

Hârn

A Real Fantasy World

EXPLORE THE WORLD OF HÂRN!

Hârn 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, Hârn is a wild, barbaric land, where pockets of civilization are surrounded by large tracts of wilderness.

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 and boasting the island's highest peak, Mount Wyman, 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

Hârn'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 Hârn are notoriously rough; terrible storms are common.

Vegetation

The moist climate promotes a luxurious vegetation, mostly summeregreen 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 Hârn and Lythia.

Hârn Regional Map

The map of Hârn 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 Hârn Leagues or 1000 km) north/south and approximately 375 Hârn 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 curves rather than straight lines. The colors depicted show various classes of vegetation as noted on the map key.

Online Hârn Sources

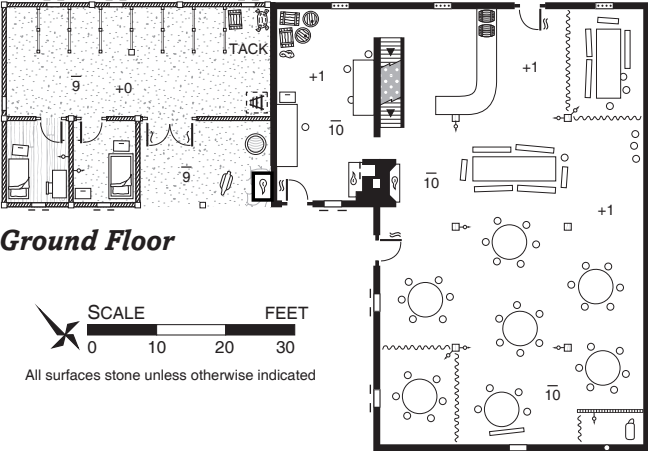
Buy *HârnWorld* and *HârnMaster* publications at **ColumbiaGames.com**.

PDFs available at **RPGNow.com** and **DriveThruRPG.com**.



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

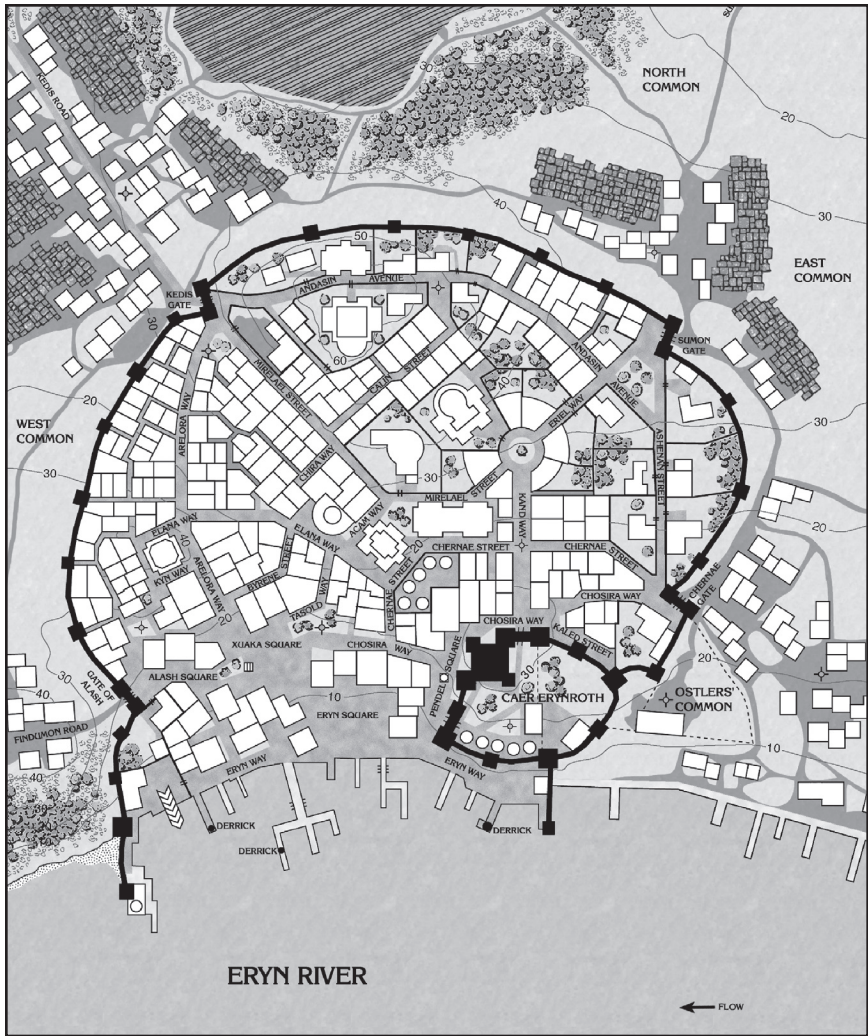
See the enhanced online Hârn map at **www.harnworld.com**.



