARTHMASTERS

Almost nothing is known of what are believed to be 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 shape-changers 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. 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 Erael 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 (see *Godstones*, COL #4915 and *Earthmasters*, COL #4037).

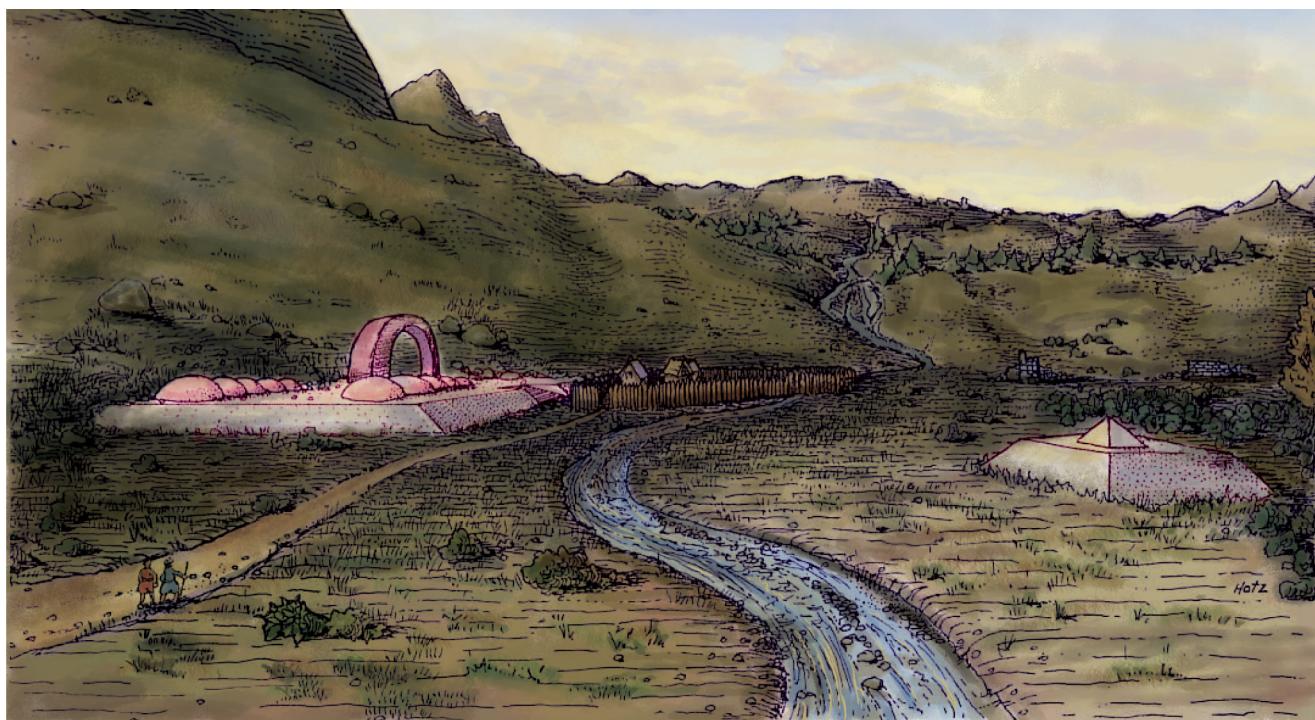
The Departure of the Earthmasters

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 Hânic Isles from the continent of Lythia.

The Earthmaster site at Telumar



THE AGE OF THE SINDARIN

The Sindarin are not noted for keeping much in the way of written records. They rely mainly on oral histories and they rarely speak of their past. Legend recounts that the Sindarin 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 3,000 years, these Sindarin dwelt in peaceful solitude on Hârn with Siem, their deity. When Siem decided to continue his journey westwards, some Sindarin chose to stay on Hârn.

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 establish 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.

The Coming of Men

More than 2,000 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 2700 BT. Because 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, men came to outnumber the Sindarin and Khuzdul within a few centuries.

