Hârn A Real Fantasy World

EXPLORE THE WORLD

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

river is the Kald (375 miles), which drains the eastern ranges of note: the Felshas, running north-south in central Hârn and boasting the island's highest peak, 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.

The moist climate promotes a luxurious 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.

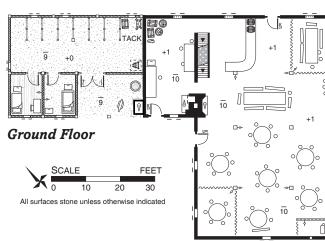
A lack of good roads and rough terrain combine to make travel difficult, especially in winter. The island is regarded with disdain by continental Lythians and is generally avoided by them. A few adventurous seamen ply their trade between Hârn and Lythia.

Hârn Regional Map

ColumbiaGames.com.

Join the Hârn fan community

Hârn map at



an inn in the city of Aleath

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

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

THE KUBORA

A powerful tribal nation of Peran, the ensely 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.

Kubora



USHET AGEDYF

THARDI

REPUBLIC

THARDIC REPUBLIC

Tharda is a plutocratic state

Thardic Senate is controlled by 66

wealthy patrician families who own

90 percent of the land. It is often

deadlocked because of the rivalry

including an imperialist party that

intrigues for a revival of the once-

HârnMaster Barbarians

mighty Corani Empire. The republic

last decade and relations with Rethem

are tense; the present state of affairs is

has won a war with Kanday within the Heraldry of the Red Guard,

between five or six powerful factions,

governed by a republican senate. The

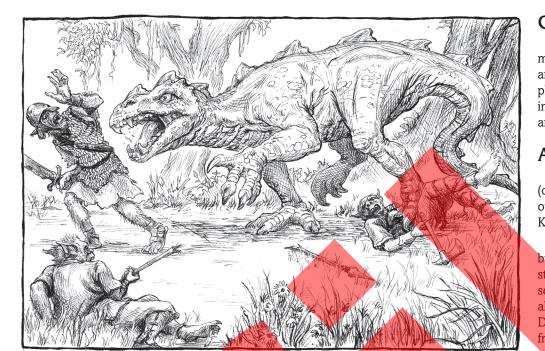
Urdu

KANDAY

RETHEM

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 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 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.

▲LUCRAIN



CREATURES

Hârn is home to all manner of creatures, from the nundane 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

Cultural-Political

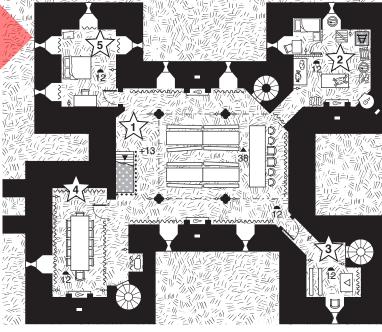
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* AZADMERE

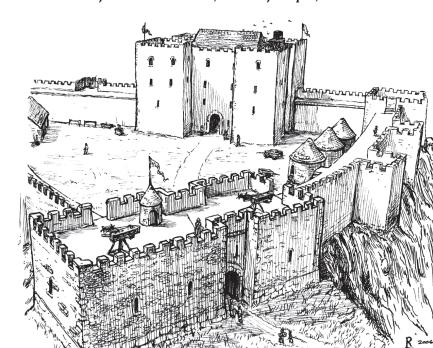
CHYBISA

mere is the mountainous kingdom of the Hârnic Khuzdu (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 artifact

The dwarves of Hârn bear a superficial resemblance to humans out average under five feet in height. They are stocky and possess trength out of proportion to their size. As a group, they tend to be cretive, acquisitive, jealous, stubborn, and very clannish. They are olite and have a strong sense of racial and personal honor. may live 200 to 300 years and will rarely, if ever, forget



Partial floor plan and illustration of Caer Gardiren. seat of Hemisen Curo, Earl of Neph, in Kaldor



Kaldor is a feudal realm founded more than five centuries ago. External current dynasty has encouraged a return to traditional principles of feudalism and chivalry while maintaining a tradition of royal justice. The aged king has never married; his death will likely spark a succession crisis.

CHYBISA

Chybisa is Hârn's smallest state. The kingdom was founded by a mixed group of immigrants from Melderyn. Once significantly larger, Chybisa lost most of ts territory to rampaging Pagaelin and Hodiri tribesmen during the Migration Wars. Chybisa contains some of Hârn's most impressive fortifications, particularly the royal castle at Burzyn.