Ground Floor

SCALE 10 20 30 FEET

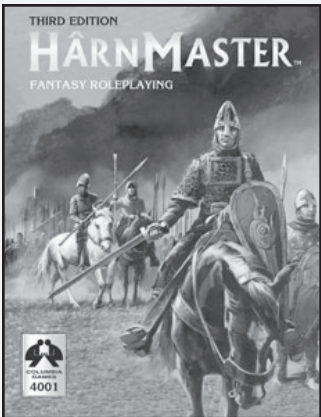
All surfaces store unless otherwise indicated



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

MAPS AND PLANS

Columbia Games has articles describing many of Hârn'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.

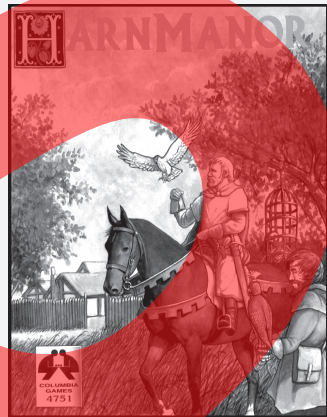


HârnMaster, 3rd Edition

The *HârnMaster* character generation system gives players a rich Hârn experience. Characters may enter the game with a wide variety of interesting occupations and at various levels of experience.

Introductions to religious, 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.

HârnMaster 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.



HârnManor

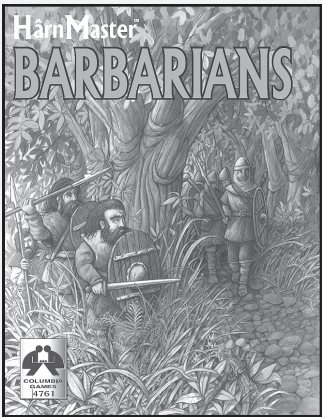
HârnManor includes four generated manors and rules to create your own. It is fully compatible with *HârnMaster* or any rules system.

Villages: Rules to generate useful, realistic Hârn 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 wanted.

Manor Budget: Rules to operate realistic medieval manors.

Manors of Hârn: Four manors that illustrate the diverse politics and economics of rural Hârn are included. Each has a color local map and data on each villager and retainer of the lord's household.

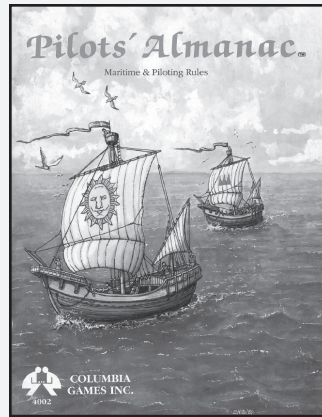


HârnMaster Barbarians

The deep forests of Hârn are home to 18 tribal nations. Although civilized Hârnians 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 flensing arrows because the wilderness is a more dangerous place than the manor.

Barbarians: An overview of tribal culture, economics, and religion. A guide to *HârnMaster* 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.

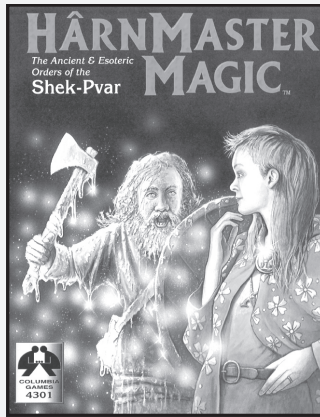
Pilots: The Pilots' Guild, information on the Vessel Profile, and navigation and sailing rules.

Crew: The Seamen's Guild, maritime ranks and jobs, crewing a vessel, and handling the Crew List.

Shipwright: The Shipwrights' Guild, shipyard 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.



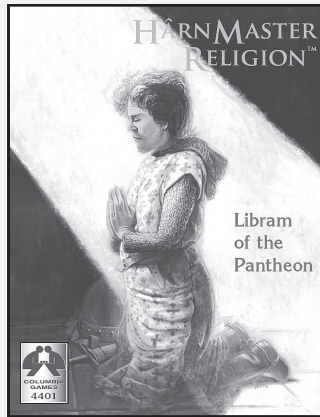
HârnMaster Magic

Characters with the interest and natural ability to practice the "hidden arts" have the option to enter an elite vocation that demands skill and dedication to prosper.

Magical Character Generation: Extensive rules and background for generating and running a Shek-Pvar (mage) character.

Enchantments and Spells: A broad selection of enchantments and spells is given for each covocation. The covocation skills and fatigue systems make spellcasting entertaining and rewarding.

Enriched Magic: Optional advanced spellcasting rules are included for Cants, Gestures, Detection, Spellbidding, Memorization, Astrological Timing, etc.