Inevitably, some Jarin migrated inland from overcrowded coasts and human communities soon dotted the whole of the Hârnica 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

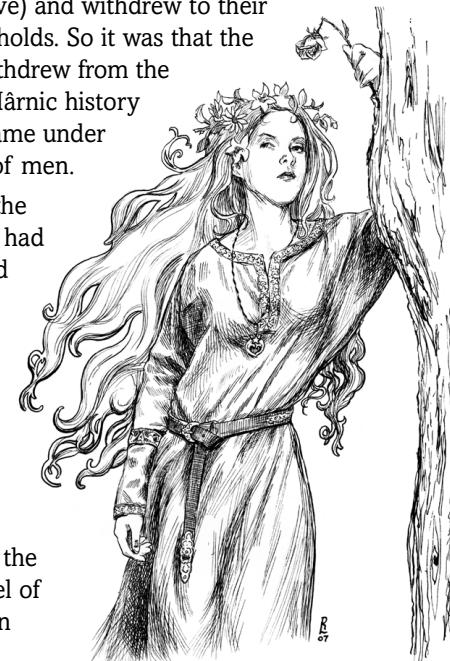
Around 1,600 years ago, warlike Lythians began to raid Hârn. At first only a minor threat to coastal villages, the raids increased in severity until King Daelda was forced to order all coastal settlements fortified and garrisoned. Checked only briefly, the barbarians began traveling up the rivers of 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 also knew 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 establish the Kingdom of Erael. 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 Hârnica 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. Without the influence of the Sindarin and the Khuzdul, the level of Hârn's civilization declined.



FOUNDING OF MELDERYN

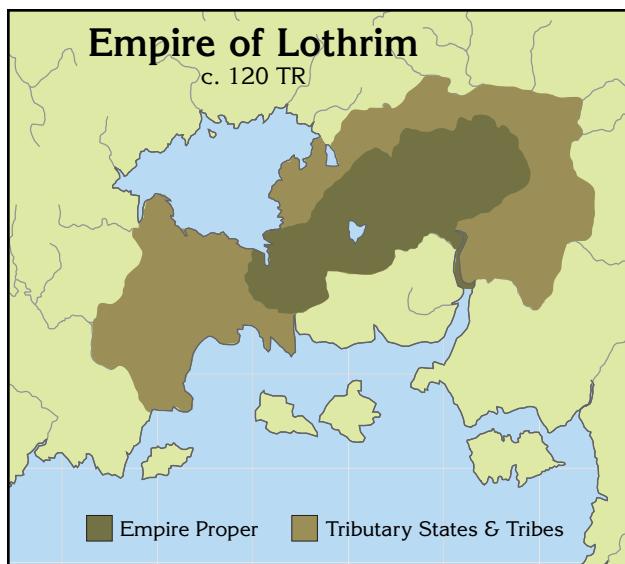
The origins and early history of the island kingdom are obscure. Numerous henge sites, notably Gelimo on the west coast of Melderyn, date from around 2500 BT, suggesting the existence of an advanced culture many centuries before the Jarin migrations to Hârn. In any event, Melderyn was subjected to the 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 1,000 years ago, five small kingdoms were known to exist on the island, coexisting 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.

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' Isle" or "Mages' 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 Hârn, 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 or import a fast-breeding, short-lived race with very aggressive behavior. 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 now 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 Hârn. Lothrim decided to lead an army of gargun against the Khuzan 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 Khuzan warriors 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. Lothrim 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, possibly near Iracu, and a screaming Lothrim was cast in. Stone and mortar was brought and the tyrant was entombed with his precious tome, his madness, and an "honor guard" of a dozen starving gargon. 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 gargon corpses, they sealed the gates with "enchantment and good stone" as a fitting tomb for its former inhabitants. Then they grimly marched to Azadmere, where their kinfolk gave them refuge. To this day, the Khuzdul are convinced that the Sindarin of Erael should have intervened to prevent the tyranny of Lothrim; the dwarves have yet to forgive this negligence.

