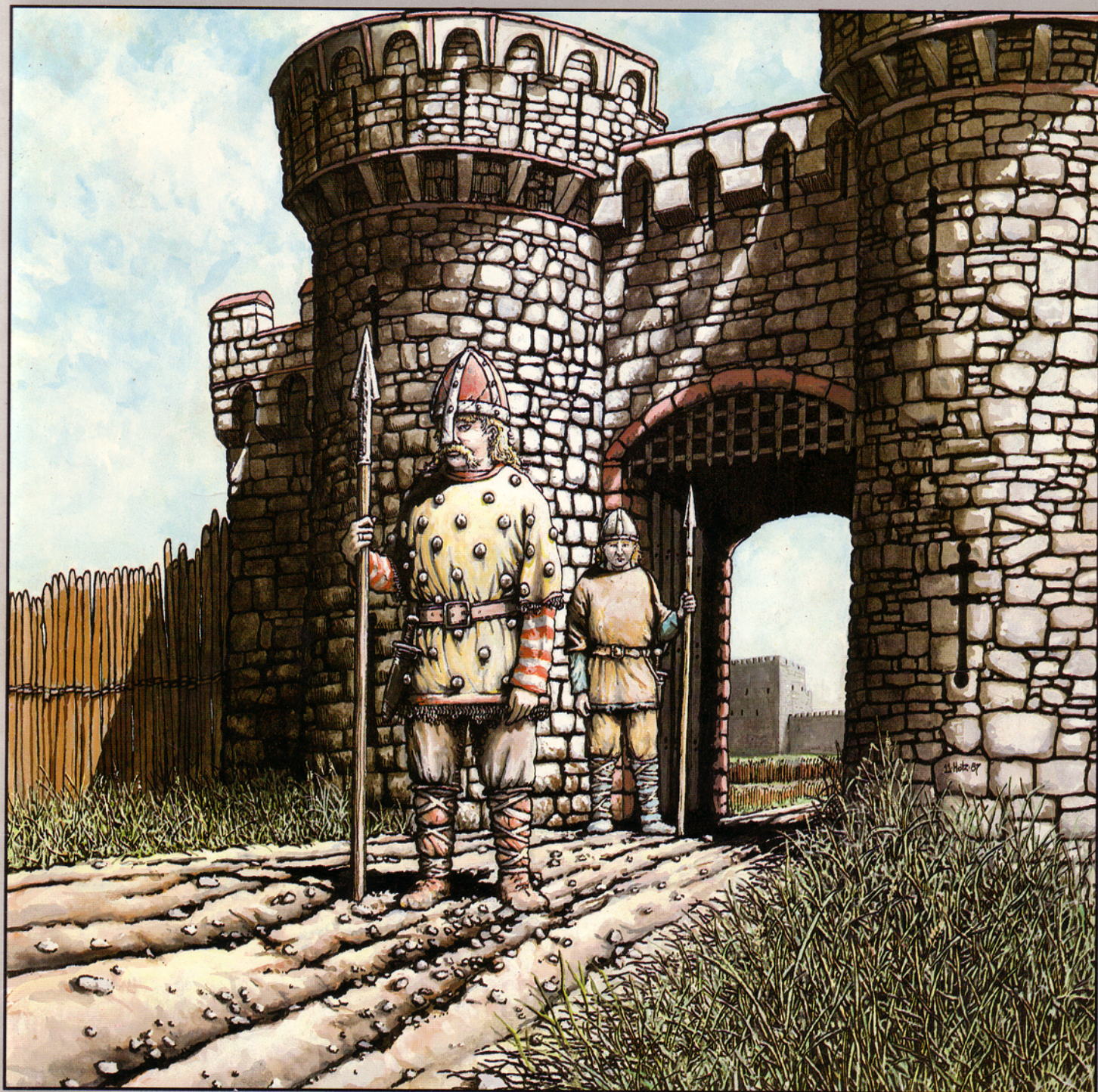


CASTLES OF HÂRN™



COLUMBIA GAMES INC.

5021

CASTLES OF HARNTM

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Scanned by Corolor

LOCATION: Kingdom of Chybisa
STATUS: Seat of the Baron Forsetha
POPULATION: 240

History

The original human settlers of Geda were Jarin who moved into the Ulmerien Valley about 1200 BT. Very little is known of their first few centuries although it is clear that the Ulmerien Jarin were closely associated with the Sindarin, and had major responsibility for the defense of southeastern Harn during the Atani Wars.

After the Battle of Sorrows in 683 BT, Anadel, Solora, and Horadir were abandoned to the Lythians in an attempt to make peace. Soon the Ulmerien Valley was flooded with Lythian immigrants and although many Jarin left the valley most remained to be assimilated by the Lythians. By the fourth century BT the valley was held by a distinct people, mainly Lythian but with significant Jarin blood. During the next centuries a series of minor kingdoms rose and fell; most of these tended to be insular and there seems to have been little conflict.

The first recorded settlement at Geda dates from the second century TR, when it seems to have been the center of a tiny kingdom. The Mearkis Chronicles, a history of the foundation of Chybisa written by an adviser to King Shobald and dating from about 170 TR, makes reference to "King Stelan's Hall" on the left bank of the upper Ulmerien. Stelan was a petty lord who swore fealty to Shobald in 161 before dying of old age four years later. Most scholars believe that Stelan's seat was located at what is now Geda.

The first stone fortification at Geda was built by Verlid II about 215. It was the site of some skirmishing during the Migration Wars, although the Hodiri horseclans concentrated their efforts on Burzyn, sparing Geda the worst ravages of the conflict.

The keep was rebuilt in 460 during the reign of Arabar. In 597 King Gebral granted Geda and the barony to Torlin Wasal. The Treasure War with Kaldor led Sliris Wasal, the Baron of Geda, to undertake secret negotiations with King Torastra of Kaldor. In the spring of 678, Sliris led his troops to join the Kaldoric army then besieging Burzyn, demoralizing the defenders of Burzyn, and likely contributing to King Balesir's decision to surrender.

The Chybisian king spent several years in exile in Melderyn before returning at the head of an army. He defeated the Kaldoric forces, led by Sliris, at the Battle of Geda. Sliris was slain, fighting with ferocious courage while his troops routed. Balesir granted the barony to Hamarin Tesael, in recognition of the latter's aid during the exile in Melderyn.

Hamarin's son Ulaed inherited the barony in 703. A wenching drunkard, he disgusted his king and vassals alike with his foolish incompetence. In 708 he hired Kjal Forsetha, an Orbaalese mercenary and probable survivor of the Cape Renda disaster. In 713, in a fit of drunkenness, Ulaed wagered his barony that Forsetha could not lift his horse. The mercenary did, and the wager was confirmed by King Verlid VII who commented that he was well rid of a fool who would so readily cast away his heritage. Ulaed left Chybisa shamed, and is believed to be living in Thay.

Government

Geda is governed by Kjal Forsetha and his lieutenants. The baron is well known for the Orbaalese nature of his court and for his roistering good humour. He claims to be from fifty to seventy years old, and he takes considerable delight in performing feats of strength for visitors. He is a strong supporter of the king.

There is a small council of local guildsmen who advise the baron on economic matters, and enjoy a good relationship with him. Forsetha governs with a light hand, preferring to rule by example rather than decree. This has come as a welcome relief after the alcoholic vapidity of Ulaed Tesael, and as something of a surprise; most persons had greatly underestimated Kjal's intelligence.

Economics

Since Kjal Forsetha became baron, Geda has prospered from the commerce on the Genin Trail. Although the tolls collected at Geda are technically royal, the administration of the toll house is in the baron's hands. He receives 50% of tolls collected for performing this service. Most caravans stop for a day in Geda and the settlement has benefitted from this flow of wealth. Burzyn merchants resent that their Geda competitors have the first opportunity to trade with the caravan.

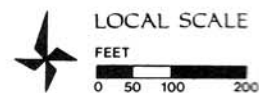
Taxes

| | |
|--------------|---------------------------------|
| Property: | 6% residential (per annum) |
| | 5% business (per annum) |
| Hawking: | 7% goods value |
| Bonding: | 1% goods value per month |
| Bridge Toll: | 2f per wagon/cart; 1f per beast |

Religion

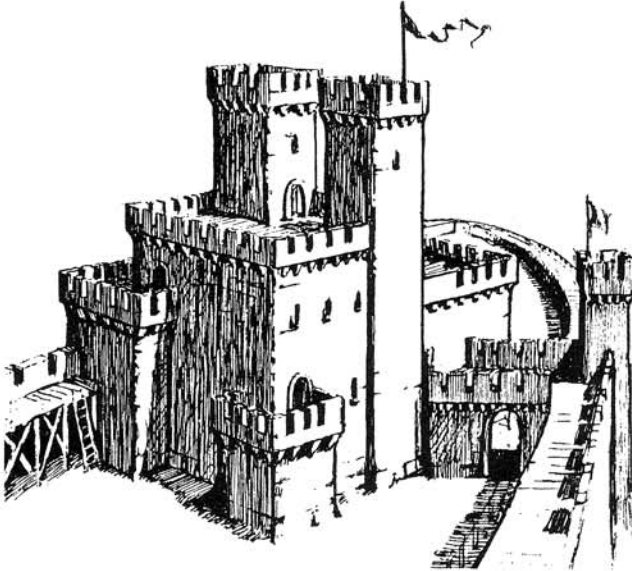
The religious climate of Geda is similar to that of Burzyn; the churches of Larani and Peoni are encouraged, and worship of Agrik, Morgath, or Naveh is proscribed and punishable by death. Geda is somewhat unusual in that there is a Sarajinian clanhouse present. The baron, is a devout Sarajinian, has encouraged this religion among his subjects.

GEDA 2 (GM MAP)



1. CAER GEDA

Complete plans of the keep are on page 4.



2. HOUSE OF PARTEK

Bonded master ostler to the Baron.

3. HOUSE OF THOLA

Bonded master weaponcrafter to the Baron.

4. SARAJINIAN TEMPLE

The religious clan Baalson has been established for five years. Although encouraged by the baron, they have made few inroads among the populace, most of whom prefer the gods of their ancestors.

5. BONDING HOUSE

6. DRYBRIDGE INN (Mordes of Starin)

Size: 4 Quality: *** Prices: average

The inn's name is derived from the dry streambed that runs beside it. The stream flows swiftly during mid to late spring; otherwise there is barely a trickle running along its bottom. The inn is popular with local merchants.

7. CHANDLER (Golan of Nytes)

Size: 3 Quality: *** Prices: high

8. WOODCRAFTER (Ebern of Mylls)

Size: 9 Quality: *** Prices: average

9. APOTHECARY (Dosye of Fross)

Size: 3 Quality: **** Prices: average

10. MINERS' GUILDHALL

A hostel and social club for the miners engaged in extracting ore from the Anadel Highlands.

11. CLOTHIER (Keles of Inorth)

Size: 3 Quality: ***** Prices: high
Specialty: fine woolen cloth for export.

12. CLOTHIER (Sodar of Prado)

Size: 5 Quality: *** Prices: average

13. METALSMITH (Arvol of Quon)

Size: 5 Quality: **** Prices: average

14. LEXIGRAPHER (Alva of Ferros)

Size: 2 Quality: **** Prices: high

Alva claims to have been born in central Anzeloria. He sells quality maps at high prices.

15. MERCANTYLER/USURER (Chala of Koltris)

Size: 3 Quality: **** Prices: high

Specializes in financing caravan trade.

16. POTTER (Widag of Kude)

Size: 10 Quality: *** Prices: average

Exports much of his product.

17. WOODCRAFTER (Lorins of Kutnit)

Size: 7 Quality: *** Prices: low

18. THE BLUE BELL (Petry of Losk)

Size: 6 Quality: ** Prices: average

Popular with common folk and bargemen. Fights are common and prostitutes are available.

19. MILLER/MILLWRIGHT (Denyl of Utren)

Size: 4 Quality: *** Prices: average

This is one of the few windmills in eastern Harn, and is a copy of the Sarkum mill.

20. THE STANDING PINE (Kolyn of Gablaman)

Size: 7 Quality: *** Prices: average

Kolyn is an immigrant from Nurisel in Melderyn. Although he has shown no evidence of possessing arcane talents, many locals believe that he possesses them. The inn is patronized by farmers and nearby townsfolk.

21. HIDEWORKER (Drial of Dorsin)

Size: 6 Quality: *** Prices: average

Drial trades mainly with the Hodiri.

22. THE BRACE OF CONEYS (Semwis of Gaemgy)

Size: 5 Quality: **** Prices: average

Semwis' proudest boast is that he occasionally numbers the baron among the patrons of his inn.

23. TENTMAKER (Barne of Aylum)

Size: 6 Quality: *** Prices: average

24. CHANDLER (Wylim of Pique)

Size: 5 Quality: ** Prices: average

25. EMBALMER (Fores of Laun)

Size: 2 Quality: ** Prices: low

26. SALTER (Raku of Cajin)

Size: 3 Quality: **** Prices: average

Specialties: salted pike, salmon, and trout. A local witticism comments unfavorably on Raku's resemblance to the fish he salts. But because of his sullen temper, few are foolhardy enough to say this in his presence.

GEDA 4

GROUND FLOOR

(1) **Great Hall.** All official functions are held in the great hall. Kjal holds feasts here on a regular basis, with the festivities often carrying on well into the morning. Guests, except for the king, are usually quartered, in typical Orbaalese fashion, on furs in the great hall. A tapestry on the west wall depicts Kjal raising a horse with his left hand, his right hand pointing to Geda Keep in the background.

(2) **Kitchen.** The opening in the kitchen floor is a slop pit; it is about ten feet deep and is primarily used as a dump for food waste. The odour emanating from the pit can be overpowering, although it is generally cleaned out at irregular intervals. This is not a popular job.

SECOND FLOOR

(1) The eldest son of the baron, Bjan Forsetha, and his two wives share this one room. Bjan, 33, is a large man and every bit his father's son. He has two son's (presently fostered in Aereben by Baron Afaelin) and two young daughters (twins). His first wife Alaeta is 27 and pregnant with her third child. Melias, 20, suffered a broken pelvis birthing her twin daughters in 719 and has yet to fully recover from the injury. She requires a cane to walk and rarely leaves this floor, claiming the stairs are too hard to climb.



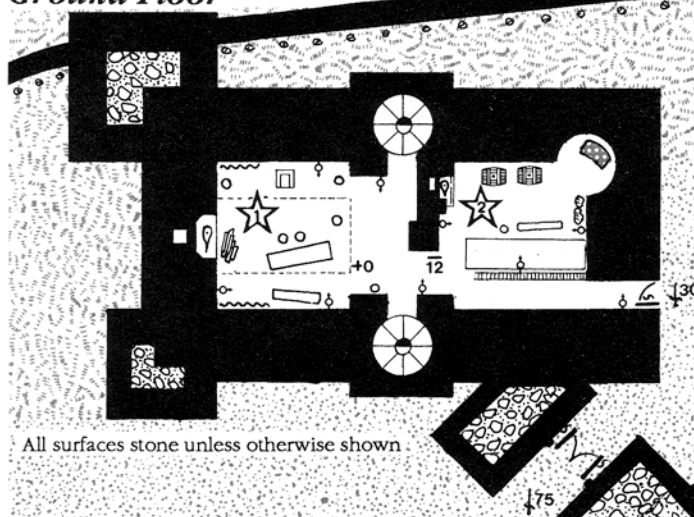
THIRD FLOOR

(1) This richly decorated room belongs to Kjal Forsetha and his only surviving wife, Elesbeth. Kjal has always been very secretive about his past, claiming a wrestling injury in his youth harmed his memory. He does in fact keep a meticulously diary of his life. It encompasses several volumes, well hidden in a secret wall closet, but his earliest two volumes were lost in a shipwreck in 705. Not even his wife of thirty years is permitted to read these documents.

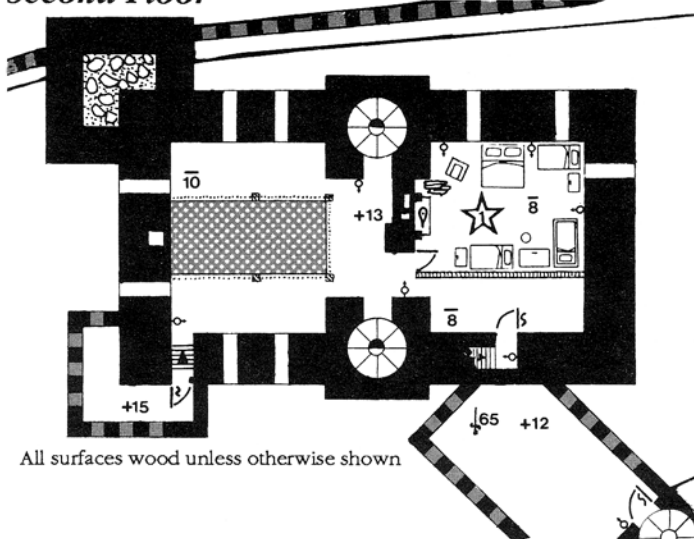
Kjal has collected an impressive number of shields which decorate the walls of his room as well as many of the keep's inner walls.

(2) Gaal Raldsyn The baron's personal bodyguard, a fierce and competent warrior. Gaal is related to the powerful clan Rald of Menglana, but his birthplace is unknown.

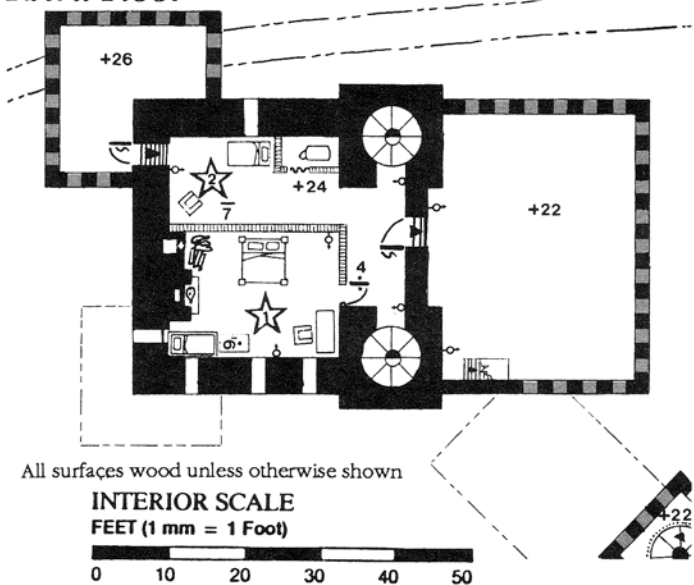
Ground Floor



Second Floor



Third Floor



GESHTEI 1

LOCATION: Thardic Republic
STATUS: Capital of Gerium Province
POPULATION: 900

History

The history of Geshtei is dominated by Mother Thard, the great river which brings both prosperity and disaster. Like most settlements along the river, Geshtei owes its existence and its prosperity to the "strong brown god" that flows beside it.

There have been human settlers in the Geshtei area since 1000 BT, attracted by the lush agricultural lands of the Golden Claw, as the angle between the Imris and Thard rivers is often called. By the second century TR these people had come to be called the Gesain and the Imri. In 339 they became part of the expanding Corani Empire when their lands were annexed by King Lobir.

So quickly and thoroughly did the Gesain and Imri assimilate into the Empire that little is now known of them. They were probably little different than their Corani overlords, and various archeological observations suggest that they had substantial Jarin blood. Among the few things known about them is that they apparently worshiped the river; the term "strong brown god" is of Gesain origin.

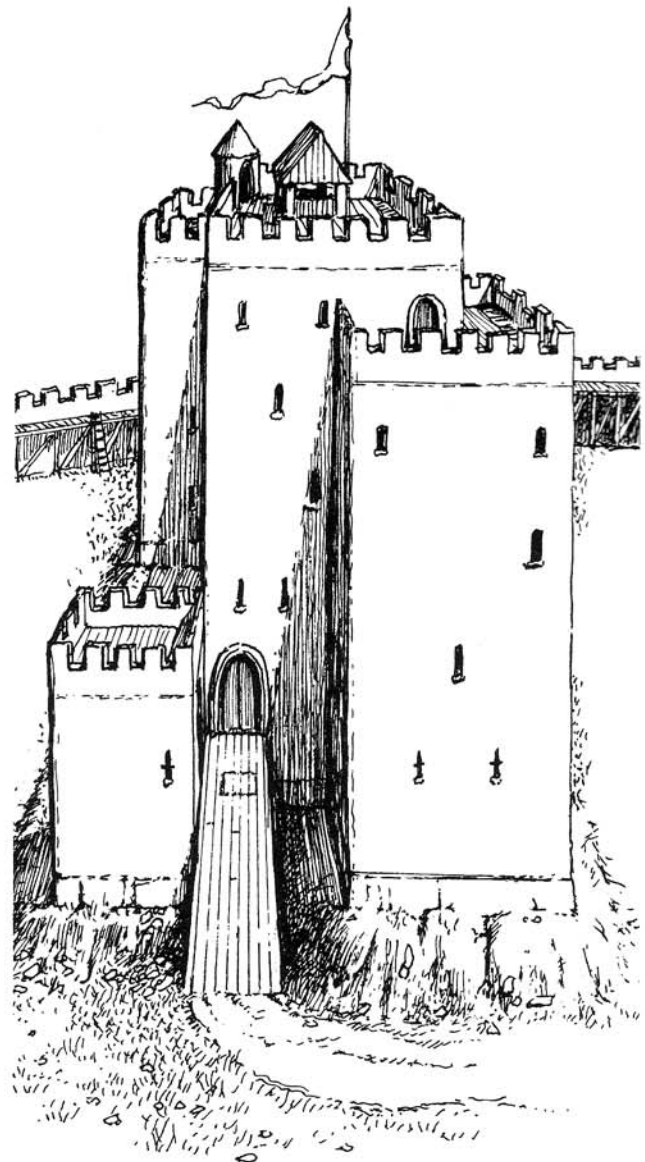
In 345 Lobir built a major stone fortification at Geshtei on the site of a much older hillfort. The settlement grew quickly and, for a brief period near the beginning of Arosta's reign, it was second only to Coranan in population. With the conquest of the lower Thard valley, however, Geshtei's importance declined. While it remained a major fortification and trade center, Geshtei was gradually overtaken in size by, Shiran, Telen, and Merethos (now called Golotha).

