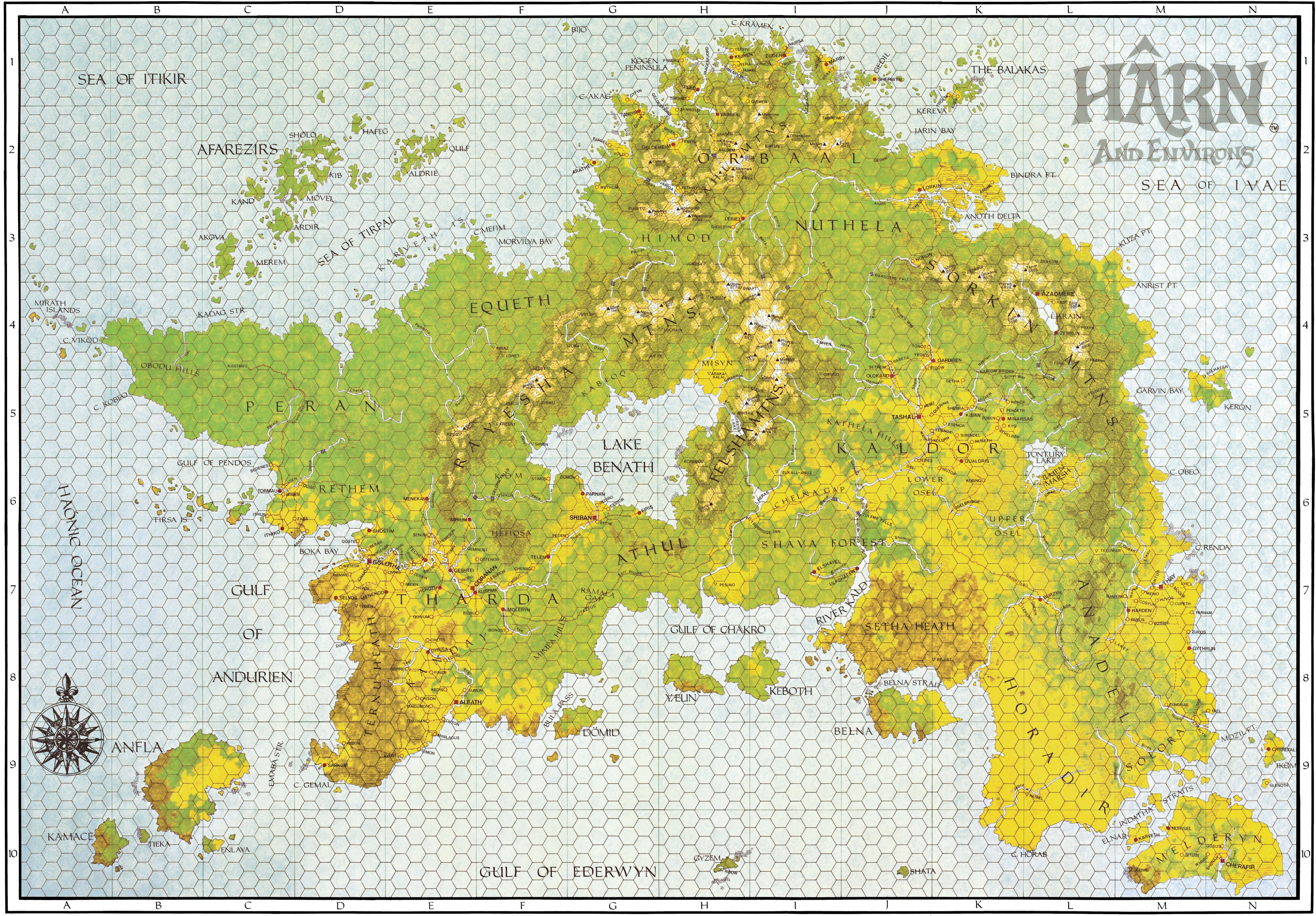


KEY

- ICE, SNOW, OR ROCKFIELD
- ALPINE VEGETATION
- NEEDLELEAF FOREST
- MIXED FOREST
- MIXED WOODLAND
- HEATH
- CROPLAND & PASTURE
- WATER
- HILLS
- MOUNTAINS
- MARSHLAND
- REEF
- RIVER
- FORD
- RAPIDS
- CATARACT
- BRIDGE
- PEAK
- WALLED TOWN
- CASTLE
- KEEP ETC.
- POINT OF INTEREST
- TRAIL
- UNPAVED ROAD
- ROAD

One Hex (1cm) = 5 Hårn Leagues or approx. 20km or 12.5 miles



HÅRN

And Environs

HÅRN

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COLUMBIA GAMES INC.