Collapse of Lothrim's Federation

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

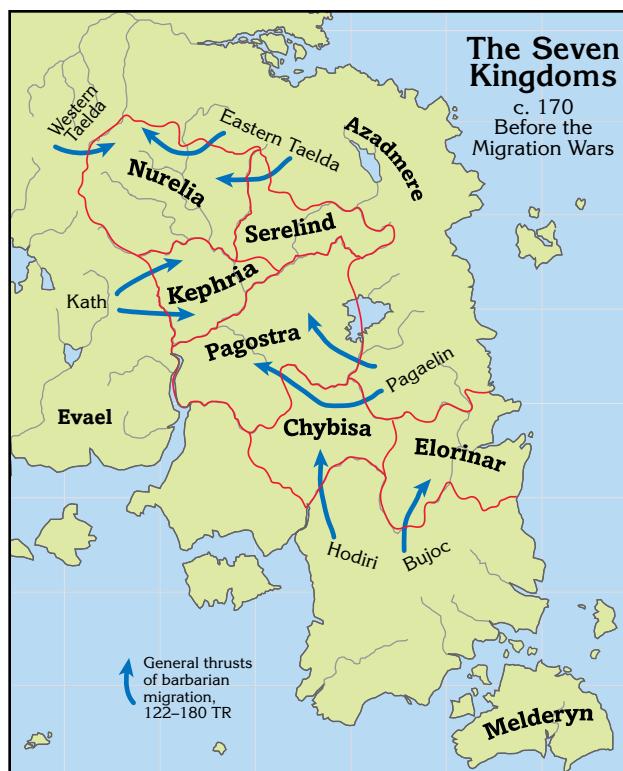
THE SEVEN KINGDOMS

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 intermarried; some were undoubtedly influenced by ancient Melderyn. In any event, by 170 TR, seven independent kingdoms (including Melderyn) soon existed in eastern Hârn.

The Migration Wars

The Migration Wars were directly responsible for the contemporary political states in eastern Hârn. 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 60 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 gargon 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, King Orsin of Pagostra perceived no way to turn back the advancing Pagaelin and 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 Kald River 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.

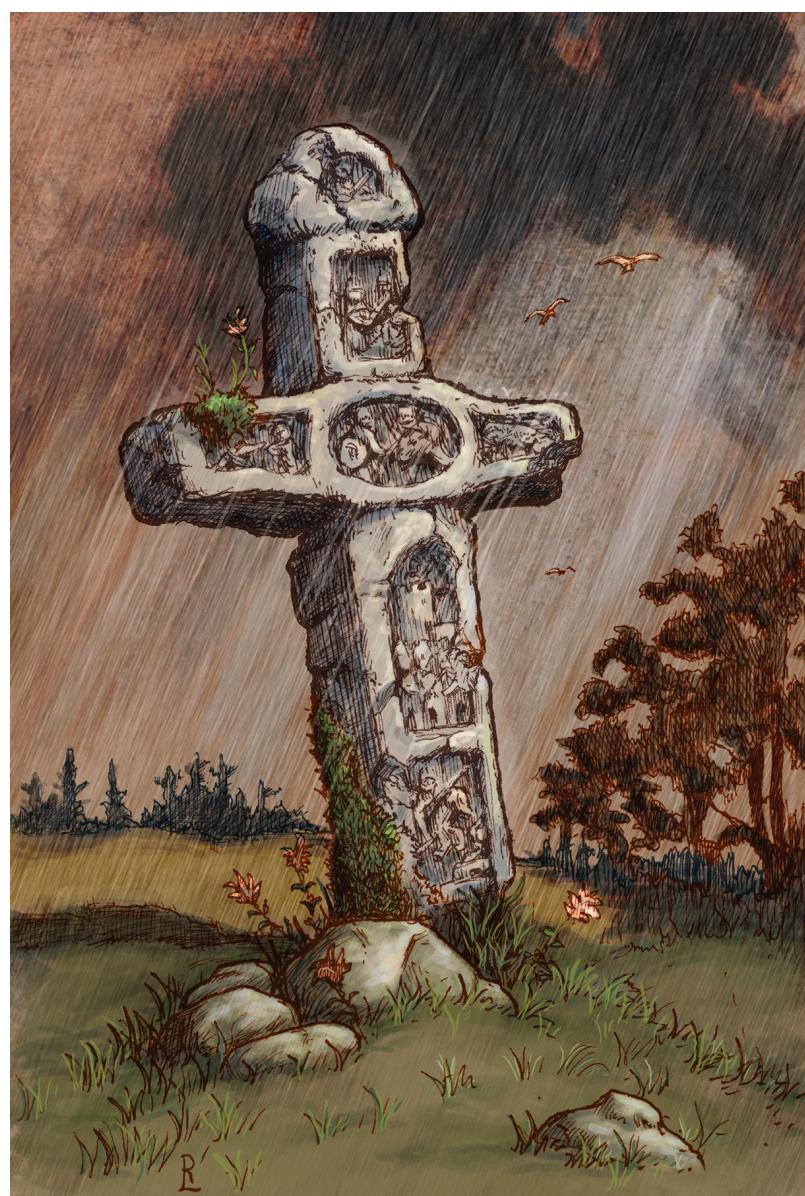
Finally, as the Migration Wars were drawing to a close, a succession crisis arose in Nurelia in 235. The crisis prompted a baronial revolt that threatened to tear that northern kingdom apart. One faction offered the crown to Kalabin of Kaldor but not all of the nobility desired a foreign king. At the 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 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.