In the late spring of 521 the Great Flood of the Thard occurred, devastating the valley and changing the face of the Empire. Thousands drowned as flood waters overwhelmed their homes. Many river settlements were saved from destruction only by the frantic efforts of imperial troops, and thousands starved in the famine which followed. At Geshtei the floodwaters rose half-way up Lobir hill, covering almost all of the present settlement. Several hundred residents perished, and the damage to crops and property was immense.

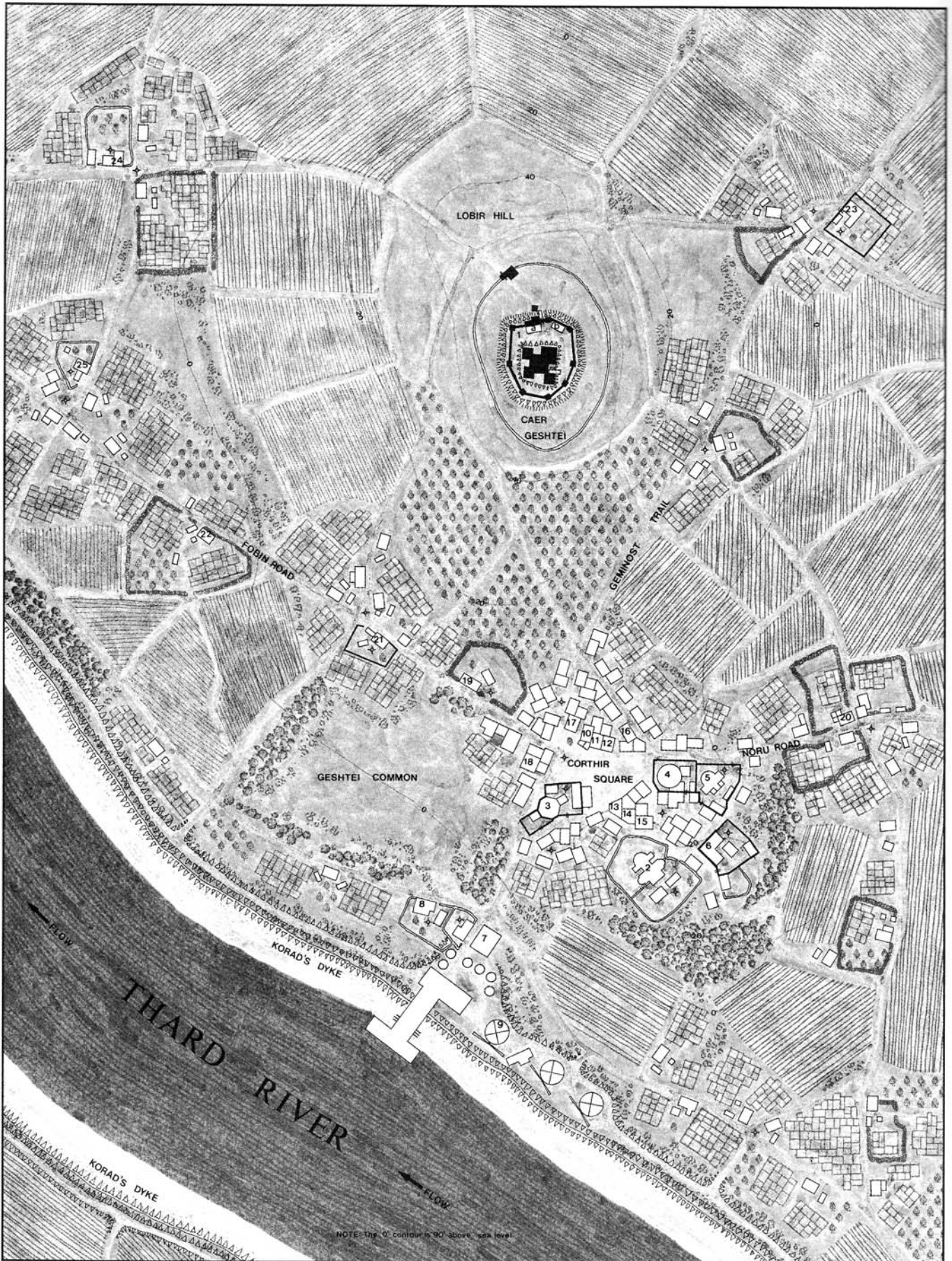
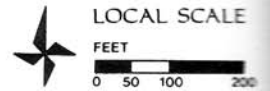
The Imperial response to this disaster was surprisingly good, considering the emperor of the day was Korad "the Fool", an imbecilic puppet. The river bank at Geshtei had been severely eroded by the raging waters. A great dyke was built on both sides of the river to guard against future floods, and substantial monies were expended restoring the town.

Geshtei surrendered to the Balshans in 564, one year before the Empire fell. During the Theocracy most of the traditional nobility were exterminated by Morgathian inquisitors, which left a power vacuum when the Theocracy collapsed. As was the case throughout much of Tharda, this was filled by the emerging merchant clans who had the wealth and power to restore a semblance of order. In 621 the mercantile clans of Geshtei joined with those of Coranan to form the Coranan Republic.

Continued on page 6.



GESHTEI 2 (GM MAP)



1. CAER GESHTEI

Residence of the Provincial Marshal and headquarters of the Gerium Legion. Complete plans are given on the following pages. (a) House of Tordin, bonded ostler. (b) House of Golsonol, bonded weaponcrafter.

2. PALACE OF THE MAGISTRATE

Residence and offices for the Provincial Magistrate. The building is less than thirty years old, replacing a former Imperial structure on the same location. Although an attempt was made to duplicate the Corani Imperial style, most critics regard the new Palace as garish. The present Magistrate, Borisir Wytel, has greatly increased the size of his bodyguard, as the animosity between him and Marshal Jithias Mariam has deepened.

3. TEMPLE OF AGRIK

A temple of the Order of Eight Demons, one of the two female Agrikan clerical orders. There is also a company of the fighting order, the Cohorts of Gashang stationed here.

4. TEMPLE OF HALEA

A temple of the Order of the Silken Voice. The temple draws most of its adherents from among the merchant classes.

5. TEMPLE OF LARANI

A temple of the Order of Hyvrik. There is also a company of the fighting order, the Checkered Shield stationed here.

6. TEMPLE OF SAVE-K'NOR

A temple of the Order of the Hyn-Aelori. The temple has large private archives.

7. BONDING HOUSE

8. THE RAFTSMAN'S INN (Zugril of Osden)

Size: 13 Quality: *** Prices: low
As its name implies, the inn is popular with Thard boatmen, and has a reputation for rowdiness.

9. MILLER/MILLWRIGHT (Stafen of Rogryn)

Size: 14 Quality: **** Prices: average
Stafen operates all three windmills at Geshtei and is one of the wealthiest men in the settlement.

10. CLOTHIER (Meryl of Tokess)

Size: 5 Quality: *** Prices: average
Meryl specializes in fine wool and silk clothes embroidered with silver and gold thread.

11. METALSMITH (Duaka of Vanod)

Size: 4 Quality: **** Prices: high
Specialty: fine brasswares. Dugald is from Livelis in far off Karejia and details his work with engravings of his homeland.

12. CHANDLER (Salsise of Mulo)

Size: 4 Quality: *** Prices: average

13. POTTER (Tolyne of Daglern)

Size: 5 Quality: ***** Prices: high +

14. WEAPONCRAFTER (Ranal of Gorbison)

Size: 4 Quality: ** Prices: average

15. GLASSWORKER (Lamrit of Mykas)

Size: 3 Quality: *** Prices: low
Lamrit claims to have learned her art from the artisans of Ulfshafen. Certainly her copies of elven glasswares are very fine but they lack originality.

16. POTTER (Kolvin of Hobens)

Size: 4 Quality: *** Prices: average

17. MASON (Barayn of Rokau)

Size: 6 Quality: **** Prices: high
Barayn came from Orbaal in 687. He is responsible for designing and building the Palace of the Magistrates, a dubious honor.

18. WOODCRAFTER (Cabrol of Yate)

Size: 6 Quality: *** Prices: average

19. THE APPLE TANKARD (Soren of Bech)

Size: 7 Quality: *** Prices: average
Popular with farmers and local tradesfolk. Freemaster ostler Staven of Bech.

20. SLAVER/MERCANTYLER (Hanis of Brun)

Size: 6 Quality: **** Prices: high
Specializes in the training and sale of household servants for refined clients.

21. THE PORTAL OF GOLD

Size: 8 Quality: *** Prices: high
Geshtei's only house of courtesans owned by Malyse of Sornia. The house does a good business among the merchant and patrician classes.

22. SOSALDAS VILLA

The townhouse of clan Sosaldas, one of the wealthier families in the district.

23. CASTLEROAD INN (Yolain of Remar)

Size: 9 Quality: **** Prices: average
Popular with travelers and off-duty legionaires.

24. KOSAWHYN VILLA

The townhouse of clan Kosawhyn, another of Geshtei's important families.

25. THE HONEY BADGER (Jeana of Uppdyk)

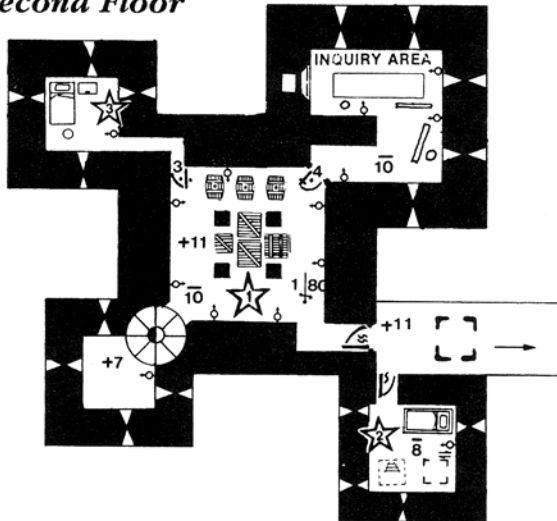
Size: 7 Quality: *** Prices: average
Jeana runs the local chapter of the Lia-Kavair from this inn. Various gambling games are common, and very profitable.

GESHTEI 4

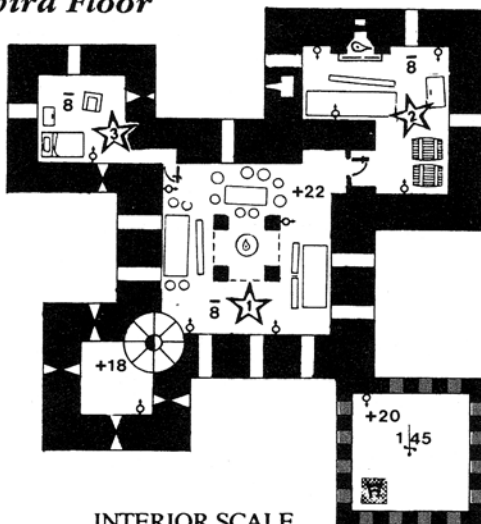
Ground Floor



Second Floor



Third Floor



INTERIOR SCALE
FEET (1 mm = 1 Foot)

0 10 20 30 40 50

All surfaces wood unless otherwise shown

GROUND FLOOR

The cellars are usually kept full, in readiness for battle. Jithias maintains sufficient stores to supply a full garrison of 120 men for six months, one third of which is stored here.

(1) The treasury of Geshtei castle and the Gerium Legion. The room has a secret door and contains a fortune in silver coin, about six months payroll for the entire legion.

(2) In the event of siege the ramp to the keep's entrance can be opened, uncovering this deep pit. The floor of the pit has six inch iron spikes spaced seven and one half inches apart.

(3) A jail for legionaires; although the occasional trespasser has been known to languish here.

SECOND FLOOR

(1) Lower Hall. If the castle garrison was at full strength, the lower hall would be used as a mess hall and rally room. At present it contains supplies which could otherwise be stored in the Ground Floor.

(2) Gatehouse Tower. The lever which opens the door into the ramp pit is located here. Note trapdoor to cell below.

(3) Inquisitor General, Basald Kosawhyn. This small and quiet man has a remarkable ability to put his charges at ease before bringing them to the inquiry room. Psychologically prepared for an easy time, his prisoners generally confess very quickly when he then demonstrates his consummate skill at inflicting pain.

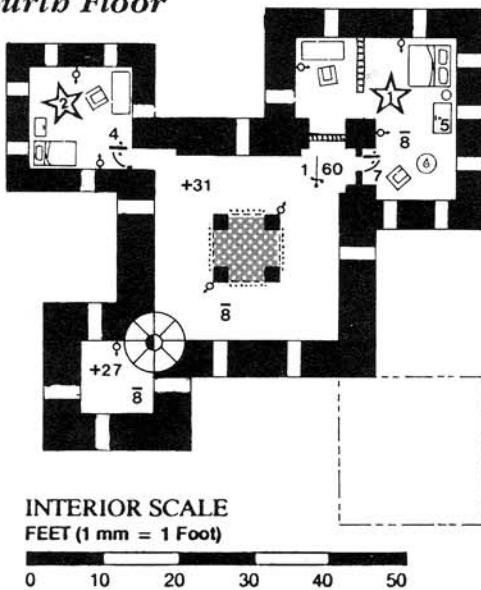
THIRD FLOOR

(1) The Great Hall is often the scene of debauchery, because Jithias usually has several prostitutes brought in to entertain his guests. The brazier in the center of the room is kept lit day and night during cold days, providing warmth for the other floors above which open to the great hall.

(2) Servants attached to the kitchen are forbidden to sleep in the great hall. They bed down on the kitchen floor, much to their discomfort, especially when the screams of those being interrogated waft down from the room above.

(3) Faerin of Sosaldas recently purchased the rank of Captain of the Geshtei Cohort. He acts as the constable of the castle when Jithias is absent. He has been in the legion for eight years and has the ambition (and wealth) to try for higher office

Fourth Floor



FOURTH FLOOR

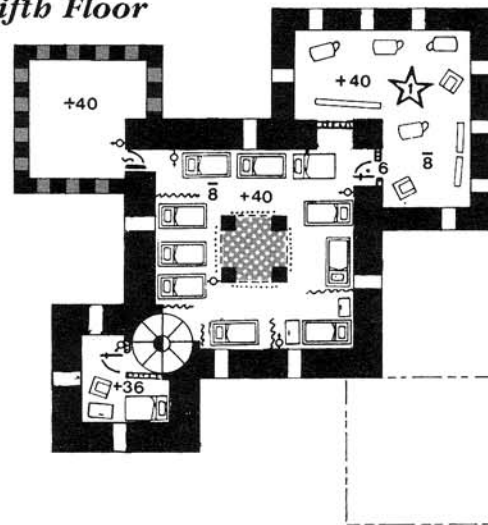
(1) Jithias Mariam uses this as both office and residence. Jithias, although ambitious, is not a careful man, and often leaves his personal correspondence open on his desk. His room is simply appointed with little finery or extravagance. Jithias is fond of sitting in front of a fire, gazing into the flames, contemplating his plans.

(2) Semethyle Nordaka, a cousin of Cobart Nordaka (the Marshal of Telen Province) and Jithias' chamberlain. She is a striking beauty; tall, lithe, and intelligent. Seven years older than Jithias, she came to Geshtei as his mistress and has since become his chamberlain. Jithias knows that Semethyle passes some minor scraps of intelligence to her powerful cousin out of family loyalty. However, since Marshal Cobart actively supports him against Borisir Wytel, Jithias accepts this probable leak which Semethyle, instinctively, does not abuse.



Jithias Mariam and Semethyle Nordaka

Fifth Floor

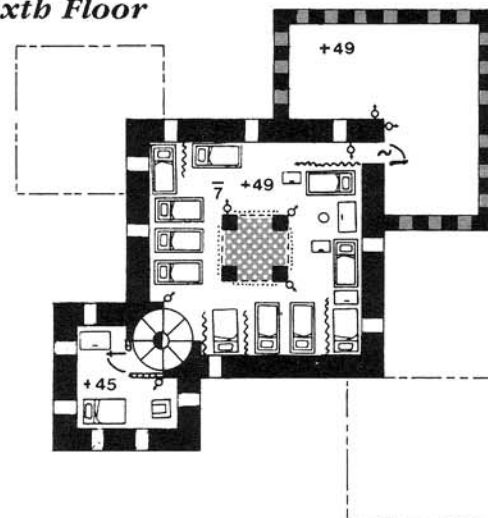


FIFTH FLOOR

(1) This room is officially the castle residence of the Provincial Magistrate, Borisir Wytel. In a moment of spiteful pique (improving hygiene was the official reason given) Jithias ordered its conversion to a common latrine for the legion garrison.

(2) Quarters for one of the two garrison companies. The keep could accommodate four full strength companies for several months, by adding bunks on the second and fourth floors. Presently there are three companies at the castle, two of which are stationed in the keep, and even they are not full strength. The company on this floor has 18 men, commanded by Gaery Baral.

Sixth Floor



All surfaces wood unless otherwise shown

SIXTH FLOOR

A company of 14 men are housed on the top floor. They are commanded by Haeri Sosaldas.

GESHTEI 6

Since that time the town has prospered from road and river trade. The leading clans of the district are the Wytels, the Yemalas, the Morlorns, the Kosawhyns, and the Sosaldas.

Government

Geshtei is the capital of Gerium province. The current Marshal and Magistrate are, respectively, Jithias Mariam and Borisir Wytel.

Jithias is only twenty and owes his position to his powerful uncle, a former senator of the Republic. This patriarch was murdered by unknown assassins in 719, and the Mariams, whose power base is in adjacent Noru district, now fear for the young man's own safety. Jithias is prone to youthful rashness and exuberance, and commands the largest legion in Tharda. This, plus his association with the Expansionist faction in the Senate, and his position on the Rethem border, are matters of concern to more restrained factions in the Republic. Some believe that Jithias seeks to provoke war with Rethem; there have been several minor incidents on the frontier, and there is some lobbying to replace the young man. Jithias is jealous of the skills and popularity of Kronas Elernin, the Marshal and Magistrate of Eidru province and would like to see his military star shine as bright.

Borisir Wytel is fifty seven and a corpulent sensualist, although his enemies usually refer to him as "degenerate" or "perverted". Borisir resents the intrusion of the upstart Jithias into *his district* which he and his nephew, the legate Braen Wytel dominate. Borisir sends regular and unfavorable reports on the Marshal to the Senate. Although Borisir is an ardent member of the Consolidationist faction, his enmity for Jithias is said to have far deeper roots than politics. It is whispered that shortly after his appointment, Jithias scornfully rejected Borisir's offers of personal "friendship". It would come as little surprise to anyone if one of the two men assassinated the other.

Economics

Geshtei is the most important market town in the western Thardic Republic. It is also a reasonably important producer of brasswares and pottery for export to Coranan and beyond. River and road traffic bring substantial prosperity to the town, and a wide variety of goods can be found in its market.

Taxes

| | | |
|-----------|-----|-------------------------|
| Property: | 7% | per annum (residential) |
| Property: | 5% | per annum (business) |
| Hawking: | 10% | goods value |
| Bonding: | 1% | goods value per month |
| Pilotage: | 20d | flat fee |
| Wharfage: | 3f | per foot per day |
| Registry: | 35d | per foot per annum |

Religion

The religious climate of Geshtei is reasonably tolerant. The churches of Agrik and Larani both maintain temples in the town. Relations between the two temples are best described as latent hostility. Jithias is a reasonably devout Laranian, and has given the temple several endowments. Borisir is a Haelean, and has occasionally diverted provincial monies to temple coffers. Jithias suspects this but has no proof.

THE GESHTEI HOARD

It is commonly believed that just before Geshtei surrendered to the Balshans, an immense treasure was hidden nearby. The most commonly told variants of the story suggest that a wealthy landowner, or Imperial knight, or merchant buried a cache of coins, gems, and other valuables in one of the fields north of the castle. Periodic searches for this legendary wealth have always been unsuccessful, and most other major settlements in western Harn have similar legends.

Recently, however, the story has taken a new, bizarre twist. Cudorin of Shold, a cleric of Save-K'nor and member of the Hyn-Aelori, discovered a tattered letter and well preserved diary in the archives of his temple in Coranan. The letter was from Mokryne of Tol, a priest of Save-K'nor who was executed by the Balshans at Geshtei in 564. The letter, written just before the surrender of Geshtei, describes a journey that had been undertaken by Mokryne:

*"into reaches of the forgotten worlds,
where the Waiting Ones abide".*

According to Mokryne, he returned from his journey bearing an object. Mokryne must have regarded the artifact with fascinated horror and neglected to describe it in detail. It seems to have been a mysterious icon, for Mokryne writes:

*"We bear the figure of the Beast, He that I fear and
love, and even in this form I feel His power.".*

The reference to "We" may simply be an arrogant reference to himself, or indicate that Moleryn returned from his journey accompanied by another enigmatic person. The hints in the letter can not be confirmed in the diary for it is written in code or an unknown language. After an exhaustive and fruitless search of the archives for the missing icon, Cudorin has speculated that Mokryne sent the letter and diary to Coranan, but hid the icon. Although the letter does not indicate to whom it was written, certain phrases indicate that it was addressed to a person of very high rank, possibly the Emperor Medak. Cudorin's superiors have allowed him to investigate further. The young cleric is in the process of preparing a journey to Geshtei in hope of unravelling the mystery.

GYTHRUN 1

LOCATION: Birensire, Kingdom of Melderyn
STATUS: Seat of the Earl of Biren
POPULATION: 850

History

The mouth of the Gythra River was not occupied by permanent settlers until the third century TR. The site lay outside the effective control of the Kingdom of Elorinar, and seems to have been little more than a seasonal fishing camp during salmon runs.