Hârñ

A Real Fantasy World

EXPLORE THE WORLD OF HÂRN!

Hârñ is a rough, hazy, forested isle roughly 100 miles off the northwest coast of the continent of Lythia, on the edge of the Haonic Ocean. Compared to other regions of northwest Lythia, Hârñ is a wild, barbaric land, where pockets of civilization are surrounded by large tracts of wilderness.

Hârñ'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 Hârñ is hilly. There are four mountain ranges of note: the Felshas, running north-south in central Hârñ and boasting the island's highest peak, Mount Wynan, at 9766'; the Rayeshas, running east-west along the top of Lake Benath; the Sorkins, running north-south along the east coast; and the Jahls in the far north.

Weather and Climate

Hârñ's climate is basically maritime-temperate (cool summers, mild winters, and damp). The prevailing southwesterly winds are moist and fog, drizzle, and overcast skies are common. There is ample precipitation all year round, mostly as rain; winter snow and sleet occur, especially in the north. The seas around Hârñ are notoriously rough; terrible storms are common.

Vegetation

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

Communications

A lack of good roads and rough terrain combine to make travel difficult, especially in winter. The island is regarded with disdain by continental Lythians and is generally avoided by them. A few adventurous seamen ply their trade between Hârñ and Lythia.

Hârñ Regional Map

The map of Hârñ on the reverse provides a vast amount of information with a unique cartographic system developed specifically for fantasy gaming. The map measures 10 degrees of latitude (250 Hârñic Leagues or 1000 km) north/south and approximately 375 Hârñic leagues (1500 km) east/west. Although this corresponds to 15 degrees of longitude at the equator, the 14 vertical divisions on the regional map grid do not correspond to lines of longitude, which are necessarily curved rather than straight lines. The colors depicted show various classes of vegetation as noted on the map key.

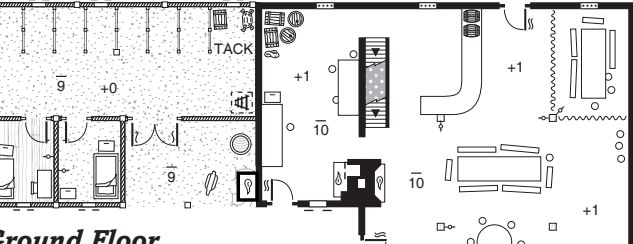
Online Hârñ Sources

Buy *HârñWorld* and *HârñMaster* publications at ColumbiaGames.com.

PDFs available at RPGNow.com and DriveThruRPG.com.

Join the Hârñ fan community and get free downloads at Lythia.com!

See the enhanced online Hârñ map at www.harnworld.com.



Ground Floor



SCALE FEET

Local map of Aleath, largest city in the Kingdom of Kanday

MAPS AND PLANS

Columbia Games has articles describing many of Hârñ's cities, castles, keeps, and manors. In addition to information on history, economics, key individuals, interesting local customs or laws, and so on, each of these articles contains detailed local maps and floor plans for many buildings.

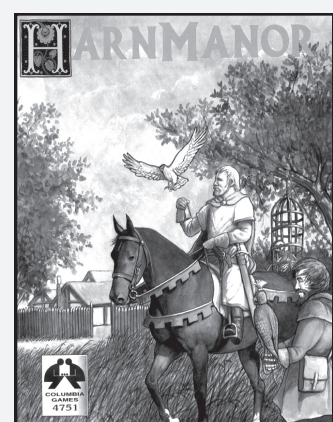
HârñWorld includes this regional map and two books: *HârñView*, which details cultures, economics, history, politics, and religions, and has maps of trade routes, languages, and ocean currents; even charts of the stars; and *Hârñdex*, a master index that, among other things, describes most of the places and geographical features found on the regional map. The basic *HârñWorld* material is supported by an extensive series of publications that detail kingdoms, cities, castles, manors, and more.

Although *HârñWorld* may be used with any RPG system, *HârñMaster* is a set of RPG rules designed specifically for the setting. Emphasizing character background and combat realism, *HârñMaster* has rules for character generation, skills, combat, treasure, and more in a modular loose-leaf format allowing dozens of options to customize your game. *HârñMaster* is supported by many rule expansions including those shown here.



