







Orbaal is the name given to the region of Hårn north of the Anoth River and northeast of Himod. For centuries, the area was known as Jara and was the domain of the Jarin people who had emigrated from the Lythian continent. It was conquered by Ivinian raiders in the middle of the last century; the first Ivinian king named his fractious and unruly kingdom Orbaal.

The Ivinian conquerors number about 8,000 and hold almost all of the kingdom's fortresses. They rule the 65,000 Jarin who make up the vast majority of peasants. A major rebellion erupted less than 20 years ago and considerable tension still smolders between the two cultures, encouraged by an active but disorganized Jarin resistance.

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

The natural vegetation is mainly needleleaf and mixed forest. The rugged Jahl Mountains cover the northern two thirds of the region and the southern third is the heavily forested alluvial valley of the Anoth. The rocky coastline is marked by numerous fjords and bays.

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

**Location:** Northeastern Hårn

**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

## CREDITS

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## CHRONOLOGY

- BT c.1300 Jarin migration to Hårn begins
- c. 500 Jarin first occupy area around Leriell
  - c. 300 Jarin first occupy Geldesfjord
- TR c. 100 Jarin spread throughout northern Hårn
- c. 120 Fall of Lothrim's Empire, gargun raids begin around Leriell
  - c. 140 Hill fort built at Leriell
  - c. 150 Gargun raids begin along Geldesfjord
  - c. 160 Building of Annwyn
  - 173 Migration Wars: Barbarian tribes destroy settlements along Anoth River
  - 234 Leriell Tower built
  - c. 450 Abandonment of Annwyn
  - 458 Building of Lethwyn Tower (now Geldeheim)
  - 563 Leriell Castle built
  - 652 Ivinian Conquest begins
  - 653 Thursa captured by the Ivinians
  - 657 Pyberg, Thoen, and Zuden captured by the Ivinians
  - 658 Antir, Marby captured by the Ivinians
  - 659 Asax, Kjen captured by the Ivinians
  - 660 Teryff captured by the Ivinians
  - 663 Arone, Quiam, Shese captured by the Ivinians
  - 664 Keiren captured by the Ivinians
  - 665 Ebein, Lorkin, Pled, Tandir captured by the Ivinians
  - 666 Fjaga captured by the Ivinians
  - 667 Ivinians take Lethwyn, rename as Geldeheim
  - 670 Thrand, Vaagel captured by the Ivinians
  - 671 Gyfyn, Mul captured by the Ivinians
  - 672 Utera captured by the Ivinians
  - 673 Geldeheim Castle completed; Arathel, Daasen captured by the Ivinians
  - 674 Aaldem, Hjael captured by the Ivinians
  - 675 Pjagel captured by the Ivinians
  - 676 Vold captured by the Ivinians
  - 679 Shien built
  - 686 Kingdom of Orbaal proclaimed
  - 688 Eafyn Marwyn submits to Hagined
  - 692 Hagined dies, Alegar I crowned king
  - 695 First of the Morvilya Bay colonies established
  - 701 Jarin Rebellion begins after the Order of the Crimson Dancer destroys Quimen and Clan Cyset
  - 703 Jarin Rebellion ends with the recapture of Lorkin castle
  - 705 First raid of Thay
  - 707 Second raid of Thay destroyed by freak storm off Cape Renda
  - 714 Alegar II crowned King of Orbaal

## HISTORY

Little is known of the ancient history of the land now called Orbaal. The long-departed Earthmasters erected a Godstone at Gedan. The Sindarin largely ignored the region, preferring the gentler forests to the south. The Khuzdul exploited the mineral wealth of the mountains but built little beyond their mines, some of which are now home to gargun colonies.

The first Jarin immigrants to Hårn arrived around 1300 BT. Most settled in southern Hårn, quickly coming into contact with the elder races and swearing fealty to Daelda, the Sindarin King of Hårn. The Jarin who arrived in the north, around the Anoth Delta and Jarin Bay, had less contact with the elder races and did not receive many of the cultural influences that the southern Jarin gained from the Sindarin and Khuzdul. The descendents of these early northern Jarin can be found among the Anoa, Taelda, and Ymodi, as well as the tribal peoples of the northwest.

Among the first Jarin to reach northern Hårn from Lythia were those who believed they had been summoned by the god Ilvir to be his flock. Their leader, a man named Ormanoam, united many disparate groups of believers and founded a temple complex on a coastal island north of present-day Arone. Pilgrims to Araka-Kalai, said to be the home of the deity, traveled from this "mother temple." It spawned many semi-autonomous sub-orders that gradually spread the faith throughout Hårn, particularly in the north.

In the wake of the Atani Wars, many of the southern Jarin moved north to escape the encroachments of Lythian barbarians. They first settled in the Anoth River valley but conflict with the Anoa and Taelda led many to cross the Jahl Mountains to establish settlements along Hårn's rugged northern coast, where they lived mostly in peace for centuries. These people retained the "pure" Jarin blood, as opposed to the racial mixing that occurred among their southern and western cousins. By the 1st century TR, hundreds of Jarin villages were scattered throughout the north.

Hordes of gargun migrated into the Jahl Mountains after the collapse of Lothrim's empire in 120. They attacked and destroyed several settlements before the Jarin could organize their defenses. Rival villages formed alliances, sought protection from stronger clans, and enhanced natural defensive positions with earthen ramparts and palisades.

Although the defenses of many Orbaalese keeps and castles incorporate the remains of such ancient earthworks, other hillforts were later abandoned. Some are very extensive and contain ruins indicating use as late