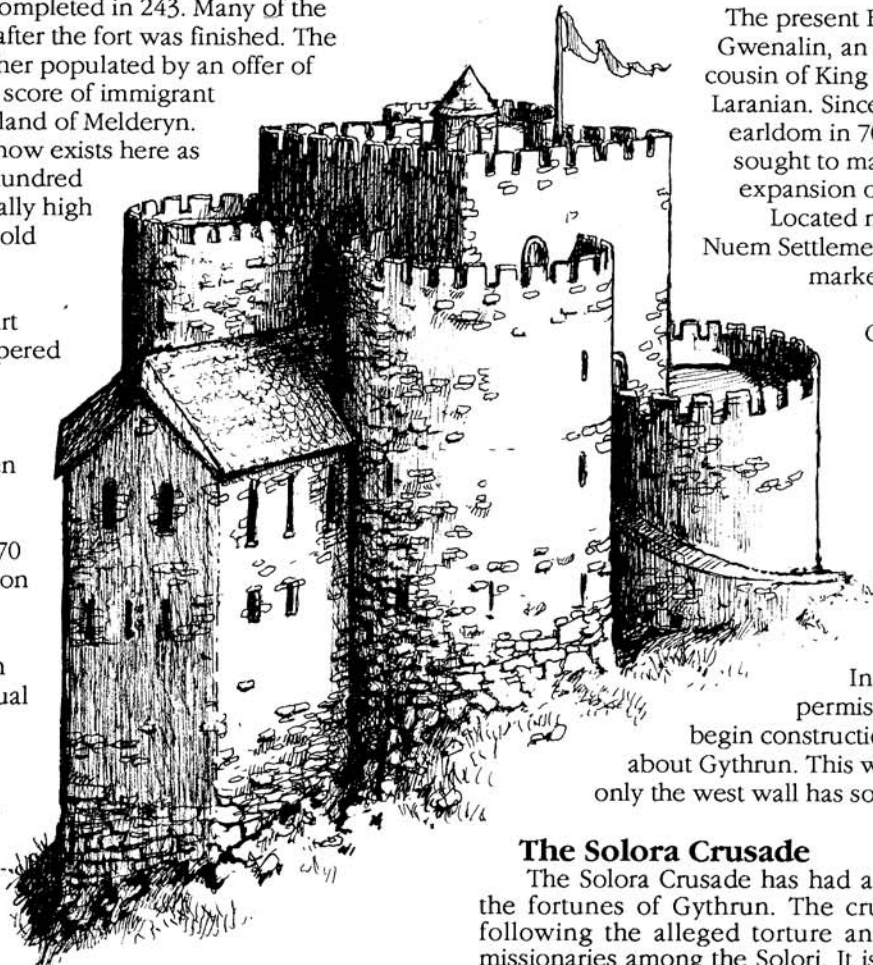
Not until Elorinar became part of Melderyn in 223 did this pattern change. King Shelir commissioned a survey of the coast in 237 to locate a suitable port as close to Cherafir as possible. The site at Gythrun, offering a safe anchorage, reasonable soil, and a good defensible hill, was chosen by Shelir's successor, Erebir IV. Construction of a small keep atop Kurithe Hill was begun in 239 and completed in 243. Many of the builders remained after the fort was finished. The settlement was further populated by an offer of freehold status to a score of immigrant families from the Island of Melderyn. Although serfdom now exists here as elsewhere, Gytha hundred still has an abnormally high proportion of freehold farmers.

After a slow start Gythrun soon prospered and flourished as a major port. The rivalry between Gythrun and Harden for maritime trade encouraged this development. By 570 the town's population had reached over 1500, but the founding of Thay in 573 brought a gradual end to this good fortune. Ships regularly began to bypass Gythrun for the better equipped port at Thay. Gythrun's vibrant market declined, along with her population. By 600 the settlement had less than 400 inhabitants.

Gythrun's decline was halted by the Shires Edict of 630. This reorganization created the Earldom of Biren and Gythrun became the principal seat of Taeldlead Gwenalin, the first Earl of Biren. King Lodros had

already ordered the building of Racyn Keep in 624 and actively encouraged settlement of the Nuem Valley. The ambitious Earl of Biren took advantage of this policy to promote immigration into the Nuem settlements. This ensured the growth and prosperity of Birensire which he ruled as both Earl and Sheriff until his death in 677. This policy also revitalized Gythrun itself, for the Earl made certain that his own principal seat was the center of economic activity for all of Birensire.

Given such favor Gythrun slowly regained part of her former status. The old keep was completely rebuilt by 637 into the present castle. The ever burgeoning trade in the shire, most of which passed through Gythrun, attracted more and more guildsmen to the town. By 700, the population had doubled to 800, exceeded only by Harden and Thay among Melderyn's mainland possessions.



The present Earl of Biren is Larryn Gwenalin, an energetic 55 year old cousin of King Chudel and a devout Laranian. Since Larryn inherited the earldom in 709 he has continually sought to maintain the policies of expansion of past Earls' of Biren.

Located mid-way between the Nuem Settlements and the glutinous market of Thay, Larryn has successfully made Gythrun an important stop for goods in transit between the two. In addition, the earl has invested heavily in port facilities, and has sought to "steal" trade from Thay with lower than normal taxation for maritime trade.

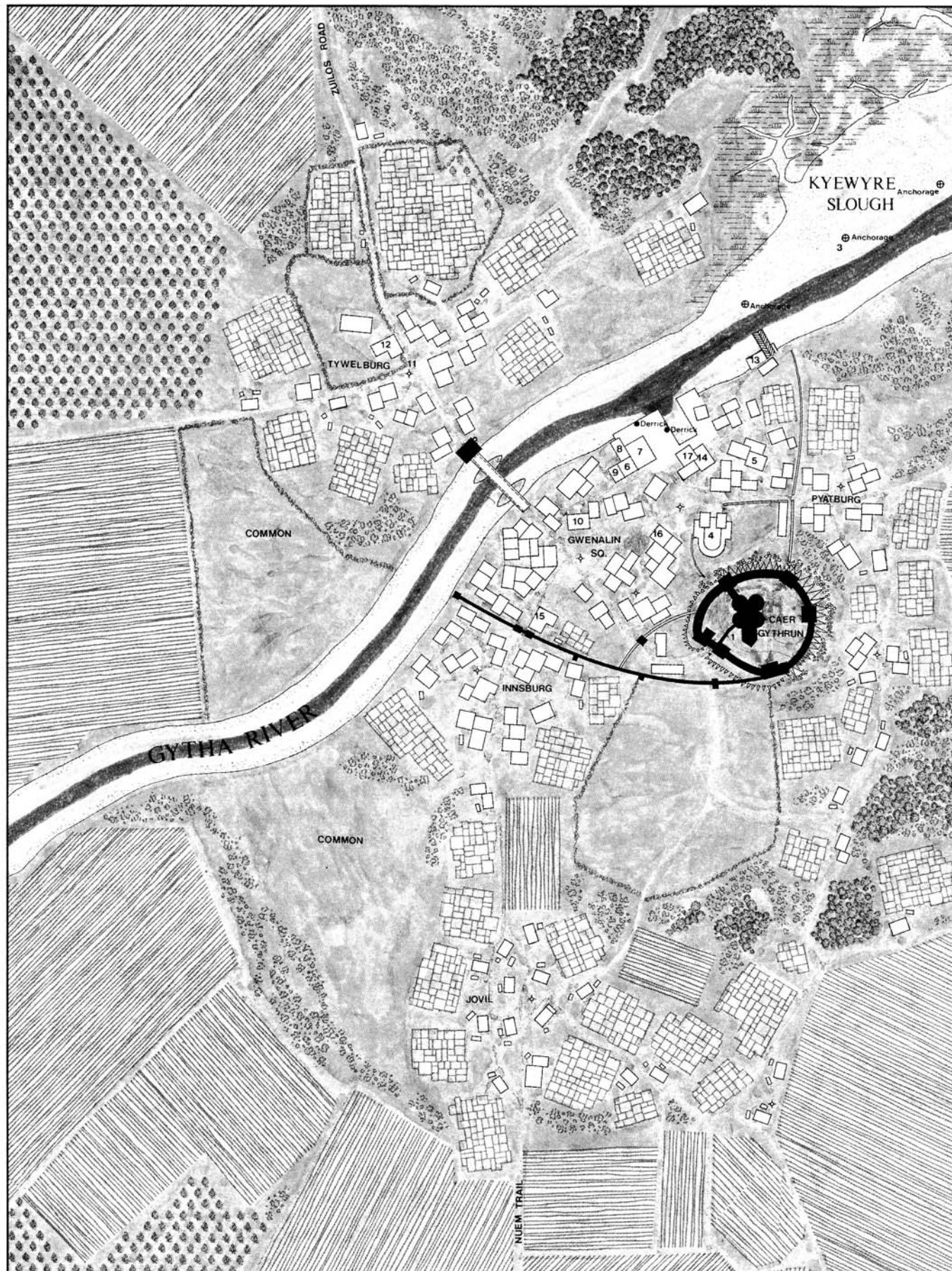
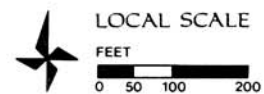
In 713 he also received permission from the king to begin construction of defensive walls about Gythrun. This was begun in 716, but only the west wall has so far been completed.

The Solora Crusade

The Solora Crusade has had a significant effect on the fortunes of Gythrun. The crusade began in 714 following the alleged torture and murder of Larani missionaries among the Solori. It is essentially a war of genocide, led by the Laranian fighting-order Lady of Paladins. Since 717 the crusade has increased in violence, each atrocity by one side answered with a massacre by the other. The crusade has created rifts within the church and the gentile nobility of Melderyn.

Continued on page 6.

GYTHRUN 2 (GM MAP)



1. CAER GYTHRUN

The castle is an unusual design, built by masons from Chybisa and Emelrene from 630-637. The castle commands a view of the harbour out into Kehne Bay. (a) Korial of Hunithe, bonded weaponcrafter. (b) Geary of Baelial, bonded ostler. Plans of the castle are on following pages.

2. TOLL BOOTH

The tower was erected in 630. Tolls (see page 6) are collected by the earl for the king.

3. KYEWYRE SLOUGH

The earl has installed five buoys here (three are shown) to supplement berthing facilities. Vessels may tie up to these buoys and load/unload cargoes into river barges, or await dock space. Vessels are not permitted to anchor in the river, but may do so in Kehne Bay five hundred yards downstream.

4. TEMPLE OF LARANI

The Serolan of the temple is Sir Haeri of Ferth, whose elder brother (Dael) holds nearby Abet Manor and is the earl's chamberlain. Haeri is understandably concerned about the conflict between the earl and the church over the Solori Crusade. He supports the expansion of the church into Solora, but is opposed to the method being used by the Order of the Lady of Paladins to bring this about. Haeri has on several occasions pointed out to his brother that the fighting order holds their lands from the king and not the church, hence the crusade must have royal approval. In the meantime, he has appeased the earl and his own conscience, by forbidding the presence of any knights of the fighting order in the temple unless they confess their sins.

5. TEMPLE OF HALEA

This temple was built in 717. The temple Aramia is Galena of Talar, a superb administrator, who hails from Cherafir. The influx of trade to Gythrun has proved most fruitful for her temple.

6. HARBOURMASTER (Sir Joa of Arganta)

The harbourmaster is appointed by the earl. Sir Joa holds Kilon manor and is a good administrator. His staff includes one master pilot and two assistants. He also employs a varying number of teamsters and longshoremen.

7. BONDMASTER (Sir Poula Swodela)

The residence of Sir Poula, who also holds Grevel manor, but spends most of his time in Gythrun carrying out his duties. (a) Bonding House.

8. PILOTS' GUILDHALL

9. SEAMANS' GUILDHALL

10. MERCANTYLERS' HALL

Open only to members of the guild. The hall is conveniently located next to Gwenalin Square where the daily market is open from dawn to dusk each day. The hall has private offices and accommodation for rent to mercantylers.

11. TYWELBURG

This village is held by the Earl. Much of Tywelburg's services are used by travelers waiting overnight for the toll bridge to open. Locals who are all well known to the toll collectors, may cross the bridge at a reduced rate.

12. TOLLBRIDGE INN (Bryan of Thursby)

Size: 6 Quality: **** Prices: average
Bryan's inn is well known for its dry and light cider which he ships to the cellars of Earl Gwenalin and the Baron of Jothet among other notables. Bryan owns the orchard NW of Gythrun. He employs Rayald of Miraka, bonded ostler.

13. SHIPWRIGHT (Nemiral of Balrzak)

Size: 5 Quality: ** Prices: low
Gythrun's shipyard is owned by the earl, and is operated by Nemiral as bonded master. He has one journeyman and three apprentices in his employ. Nemiral hails from Trierzon and is kept very busy maintaining his employer's own fleet of six vessels, as well as providing services to others. He is responsible for advising the earl to purchase the Karune built in Trierzon last year, and has petitioned him to expand his facilities so that similar vessel's might be built in Gythrun.

14. THE DOLPHIN (Meastil of Vavanby)

Size: 5 Quality: ** Prices: low
Meastil lost his right leg in a shipping accident four years ago. He used the savings he had to start the inn and caters almost exclusively to seaman and longshoremen. The inn is often the scene of rowdy brawls that spill out into the street.

15. THE SHIELD OF MENDIZ (Yever of Hacderin)

Size: 3 Quality: *** Prices: average
Yever served the Lady of Paladins as a Meken (low born soldier) for seventeen years before retiring in 712. He purchased this establishment and does a good business with visiting members of the order who are not welcome elsewhere.

16. LEXIGRAPHER (Ynde of Joans)

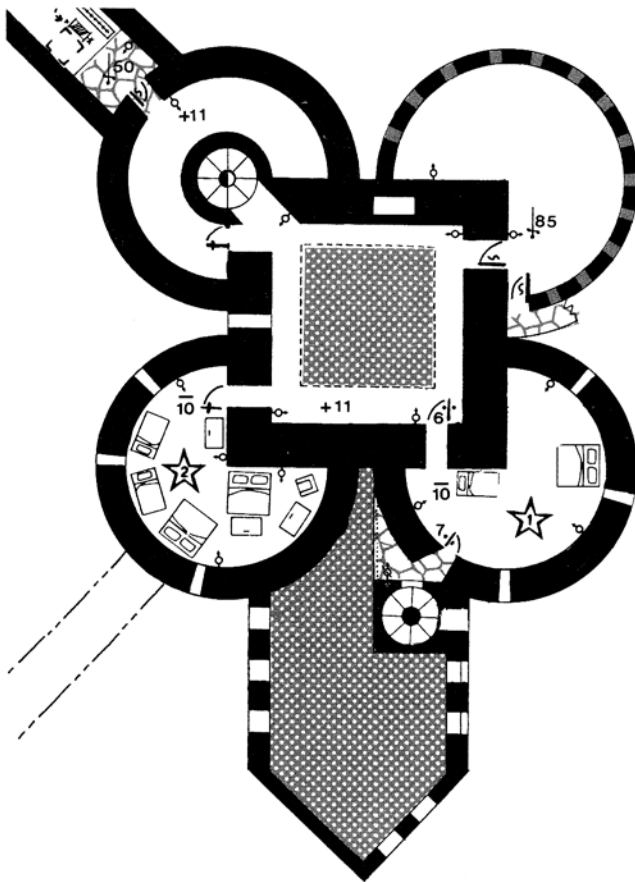
Size: 3 Quality: **** Prices: average
Ynde, a native of Azeryan, is a well travelled man who came to Gythrun in 708. Among other services, Ynde is a superb cartographer, who offers maps and charts for sale. These include maps of strange and exotic places such as Mafan and Tuvara on the Lythian continent, which he claims to have personally visited. He is an entertaining storyteller, a talent he uses well to sell his maps to lands of "incredible wealth and fanciful beasts." Such maps are, of course, extremely expensive; he recently sold what he said was a map of Ridow to a traveller for 300d.

17. CHANDLER (Wasale of Baval)

Size: 8 Quality: **** Prices: average
Wasale has seen a dramatic increase in business over the past three years, supplying provisions and supplies to vessels. The adjacent building is a warehouse, which is generally crammed full to the rafters with goods.

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Second Floor



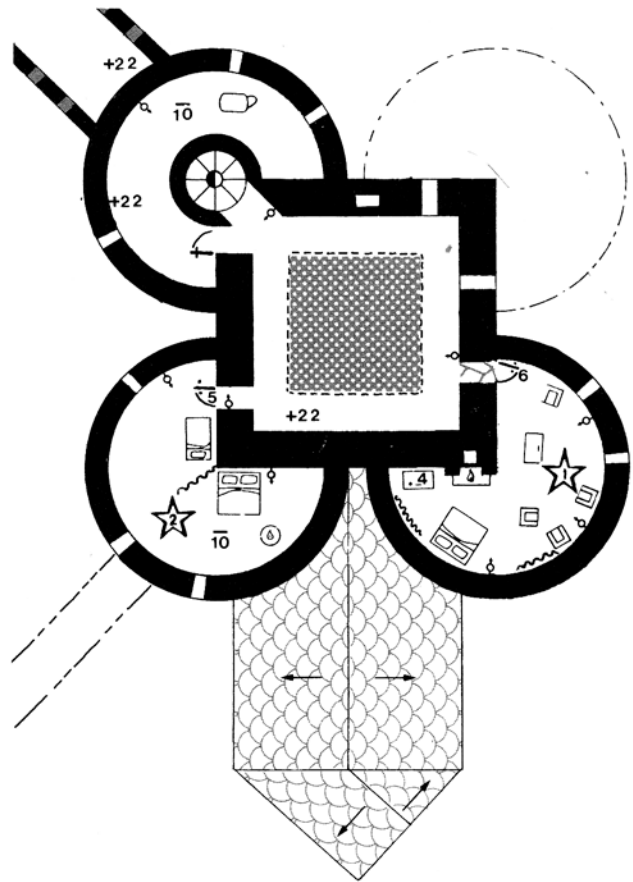
SECOND FLOOR

(1) This chamber is used to house important visitors. The chapel can be accessed from here.

(2) The Earl's Chamberlain and Chancellor is Sir Dael Ferth. Sir Dael's elder brother Lurdan holds Abet manor from the earl. Clan Ferth have consistently supported successive Earls' of Biren, serving them as constables or chancellors since 630. Sir Dael first served Larryn as captain of the Liasael, a 150 tun Dak. During Dael's travels he came in contact with Nimiral Barlzak, who now serves the earl as shipwright. It was Sir Dael's support of Nimiral's proposal, that convinced the earl to acquire the Fair Wind, a 200 tun Karune. He has consistently shown good judgement in marine affairs and has made the earl's modest fleet a very profitable enterprise.

Sir Dael is married to Sheael Gwenalin, the earl's closest cousin. She and her two children reside with him at the castle. Sheael was educated at Maryael in Kanday, a famous center of learning, and is a member of the Cherfir guild of Arcane Lore with the rank of Shenava (master). She is a great help to her husband in his duties as chancellor, and is considered one of greatest of ladies in Melderyn.

Third Floor



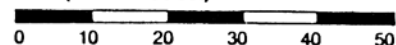
THIRD FLOOR

(1) Earl Gwenalin is unmarried and is rarely found in his richly decorated chambers. He is more often busy in the library, or with merchants, or in the meeting room.

(2) Quarters for Fergeth Gwenalin, Larryn's younger brother. Fergeth serves as Constable of Parnam, but spends three to four months each year at Gythrun. Fergeth suffered a fall from a horse in his early childhood. It left him slightly lame, which impairs his military prowess, but his keen intelligence compensates for this deficiency. Fergeth will most likely inherit the the earldom, unless Earl Gwenalin gets married and produces an heir.

All surfaces wood unless otherwise shown

INTERIOR SCALE
FEET (1 mm = 1 Foot)



GYTHRUN 6

Gythrun, although far from the conflict, has found itself embroiled in the crusade for both moral and economic reasons. The Earl of Biren supported the crusade at first, believing the conquest of Solora would greatly expand the economic sphere of Gythrun. But as the conflict has grown, it has brought disrepute to Birensire which in turn has limited new settlement and investment. The earl now views the crusade in plain and simple terms. It is morally repugnant, and besides, it is "bad for business". He has actively petitioned the king to end the crusade but nothing has yet been done. He has also petitioned the Harnic primate at Thay to halt the crusade, and when this effort was largely ignored, he sent an embassy to Tengela in Trierzon, the papal seat, to advise the Pontiff on the conflict and seek his bull to terminate it.

The only papal response to date has been to send an elderly but junior legate to Thay to investigate and report on this "distressing skirmish". After six months, the legate has yet to enter Birensire, seemingly preferring the wine cellar of the temple at Thay to any other course of action. Larryn is, of course, very unhappy with this timid response by the church. He has shown his disapproval by withholding his usual generous annual tithe to the church, and sending a bluntly worded protest to the Harnic primate at Thay, accusing her of "lacking in concern for subjects of the crown and worthy souls of the Protector of the Brave." Kerthede of Talvail, the Harnic Primate for Larani, unhappy with Larryn's direct appeal to the Pontiff, and sensitive to local concerns over the earl's economic policies, has ignored the insult while privately advocating that Larryn's interest is motivated "entirely by greed and not morality".

The Sheriff of Birensire, Sir Brynet Mery, and the Earl of Biren are very good friends. Racyn keep at the mouth of the Nuem River is the shire moot of Birensire. The sheriff is sympathetic to Larryn's cause, but is in a very difficult position. He can not directly interfere with the activities of the Lady of Paladins without consent of the king, and such has not yet been granted. Moreover, the sheriff is sensitive to the fact that the crusade is actively supported by most settlers in the Nuem Valley, and they view any official interference with disdain. His arrest, trial, and imprisonment last year of two knights of the Order for manslaughter of a Solori tribesman who had sought refuge in Racyn, created enormous unrest among the settlers. Many Racyn guildsmen have also expressed their unhappiness with Gythrun's "unfair competition" and view the sheriff's friendship with the Earl of Biren as very suspect. Sir Brynet's unpopularity in the region has been exploited by the Order, as they plan for yet another major campaign against the Solori.

Government

The town is governed by Earl Larryn and his officials. These include Sir Joa Arganta (harbourmaster), Sir Poula Swodela (bondmaster), both of whom report to Sir Dael Ferth (Chamberlain and Chancellor). The earl's brother, Fergeth, Constable of Parnam, is a trusted aide who often governs Gythrun when the earl is absent. A council of three guildmasters, appointed by the Mangai, advises the earl on economic matters.