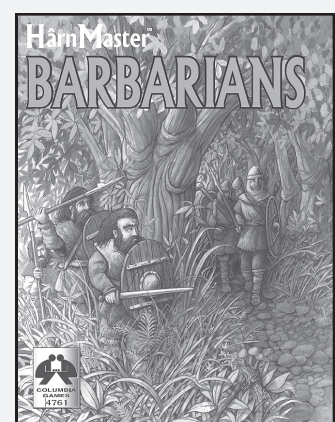
HârñMaster, 3rd Edition

The HârñMaster character generation system gives players a rich Hârñic experience. Characters may start the game with a wide variety of interesting occupations and at various levels of experience. Introductions to religion, Shek-Pvar, and military occupations are included, as are average incomes for all occupations and information about the guild system. Character contacts with (potentially) influential people can be generated, allowing players to explore relationships and advance their social standing. HârñMaster uses a realistic interactive combat system that gives players many tactical options to control their combat destiny. The system is elegant, simple, and easy to use.



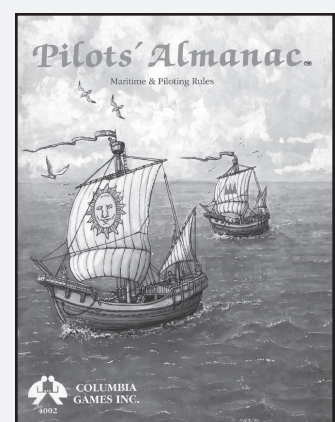
HârñManor

HârñManor includes four generated manors and rules to create your own. It is fully compatible with *HârñMaster* or any rules system. **Villages:** Rules to generate useful, realistic Hârñic villages, populated with a variety of serfs, freeholders, and craftsmen. **Household:** Rules to populate the lord's household. For most lords, a rich household carries prestige and a penny saved is a penny wasted. **Manor Budget:** Rules to operate realistic medieval manors. **Manors of Hârñ:** Four manors that illustrate the diverse politics and economics of rural Hârñ are included. Each has a color local map and data on each villager and retainer of the lord's household.



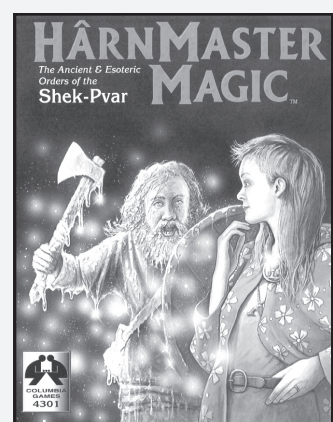
HârñMaster Barbarians

The deep forests of Hârñ are home to 18 tribal nations. Although civilized Hârñians look down on them as backward, most tribesmen have more freedom and leisure time than manorial peasants. However, much of that spare time must be spent sharpening spears and fletching arrows because the wilderness is a more dangerous place than the manor. **Barbarians:** An overview of tribal culture, economics, and religion. A guide to *HârñMaster* character generation for tribal characters is also included. **Tribal Nations:** A separate article for each of the 18 tribal nations. Each article includes a tribal range map, occupations, weapons and armour data, history, culture, and specific shaman rituals.



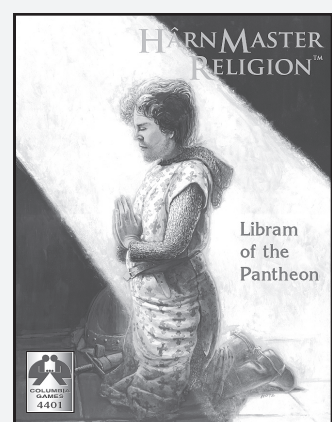
Pilots' Almanac

A supplement containing a myriad of maritime and piloting rules. **Pilots:** The Pilots' Guild, information on the Vessel Profile, and navigation and sailing rules. **Crew:** The Seamen's Guild, maritime ranks and jobs, creating a vessel, and handling the Crew List. **Shipwright:** The Shipwrights' Guild, shipyards, details and illustrations of vessels, and rules for shipbuilding. **Maritime Trade:** Information on filling out a cargo manifest and rules for handling maritime trade and cargoes. **Port Almanac:** A glossary of about 400 ports, listing shipwright facilities, Pilots' and Seamen's guildhalls, port fees, market size, loading facilities and costs, and tides.



HârñMaster Magic

Known as the "Wizards' Isle," Melderyn is primarily an island kingdom off the southeast coast of Hârñ but also includes extensive lands on the mainland. Melderyn is somewhat of a constitutional monarchy, where real power is held by an assembly of scholars known as the Council of Eleven. **Enriched Magic:** Optional advanced spellcasting rules are included for Cans, Gestures, Detection, Spellbinding, Memorization, Astrological Timing, etc.