Swords of stone, seven feet high and carved with scenes from a Laranian holy text, were erected by early Kaldoric monarchs as signs of their piety.

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 more than four centuries ago, were united under a warrior king called Corthir. His new kingdom extended barely 20 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 land 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 time of Lobir's death, 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 to the kingdom 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 Osten in 367, Arosta inflicted a crushing defeat on Adjak. For the next two years, the tribes were subjected to a bloody series of campaigns, culminating in their near total extinction by 369. Adjak disappeared without trace 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 his realm. 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 of "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 that led to Kustan. Peran would prove to be an immense drain on the empire's resources. Despite this, internal economic development was dramatic. A population explosion brought new lands under cultivation and trade prospered.

The Kingdom of Aleathia

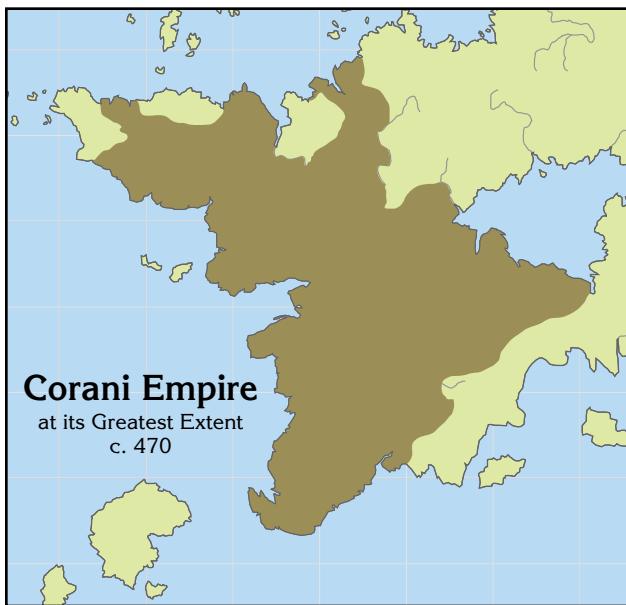
During the rise of Corani power, a rival kingdom developed south of the River Eryn in southwest Hârn. Around 356, the Aleta tribes were unified to build their own kingdom, named after its capital city of Aleath. The Kingdom of Aleathia was able to resist Corani expansions southwards for almost a century.

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 14 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. 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 to 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 Hârn. 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. This 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 Hârn. 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 that 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 Hârn at this time, fed the rebellion. By 560, the whole of Rethem, where Medak's purges had seriously depleted the army's will to resist, was under Balshan control. 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 mean something like "dark victory" in the secret tongue of the church of Morgath.

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 defenses 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 as he attempted to flee to Aleath with many of his court and kin. Their 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 to 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 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." This group, made up of nobles, priests, artisans, merchants, farmers (supposedly chosen by lot), and many children under 12, boarded a motley fleet of some 50 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 50 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.

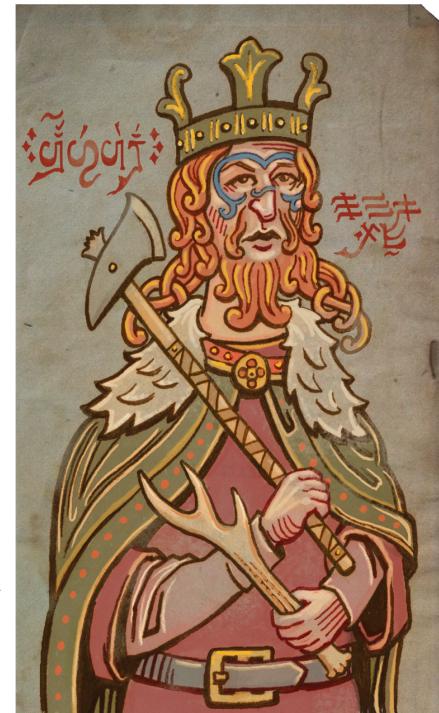
With the collapse of the Theocracy in 588, Andasin seized Ibonost from its Tekhosian governor in 589 and established the Kingdom of Kanday. Andasin proved himself a genius at siege warfare. He took Edino Keep from its vicious warlord in 598 after a night assault in small boats across the Erynn River. His crowning achievement came in his old age when, in 620, he took Dyrisa Castle from its Morgathian overlord. 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 free town 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 Kuboran tribes of Peran were united for the first time under Arlun, 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. Convinced of a great destiny, Arlun 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 "Golothan" or "Second" Theocracy. Shostim was quickly taken but there was little time for rejoicing. The castle was immediately counter-attacked from north and south. Arlun's brilliant defense held Shostim against repeated bloody and wasteful assaults, forcing the besiegers to retire. Wasting no time, Arlun left half of his army to hold Shostim and advanced northwest to capture Tormau after a brief siege in 630. By 632, Arlun held all of Rethem north of Shostim, then took pause to consolidate his gains.