Economics

The port of Gythrun is entirely controlled by clan Gwenalin. All businesses relating to trade are closely regulated. Most maritime services, including the shipyard and pilotage, are run by bonded masters of the earl. The good port facilities and relatively low taxes attract shipping that would normally go elsewhere and the spinoff benefits are more than enough to keep freemaster guildsmen very contented.

Larryn also owns his own fleet of merchant vessels: two Niviks of 60 and 70 tuns; three Daks of 120, 136, and 150 tuns; and his flagship, a 200 tun Karune built last year in Trierzon, of which he is very proud. With such direct control of maritime activity at all levels, the earl has little trouble undercutting his competitors in Thay and points south.

Gythrun gets much of its wealth from commercial traffic travelling to the Nuem settlements. Until recently, the vast majority of traffic travelled by the Nuem Trail from Thay to Cundras, and Gythrun was the major caravan stopover. Since 630 a toll has been charged for use of the trail. The earl collects this toll for the king and is allowed half the proceeds for his administration. The toll is collected only when traffic crosses the Gytha Bridge, and this revenue has sharply declined due to the increasing use of Gythrun as a port. The earl, of course, is not overly concerned since he gets revenue either way, but the crown is less than pleased. King Chunel has sent a vaguely worded letter to his cousin about the need for more vigilance in collecting the monies; the earl responded by doubling the toll. This will, of course, temporarily improve toll revenue, but will ultimately encourage more use of Gythrun as a port.

Taxes

| | |
|------------|---------------------------------|
| Property: | 5% business; 6% residential |
| Hawking: | 10% goods value |
| Bonding: | 1% goods value per month |
| Wharfage: | 3f per foot, per day |
| Piloting: | 35d flat fee |
| Registry: | 40d per foot, per annum |
| Nuem Toll: | 1d per cart/wagon; 2f per beast |

Property taxes shown are charged within the town's planned walls. Residences or businesses outside this are charged one percent less. The fee for using the anchorage buoys on the Gytha River is a flat 10d per day.

Religion

Gythrun is dominated by the church of Larani, which enjoys tax free status, as do the churches of Peoni and Save K'nor. Worship of Halea and Ilvir are tolerated. The churches of Morgath, Agrik and Naveh are proscribed; their worship is punishable by death, but banishment is more common. The Church of Sarajin has been unpopular since the Rape of Thay.

LOCATION: Hohnamshire, Kingdom of Rethem
STATUS: Seat of the Earl of Ithiko
POPULATION: 240

History

Very little is known of the early history of Ithiko. The region was subdued by the legions of Kobar the Eternal, the seventh Corani emperor, in the final decade of the fourth century. At that time it was occupied by several diffuse tribal peoples, who the Corani collectively called the Jenath.

The Jenath were an agrarian and fishing people, who posed no threat to the advance of Corani "civilization". Evidence suggests that they welcomed the imperial troops, who were less aggressive than the Kubora. Scholars believe that the Jenath were originally of Jarin stock, possibly related to the Merdi who occupied the lower Thard valley.

In 401 the Corani built a fortress and port at Ithiko to supply their advance into northern Rethem. At that time Ithiko was on the coast, but three centuries of silting and littoral drift have filled the cove and the settlement is now almost a quarter mile from the sea. Ithiko enjoyed a brief period of importance during the attempt to subjugate Peran, but quickly lapsed into somnolence. It was in this remote imperial backwater that the most influential religious figure in Harnic history was born in 520.

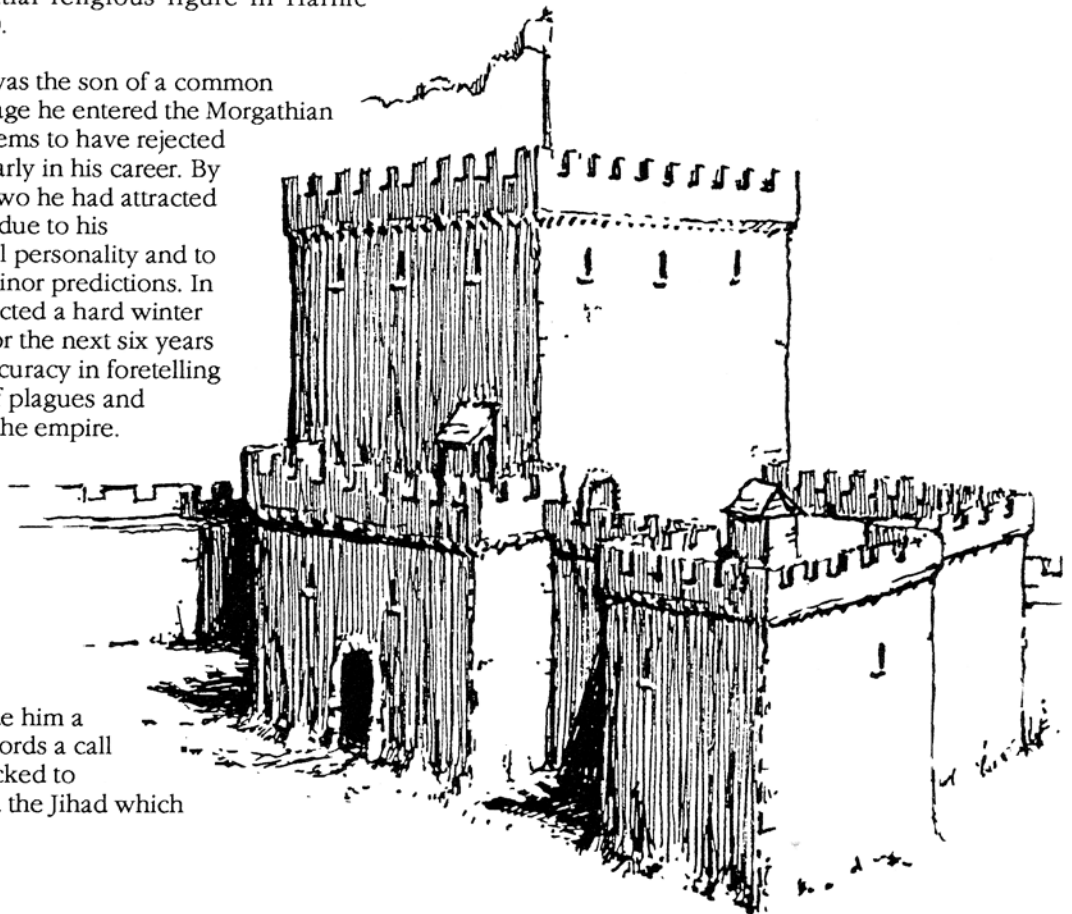
Balsha of OZRADA was the son of a common legionaire. At an early age he entered the Morgathian church, although he seems to have rejected its orthodox doctrine early in his career. By the time he was thirty two he had attracted a substantial following due to his charismatic and forceful personality and to a series of successful minor predictions. In 552 he accurately predicted a hard winter and a poor crop, and for the next six years enjoyed an uncanny accuracy in foretelling the destructive series of plagues and famines which rocked the empire.

In 558, determined to rid himself of the annoyance of a "petty criminal", Emperor Medak had Balsha dragged to the impaling stake. The prophet's disciples made him a martyr, and his dying words a call to arms. Thousands flocked to Balsha's birthplace, and the Jihad which bears his name began.

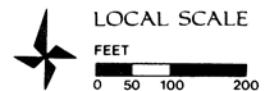
The effects of the Theocracy were felt less in Ithiko than in most places in northern Rethem. Because it was considered the "sacred cradle" of the Jihad, the inquisitors presumed that the inhabitants were orthodox supporters of the Theocracy. This belief seems to have been well founded, for when the Theocracy fell in 588, Ithiko was one of the few places where the Morgathians were not utterly swept away. Although several priests were murdered, and the temple burned, the shrine to Balsha was unharmed.

For the next several decades Ithiko was ruled by a series of petty despots, who rose over the bodies of their predecessors. To the citizenry of this anarchic maelstrom the coming of Arlun the Barbarian must have seemed a relief. Ithiko surrendered with minimal resistance to the forces of the Kuboran conqueror in 630, shortly after the "fall" of Tormau. Its value as a port was already limited due to massive silting of the harbour, but Arlun seems to have had a fondness for the place. In 648 he made it a royal castle, undertaking substantial public works and fortifications.

Continued on page 6.



ITHIKO 2 (GM MAP)



Ulow: 50.
Low: 75
Average: 100
high: 150.
J High: 100

ITHIKO 3

1. CAER ITHIKO

Plans are on following pages. (a) House of Samordil, bonded weaponcrafter. (b) Marak of Dorgin, bonded woodcrafter. (c) Bonded Ostler, Dergan of Yalanad.

2. TEMPLE OF AGRIK

A temple of the order of Herpa the Mace. This order has always taken an active interest in Rethemi politics. The local temple has encouraged the earl to maintain his clan's traditional loyalty to the throne, in return for which the clerical order has promised military support against Tormau. This order sponsors the fighting order, Red Shadows of Herpa, headquartered at Menekai.

3. TEMPLE OF MORGATH

A temple of the order of the Lord of Chaos. The temple enjoys considerable latitude in its activities at Ithiko, and is exempt from taxes.

4. BALSHA'S SHRINE

This shrine to the martyred Morgathian prophet is surprisingly lavish considering the usual dour architecture favored by the church of Morgath. The shrine is often visited by Morgathian pilgrims. For more details see page 6.

5. MILLER (Petryn of Lancastrol)

Size: 5 Quality: *** Prices: average

6. THE VULGAR STALLION (Usen of Iratde)

Size: 7 Quality: *** Prices: low
Popular with wayfarers, the Vulgar Stallion is the best place to hear gossip from far places, traveler's tales, and songs. Freemaster ostler Morgen of Uldor.

7. THE OLD TOWN

Most of the buildings in this area were built by the Corani Imperium. They once housed maritime businesses and services that have been abandoned since the harbour silted. The numbered building was once a shipwright. Other buildings are wholly or partially ruined and are sometimes occupied by beggars or other indigents.

8. BARRACKS

These buildings have been partially restored and are used to house the earl's growing mercenary army. Among the troops quartered here is the Company of the Argent Wyvern (see page 6).

9. THE BOOT AND PURSE (Yorag of Trelad)

Size: 9 Quality: *** Prices: average
Popular with the local riff-raff. Fights are common, and prostitutes are available. Yorag runs the local Lia-Kavair from his establishment. The earl is aware of his activities, but seems to turn a blind eye toward them.

10. METHEW'S FARM

This farm belongs to Methew of Hotsen, one of the region's most successful and wealthy freehold farmers. A burly, red-faced man of middle years, he is equally well known for his alcoholic good humour and his violent dislike of trespassers.

11. THE STICKS AND TAROT (Tamys of Tollst)

Size: 3 Quality: * Prices: low
The only positive thing to be said about this inn is that the prices are low. Most patrons are a rough lot, and Tamys' standards of brewing and cleanliness are pitiful. Careless patrons have been known to regret over-indulging in the house "specialties".

12. APOTHECARY (Susyne of Larade)

Size: 2 Quality: **** Prices: high

13. PHYSICIAN (Jasyn of Kusarn)

Size: 1 Quality: *** Prices: high

14. LITIGANT (Brus of Relston)

Size: 1 Quality: *** Prices: average

15. HIDEWORKER (Alta of Shopsin)

Size: 4 Quality: *** Prices: average

16. BONDING HOUSE

17. PERFUMER (Koqu of Shanal)

Size: 2 Quality: **** Prices: high
Koqu's perfumes are famous throughout Rethem. She is considering a move to Golotha to further her business.

18. WOODCRAFTER (Jerald of Stonye)

Size: 6 Quality: *** Prices: average

19. METALSMITH (Davin of Brigan)

Size: 4 Quality: ** Prices: average

20. CHANDLER (Oradim of Upsella)

Size: 3 Quality: **** Prices: high

21. BROTHEL (Lynd of Patrys)

Size: 6 Quality: *** Prices: average
Popular with the earl's mercenaries. Lynd has been known to sell information.

22. SLAVER/MERCANTYLER (Ruslyn of Jak)

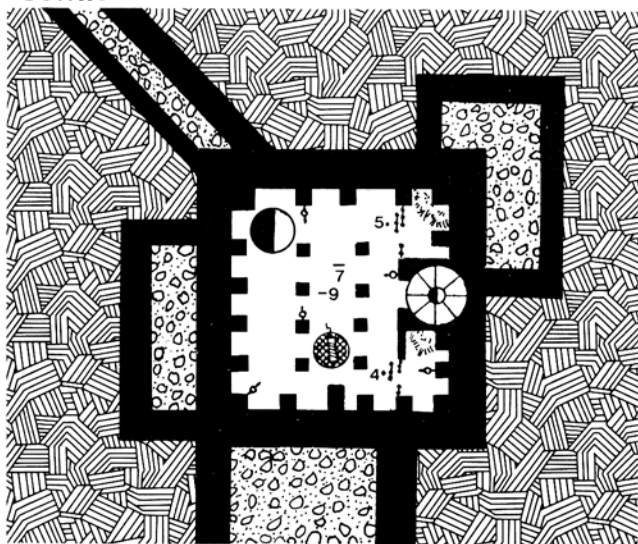
Size: 4 Quality: *** Prices: average
Ruslyn often threatens disobedient property with being "donated" to the Morgathian temple.

23. LEXIGRAPHER (Soalpin of Churds)

Size: 2 Quality: * Prices: average
Once a capable scribe and cartographer, Soalpin is now a drunken sot. His popular plans of Balsha's shrine are fraudulent, else he would be long dead.

ITHIKO 4

Cellar



All surfaces stone unless otherwise shown

CELLAR

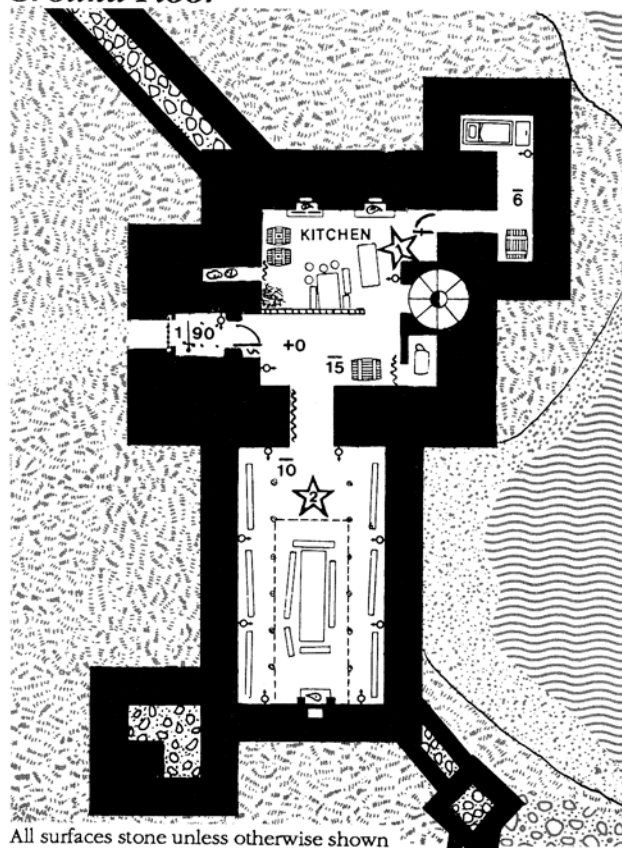
The cellar is primarily a storeroom, although there is an interior well and two cells for prisoners. The cells are currently occupied by Gayal Barzak, the earl's eldest son, and his wife, Themaël Yonah. See Third Floor for details.

GROUND FLOOR

(1) The kitchen staff is headed by Jurik of Crossak. A former mercenary, Junik is still capable of handling himself despite advancing years.

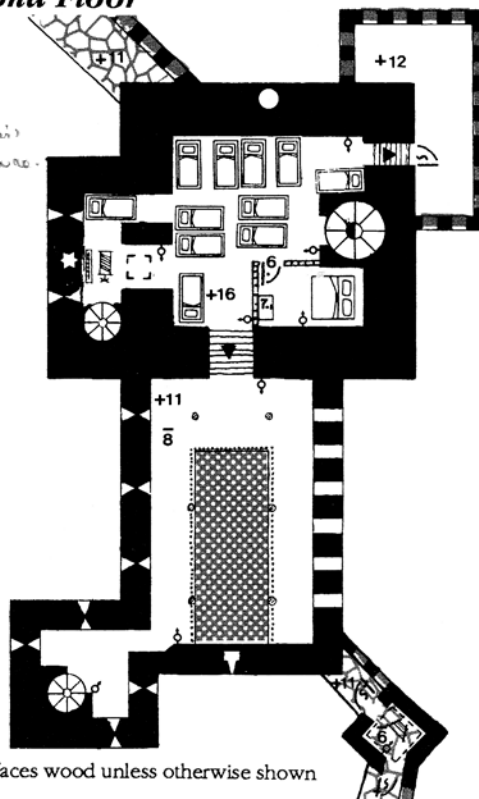
(2) The Great Hall, used for dining and most ceremonial occasions. Herrin insists that all his major vassals attend for a feast held once each month, generally on the festival of Yaelah. After the meal, all servants are excused, and policy and tactics are discussed. Unfortunately, the somewhat paranoid earl tends to keep discussion at a banal level, and most vassals consider these meetings a waste of time.

Ground Floor



All surfaces stone unless otherwise shown

Second Floor

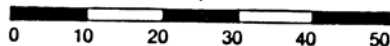


All surfaces wood unless otherwise shown

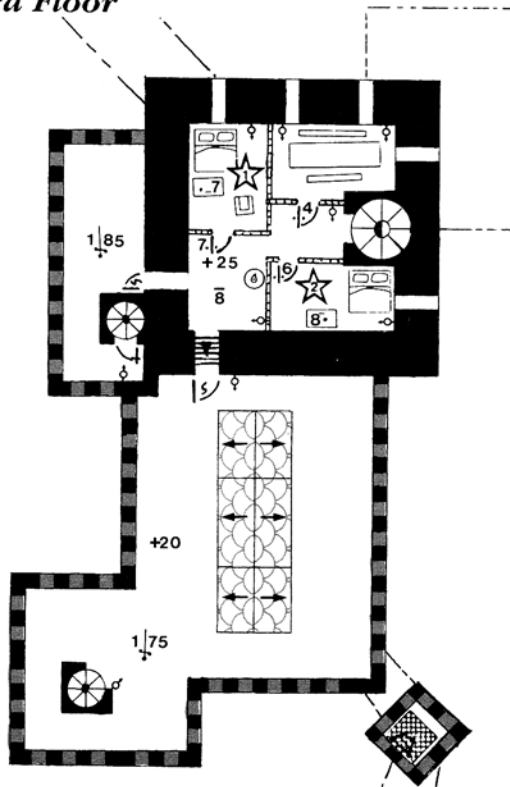
SECOND FLOOR

The permanent garrison, numbering some 24 men, is quartered on the second floor and commanded by Sir Maun of Houldy. Sir Maun, 39, escaped from Ithius before its surrender to the Earl of Tormau in 713, and participated in an attempted counter-attack later that year. Although this assault failed to regain the keep, it most likely prevented Earl Lynnaeus' troops from advancing to besiege Ithiko. Faenyn's father holds nearby Munt Manor, a fief Sir Maun will most likely inherit.

INTERIOR SCALE
FEET (1 mm = 1 Foot)



Third Floor



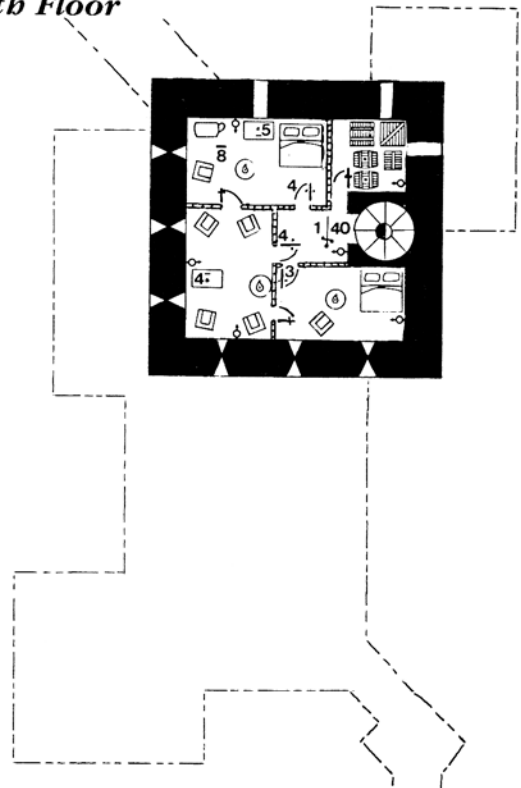
THIRD FLOOR

(1) Quarters for Sir Nemiran Barzak, the earl's second and youngest son at 32. Sir Nemiran is the current Constable of Ithiko, an office traditionally held by the heir apparent to the earldom. His elder brother, Sir Geyal Barzak (see below) formerly held this office. It is clear that Nemiran's appointment signals his choice as his father's successor, but such inheritance would, of course, require the approval of the king.

Herrin's eldest son is Geyal Barzak, 35. In 708, Geyal married Themael Yonan, eldest daughter of the Baron of Quiso. As heir presumptive, Geyal was Constable of Ithiko, as well. Bailiff of Jenath Hundred. In 718 it was discovered that his wife had been carrying on secret negotiations with the Earl of Tormau to secure her children's safety and inheritance in the inevitable civil war, which she thinks will ultimately end in disaster for clan Barzak. Geyal, a weak and vacillating man, protested he had no knowledge of his wife's intrigue (probably true) but his father took this opportunity to disinherit Geyal with a charge of treason. Both he and his wife are imprisoned in the cellar, kept alive as pawns in a deadly game involving the earls of Tormau and Ithiko, and the King of Rethem. His two sons are fostered with the Baron of Zaza.

(2) Quarters and office for the earl's Chamberlain and Chancellor, Sir Mestil Karvunny, a long time friend. He is 58, and in poor health. His son now runs Karvu manor for him.