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 Kelestia (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
Lyahvi	Red	Air	Light/Illusion
Peleahn	Orange	Fire	Pyrotechnics
Jmorvi	Yellow	Metal	Artifice
Fyvria	Green	Earth	Life Cycles
Odivshe	Blue	Water	Hydrotechnics
Savorva	Violet	Spirit	Knowledge/mind

HârnMaster Religion

Religion is pervasive in all levels of Hârnic 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

Libram of the Pantheon: Each of the ten major deities is explained, with details on their mythos, churches, temple hierarchies, rituals, and much more. Each section also discusses how a deity's followers view the

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

KINGDOMS OF HÂRN

locations of the various cultures of Hârn.

HÂRNIC CULTURES

While Hârn contains unique cultures and creatures,

s closest historical equivalent is 9th-14th century

Cultural-Political map shown here gives the general

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

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			
Chybisa	8,000	Geledoth	Burzyn			
Evael	5,000	Halirien	Elshavel			
Kaldor	105,000	Elendsa	Tashal			
Kanday	96,000	Kand	Dyrisa			
Melderyn	160,000	Toron	Cherafir			
Orbaal	73,000	Taareskeld	Geldeheim			
Rethem	95,000	Araku	Shostim			
Tharda	104,000	(Senate)	Coranan			

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.

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.

3	J	, 00	
Nomadic T	ribes		
Chindra	Moym	Pryeh	Toset
Diaffa	Nuthuk	Ruthuba	Wurokin
Gargun Co	lonies		
Amekt	Gedyf	Korego	Qustup
Bwaft	Gifuso	Lucrain	Sokus
Carcust	Huxuth	Nizus	Ushet
Ejatus	Jobasa	Pazel	Yzug
Fana	Jufyx	Pujet	Zedabir
Felgoth	Jusiko	Pyxyn	Zhakom

BARBARIAN NATIONS

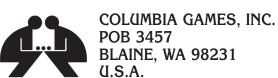
Hârn contains 18 barbarian nations, whose total population exceeds 100,000. Each of these nations has fairly well-defined homelands in the wilderness areas of Hârn, which are noted on the Hârn Cultural-Political map. For the most part, the tribal nations are of the same racial stock as the civilized 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 huntergatherers who do not practice more than rudimentary agriculture. Each tribal nation is divided into several ezen tribes of 30 to 1,200 persons, although few tribes would exceed 200 in size. The following is a list of the

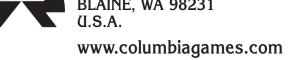
tribar matronis.		
Adaenum	Gozyda	Pagaelin
Anoa	Hodiri	Solori
Bujoc	Kabloqui	Taelda
Chelni	Kamaki	Tulwyn
Chymak	Kath	Urdu
Equani	Kubora	Ymodi

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

- 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
- **Peoni:** "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 Ivinian 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.





OF HÂRN!

Hârn is a rough, hazy, forested isle roughly 100 miles

Hârn's center is dominated by Lake Benath, a freshwater lake drained by the Thard River. The longest interior. Much of Hârn is hilly. There are four mountain Mount Wynan, at 9766'; the Rayeshas, running east-west along the top of Lake Benath; the Sorkins, running north-

Vegetation

Communications

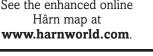
The map of Hârn on the reverse provides a vast amount of information with a unique cartographic system developed specifically for fantasy gaming. The map measures 10 degrees of latitude (250 Hârnic Leagues or 1000 km) north/south and approximately 375 Hârnic leagues (1500 km) east/west. Although this 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

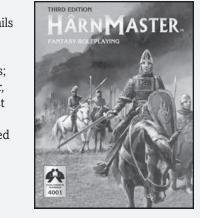
PDFs available at RPGNow.com and DriveThruRPG.com.



and get free downloads at Lythia.com! See the enhanced online www.harnworld.com.



Floor plan of the Sword & Sceptre,



Hârn Master, 3rd Edition character generation ers a rich Hârnic experience. Characters may start the occupations and at various levels of

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

Columbia Games has articles describing many of Hârn's cities, castles,

individuals, interesting local customs or laws, and so on, each of these articles

keeps, and manors. In addition to information on history, economics, k

contains detailed local maps and floor plans for many buildings.

ERYN RIVER

MAPS AND PLANS

game with a wide variety of interesting 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 relation and advance their social standing. HârnMaster uses a realistic interactive combat system that gives players many tactical options to control their combat

RETHEM

Founded after the collapse of the despotic Theocracy of Tekhos, the feudal kingdom of Kanday has a tradition of enlightened and peaceful government.