The Founding of Rethem

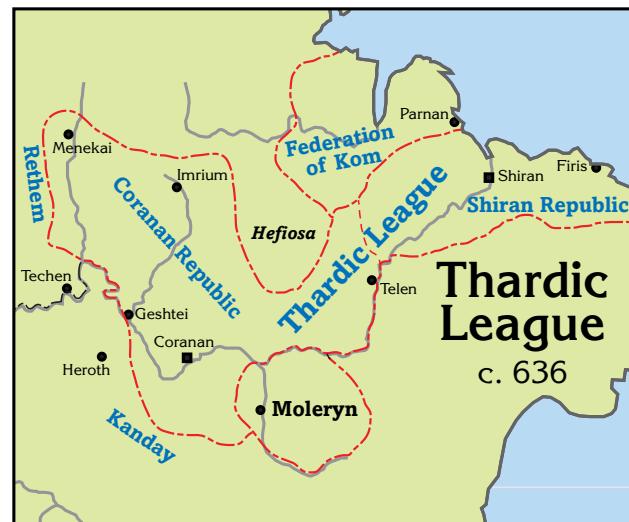
Arlun felt strong enough to resume the war in 635. One third of his army attacked and seized Quste with much noise while the remainder, led by Arlun, moved southeast to cross the Thard and take Thiri. Golotha gathered an army twice the size of Arlun's and marched north to take the bait at Quste, completely 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 defense. Facing the prospect of a long siege with few provisions and a hostile army at their rear, the besiegers decided to come to terms. The Kingdom of Rethem was proclaimed in the autumn of 635 with Arlun as its first king.

Arlun spent the next few years 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, with senates controlled by wealthy families, many of whom made their fortunes in trade. The two republics formed a mutual defense alliance in 632. With the threat of Arlun the Barbarian weighing heavily, the two republics voted to form a league in 636. The Thardic League created the office of autarch, to be held by men of military experience who would have responsibility for external affairs and defense, 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 and she took personal command of her army. The sight of the diminutive 52-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

Aglier 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. Aglier 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.

Aglier'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 Aglier's ambitions included kingship sprang up with alarming rapidity. To avert some of the blame for the military defeat, Aglier had 43 officers arrested, tried, and executed for treason in 674. His son Taresir, the man most responsible, was not one of them.

Aglier now faced army unrest and events came swiftly to a climax. Anti-imperialist riots spread throughout Coranan. Aglier 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 to his son a kingdom in chaos.

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 principal 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 Menekod

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 Zhirdoka, appealed to Puril for aid and 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.

Ezar's War



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 the besieged Sarkum and 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 to maintain the stalemate along the Kandian border except for the loss of Dunir in 693. 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.

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 suffered 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.

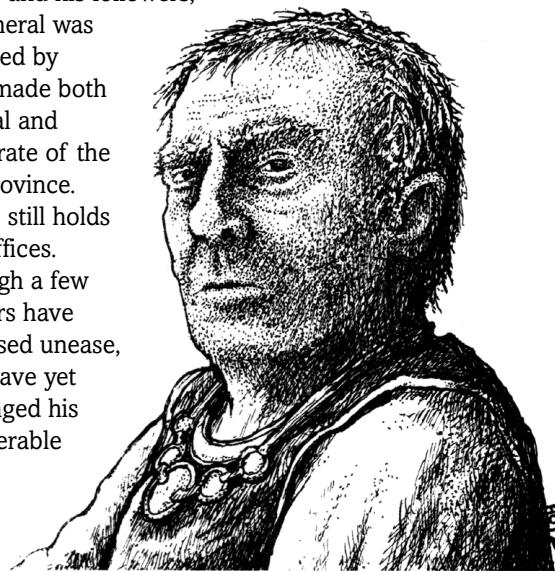
KUSEME WAR

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 Elernin, 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 that 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.