Fourth Floor



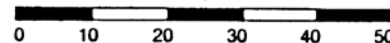
FOURTH FLOOR

The chambers of Earl Herrin Barzak and his wife Thaera, sister of the present Baron of Zaza. Thaera suffered a seizure during the traumatic events of 718 when her eldest son and daughter-in-law were judged guilty of disloyalty, and has yet to fully recover. She has her own room and rarely leaves it.

Earl Herrin is sixty years old and a loyal king's man. He is an excitable and suspicious man, consumed with hatred of the Earl of Tormau. Herrin has remarked on more than one occasion that, *"every evil spell that monster casts, feeds me, and gives me the strength and the will of a hundred knights to destroy my tormentor"*. Hyperbole aside, Herrin firmly believes he will defeat Tormau in the *"inevitable bloodletting"*, and looks forward to *"spitting on the traitor's head"*.

All surfaces wood unless otherwise shown

INTERIOR SCALE
FEET (1 mm = 1 Foot)



ITHIKO 6

It remained a royal possession until 673 when Nemiran, Arlun's grandson, granted the castle to Terril Barzak, making him Earl of Ithiko.

Clan Barzak have traditionally been loyal to the throne, an unusual trait in Rethemi nobles. Herrin, the present earl, has consistently supported whoever wore the crown. He is quoted as saying, when the actions of Chafin I had alienated virtually all the traditional royal allies, that "Barzak's support the crown, though they may deplore the head that wears it".

Herrin is sixty years old, and beginning to show the signs of age. He is an implacable enemy of the Earl of Tormau, due to what he terms Tormau's "treachery", and the seizure of Ithius keep in 713. This has provided him with extra incentive to support Chafin III, for he hopes that in the civil war that seems inevitable he will recover this former possession.

Well aware that Tormau is building a mercenary army, Herrin has been attempting to do the same, hiring brigands and hoodlums from all over western Harn. His efforts are hampered by the fact that he is not nearly as wealthy as his rival. The Earl of Tormau, who regards Herrin as "the first tree to be felled", has undertaken several intrigues against Herrin, and for the last year has provided sanctuary to a band of brigands active near Zaza.

Government

The government of the settlement is vested in Earl Barzak and his lieutenants. The earl spends most of his time here, except for periodic trips to Shostim to reassure Chafin III of his support. The Mangai appoints a spokesman to raise economic issues with the earl, but this person is usually cordially ignored. The high priest of the Morgathian temple enjoys a favoured position as an advisor to the earl.

Economics

Ithiko's economy can best be described as floundering subsistence. There is little in the way of trade, partially because the major land route to southern Rethem runs through lands controlled by the Earl of Tormau, and there is considerable brigandage in the area to discourage caravans. Most locals are either farmers or fishermen. The silting of the stream and cove has destroyed the settlement's value as a port. Abeggy manor, a mile away on the coast has some port facilities, and most goods shipped by sea depart from there. The earl has periodically considered building a port at the mouth of Emetern Stream, but a lack of financing has caused him to postpone any such plans.

Taxes

- Property: 7% per annum (residential)
6% per annum (business)
- Hawking: 6% goods value
- Bonding: 2% goods value per month

Religion

The religious climate of Ithiko is dominated by the churches of Morgath and Agrik. The Agrikan order of Herpa the Mace maintains a temple here, and clerics of the order sometimes act as liaison between the earl and the king. The Harnic church of Morgath regards Ithiko as a sacred place and spends considerable money and effort to maintain the shrine to Balsha.

THE SHRINE OF BALSHA

It is impossible to visit Ithiko without being aware of the influence that the Morgathian prophet had on the settlement. Some visitors have described "the palpable aura of Balsha" pervading Ithiko. Since it is commonly believed that he did not truly perish on the impaling stake in 558, but rather, to quote his final words, "entered the the pure state of undeath", a large body of local legend has arisen concerning him.

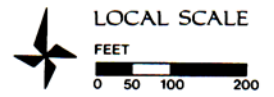
The Morgathian church has deliberately obscured the history of Balsha's shrine. So successful have they been in this, that there are no known records of its construction, who built it, or what it contains. Some believe that it is simply a shrine, while others say it houses the mortal remains of Balsha, rescued from the impaling stake after his death. Most Morgathian priests believe that the "undead" form of the prophet dwells in the lower reaches of the shrine. Regardless of the shrine's contents, all common folk in the region firmly believe in tales of a terrifying spectral figure sometimes seen in its vicinity, most notably around the 13th of a month.

THE COMPANY OF THE ARGENT WYVERN

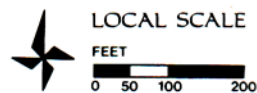
This band of mercenaries was hired by the earl in 717 to be the nucleus of a standing army to oppose Tormau. Led by Keiren of Alabe, it presently numbers forty men. The members of the company are little better than brigands, and there have been numerous incidents of them robbing and bullying the people they are supposed to protect.

The earl has little interest in curbing the excesses of these hired thugs. He can only afford to pay minimal wages and knows that over-zealous discipline will only lead to the mercenaries demanding more money. The earl has given the company permission to use his livery, and the mercenaries wear a badge depicting his clan arms embroidered onto a left armband. The company takes its name from the Barzak crest. Unfortunately, there has been a certain amount of abuse of the badge by members of the company who have sometimes decided to act as impromptu toll collectors. This has been noticed by brigands not in the pay of the earl who have been known to stop caravans and other travelers, and demand toll "in the name of the Earl of Ithiko".

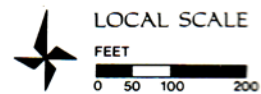
ITHIKO 2



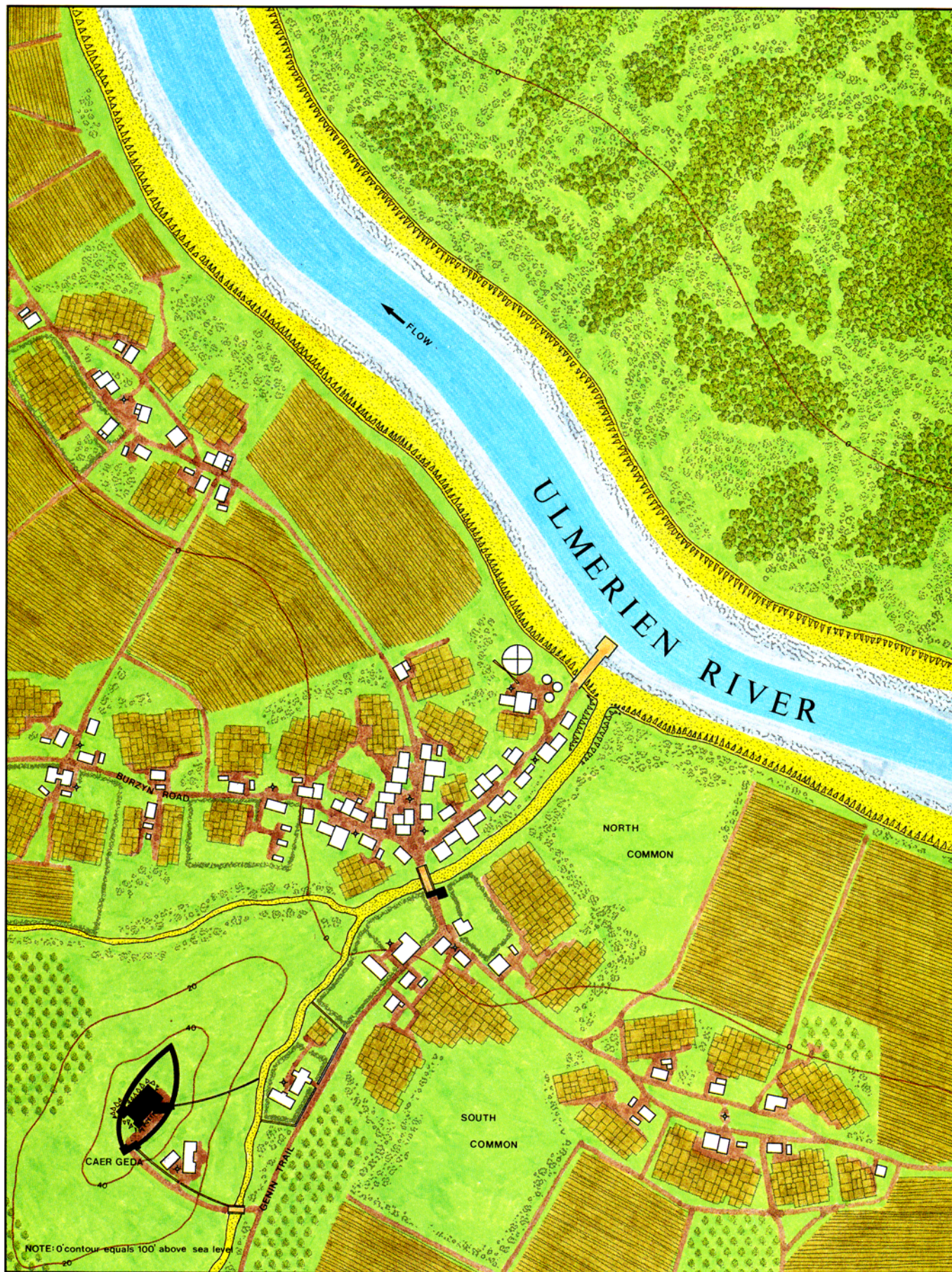
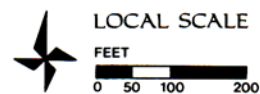
LORKIN 2



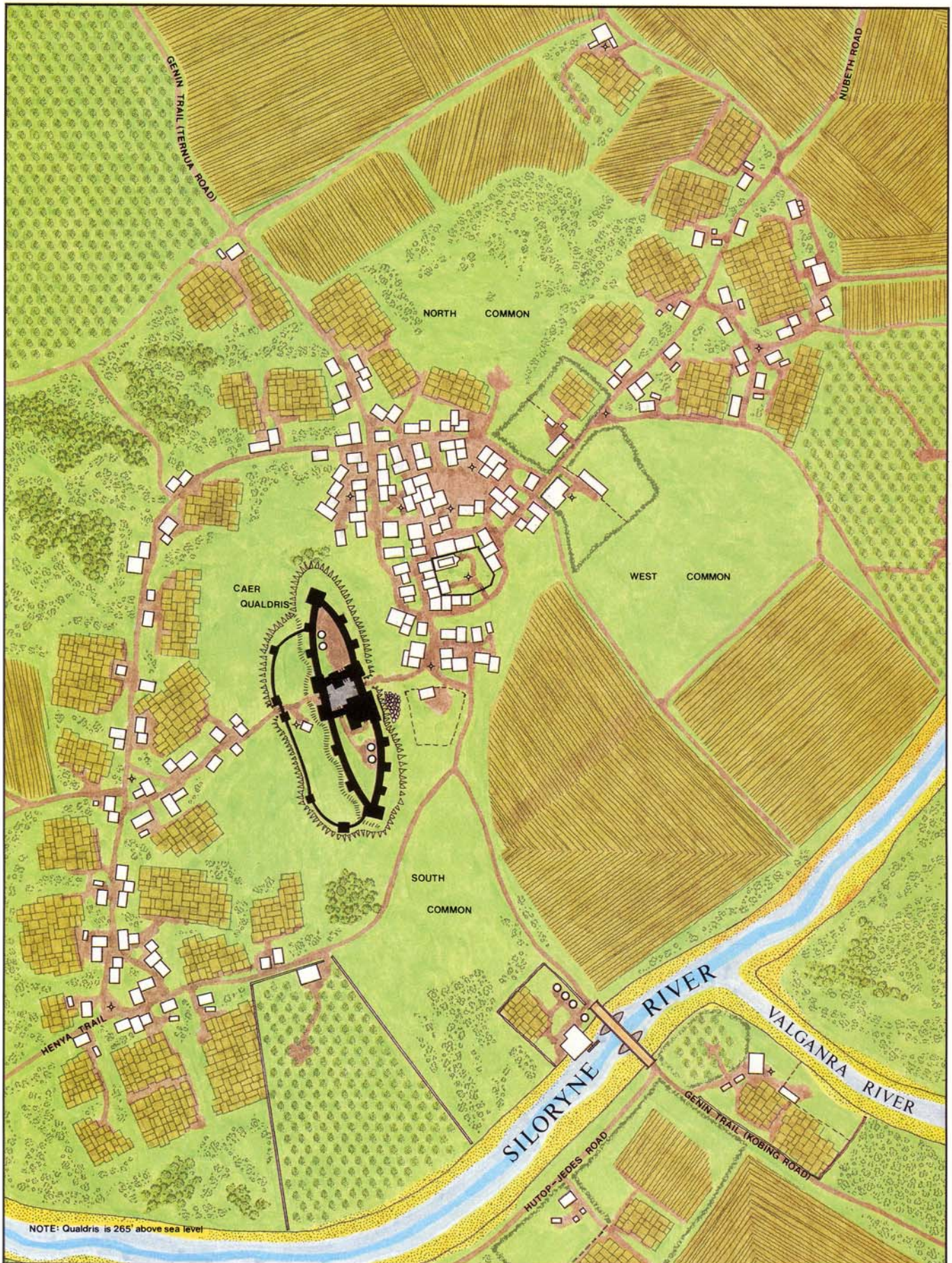
GYTHRUN 2



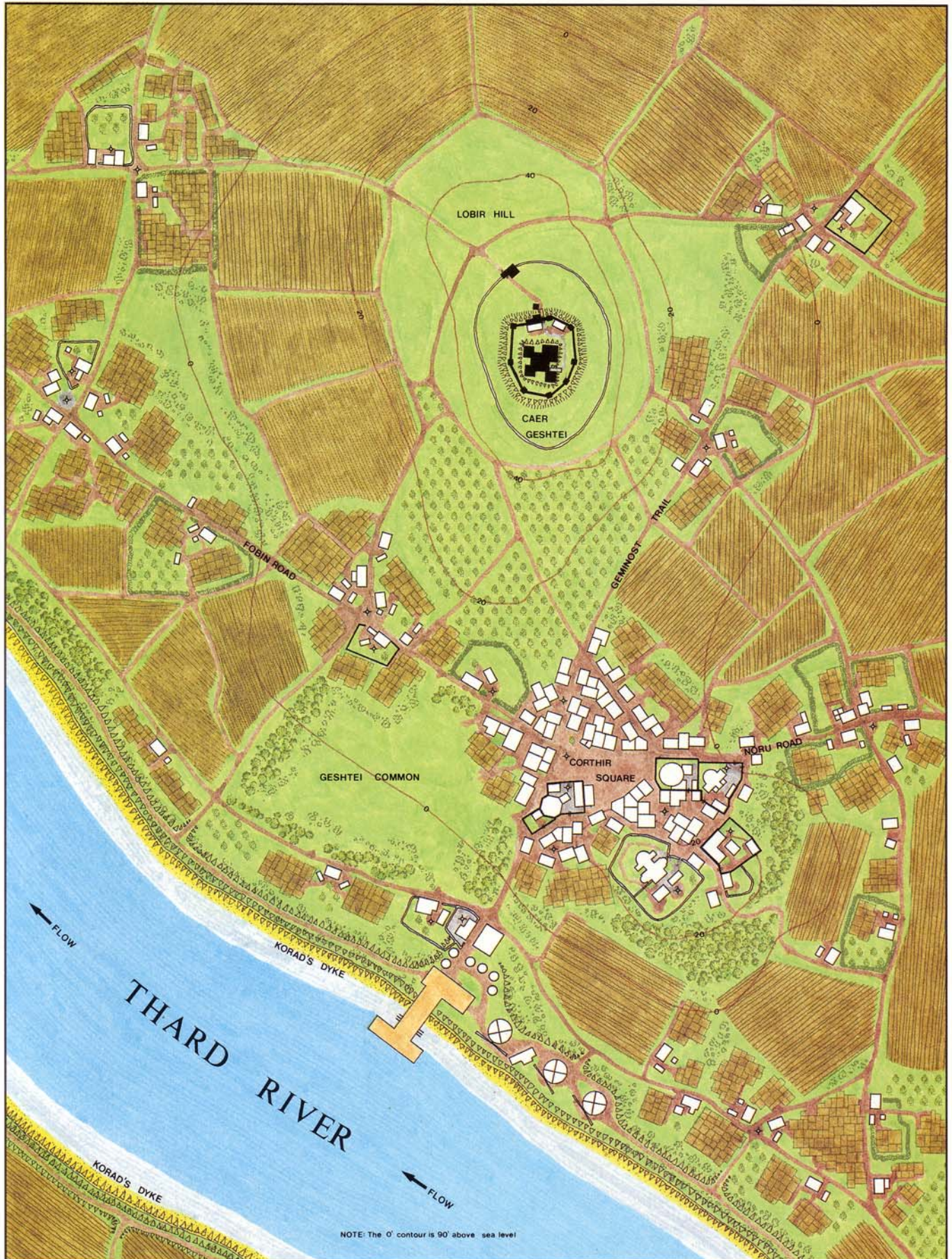
GEDA 2



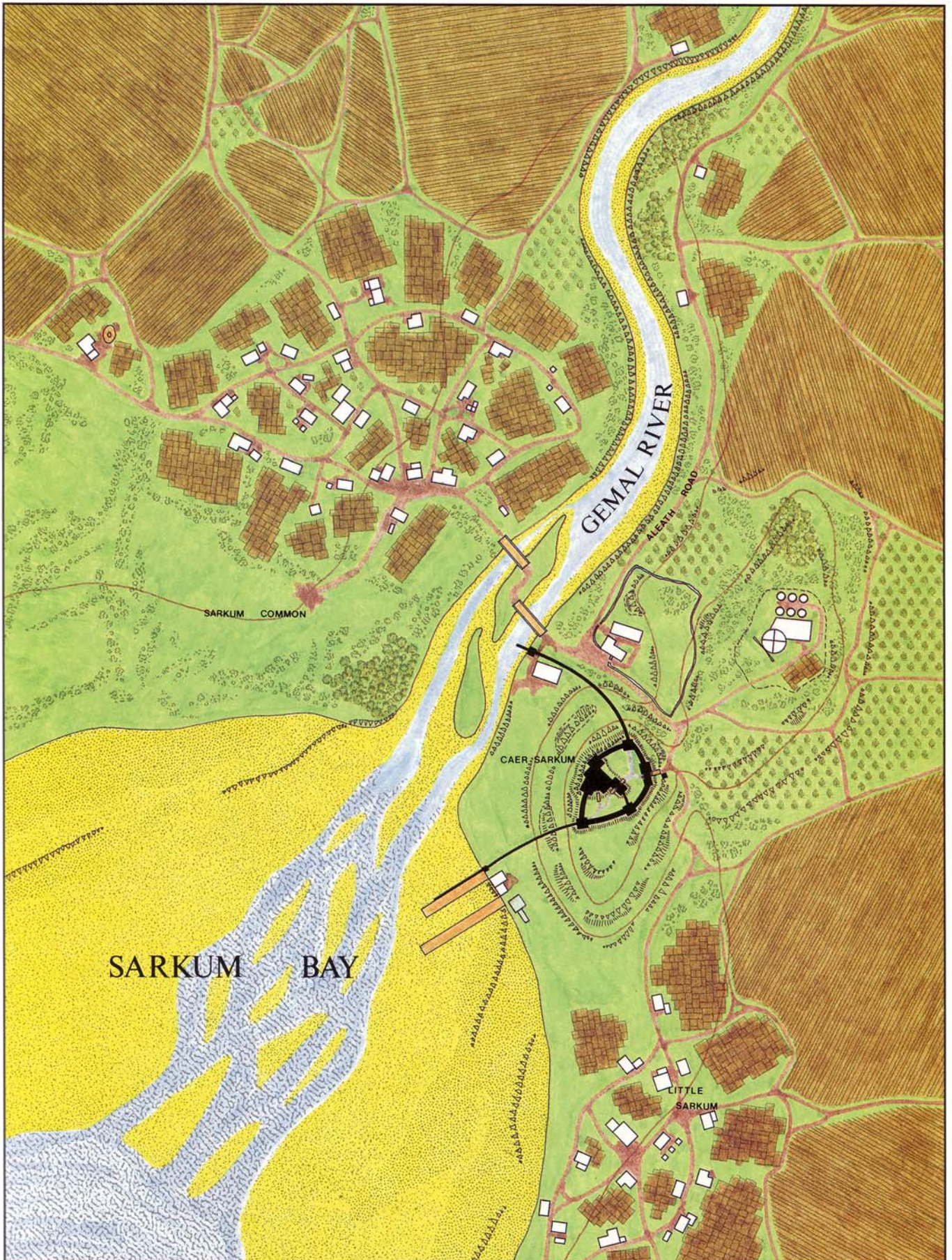
QUALDRIS 2



GESHTEI 2



SARKUM 2



QUIMEN 2



NOTE: Quimen is 720' above level

LOCATION: Kingdom of Orbaal
STATUS: Seat of Clan Geldestaar
POPULATION: 90 Ivinian, 160 Jarin.

Lorkin is one of the largest settlements in the Kingdom of Orbaal. Like most communities in the north, it is a hybrid mix of Ivinian overlords and Jarin peasantry. Located on the north shore of the Anoth River and commanding the head of the Anoth Delta, Lorkin is an important center of maritime activity.

History

The earliest settlement at Lorkin dates from the fifth century BT. The Jarin who migrated north after the Battle of Sorrows displaced the indigenous tribes and built fishing villages throughout the Anoth Delta. By the middle of the second century TR, an earthen hill fort existed on Ruatha Island, partly in response to the threat of Gargun raiding. In 302, with the threat from the foulspawn diminished, a wooden fortification was built on the present site of Lorkin and the island hillfort was abandoned.

Lorkin's strategic position ensured its success. The settlement soon dominated trade in the region. By the end of the fifth century the Jarin Prince of Lorkin may have been the most powerful of the numerous independent kings of Jara.

The diffuse kingdoms of Jara were a tempting target for Ivinian raiders. Beginning in 643, the northmen descended on the coast in a series of raids. After twenty years of suffering, Lorkin fell to the Ivinian clan Hjaida in 665. Prince Arynn Ochaid and most of his kin died in the assault.