HârñMaster Religion

Religion is pervasive in all levels of Hârñic society. The churches are very powerful and influential. No roleplaying campaign is complete without them. **Cleric Character Generation:** Extensive rules and background for generating and running a cleric character for each of the ten major religions of Hârñ. **Ritual Invocations:** A selection of rituals (miracles) is given for each religion, as well as common rituals known to clergy of all churches. **Libram of the Pantheon:** Each of the ten major deities is explained, with details on their myths, churches, temple hierarchies, rituals, and much more. Each section also discusses how a deity's followers view the other churches.



THE KUBORA

A powerful tribal nation of Peran, the densely forested region of northwest Hârñ. The Kubora are of Jarin stock. Led by Arlun the Barbarian, they conquered northwest Tharda and founded the Kingdom of Rethem 85 years ago. When Arlun died, their federation collapsed and most Kubora withdrew once again to Peran. The Kubora have 26 tribes ranging in size from 240 to 1,200 people. They wear heavy hides of bear and wolf as well as woven fabrics that they make and trade for. They deem women inferior but treat them well. Their main export is the wild beasts, mostly bear, wild cats, and wolf, shipped to Tharda down the Scarlet Ribbon for the Pamesani Games. Some Kubora find employment in the Pamesani arenas as gladiators and beast handlers, or as mercenaries in Rethem and elsewhere. Some are kidnapped by slavers, who value their fierce strength.



ORBAAL

A pre-feudal state in northeast Hârñ. The region was formerly called Jara until the Kingdom of Orbaal was proclaimed 35 years ago after the Ivian conquest of the indigenous Jarin. It is a very unstable realm, where less than 8,000 rowdy and ungovernable Ivianians have subjugated about 65,000 rebellious Jarin. Orbaal is really a host of semi-independent squabbling clan domains. The few remaining Jarin landholders are a significant divisive faction, with some promoting unrest and plotting the expulsion of the hated "barbarians" from their native soil.



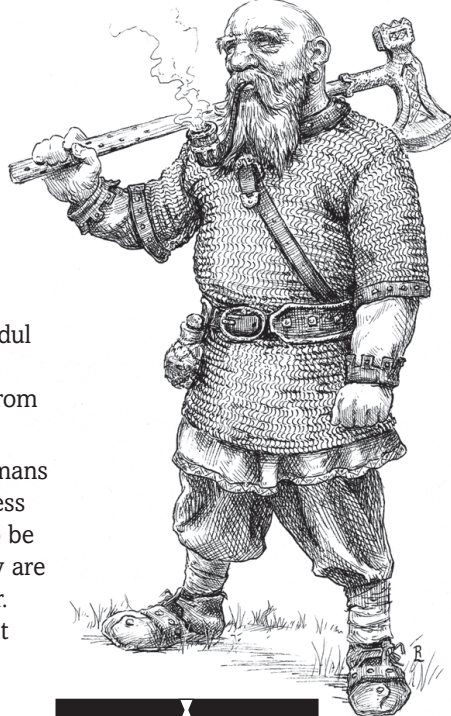
CREATURES

Hârñ is home to all manner of creatures, from the mundane and useful to the exotic and deadly. Bestiary articles are a useful source of creatures to help or hinder player characters. Each richly illustrated article includes information on biology, habitat, folklore and superstition, and more. Full *HârñMaster* statistics are provided.

AZADMERE

Azadmere is the mountainous kingdom of the Hârñic Khuzdul (dwarves). Azadmere is isolated and has minimal contact with outsiders, although the kingdom does import some of its food from Kaldor in exchange for cunningly wrought artifacts.

The dwarves of Hârñ bear a superficial resemblance to humans but average under five feet in height. They are stocky and possess strength out of proportion to their size. As a group, they tend to be secretive, acquisitive, jealous, stubborn, and very clanish. They are also polite and have a strong sense of racial and personal honor. Dwarves may live 200 to 300 years and will rarely, if ever, forget friend or foe.



HÂRNIC CULTURES

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

KINGDOMS OF HÂRN

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

Kingdom	Population	Royal Clan	Royal Seat
Azadmere	11,000	Tarazakh	Azadmere
Chybsa	8,000	Geledoth	Burzyn
Evael	5,000	Halriren	Eishavel
Kaldor	105,000	Elendsa	Tashal
Kanday	96,000	Kand	Dyrisa
Melderyn	160,000	Toron	Cherafir
Orbaal	73,000	Taarekseld	Geldeheim
Rethem	95,000	Araku	Shostim
Tharda	104,000	(Senate)	Coranian

UNIQUE CULTURES

Two unique "cultures" exist on Hârñ: 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.