Kronas Elernin, Marshal and Magistrate



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 aggression by the Hodiri and Pagaelin tribes (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. When a bastard succeeded to the Melderyni throne in 475 under the island kingdom's ambiguous succession laws, the Chybisans were outraged. The barons of Chybisa seceded from the island realm and elected one of their number as 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 15 years, all that was achieved was to lay waste to 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. He and his army fought bravely, despite the defection of several of his vassal-lords, 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 15 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. Leaving the peace settlement to his lieutenants, whereby Kaldoric merchants gained valuable trading rights in Tharda, Torastra began looking for another war.



Miginath, King of Kaldor, and Erila, Lord Privy Seal

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 and Chybisa became a Kaldoric fief.

Balesir journeyed to Thay and 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 Hârn is now called Orbaal but this is a recent name. Formerly called Jara, it was occupied for more than 1,000 years by the Jarin, the first human settlers on Hârn, 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 that, 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 gargon who found the Jahl Mountains a fine refuge. The Jarin built most of their settlements along the coasts, fortified against gargon raids. By the middle of the seventh 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 gargon. To the northeast of Hârn 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 domains (Gwaeryn, Lriel, 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 25 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 Hârnic Isles. He was able to force most of the clans to submit to his will and pay him tribute.

Hagined died in 692 and was succeeded by Alegar, his eldest son. The first years of Alegar's 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 western Hârn. 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 ten to one, it is likely they would have driven the Ivinians back into the sea had they been better led. 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 40 ships descended on the unsuspecting Thayans. The Ivinians landed and invested the walled town but could not breach its defenses. 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 100 dragonships and warboats from Orbaal and several other Ivinian kingdoms 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 5,000 warriors aboard exceeded the entire population of Thay. But while rounding Cape Renda, 15 leagues northeast of the city, a freak storm arose and sank many vessels, cast others onto 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.

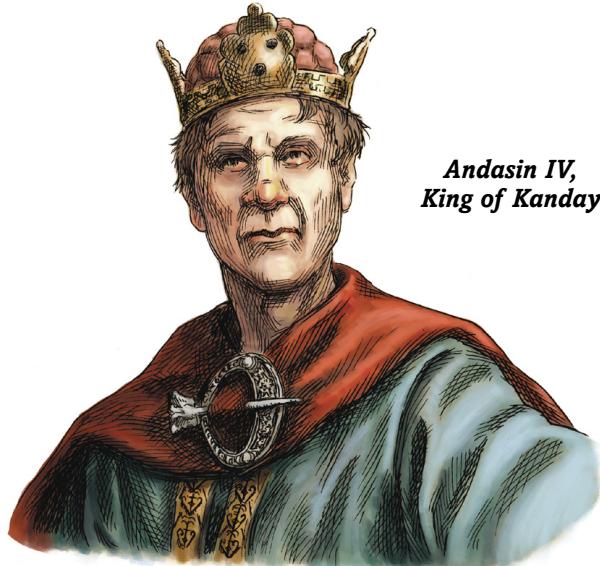
EPILOGUE

The West

Two kingdoms and a republic maintain an uneasy peace in western Harn. Over the past 50 years, they have fought several wars and there is no reason to suppose that relations will improve.

In the 23 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 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.



**Andasin IV,
King of Kanday**

The East

King Miginath of Kaldor succeeded his father Torastras at the age of 41. He has always been sickly and physicians have been predicting his imminent death from any one of numerous ailments ever since he took the throne. After 27 years, the aged monarch continues to baffle his subjects simply by living. Miginath has never married, which leaves the succession a point of contention between two or three bastard sons and many 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 Sindarin 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 fighting 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," travelers 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 gargon, and there are always rumors of fell, enchanted beasts. Hârn remains a land of subtle intrigue and sudden bloody violence.

GM NOTE

Many HârnWorld 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 gargon.
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 establishes 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 established.
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 Dyrisa.
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 and 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	Present day.

BIRTH GENERATION

Birth attributes depend on environment. Those that 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.

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 may select their gender depending on rule system and GM discretion. 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 Hârnica calendar, called Tuzyn Reckoning (TR), has a 12-month lunar year (1d12). Each month has 30 days (1d30). Birth year 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 Hârnica major settlement. Roll 1d100 to determine nation and again to determine settlement (or tribal nation in the case of barbarians). There is a 10% chance the character is born in the actual major settlement. Otherwise, he comes from a nearby village. The expansion modules published for each Hârnica kingdom contain lists of manorial villages.