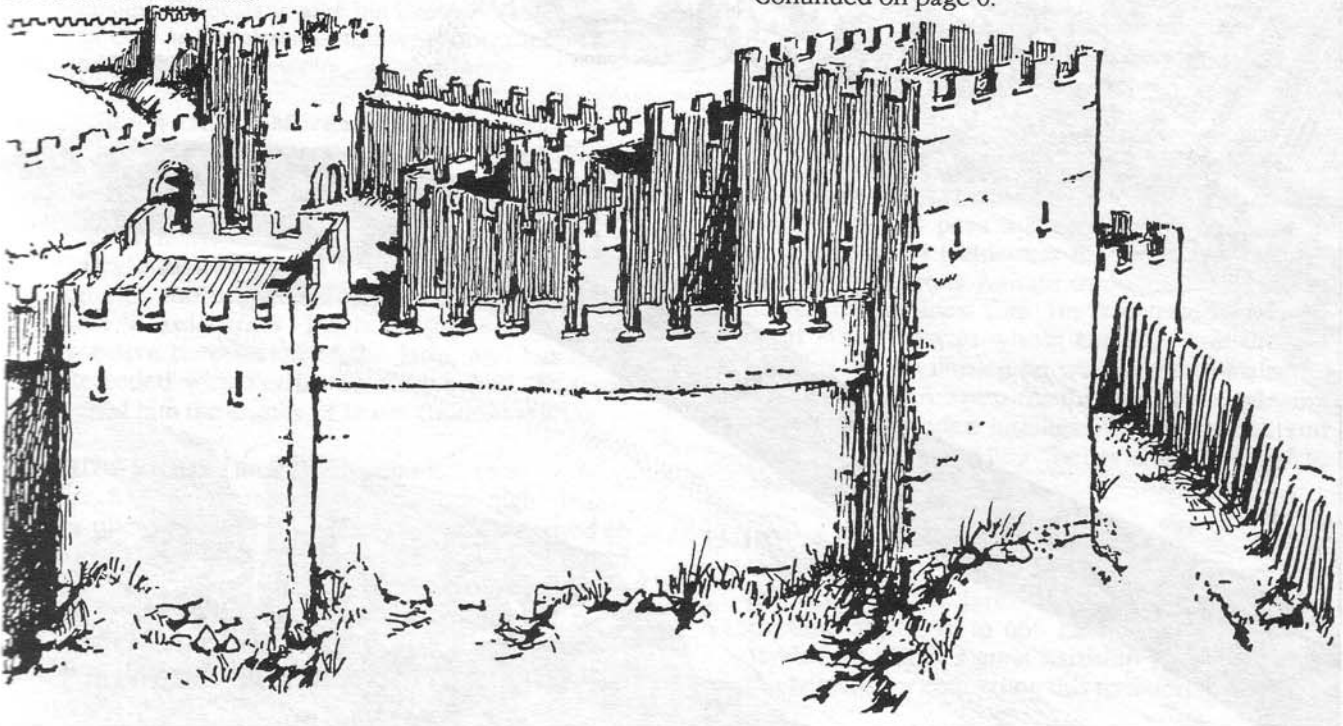
Lorkin remained a hotbed of Jarin intrigue. This was stimulated by the actions of Gweffryn Seylnes, leader of a band of Jarin patriots who called themselves the "Aenghysa", an archaic Jarin word meaning "ourselves alone". Seylnes, a dispossessed landholder, began a campaign of raiding and sabotage against the Ivinians of eastern Orbaal. A series of brutal reprisals by the Ivinians only served to strengthen the Jarin resolve.

Because of this preparation, the Jarin Rebellion of 701 was highly successful in the Lorkin area. Gweffryn and his men, making use of a riot caused by the murder of an Ilviran priest, scaled the castle walls and opened the gate to the vengeful mob. Few members of clan Hjaida survived.

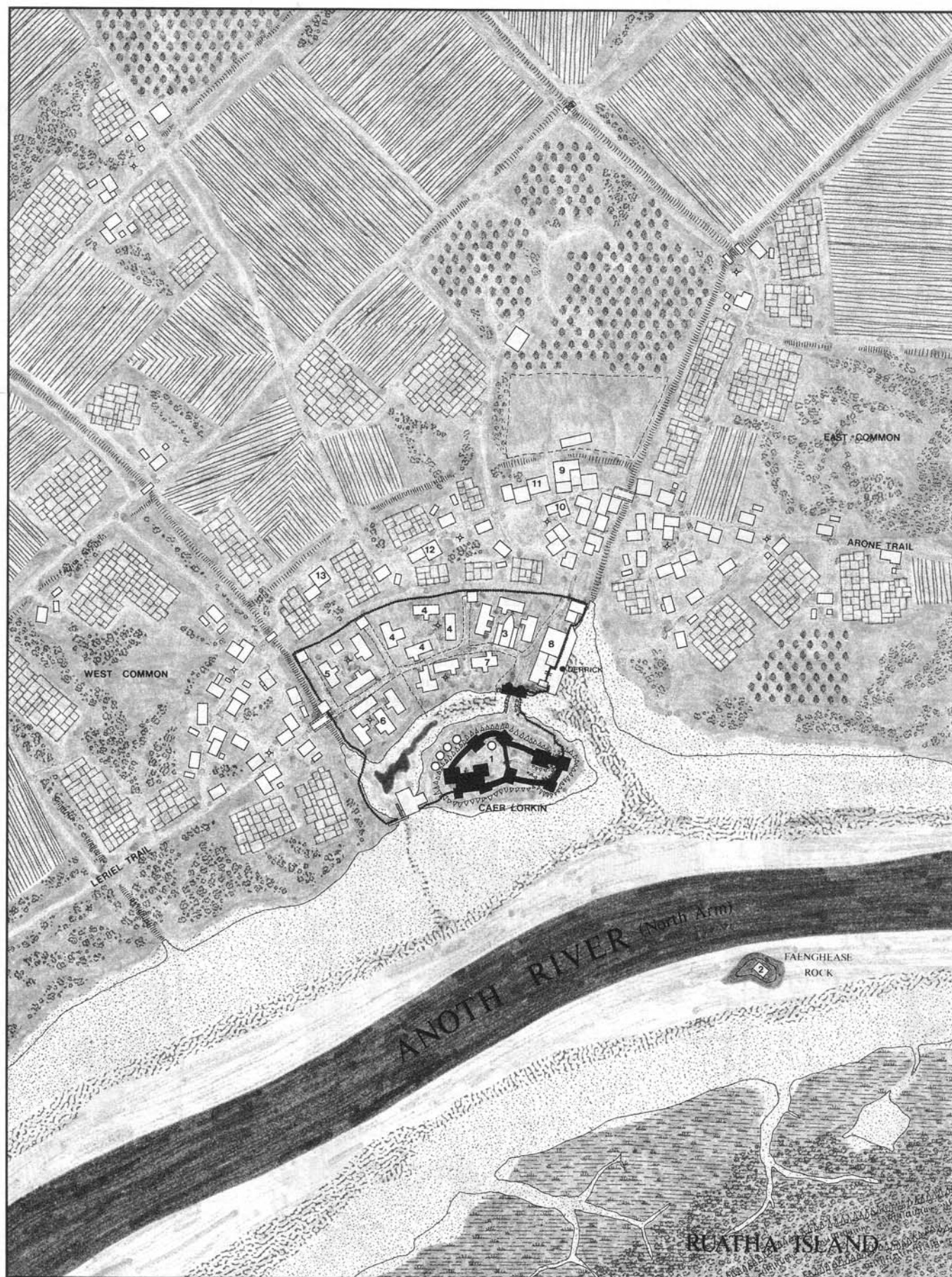
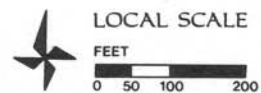
Gweffryn styled himself Lord of Lorkin, and proved to be a capable ruler. Unfortunately, the Ivinians maintained control of Arone and Shese keeps and used them as bases against the Jarin. Despite this, Gweffryn's leadership and the castle fortifications kept the Ivinians at bay. The stalemate might have continued for many years had it not been for the grisly discovery of Gweffryn's decapitated body in an upper chamber of the castle. This mysterious death demoralized the defenders and the castle fell to clan Geldestaar in 703.

Since that time the Geldestaars have shown themselves to be as depraved as any lords of Orbaal. The Jarin in the area are treated with a callous cruelty that has kept the memory of revolt alive. Taarbri Geldestaar, the present lord, recently improved the defenses of the castle.

Continued on page 6.



LORKIN 2 (GM MAP)



1. CAER LORKIN

This impressive stone fortress dominates the upper town which is itself enclosed within a 12' high wooden palisade bearing seven 22' high towers. Plans of the castle are on following pages. (a) bonded miller, Arne of Faerag; the watermill is powered by a tidal reservoir.

2. FAENGHEASE ROCK

Atop this rock is a stone mausoleum dedicated to the Ilviran priest Eochaid Olthair, whose martyrdom in 701 led to the fall of Lorkin castle to the Jarin. The structure was built in 702 by the rebel leader Gweffryn, and the Ivinians have left it standing, knowing its destruction might spark another rebellion. Some believe it to be the haunt of the *Spectre of Lorkin* (see page 6).

3. TEMPLE TO SARAJIN (Martar Julaar)

The religious needs of clan Geldestaar are met by Clan Julaar, immigrants from Harbaal. The present valhakar is Martar Julaar, a vigorous 58 year old. With wealth he gained from years of viking, Martar built this impressive temple which was finished in 718. The temple contains various holy relics, including a scrolled prophesy by the Oracle of Lokis, obtained by Makar on a visit to Kyriheim (Ivinia) in 716.

4. MERCANTYLER (Asta Geldesaan)

This complex houses four families of a junior branch of clan Geldestaar. Asta trades with mercantylers in Chelmbay, Palithane and Tarkain.

5. METALSMITH/WEAPONCRAFTER

Size: 3 Quality: *** Prices: average
Maalsten Geldestaar and his brother Yanar, serve their clan as metalsmiths and weaponcrafters. They produce fine gold jewelry and weaponry.

6. TIMBERWRIGHT (Morgaan Rejaal)

Size: 9 Quality: *** Prices: average
The Rejaals came to Lorkin from Rogna in 705 and control the timber trade in the delta. Morgaan recently married the youngest sister of valhakar Taarbri Geldestaar and is well respected for his courage and industry. Morgaan employs several Jarin woodcutters. He is disgusted with the excessive persecution of the Jarin, and has often interceded with Taarbri on their behalf. This has earned him the enmity of Jausef Geldestaar [7].

7. SHIPWRIGHT (Jaus Geldestaar)

Size: 8 Quality: **** Prices: high
An uncle of Taarbri Geldestaar, Jaus returned to Lorkin in 715 after more than a decade of successful viking. In this time he developed an infamous reputation as being among the most merciless and violent of pirates. He still boasts of his sexual prowess during "one thousand rapes",

and judging from his wizened body, this outrageous claim may even be true. Jaus, an excellent shipwright by trade, now runs this family business. He has cunningly exploited Taarbri's own natural instinct for violence and depravity to appease his own deep-rooted misanthropy; Jaus acts as public executioner for Lorkin. He has encouraged Taarbri to hear enemies in every voice, and to answer any protest with harsh punishments. The only voice of discontent Jaus has been unable to quench is that of Morgaan Rejaal. Jaus has unsuccessfully tried many times to implicate Morgaan in a "Jarin Plot", but has been rewarded by seeing his enemy's influence grow. The murder of one by the other seems inevitable.

8. BOAR WHARF

The dock at Lorkin dries at low tide. The large building on the dock is a bonding house. Most vessels using the busy port are shallow draft and are beached on the river shore.

9. THE SPAWN'S HALLOW (Fynre Gelemaar)

Size: 7 Quality: *** Prices: average
Fynre runs the only tavern in Lorkin, but serves an honest meal and brew despite his monopoly. He owns the stable and orchard immediately north of town and is a good friend of Morgaan Rejaal.

10. CHANDLER (Gard Geldassel)

Size: 3 Quality: **** Prices: average
Gard has a thriving business supplying vessels with provisions. He also keeps bees, and produces fine quality beeswax and honey.

11. WEAVER (Kathar Vynsen)

Size: 9 Quality: *** Prices: average
Kathar uses exquisite dyes made from many of the wild flowers of the area. She exports many of her finer textiles to Thay and Cherafir.

12. TRAPPER (Taumbon of Jamyne)

Size: 6 Quality: **** Prices: average
Taumbon runs the only Jarin business in the settlement, but pays a special tax of "one fur in four" to Taarbri Geldestaar for this exception. He and his three sons venture throughout Nuthela in search of the finest furs. He is detested by many local Jarin, most of whom consider him to be a collaborator, an illusion he works hard to maintain. In fact, he is an agent for the Aenghysa, bringing them much needed intelligence, equipment, and supplies, while feeding "believable untruths" to Taarbri in return.

13. HOUSE OF GWAENYR

Vryald Gwaenyr is over 90 years of age and well respected by the Jarin of the valley. Before the capture of Lorkin in 665 he was their Trehæen. Vryald has suffered great hardship at the hands of the Ivinians for continuing this tradition.

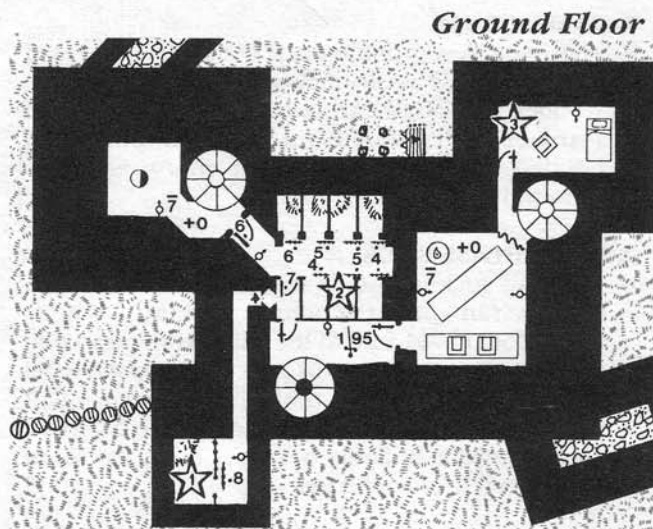
LORKIN 4

GROUND FLOOR

(1) The old Jarin crypt was converted to a jail after the capture of Lorkin castle. The small cells are rarely cleaned, and often crowded. Most prisoners suffer horribly in such confined space. Jaus, who conducts most interrogations, has been heard to remark, *"the longer the stay, the more accurate their recollection of the crime"*

(2) A cell for special prisoners, presently unoccupied.

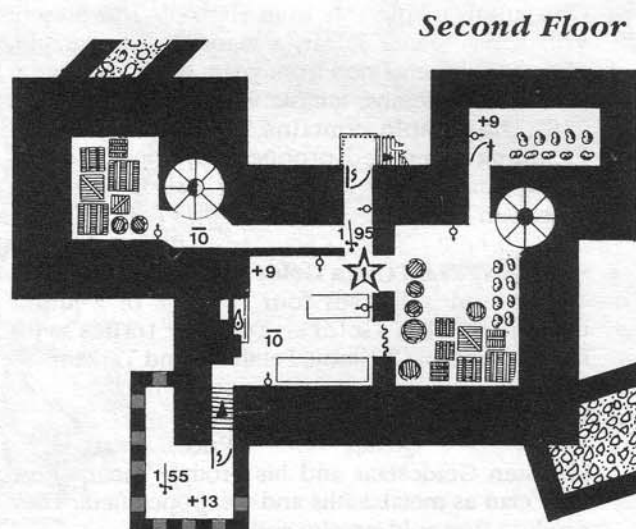
(3) Quarters for Jaus Geldestaar when engaged in interrogation and torture of prisoners.



All surfaces stone unless otherwise shown

SECOND FLOOR

(1) The kitchen and storeroom. The cook, Lornd Raaka is an Ivinian emigre from Harbaal, and he has eight Jarin assistants. He is a fair but hard taskmaster and is careful to ensure that the servants sample all food before it is eaten by their Ivinian masters. The servants are allowed free access to any part of this floor, but must be accompanied by a guard in any other part of the castle. The penalty for ignoring this rule is a severe whipping, or worse.

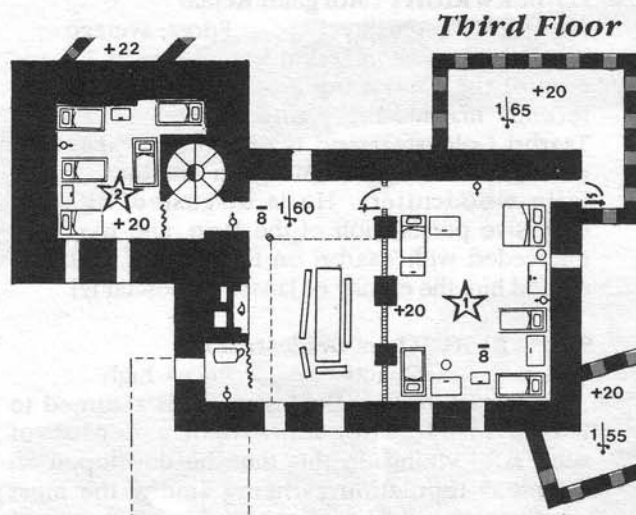


All surfaces wood unless otherwise shown

THIRD FLOOR

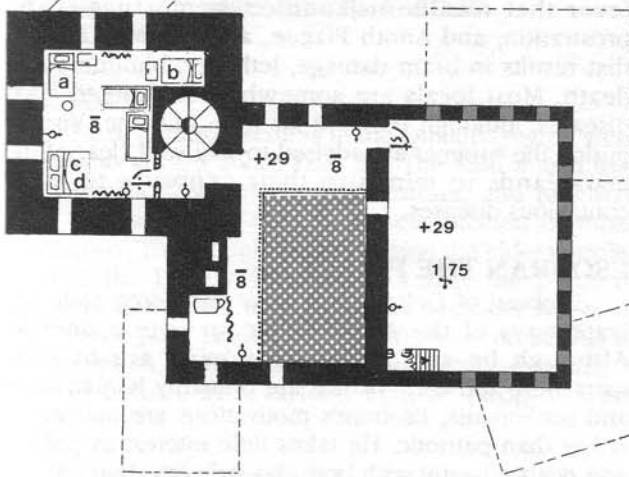
(1) Taarbri has four wives and has sired fifteen offspring, eight sons and seven daughters ranging in age from 14 to six months. Six of these children died young. Most of the remaining nine are quartered in this room, although the youngest are with their mothers on the fifth floor, and the eldest son, Astor, is fostered at Shese with clan Haidaar.

(2) Quarters for six clansmen, chosen by Taarbri from the castle guard as personal bodyguards. Needless to say, they are all highly skilled at arms. Including these men, the castle has a permanent garrison of 32 clansmen, chosen from the numerous small settlements surrounding Lorkin. The other 26 are housed outside the keep in towers of the castle walls.



All surfaces wood unless otherwise shown

Fourth Floor



FOURTH FLOOR

All four of Taarbri's wives share this floor.

(a) Selda, 32; the first wife of Taarbri. She is the mother of Astor, 14, and two other boys, Hrundle, 12, and Naarin, 8. Selda is the youngest daughter of Saanfrin Haidaar, valhakar of clan Haidaar who hold nearby Shese Keep. She remains his closest confidant, and the two remain on intimate terms. Selda is the chamberlain of Taarbri's household; his other wives look to her for guidance and protection.

(b) Maeyan, 29, the product of a hasty political marriage with clan Hulthard of Arone Keep. Maeyan is considered as ugly as Taarbri himself, a contributing factor to her being motherless. Although they have been married for almost ten years, it is rumoured that they have never shared a bed.

(c) Alasyn Ekkart, 26 (and very beautiful); is the protective mother of three daughters. Because this is viewed as a disgrace, she is shunned by Taarbri except when his lust overtakes him. Selda is quite fond of this shy woman from the island of Kereva, and has prevented Taarbri from beating her on several occasions. Alasyn is often seen outside the castle with her daughters, performing errands for Selda and Taarbri's other two wives.

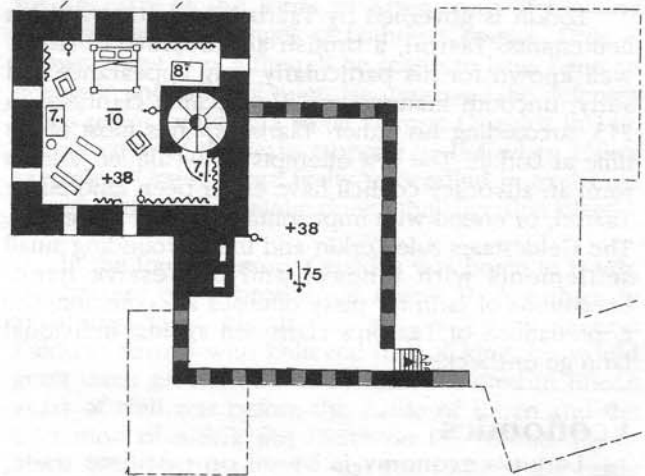
(d) Kyli Turensyn 23, is a member of the royal clan of Rogna (Ivinia) although she is not directly related to the royal family. She has given birth to one of Taarbri's other son s, aged 5, and two twin girls aged 3.

INTERIOR SCALE
FEET (1 mm = 1 Foot)



All surfaces wood unless otherwise shown

Fifth Floor



FIFTH FLOOR

The private quarters of Taarbri Geldestaar, Lord of Lorkin. He is 34, a violent and depraved man capable of great cruelty, but as is common in such cases, a loving husband and father to most of his wives and children. As valhakar, Taarbri rules a large and powerful clan, who in turn rule numerous small thrans around Lorkin, scattered among the numerous islands and along the northern shore of the Anoth Delta.

The walls of Taarbri's chamber are decorated with exquisite tapestries and intricate gold, brass, and silver wares. Over the large main bed is a case with imported lead glass windows, wherein can be found Taarbri's greatest prize: "the bauble of craven kings", a priceless collar of electrum that once adorned a Jarin prince at his burial. Taarbri only wears it in public, otherwise keeping it in the locked case above his bed.