HârnMaster Religion

Religion is pervasive in all levels of Hârn society. The churches are very powerful and influential. No roleplaying campaign is complete without them.

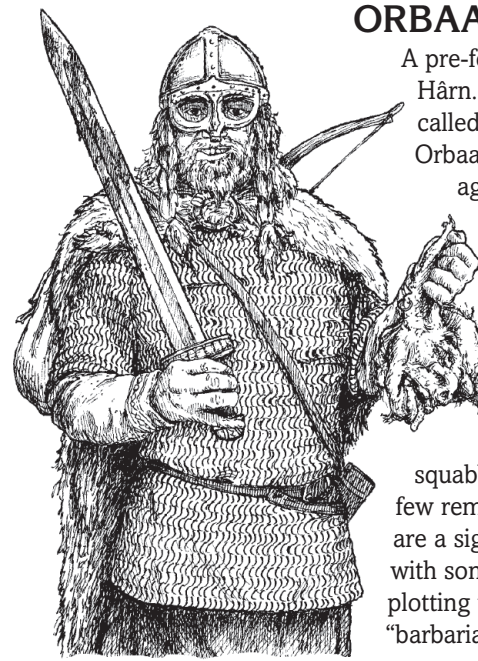
Cleric Character Generation: Extensive rules and background for generating and running a cleric character for each of the ten major religions of Hârn.

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 Hârn. 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 Hârn. 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.



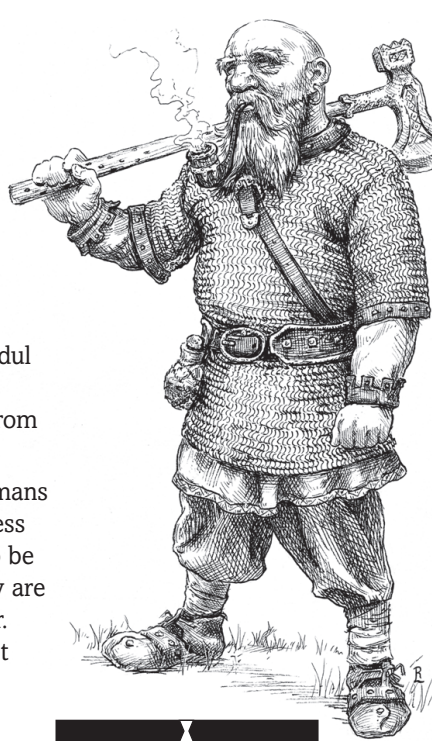
CREATURES

Hârn 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 *HârnMaster* statistics are provided.

AZADMERE

Azadmere is the mountainous kingdom of the Hârn 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 Hârn 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 Hârn 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 Hârn Cultural-Political map shown here gives the general locations of the various cultures of Hârn.

KINGDOMS OF HÂRN

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

Kingdom	Population	Royal Clan	Royal Seat
Azadmere	11,000	Tarazakh	Azadmere
Chybis	8,000	Celedoth	Burzyn
Erael	5,000	Halitrien	Elshavel
Kaldor	105,000	Elendsa	Tashal
Kanday	96,000	Kand	Dyrisa
Melderyn	160,000	Toron	Cherafir
Orbaal	73,000	Taarseld	Geldcheim
Rethem	95,000	Araku	Shostin
Tharda	104,000	(Senate)	Coranan

UNIQUE CULTURES

Two unique "cultures" exist on Hârn: the Ivashu of Misyn, a diverse group of creatures spanned by the god Ilvir; and the Ilme of Ilmen Marsh, a race of intelligent mere-dragons.

GARGUN NATIONS

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

Nomadic Tribes	Chindra	Moym	Pryeh	Toset
	Diatta	Nuthuk	Ruthuba	Wurokin
Gargun Colonies				
	Ameht	Gedyf	Korego	Qustup
	Bwaft	Gifuso	Lucrain	Sokus
	Carcust	Huxuth	Nizus	Ushet
	Ejatus	Jobasa	Pazel	Yzug
	Fana	Jutylx	Pujet	Zedabir
	Felgoth	Jusiko	Pyrxyn	Zhakom

BARBARIAN 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 Hârn 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.

Adanum	Gozyda	Pagalin
Anoa	Hodiri	Solri
Bujoc	Kabloqui	Taela
Chelni	Kamaki	Tulwyn
Chymak	Kath	Urdu
Equani	Kubora	Ymodi

HÂRNIC RELIGION

The inhabitants of Hârn 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 Hârn. 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.
- Poeni:** "Lady of Truth and White Virtue." Patron goddess of healing and agriculture, the poor, and lovers. Worshiped by most of Hârn's peasant class.
- Sarajin:** "King of the Icy Wind." 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.



COLUMBIA GAMES, INC.
POB 3457
BLAINE, WA 98231
U.S.A.

www.columbiagames.com