BIRTHPLACE GENERATION

01-18 BARBARIAN					
01-05	Adaenum	24-27	Gozyda	57-66	Pagaelin
06-09	Anoa	28-43	Hadiri	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		
41-60	Geda	76-00	Onden		
20-32 KALDOR					
01-02	Athrelen	24-31	Kiban	66-70	Querina
03-04	Baseta	32-33	Kobing	71-72	Setrew
05-06	Bidow	34-36	Kolorn	73-75	Shebra
07-09	Esenor	37-38	Kyg	76-77	Sirendel
10-11	Fisen	39-46	Minarsas	78-88	Tashal
12-17	Gardiren	47-48	Nenda	89-91	Ternua
18	Getha	49-50	Nubeth	92-93	Tonot
19-20	Heru	51-56	Olokand	94-96	Uldien
21-22	Hutop	57-58	Pendeth	97-98	Yeged
23	Jedes	59-65	Qualdris	99-00	Zoben
33-44 KANDAY					
01-16	Aleath	41	Gimon	67-68	Pinide
17-18	Avertu	42	Hebon	69-72	Quivum
19-20	Chison	43-46	Heroth	73-78	Sarkum
21-22	Cuton	47	Ibonost	79-85	Selvos
23	Dunir	48-51	Imiden	86-91	Sepire
24-31	Dyrisa	52-57	Kedis	92-97	Sumon
32-33	Edino	58-62	Menekod	98	Torthan
34-38	Ewen	63	Minilaous	99-00	Zerien
39-40	Findumon	64-66	Ohetis		
45-64 MELDERYN					
01-10	Cherafir	38-41	Huvos	68-69	Parios
11-20	Chyrefal	42-44	Jetust	70-72	Parnam
21	Cosyuh	45-46	Jothes	73	Racyn
22	Cundras	47-51	Karveth	74-76	Ramere
23-26	Cupeth	52-53	Laket	77-80	Shenap
27	Fosumo	54-55	Lyf	81-93	Thay
28	Glenoth	56-57	Menio	94-96	Wharo
29	Gosus	58-59	Moque	97-98	Yael
30-32	Gythrun	60-64	Nurisel	99-00	Zuilos
33-37	Harden	65-67	Ontur		
65-74 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	Thoen
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	99-03	Zynholm
75-86 RETHEM					
01-02	Arketh	32-35	Ithius	68-72	Shostim
03-04	Bedenes	36-40	Meneikai	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	Parnan
10-24	Coranah	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	91-93	Noron	96-00	Ulfshafen
06-90	Habe	94-95	Trobridge		

REGIONAL MAP

The full-color map of Hârn 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 hex grid helps the plotting of movement and distance. The numbered and lettered square grid is a handy reference to locate features described in *Hârnindex*.

The area covered measures 250 Hârnic leagues (1000 km or 620 miles) north/south and approximately 375 Hârnic leagues (1500 km or 930 miles) east/west.

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 Hârn in the highlands above 3,000 feet and in Orbaal. Due to the year-round shade, undergrowth tends to be sparse; 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 shed their leaves in winter. There are only two such species on Hârn, 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 that provide good shade in summer but shed completely in winter. There are some 120 different species of broadleaf on Hârn; the most common types are Hârnic 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 trees 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. Hârn'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 and Pasture: Found mainly around all Hârnic settlements. Only about 40% of the land will actually be under cultivation. The balance will be pasture and the odd stand of trees.

TOPOGRAPHY

Textures overlay the vegetation colors 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 with, at most, gentle rolling hills.

Hills: Rough hilly terrain that tends 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 higher than 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 Hârn.

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 with 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 or fair at least once a month; many do so daily.

ROADS AND TRAILS

Paved roads are "all weather" and quite rare on Hârn. 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 crisscrossing Hârn.

WATCH ROUTINES

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

1. Weather Generation

At the beginning of each watch, the GM generates the weather using the weather table (page 58). This is reported to the players, who record it in their journal or log.

2. Encounter Generation

The type of encounters possible depends on the terrain being crossed. The GM determines if the players will have any encounters during the watch. If 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.

3. Movement

The GM asks the players in which direction they wish to travel. Using the Movement Rates table, 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 at GM discretion. The table is merely a guide. Rates are given in leagues per watch, which is approximately equal to Km/hour. A Hârnic League is 2.5 miles (4 Km). Five leagues equal one hex on a regional map.

The table lists movement rates for vegetation types under three topography classes. Foot means walking at a steady pace, horse means walk/trot when mounted, and cart or wagon rates assume average loads and draft animals. Generally, pack animals move at the Foot rate.