Taarbri Geldestaar

LORKIN 6

Government

Lorkin is governed by Taarbri Geldestaar and his lieutenants. Taarbri, a brutish and depraved man, is well known for his particularly ugly appearance and surly, uncouth mannerisms. He became clanhead in 713, succeeding his father. Taarbri spends most of his time at Lorkin. The few attempts by wealthier Jarin to form an advocacy council have either been ignored by Taarbri, or ended with imprisonment of the instigators. The Geldestaars rule Lorkin and the surrounding small settlements with a heavy and oppressive hand. Executions of Jarin for petty offenses are common; the depredations of Taarbri's clansmen against individual Jarin go unchecked.

Economics

Lorkin's economy is based on maritime trade, primarily with the other coastal settlements of Orbaal and with other Ivinian kingdoms. Clan Geldestaar is a branch of clan Gelda from Rogna in Ivinia and they still have reasonably close ties to that realm.

Taxes

Head tax is charged on every person over the age of five (Jarin) or seven (Ivinian). The penalty for hiding during the census is execution of the *non-person*. The Geldestaars are among the most rapacious and greedy Orbaalese lords, and have been known to collect the head tax three times in one year. This behaviour has steadily worsened the already strained relations between clan Geldestaar and their Jarin subjects.

| | |
|-----------|--------------------------------------|
| Head Tax: | per annum: 6d (Ivinian), 15d (Jarin) |
| Hawking: | 7% goods value |
| Bonding: | 1% goods value per month |
| Pilotage: | 30d flat fee |
| Wharfage: | 1d per foot per day |
| Registry: | 50d per foot per annum |

Religion

The religious climate of Lorkin is very intolerant. Faiths other than Sarajin are actively discouraged; the church of Ilvir is ruthlessly suppressed. Most Ivinians worship Sarajin. The Jarin are either secret Ilvirans or discreet Peonians. The Agrikan order of the Kukshin, based at Quimen, has made a few overtures to Taarbri to allow the establishment of a temple at Lorkin but have so far been rebuffed.

MARSH DISEASES

During the summer the Anoth Delta is a breeding ground for insects and disease. Lorkin and the surrounding communities, particularly those to the east, are plagued by mosquitoes, blackflies, and other biting insects. Diseases endemic to the region are Tular Fever, an infectious blood disease spread by insect bites; Breakbone Fever, another insect carried disease that results in a painful scabrous rash, severe headaches,

and incapacitating pain in the joints; Yellow Jack, a fever that results in jaundice, hemorrhage, and prostration; and Anoth Plague, an infectious disease that results in brain damage, lethargy, blindness and death. Most locals are somewhat resistant to such diseases, although they are far from immune. Visitors during the summer are advised to stay well clear of the marshlands to minimize their exposure to these contagious diseases.

ESOBAN THE PIRATE

Esobran of Geltyne has made his home amid the waterways of the Anoth Delta for over a decade. Although he and most of his band are of Jarin extraction, and their victims are primarily Ivinian ships and settlements, Esobran's motivations are mercenary rather than patriotic. He takes little interest in politics and deals covertly with both the Jarin freedom fighters at Gedan, and the Ivinian lords of Arone keep. His band varies in size from a hundred to a dozen or less. Their activities vary between piracy, wrecking, and brigandage, depending on the current size of the band and the opportunities that present themselves.

No serious attempt has been made to deal with Esobran, largely because the marshy waterways of the Delta offer far too good a refuge. Esobran is a cunning and ruthless man of forty three who has little regard for the value of human life.

SPECTRE OF LORKIN

The mysterious decapitation of Gweffryn Seylnes in 703 marks the beginning of the legend of the Spectre. Since that time nineteen members of clan Geldestaar have been found headless, often in peculiar circumstances. The most notable victim was Bjarl Geldestaar, Taarbri's father, who was found headless in his bed in 713; victims' heads have never been found.

The first incident occurred one month after the Ivinians recaptured the castle; the most recent victim was found in the fall of 719. These incidents have given rise to the belief in the *Spectre of Lorkin*. Most folk believe that the Spectre is the vengeful spirit of Gweffryn, although Taarbri scoffs at the notion. He believes, or claims to believe, that the incidents are the work of Jarin rebels, and has reacted to each incident by the execution of five randomly selected Jarin. This has had no noticeable effect on the activities of the Spectre.

There are no reports of anyone seeing anything untoward at Lorkin, despite the fact that three victims met their end within a few feet of other residents of the castle. In one case, a victim entered an empty storeroom and was found beheaded five minutes later. Incidents like these make most Geldestaars somewhat nervous, and reluctant to spend much time alone.

NOTE: For a broader discussion of Orbaalese politics and Jarin culture, see the *Gedan and Jarin* articles in the *Orbaal* module.

QUALDRIS 1

LOCATION: Oselshire, Kingdom of Kaldor
STATUS: Seat of the Earl of Osel
POPULATION: 610

History

The first human settlers in the Qualdris region were Jarin who arrived about 1200 BT. The Kaldor area saw the greatest flowering of Jarin culture, and nowhere else on Harn were they better established or more numerous. They fought loyally beside the elder peoples against the Lythian invaders, but after the Battle of Sorrows in 683 BT they faced the Lythians alone. In Kaldor the Jarin proved to be sufficiently numerous to retain much of their heritage, gradually evolving a hybrid culture and various Lythian peoples were absorbed.

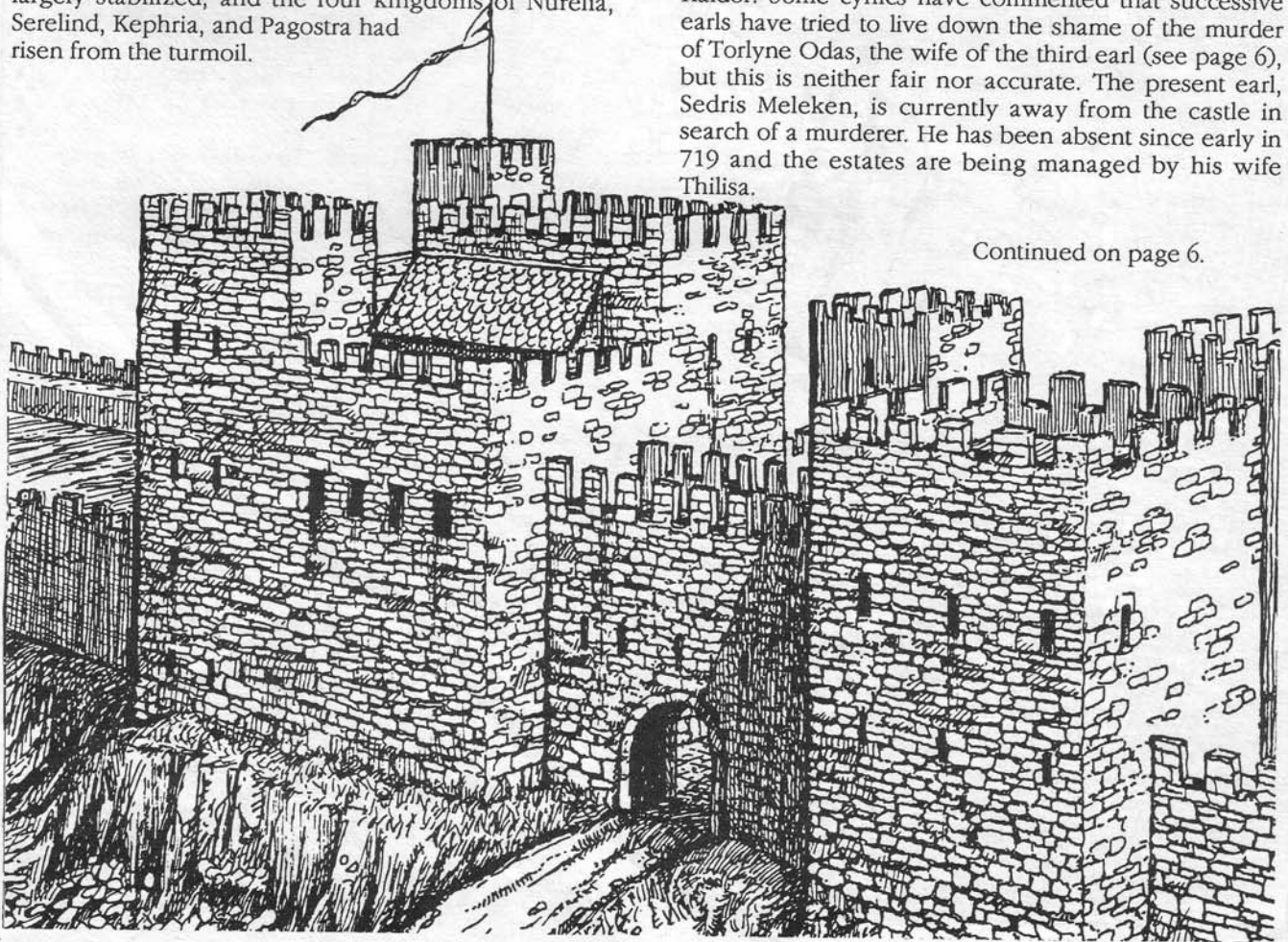
By the first century TR a mosaic of fiercely independent petty states were scattered across Kaldor. One of these was Hele, ruled from the hillfort of Kanhele on the site of present day Qualdris. In 113, Hele and most of the other petty kingdoms submitted to Lothrim the Foulspawner, agreeing to pay him tribute. After Lothrim's death in 120, a period of chaos ensued as local warlords fought over the bones of his empire. Within two decades, however, this region had largely stabilized, and the four kingdoms of Nurelia, Serelind, Kephria, and Pagostra had risen from the turmoil.

Pagostra was founded by Hain Parlis, who traced his ancestry to the lords of Arwn, one of the tiny kingdoms on the fringes of Lothrim's empire. Little is known about him, although he seems to have been an energetic and efficient ruler. He improved the defenses of his realm, building a stone keep at Qualdris in 140. Construction of the walls stopped in 184 when Hain's successor, Orsin, swore fealty to Serelind in exchange for aid against the Pagaelin during the Migration Wars.

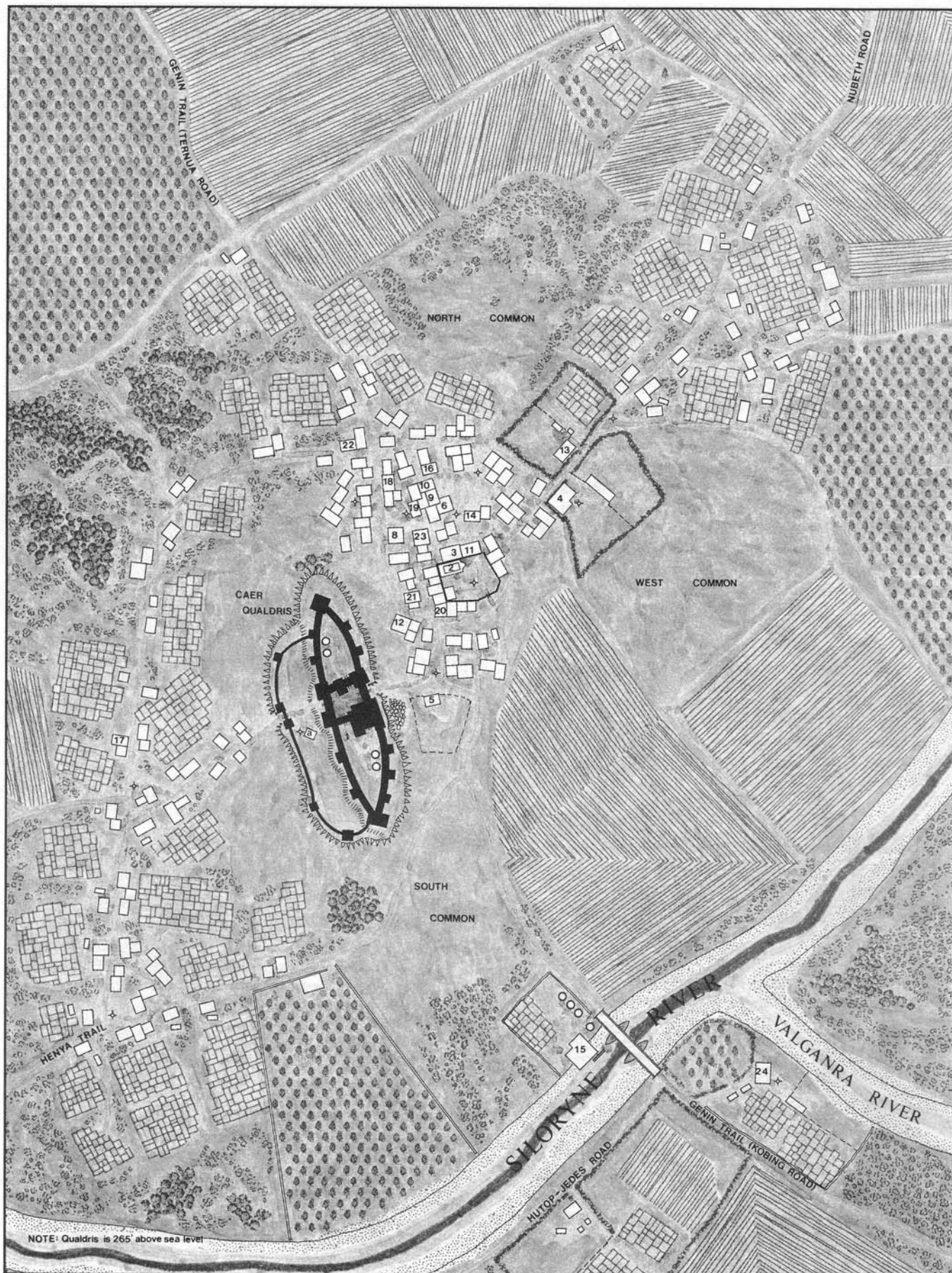
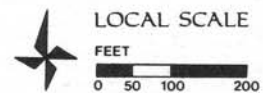
In the fourth century Qualdris was home to Fierth, the bastard elder brother of Aidrik II. A ruthlessly ambitious man, Fierth was supported by several Kaldoric barons who believed that, if king, he would grant them greater autonomy. This resulted in fifteen years of civil war before the Battle of Kiban and the execution of Aidrik put Fierth on the throne. Fierth made Qualdris his primary seat and finished the castle walls. The long interruption during construction, and the fact that different stone was used, gives the curtain wall two distinctly different colors.

After the restoration of the House of Artane in 406, Qualdris was granted to Arvan Meleken with the title Earl of Osel. Clan Meleken has held the castle ever since and is one of the oldest and proudest families in Kaldor. Some cynics have commented that successive earls have tried to live down the shame of the murder of Torlyne Odas, the wife of the third earl (see page 6), but this is neither fair nor accurate. The present earl, Sedris Meleken, is currently away from the castle in search of a murderer. He has been absent since early in 719 and the estates are being managed by his wife Thilisa.

Continued on page 6.



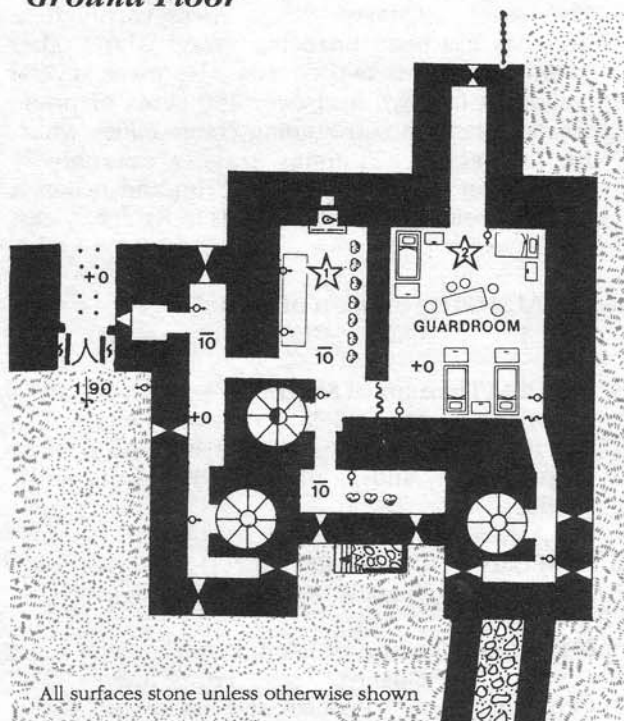
QUALDRIS 2 (GM MAP)



1. **CAER QUALDRIS**
(a) Bonded Ostler, Taerin of Gulpaer. Interior plans of the castle are on following pages.
2. **TEMPLE OF LARANI**
The Order of the Spear of Shattered Sorrow. The present Serolan is Cerigan of Felithe, an elderly cripple with a powerful and quick mind.
3. **THE WEEPING MAID (Saery of Glenn)**
Size: 4 Quality: *** Prices: average
Popular with the local folk. Patrons have been known to get quite rough with fools drunk on Saery's heady ale.
4. **THE PIG AND WHISTLE (Haeri of Ghuelph)**
Size: 9 Quality: **** Prices: high
Haeri runs the town's most prosperous inn. Busy at its slowest, it is always full when the caravans pull through. One third of the inn is owned by Terrance of Haerl, freemaster ostler.
5. **GENIN'S REST (Fynygyn of Tyme)**
Size: 3 Quality: *** Prices: average
Fynygyn inherited the inn from his father in 718, and has been saving to add more rooms in the future. His inn is over 300 years old, and in sore need of renovations.
6. **APOTHECARY (Ael of Rex)**
Size: 3 Quality: *** Prices: average
7. **CHANDLER (Mido of Chasel)**
Size: 8 Quality: *** Prices: average
Mido specializes in outfitting caravans, and often journeys with them to Tashal to restock.
8. **CHANDLER (Eran of Quenal)**
Size: 4 Quality: ** Prices: low
9. **CLOTHIER (Cassan of Hiyamm)**
Size: 12 Quality: **** Prices: high
Cassan comes from Dalkesh, a land on the eastern shore of the Venarian Sea. Although he speaks excellent Harnic he feels he speaks it poorly, often becoming frustrated and angry when he can't find the right words to express himself. He left far off Dalkesh many years ago and enjoys living in Kaldor. Cassan often sells to the earl, and enjoys a close friendship with his wife, Thilisa.
10. **HIDEWORKER (Mida of Dalga)**
Size: 5 Quality: *** Prices: average
11. **MASON (Ashata of Falen)**
Size: 8 Quality: **** Prices: high
Ashata is responsible for the upkeep of the castle.
12. **MERCANTYLER (Ruyth of Ashance)**
Size: 3 Quality: ** Prices: low
13. **MERCANTYLER/USURER (Tommas of Cuke)**
Size: 16 Quality: ***** Prices: very high
Tommas has been financing caravans and other ventures for over two decades. He owns several buildings in town and over 450 acres of prime freehold land in surrounding communities which he farms out. Tommas travels extensively throughout Shorkyne and Trierzon and makes a point of visiting all major markets in Kaldor at least once every two years.
14. **METALSMITH (Indalon of Thata)**
Size: 5 Quality: *** Prices: average
15. **MILLER (Thyman of Sael)**
Size: 8 Quality: *** Prices: average
The mill is owned by the earl. Thyman is a bonded master miller, and is allowed 15% of the mill's profits.
16. **PERFUMER (Akatern of Lemret)**
Size: 2 Quality: *** Prices: high
17. **PHYSICIAN (Orhan of Erodal)**
Size: 1 Quality: **** Prices: low
Orhan is a devout Peonian and has never refused "hardship" cases. He lives simply, desiring none of the trappings of wealth.
18. **POTTER (Hassela of Biech)**
Size: 7 Quality: *** Prices: average
19. **SALTER (Sirphet of Ghael)**
Size: 4 Quality: *** Prices: average
20. **TENTMAKER (Alagra of Vafag)**
Size: 8 Quality: *** Prices: average
Alagra is a shrewd women, not above using her "womanly wiles" to win business. Despite her reputation Alagra is a respected merchant in town, often consulted on economic matters by the earl.
21. **WEAPONCRAFTER (Vida of Dev)**
Size: 3 Quality: **** Prices: high
Vida is a superb swordsmith.
22. **TIMBERWRIGHT GUILD**
A large hostel and warehouse.
23. **WEAPONCRAFTER (Univ of Inain)**
Size: 4 Quality: *** Prices: average
24. **HOUSE OF JANAKILE**
Shak Janakile is a very successful farmer, leasing almost 180 acres in Hylesim Manor. This manor is held by the King of Kaldor, and is managed for him by the Bailiff of Siloryne Hundred. Shak's wife can both read and write which is rare among common folk; she acts as scribe to the Bailiff. They have six boys, and two daughters, ages 7 through 22.

QUALDRIS 4

Ground Floor

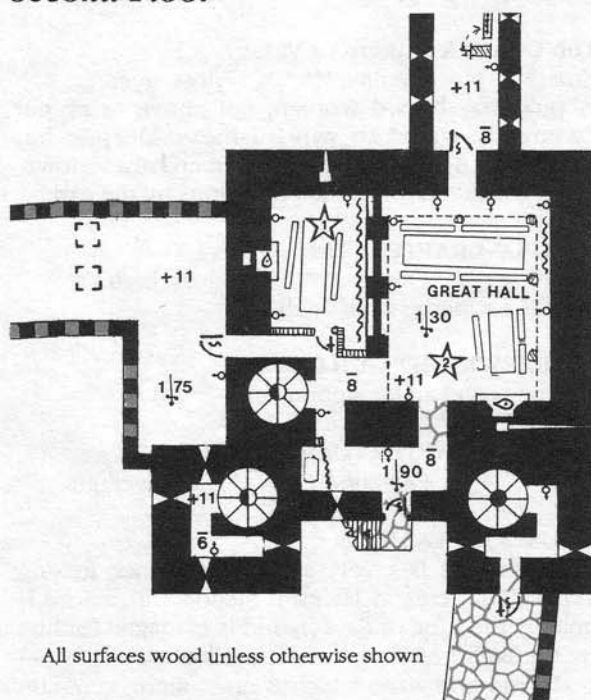


INTERIOR SCALE
FEET (1 mm = 1 Foot)

0 10 20 30 40 50



Second Floor



All surfaces wood unless otherwise shown

GROUND FLOOR

(1) Kitchen. The castle cooks and servants are run by Myran Galzath. Previously, Myran was the master chef for the Earl of Neph who is renowned for the pleasures of his table, but left this employ after several "regrettable incidents" involving female staff. Myran is a handsome man of 42. He is very fond of Seleryn, an attractive 22 year old chambermaid to the earl's wife. He has let it be known that he would have Seleryn as wife, but this requires the approval of the earl's wife, which has not yet been given.