The kingdom has been involved in three major wars over the past 60 years.

Bloody skirmishes between Agrikan and Laranian religious orders take place

along the Rethemi border. Kanday recently suffered defeat during the Kuseme

War at the hands of the Thardic Republic. The king's greatest fear is an alliance

King Chafin III and

Queen Erela of Rethem

between his two northern rivals.

A feudal kingdom in western Hârn, Rethem was founded by Arlun the Barbarian, a Kuboran tribesman.

Rethem has a violent history and is

Hârn's most unstable, treacherous, and

to the institutions of fealty and honor,

dangerous state. Only lip service is paid

for Rethemi politics are a maelstrom of

ntrigue and assassination. The largest

settlement, Golotha, is an urban blight

ruled by a theocratic and repressive

N



Civilized Cultures

YZUG Gargun Cave Complexes

Toset Nomadic Gargun Nations

Urdu Nomadic Human Nations

√'Kamaki

Throughout Hârn and western Lythia, virtually all significant

international guilds whose monopolistic rights are

s. Most guilds are urban, some are rural, a few are both

ds may be weak, with loosely defined monopolies, but

Masons, Mercantylers, Metalsmiths, Millers and Millwrights, Miners, Ostlers,

Perfumers, Physicians, Pilots, Potters, Salters, Seamen, Shipwrights, Tentmakers,

ers, Charcoalers, Clothiers, Courtesans, Embalmers, Glassworkers, Harpers,

alds, Hideworkers, Innkeepers, Jewellers, Lexigraphers, Litigants, Locksmiths,

commercial and professional activities are within the control

protected by law. The guilds tend to take in large groups of re

The guilded professions are Apothecaries, Arcane Lore,

Thespians, Timberwrights, Weaponcrafters, and Woodcrafters.

GUILDS

st are strong with rigid r

Adaenum

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

Villages: Rules to generate useful, realistic Hârnic villages, populated with a variety of serfs, freeholders, and craftsmen. **Household:** Rules to populate the lord's ousehold. For most lords, a rich household carries prestige and a penny saved is a

color local map and data on each villager

Manor Budget: Rules to operate realistic Manors of Hârn: Four manors that illustrate the diverse politics and economics of rural Hârn are included. Each has a



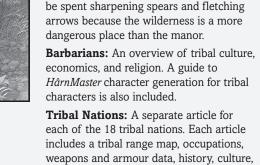
D

Badge of the

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

a watchful peace.

leisure time than manorial peasants. However, much of that spare time must



Pilots' Almanac.

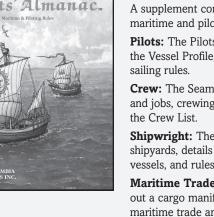
which garrisons the city of

Coranan and protects

the Thardic Senate.

maritime and piloting rules. sailing rules. the Crew List.

EVAEL



Pilots' Almanac A supplement containing a myriad of **Pilots:** The Pilots' Guild, information on the Vessel Profile, and navigation and Crew: The Seamen's Guild, maritime ranks and jobs, crewing a vessel, and handling

Evael is the last remnant of the

Sindarin (elven) kingdom that once

Sindarin population live in isolated

covered all of Hârn. Most of Evael's

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

although some trade is conducted

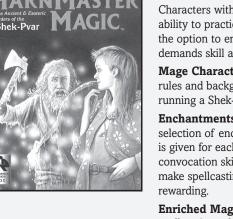
through the port of Ulfshafen.

takes little notice of the rest of Hârn,

Chymak

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





MELDERYN

Known as the "Wizards'

Isle," Melderyn is primarily

an island kingdom off

the southeast coast of

Hârn but also includes

extensive lands on the

mainland. Melderyn

monarchy, where real

power is held by an

assembly of scholars

known as the Council

is somewhat of

a constitutional

HârnMaster Magic

spellcasting rules are included for Cants, Gestures, Detection, Spellbinding, Memorization, Astrological Timing, etc.



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. **Mage 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 convocation. The convocation skills and fatigue systems make spellcasting entertaining and **Enriched Magic:** Optional advanced

other churches.

Seamen's guildhalls, port fees, market size, and specific shaman rituals. destiny. The system is elegant, simple, and and retainer of the lord's household. loading facilities and costs, and tides. easy to use. many rule expansions including those shown here.

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