

# Hårndex™



HÅRNWORLD GLOSSARY AND REFERENCE

40<sup>TH</sup> ANNIVERSARY EDITION



## HÂRNDEX

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

### Geographical Entries

Every settlement shown on the Hârn Regional Map is listed, as are some that are not on the map. Entries give the name of the holder, the liege, and approximate population, plus historical and biographical notes as applicable. Populations include nearby villages that owe fealty or taxes directly to the local government. Most other features shown on the Regional Map are also listed, including rivers, lakes, mountain ranges, etc. The grid location of all geographical features is given.

Brief information is given for some locations on the Lythian continent. More details on those can be found in the *Lythia Index* in this volume.

### Cultural/Political Entries

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

### Economic and Guild Entries

The guilds common to Hârn are listed in *Hârndex*, along with a wealth of information about Hârn's economy.

### Religious Entries

The information about the deities and their churches given in the *Hârn* article is supplemented in *Hârndex* with entries covering important religious concepts and the various clerical and fighting orders.

### A Note on Pronunciation

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

### A Note on this Edition

This edition of *Hârndex* is a compilation of entries from the previous editions published between 1983 and 2014. It also contains material from the "Hârn Dictionary" that was published as part of *HârnrPlayer* in 1994. Additional text, illustrations, and maps in this edition have been taken from Hârn material published by Columbia Games between 1983 and 2023.



## AALDEM Keep [H2]

**Realm:** Orbaal      **Holder:** Clan Taaresaar  
**Population:** 325      **Tribute:** Vaagel

Built by the Jarin in 430, Aaldem was captured by the Ivinian Clan Taaresaar in 674. The valhakar is Burlni Taaresaar, a porcine and intelligent young man of 25. The Taaresaars are a branch of Clan Taares from Menglana in Ivinia and are related to the royal clan of Orbaal.

## ABBEY

A manor held by a clerical order. An abbey will have a chapel and housing for clerics, acolytes, and retired clergy. Some are centers of learning or serve as the seat of a bishop. Any agricultural surplus produced often goes to support the order's urban temples.

## ABRIEL Abbey [J5]

**Realm:** Kaldor      **Holder:** Rekela of Nurez  
**Population:** 170      **From:** Serekela of Kaldor

Abriel is the seat of the bishop of the Laranian diocese of Nurez. Abriel is the Moot of Nelafayn Hundred and

a center of agriculture. The capable and pious Rekela, Ilor Hadan, cares little for temporal affairs. He despises his duties as Bailiff of the Hundred and leaves them to the abbey's high priest. The bishop's theological beliefs manifest themselves in meticulous attention to dogma and ritual, eschewing the martial glory sought by his peers. His obsession with theology has weakened Laranian military strength in Meselyneshire and his message threatens to polarize the clergy.

## ACHIEVEMENT

Heraldic arms including escutcheon (shield), mantling, mount, helm, supporters, wreath, scroll, and crest. See example below. See also HERALDS.

## ACORN KING OF ARMS

The chief herald of Kaldor, who resides at the Enclave of the Holy Oak in Tashal.

## ADAENUM, The

The tribal inhabitants of Anfla, an island off the southwest coast of Hârn. They are organized into about 20 culturally similar tribes, varying in size between 60 and 400. Fishing and agriculture provide most of their sustenance, but their inefficient agrarian techniques cause rapid



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soil depletion, prompting tribes to move every few years. The Earl of Sarkum in Kanday has claimed Anfla and all other nearby islands.

## AELLENWE, Mount [H2]

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

## AENGHYSA

One of the most visible Jarin resistance groups, the Aenghysa operates mainly south of the Jahl Mountains and along the east coast of Orbaal. The group, whose name means "Ourselves Alone" in archaic Jarinese, is based at Gedan and engages in assassination and sabotage directed against Ivinians and Jarin collaborators.

The group was founded by Gweffryn of Seylnes in 689 and is now led by Mikyl of Callyn. They are associated with the Order of Chuchlaen Wheelwright, an Ilviran clerical sect with a secret temple at Gedan.