GARGÛN NATIONS

Gargun is the name for Hârñ's orcs, sometimes called Foulspaw. They live mainly in the mountains of Hârñ, either in cave complexes or as wandering nomadic bands. Hârñ may have as many as 50,000 gargun.

Nomadic Tribes	Chindra	Moym	Pryeh	Toset
Chindra	Moym	Pryeh	Toset	
Diapha	Nuthuk	Ruthuba	Wurokin	

BARBARIAN NATIONS

Hârñ contains 18 barbarian nations, whose total population exceeds 100,000. Each of these nations has fairly well defined homelands in the wilderness areas of Hârñ, which are noted on the Hârñ 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, meaning they tend to move 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. The following is a list of the tribal nations.

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

HÂRNIC RELIGION

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

- Agrik:** "Lord of the Four Horsemen." Deity of warriors who enjoy the dark side of war: rapine, pillage, cruelty, and destruction.
- Halea:** "Mistress of Hearts and Loins." Amoral goddess of wealth and pleasure.
- Ilvir:** "Prince of the Fatherless Multitude." Creator of the Ivashu, the many species of strange creatures native to Hârñ. Principal deity of the native Jarin people of the northern kingdom of Orbaal.
- Larani:** "The Lady of Paladins." Deity of chivalry, the good goddess of battle, the reluctant warrior.
- Morgath:** "Lord of Chaos." Master of chaos and evil, lord of the undead.
- Naveh:** "Lord of the Pitch Shadows." The bringer of nightmares; the deity favored by assassins and thieves.
- Peoni:** "Lady of Truth and White Virtue." Patron goddess of healing and agriculture, the poor, and lovers. Worshipped by most of Hârñ's peasant class.
- Sarajin:** "King of the Icy Invaders." God of battle lust. Principal deity of the Ivian invaders of Orbaal.
- Save-K'nor:** "Keeper of the Var-Hyvrak." God of knowledge and subtle, discreet power.
- Siem:** "Lord of the Blessed Realm." Benign god of mystery and shadow, magic and dreams, a wielder of esoteric powers and a knower of secrets. Principal deity of the Sindarin and Khuzdul, but also some Jarin and other humans.



GUILDS

Throughout Hârñ 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. The guilds tend to take in large groups of related businesses. Most guilds are urban, some are rural, a few are both. Some guilds may be weak, with loosely defined monopolies, but most are strong with rigid monopolies.

The guilded professions are Apothecaries, Arcane Lore, Chandlers, Charcoalers, Clothiers, Courtesans, Embalmers, Glassworkers, Harpers, Herald, Hideworkers, Innkeepers, Jewellers, Lexigraphers, Litigants, Locksmiths, Masons, Mercantylers, Metalsmiths, Millers and Millwrights, Miners, Osters, Perfumers, Physicians, Pilots, Potters, Salters, Seamen, Shipwrights, Tentmakers, Thespians, Timberwrights, Weaponcrafters, and Woodcrafters.



Badge of the Weaponcrafters' Guild

THARDIC REPUBLIC

Tharda is a plutocratic state governed by a republican senate. The Thardic Senate is controlled by 66 wealthy patrician families who own 90 percent of the land. It is often deadlocked because of the rivalry between five or six powerful factions, including an imperialist party that intrigues for a revival of the one-mighty Corani Empire. The republic has won a war with Kanday within the last decade and relations with Rethem are tense; the present state of affairs is a watchful peace.



Heraldry of the Red Guard, which garrisons the city of Coranian and protects the Thardic Senate.

EVAEL

Evael is the last remnant of the Sindarin (elfen) kingdom that once covered all of Hârñ. Most of Evael's Sindarin population live in isolated clanhouses scattered throughout the Shava Forest; there are only two large settlements. The Shava Forest has a reputation for all manner of strange enchantments; few non-Sindarin are permitted within. The kingdom takes little notice of the rest of Hârñ, although some trade is conducted through the port of Ulifshafen.



MELDERYN

Known as the "Wizards' Isle," Melderyn is primarily an island kingdom off the southeast coast of Hârñ but also includes extensive lands on the mainland. Melderyn is somewhat of a constitutional monarchy, where real power is held by an assembly of scholars known as the Council of Eleven.

THE SHEK-PVAR

The Shek-Pvar are six ancient and esoteric convocations within the Guild of Arcane Lore. They have a common world view known as Pvaric Philosophy, a way of perceiving Kestelia (the cosmic all) in terms of key elemental principles. Shek-Pvar who have learned to attune to these principles may draw certain kinds of power into their Aura and, with practice and discipline, can manipulate these energies to their will.



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