Weather Modifications

Weather conditions modify movement rates (at GM discretion). Rain falling for two or more watches will create mud on trails and unpaved roads, reducing movement by 50%. Ground cover, such as grass or gravel, prevents mud except for very heavy rain (one or more days). If there is no mud, rain reduces movement by only 10–25%.

MOVEMENT RATES					
	Terrain	Foot	Horse	Cart	Wagon
Flat	Paved Road	5	10	5	5
	Unpaved Road	5	9	5	4
	Trail	5	9	4	3
	Cropland/Pasture	4	6	2	1
	Mixed Woodland	4	6	2	1
	Heathland	4	6	0.5	0.5
	Mixed Forest	3	4	0.5	0.5
	Needleleaf Forest	3	5	1	0.5
	Swamp	1	1	0	0
Rough/Hilly	Paved Road	4	9	4	4
	Unpaved Road	4	8	4	3
	Trail	4	7	2	1
	Cropland/Pasture	3	5	1	0.5
	Mixed Woodland	3	5	1	0.5
	Heathland	3	5	0.5	0.5
	Mixed Forest	2	2	0.5	•
	Needleleaf Forest	2	3	0.5	•
Mountains	Paved Road	3	6	3	2
	Unpaved Road	3	6	2	1
	Trail	3	5	1	0.5
	Cold Woodland	2	4	0	0
	Alpine Vegetation	2	4	0	0
	Mixed Forest	1	1	0	0
	Needleleaf Forest	1	2	0	0
	Ice/Snow/Rockfield	1	2	0	0
Weather Reductions					
Rain	10–25%		Snow (Hardpack)	20%	
Mud	50%		Snow (Over Ankles)	25–50%	
Blizzard	75–100%		Snow (Over Knees)	75–100%	

Snow less than knee-high slows movement by 25–50%; for roads and trails, reduce only 20% if hardpack. Snow deeper than knee-high slows movement dramatically; for this and for blizzards, all movement should be at most one-quarter rate. Individuals wearing skis can move at Foot rate; snowshoes allow the user to move at 50% Foot rate.

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.

Sea Movement

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

WEATHER GENERATION

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% cloudy or more)
- Cloudy (20% to 80% cloudy)
- Clear (20% cloudy or less)

Temperature

Temperatures do not take into account windchill factors. If an alternate temperature is given in brackets, such as (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 (e.g., 1–3) is the mean windforce. The GM can get a specific windforce by rolling 1d3. Better yet, use discretion to gauge the actual windforce (if needed); sheltered locales will be less windy (the low end of the range) and exposed areas will tend to have more violent winds (the top end). 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 or Mist (Only if Windforce is 0 or Calm)

WEATHER GENERATION					
	Spring	Summer	Autumn	Winter	
1	COLD N 1–3	COOL * *	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) SE 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	COOL 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 N 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 ** *	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	●

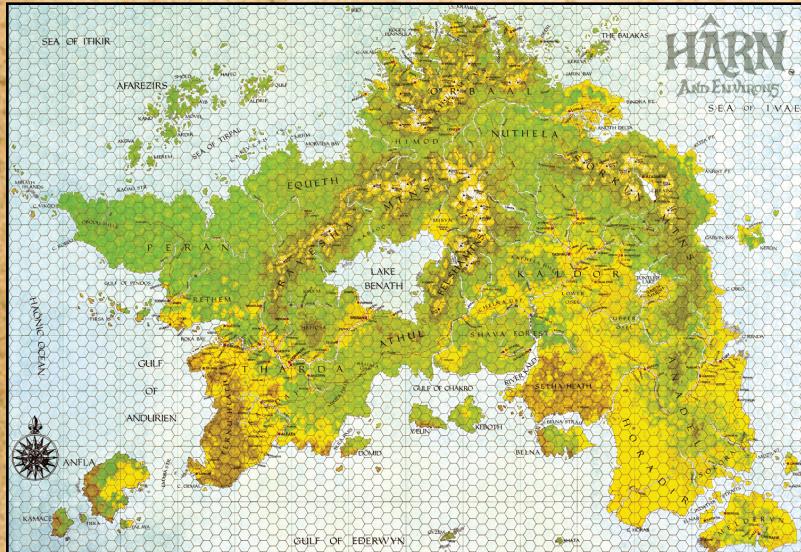
Temperature (Day) → COLD
Temperature (Night) → (Frzg)
Wind Direction → SW 2–4

Cloud Cover
Precipitation, etc.
Wind Force



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