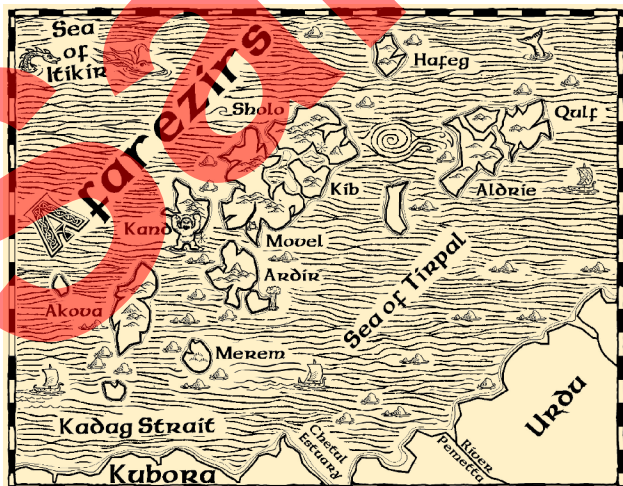


## AERLATHOS

Four prophets of Peoni, one each from the north, south, east, and west, whose pilgrimage and meeting in Perna around 600 BT founded the Church of Peoni.

## AFAREZIR Islands [D2+]

An archipelago of 58 hilly and forested islands northwest of Hârn. The Afarezirs have many fine natural anchorages, mainly fjords, and most of the larger islands have fresh water. Attempts to colonize the islands have failed due to poor soil and foul weather. The ruin of an abandoned Ivinian settlement can be found on the south coast of Movel, the largest island of the group.



## AGE OF MEN

The present era of Hârníc history, which began with the arrival of Hârn's first human settlers, the Jarin, a little more than 2,000 years ago.

## AGE OF THE SINDARIN

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

## AGLIR of Telen

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

## AGRAZHAR

The sixth month of the year by Tuzyn Reckoning, named for the god Agrik; it is the last month of summer.

## AGRIK

The principal deity of warriors who enjoy the dark side of war: rapine, pillage, cruelty, and destruction. See *Hârn* 51.



## AHNU, the Fire-Dragon

Ahnu is the fourth constellation of the Kethiran zodiac (Nolus 4th–Larane 4th) and located in the northern sky.

The dragon symbolizes the cleansing destruction of fire. What the smith brings forth, Ahnu destroys. This is not necessarily wanton destruction, for Ahnu cleans and prepares the world for renewal, an ordeal that purifies, that destroys the unworthy and the superfluous, and makes room for the new.

Those born under Ahnu are perfectionists, which is both a strength and a weakness. They dislike and cannot find room for fault. Ahnuans tend to be intolerant and impatient; they have quick and violent tempers. They are slow to praise, quick to criticize. They are not fond of the conservative or the old and solid, but tend towards experiment and progress. Often they are radical revolutionaries prone to purge rather than correct.

**AID**

A tax levied by a feudal lord on his tenants. In the case of a Royal Aid, the sovereign demands payment from his tenants-in-chief, who in turn demand it from their tenants, and so on down the line until the peasants end up paying for everything. Aids are traditionally levied when the lord wishes to knight his eldest son, marry his eldest daughter (for the first time), or ransom his person from enemies. Special aids, such as to finance a war or build a castle, may also be levied, although this practice is (except in Rethem) normally the sole preserve of kings. See also **HERIOT** and **MERCHET**.

**AIDRIK I, King of Kaldor**

The fifth king (307–342) of Kaldor.

**AIDRIK II, King of Kaldor**

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

**AIDRIK III, King of Kaldor**

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

**AIDRIK IV, King of Kaldor**

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

**AIDRIK V, King of Kaldor**

The fourteenth monarch of Kaldor. Aidrik was the sickly son of Queen Chelebin I, and lived to reign over Kaldor

for only two years (516–518). He was succeeded by his younger sister, Chelebin II.

**AIK, the Swan**

A non-zodiacal constellation of the southern sky.

**AILETTES**

Shoulder armour made of plate or kurbul, often secured by leather thongs and decorated with heraldic devices.

**AIRMASTERS**

According to legend, an alliance of monsters that came "from beyond the stars to wage war upon the Earthmasters ... and as the Ancients stood for peace and beauty, so the invaders cared only for war and destruction." The greatest appeal of the legend is that it explains the disappearance of the Earthmasters.

**AK-SYT**

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

**AKAG, Cape [G1]**

A headland in Orbaal jutting into the Sea of Itikir.

**AKLASH, the Choking Wind**

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



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## AKOVA Island [C3]

The third-largest island of the Afarezirs.

## ALAMAREL

The priestess of Peoni who performed the marriage ceremony of the Aerlathos and may have become the first pontiff.

## ALAMIRATA

A ritual of the Laranian church that only priests attend. Held every five days.

## ALAMIRE

The castle of Saint Ambrathas.

## ALANAL

A hallucinogenic plant found primarily in heathland.

## ALARIENEL

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

## ALASH, King of Aleathia

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

## ALBARRA, Barynn

A legendary warrior of Jarin folklore.

## ALDERMAN

A custodian and expounder of civic law and member of a town court. The office is not heritable but because customary law is commonly passed from one generation to the next, children often succeed their parents. Most towns have 12 aldermen, usually prominent guildsmen, often members of the Litigants’ Guild.

## ALDRIE Island [E2]

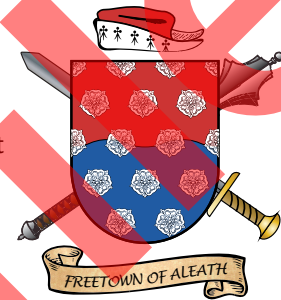
An island in the Afarezirs.

## ALEATH, City of [E8]

**Realm:** Kanday  
**Population:** 5,800

**Status:** Freetown  
**Charter:** King of Kanday

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



The city is a freetown, governed under royal charter by a mayor and 12 aldermen proposed by the Mangai and appointed by the king. Military authority is shared by a royal constable and the Sheriff of Eryna (see KEDIS). A town militia is theoretically commanded by the mayor, but the custom has been to surrender this authority to the constable. The city charter includes 8,000 acres of adjacent cropland, a legacy of the old Republic of Aleath. This land is farmed by approximately 140 freeholders who pay taxes to the city.

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



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## ALORIN

A Sindarin weaponcrafter of the Codominium, Alorin was the best friend of Raldir Farizhald, a Khuzan weaponcrafter of similarly great renown. Their unwavering friendship is the subject of “Lament for the Passage,” a well-known Hârníc legend.

## ALTHAR

The chief servants of Save-K’nor, the Althar are the nine Judges of the High Archive.

## ALTHEA the Truthsayer

One of the Althar, servants of Save-K’nor. Other than the god himself, Althea is the only entity able to carry Uhla, the black lantern. By the unseen light of Uhla, all secrets are revealed.

## AMBRATHAS of Alamire, Saint

An ancient warrior-priest of Larani, credited with being her greatest mortal champion.

## AMEKT [H2]

This gargun complex is located in an abandoned Khuzdul mine. With more than 1,300 Gargu-kyani, Amekt is the largest Kyani colony on Hârn and, with the possible exception of Pujet, the most peaceful. Although in a position to threaten travel between Lorkin, Leriél, and Geldeheim, the orcs of Amekt rarely trouble human settlements or travelers.

## AMORVRIN

The free undead of Morgath. When an Amorvrin is slain for the thirteenth time, it is resurrected as a will-less Gulmorvrin.

## ANADEL [L7+]

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

## ANCHORAGE FEE

A tax levied in most ports for the right to drop anchor. It is usually one fifth of the local wharfage fee.

## ANCIENTS, The (see EARTHMASTERS)

## ANDASIN I, King of Kanday

The first monarch (589–627) of the Kingdom of Kanday. Andasin was the head of clan Kand, minor nobility of

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

## ANDASIN II, King of Kanday

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

## ANDASIN III, King of Kanday

The fifth monarch (676–690) of the Kingdom of Kanday, Andasin III succeeded the childless Queen Arelora. His claim to the throne was somewhat tenuous. He was the son of Melise, the bastard daughter of Kubro, the second son of Andasin I. He soon found himself waging a desperate conflict with Rethem known as Ezar’s War (682–697). Andasin conducted the early war with skill but was killed in 690 while leading the successful recapture of Hebon.

## ANDASIN IV, King of Kanday

The eighth and current monarch of the Kingdom of Kanday. He is a learned but weak ruler, dominated by his father, the Earl of Sarkum, the former prince consort.



## ANDURIEN, Gulf of [C7+]

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