(2) Guard Room. The castle garrison of 32 men is commanded by Sir Meathgir of Tomada; this room serves as quarters for Sir Meathgir, and six senior guardsmen. Sir Meathgir is the youngest son of a family that holds nearby Strout Manor. As with most younger sons, Meathgir does not expect to inherit this fief, and must seek his fortune elsewhere. Other than castle defence, Sir Meathgir's duties are to patrol the surrounding district and to collect taxes and aids from the earl's estates. The latter activity does not exactly endear him with the earl's vassals, but all acknowledge he is honest and fair in his collections. Sir Meathgir is 30 years old and hopes to acquire an estate through marriage, but is too busy for the moment to pursue this goal.

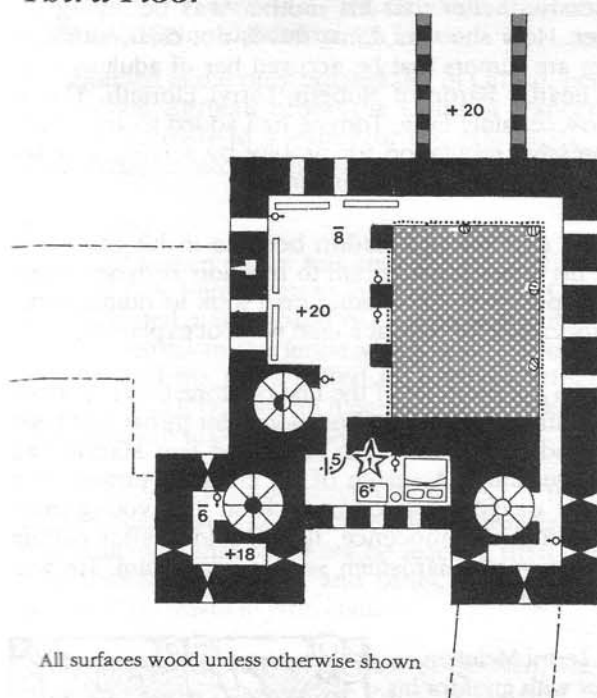
SECOND FLOOR

(1) Council Chambers. Audiences with the earl are held here. Additionally, every tenth day of the month the earl calls his major vassals to a grand council. In the earl's absence, attendance has been somewhat sporadic.

The chamber is simply decorated with little ornamentation. Behind the tapestry of the east wall is a large, well-stocked library, a tradition of clan Meleken for many years. The library contains many important tomes, both religious and historical, some from as far away as Trierzon and Menema.

(2) The Great Hall. The hall is dominated by the infamous *Bloody Tapestry* (see page 6.) The great hall is where most meals are served. The servants are permitted to eat here, after the main meal of the day has been served and guests have retired.

Third Floor



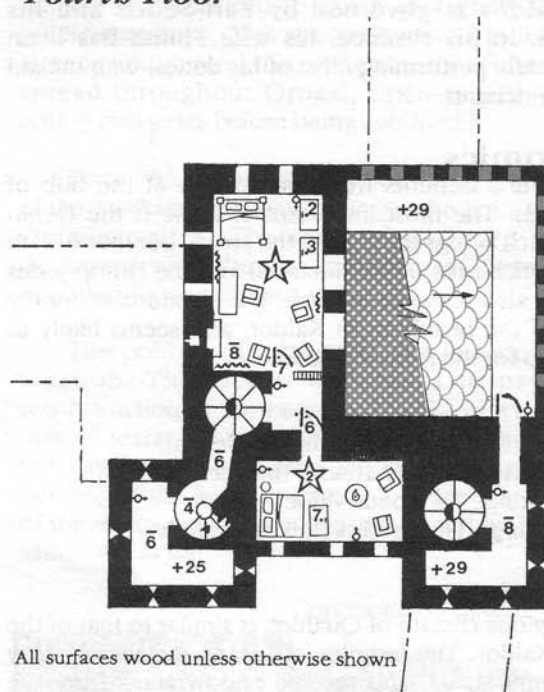
THIRD FLOOR

(1) Quarters for Sir Earny Sarathid, Constable of Qualdris, whose cousin holds Bertine Manor. Sarathid is 62 and in poor health, but was once a valiant knight who served with Torastra, king of Kaldor, during the Treasure War. He is theoretically in charge of the castle and its estates during the absence of earl Meleken, but his ailing health has meant that the Sir Meathgir, the knight commander of the garrison, and Thilisa, the earl's wife, perform most of his duties. He is widowed, has no surviving children, and is not expected to live much longer.



Earl Sedris Meleken

Fourth Floor



FOURTH FLOOR

(1) Quarters for Earl Sedris Meleken, the twelfth Earl of Osel. He is 27, and every bit the chivalric ideal of a knight. Sedris and his ancestors have made a point of walking softly in Kaldoric politics. Far from the centers of power, Qualdris affords the earl the luxury of independence from the political intrigue that has always surrounded the throne of Kaldor.

Eight months ago, the earl left Qualdris in pursuit of a freeman called Keldirian, a local woodcutter and iceman who accidentally killed one of the earl's men-at-arms, then fled to escape almost certain hanging. No word of the earl's success or his present whereabouts has been received since his departure.

In his absence, and because of the constable's ill-health, Sedris' vast estates are being administered by his wife, Thilisa Caldeth. She is a daughter of the Earl of Vemion who holds Minarsas castle as his principal seat. Thilisa is a radiant, supple woman of 23, so far childless. She is hoping that when Sedris returns they will be able to concentrate on producing an heir. In the meantime, she has demonstrated great aptitude for administration. Thilisa acts as Chancellor of the earldom, and has increased the revenue of her husband's many estates.

(2) Private quarters for Meline Anvusen, chamberlain. She is a daughter of Sir Ugart Anvusen, a vassal knight holding Nisema manor. Meline is responsible for all household affairs and staff duties formerly handled by Thelisa.

QUALDRIS 6

Government

Qualdris is governed by Earl Sedris and his advisors. In his absence, his wife Thilisa has been competently performing most of his duties, with the aid of his lieutenants.

Economics

Qualdris benefits from its location at the hub of four roads. The most important of these is the Genin Trail, which brings trade from the south, but the Nubeth road, (which runs on to Minarsas) and the Hutop-Jedes road are also reasonably busy. The Qualdris economy is one of the healthiest in Kaldor, and seems likely to remain so for the foreseeable future.

Taxes

- Property: 6% per annum (residential)
- Property: 5% per annum (business)
- Hawking: 9% goods value
- Bonding: 1% goods value per month

Religion

The religious climate of Qualdris is similar to that of the rest of Kaldor. The temples of Larani and Peoni enjoy tax exempt status, and receive endowments from the government and the population. Worship of Agrik, Morgath, or Naveh is punishable by death. Other religions are tolerated but not encouraged.

THE BLOODY TAPESTRY

Ledril Meleken, the third Earl of Osel, married Torlyne Odas, the daughter of a wealthy knight, in 442. She was a gentle woman, much renowned for her beauty and pious devotion to the Peonian Church. Ledril was a valiant knight and a wise and generous lord, and the match was generally regarded as perfect.

Torlyne bore Ledril three children; two sons Madrin and Arvan, and a daughter Jayal. The boys grew into excellent chivalry knights, and Madrin, the eldest, won fame in several tournaments. He travelled widely, seeking to broaden his knowledge so that he might "better serve his oath of fealty" when he came to succeed his father. In 471 he returned from a journey to western Harn where he is believed to have visited the court of Sylud, the Corani Emperor.

Some scholars have speculated that while Madrin was in Coranan he contracted a fever which affected his reason; others believe that in the somewhat degenerate imperial court he was introduced to some powerful drug (possibly Tasparrh). Whatever the case, it is clear that Madrin was a changed man when he returned to Qualdris. Where before he had been cheerful and ever ready with a kind word, he was now subject to irrational moodiness and fits of temper, which gradually grew more intense and frightening.

Three months after his return Madrin developed an obsessive belief that his mother was betraying his father. How she was doing this is not clear, although there are rumors that he accused her of adultery with the nearby Baron of Nubeth, Larryl Elorieth. This is almost certainly false, Torlyne had added to an already impressive reputation for probity by serving as a lay worker in the local Peonian temple.

So extreme did Madrin become in his obsession that his father forbade him to mention Torlyne's name in his presence. The young man took to riding alone, disappearing for days at a time without explanation.

On the morning of the first of Morgat, 471, Torlyne was found murdered in her room. Her throat had been cut, and certain evidence suggested that Madrin had been her killer. A search of his chamber turned up a bloody dagger secreted in a chest. The young man, protesting his innocence, fled Qualdris after cutting down several guardsmen sent to arrest him. He was never captured.

Ledril Meleken, beset with grief for his gentle wife, commissioned a tapestry depicting her ministering to the sick. Finished about a year later, the tapestry was hung in the great hall of the castle. On the first anniversary of her death it was observed that Torlyne's features took on a faint but noticeable red tinge. This phenomena has been observed to repeat on every subsequent anniversary.



Whether or not Madrin actually murdered his mother is something of a moot point because almost 250 years have passed since her death. It is perhaps noteworthy, however, that the thirtieth of Navek and the first of Morgat are the most holy days of the Navehan church. Some folk have speculated that Torlyne was a victim of the Navehan church and the dagger was planted in Madrin's room as part of a plot to destabilize the earldom. If this is true, the attempt failed, Madrin's younger brother Arvan succeeded to the title and proved one of the most able Earls of Osel. Arvan never believed in his elder brother's guilt, and made several unsuccessful attempts to unearth the real killer.

LOCATION: Kingdom of Orbaal
STATUS: Orderial Fief, Crimson Dancer.
POPULATION: 40 Ivinian, 75 Jarin.

Quimen is the only orderial fief in Orbaal, held by the female Agrikan order, the Crimson Dancer. An isolated fortress in a valley of the Jahl Mountains, Quimen lies outside the mainstream of Orbaal.

History

The Quimen valley was settled long after the first influx of Jarin immigrants to the north. Aragyn Cysemet, who defeated a large band of Gargun in the region in 231 TR, settled in the fertile valley with his followers. Aragyn and his heirs called themselves Princes of Quimen, and it became an independent petty kingdom. Quimen keep was built in 584.

Quimen's isolation served to protect it from the Ivinian conquest. The northmen were disinterested in any settlement that could not be reached from the sea. Like Gwaeryn, Pethwys, and Leriell, Quimen seemed destined to remain in Jarin control.

Two factors changed the fate of Quimen. The first was that Rogryn Cysemet, the Prince of Quimen, began to actively encourage Jarin unrest in 695 TR. Although the Jarin masters of Gwaeryn, Pethwys, and Leriell were also involved in fomenting discord, only clan Cysemet spoke openly against the Ivinians. The second factor was the arrival in Orbaal of Melkea Akarne, a priestess of Agrik from Rethem. She had been sent to establish the Order of the Kukshin in Orbaal. The Kukshin, and its sponsored fighting order, the Crimson Dancer, found it advisable to leave their traditional base in Tharda because of the disfavor of the King of Rethem.

Melkea seduced King Alegar I of Orbaal and convinced him to allow the Agrikans to move to Orbaal. Alegar, who was always quick to see the value of new allies, and seeing a way to deal with Rogryn Cysemet, offered the Agrikans Quimen keep.

To give his actions the patina of legality, Alegar demanded that the four Jarin lords make personal submission to him at Geldeheim or be declared outlaw. Messages were delivered to Gwaeryn, Leriell, and Pethwys in ample time for a response, but the ultimatum to clan Cysemet was delivered one tenday before the deadline, in the very dead of winter. Whether or not Cysemet would have submitted (as did the other Jarin lords) is unknown. Bad weather ensured his non-compliance.

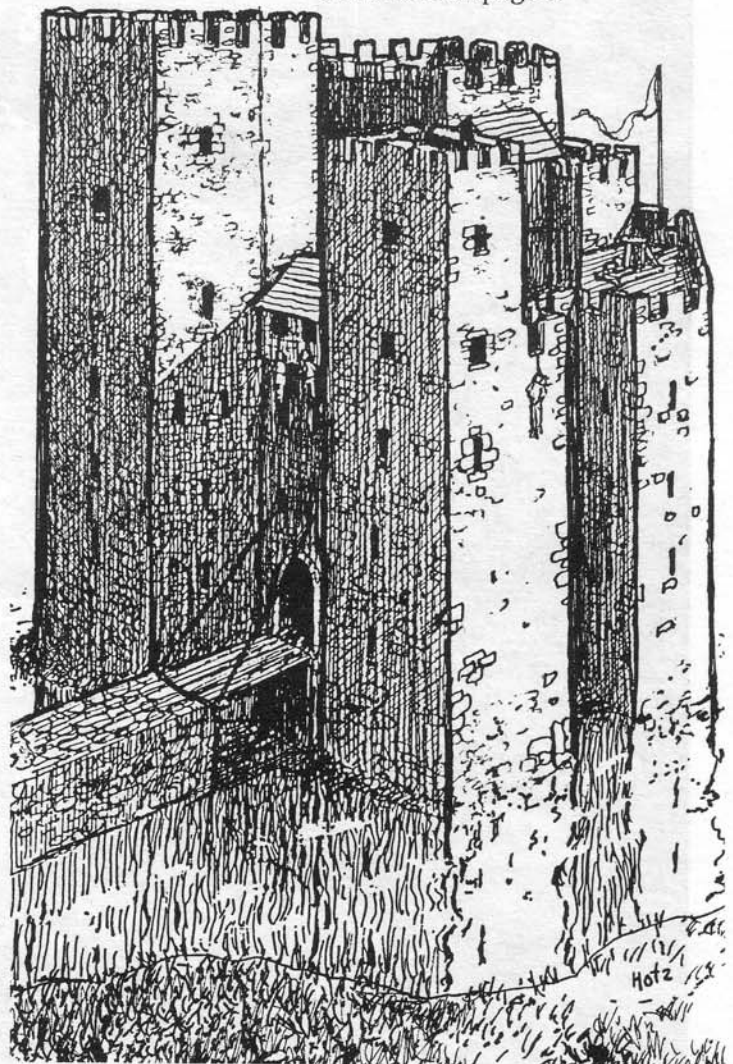
The Order of the Crimson Dancer attacked Quimen by surprise on the morning of the eighth of Nuzyael 701. The orderial forces, supplemented by Ivinian mercenaries, ravaged the valley, burning and killing at will. The keep fell on the night of the eighth, allegedly because a traitor opened the gate to the Agrikans. All

members of clan Cysemet were butchered, and Rogryn himself was tortured to death in a grisly three day public ceremony. This spectacle served to inflame the already mutinous Jarin. When news of the atrocity spread throughout Orbaal, open rebellion flared, lasting two years before being subdued.

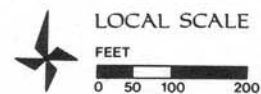
Since 703 when the rebellion collapsed, the hand of the Agrikans has been heavy on the Jarin serfs of the Quimen valley. The walls of the keep are often decorated with the flayed bodies of Jarin "rebels", executed for the slightest offense.

The policies of subjection also include excessive taxation. This began with taxes to pay for the reconstruction of the keep in 705-707 which led to the ruin of many families in the valley. Those who could not pay found themselves miserably enslaved for the building of the keep, or fleeing to the wilderness. Many of the slaves died during construction, their bodies, it is said, used as fill.

Continued on page 6.



QUIMEN 2 (GM MAP)



1. CAER QUIMEN

Interior Plans are on following pages.

2. THAEN WOOD

Traditionally the wood was used by Clan Cysemet for hunting. Occasionally members of the Crimson Dancer have used the wood to "try" suspected rebels. As recently as autumn 719, a group of suspected Jarin were released into the wood, then systematically hunted down and viciously butchered. Victims suffer the same fate as any other prey caught in the hunt: they are skinned, living or dead, in a public ceremony at the Quimen Market. Their bodies are left to hang from the keep's walls, falling into the moat when they will. Few Jarin willingly venture into the wood. Most believe that it is haunted claiming "the dead leaves of autumn are the bloodied tears of the our heroes."

3. TEMPLE OF AGRİK

A temple of the Order of the Kukshin. The High priestess is Marene of Tusyne (see page 6). The temple is constructed like a fortress, and other than the keep itself, is the only other significant stone structure in the valley.

4. INN OF THE VALLEY (Gyle Tymme)

Size: 4 Quality: *** Prices: average
Gyle has owned the inn since 704, rebuilding it on the ashes of a former Jarin establishment. The majority of Gyle's patrons are Jarin, but because alcohol consumption by Jarin is limited by the Agrikans, as is the length of time any group may sit together at the inn, the mood of the inn is subdued and all conversation is hushed. There is always an Ainlaumak (corporal) of the Order of the Crimson Dancer present at the inn overseeing the activities of those present.

5. HIDEWORKER (Runal Karolsyn)

Size: 6 Quality: **** Prices: high
Runal came to Quimen from Vaagel only two years ago, and has enjoyed a close working relationship with the Agrikans, despite his sex. He is often in the mountains hunting and trapping, but never travels alone or unarmed.

6. TIMBERWRIGHT (Deadre Gelen)

Size: 6 Quality: *** Prices: average
Deadre has enjoyed a monopoly on the timber trade in the valley since she was widowed (some gossips say she murdered her husband) in 706. She treats her Jarin woodcutters better than most Ivinians, but is also on good terms with the Agrikans who respect her business acumen and consider her a fine example of female superiority. Deadre's eldest daughter has recently been appointed Aperahkaherucha (Assistant to the Mistress of Propagation) at the Agrikan temple.

7. WOODWORKER (Myle Baedre)

Size: 5 Quality: *** Prices: high

8. WEAVER/SEAMSTRESS (Seyla Herdle)

Size: 4 Quality: **** Prices: average
Seya supplies the two orders with all their clothing and ceremonial garb.

9. MERCANTYLER (Henar Araeth)

Size: 2 Quality: *** Prices: average
Henari is a recent immigrant from Geldeheim who has set up business to buy wool and hides for export. He is an astute merchant who has curried favour with the two orders by importing various luxuries they crave at reasonable prices. He is also an agent for the King of Orbaal, supplying him with necessary intelligence. Naturally, if this fact was known, it would result in his certain death.

10. METALSMITH (Rogyn Jahaal)

Size: 2 Quality: **** Prices: low
Rogyn and his wife are among the oldest Ivinian immigrants to Quimen, arriving in 703 just after the Jarin Rebellion was put down. Their eldest daughter is a Laumak of the Crimson Dancer who rarely visits them anymore. Their youngest daughter has similar ambitions which they have tried to discourage with little success.

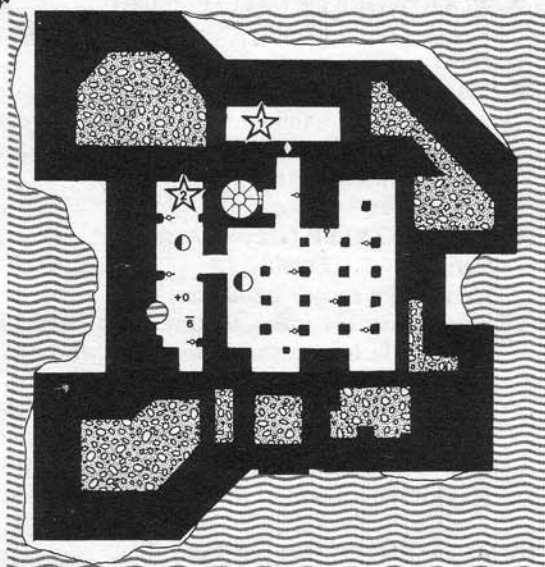
11. WEAPONCRAFTER (Ulara Henjaal)

Size: 5 Quality: **** Prices: high
Ulara came to Quimen from Lorkin in 714, trained in the arts of weaponcraft by her father. She was encouraged to set up business at Quimen by the grandmistress of the Crimson Dancer during the latter's visit to Lorkin in 713. She has found a secure future at Quimen. The Order of the Crimson Dancer accord her much respect, and ply her with constant and lucrative orders for weaponry and armour. A lay member of the Order of the Kukshin, Ulara is a very attractive woman with light blonde hair and deep blue eyes. She is thirty two years of age, and unmarried. Although three of her assistants are male, Ulara has little interest in men, preferring the company of females.

12. HOUSE OF MARYNE

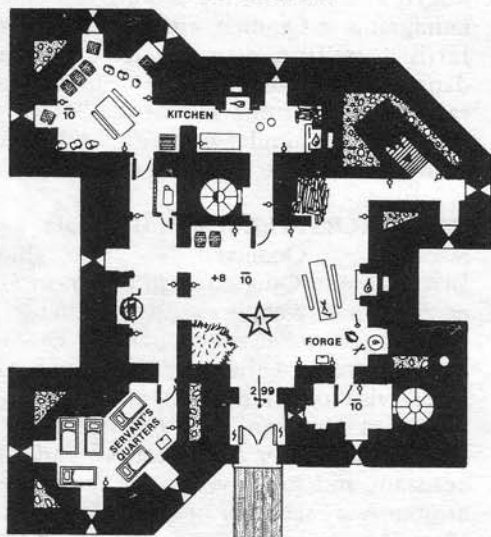
Trealle of Maryne was once a wealthy farmer in the valley; he has seen his lands gradually confiscated for petty offenses, and members of his family routinely beaten and abused. Most recently his eldest son fled south to Nuthela after he was raped and humiliated in public by several of the order's knights. Ylina, his mother, has fallen ill with worry over him. Trealle has grown despondent and angry under the severity of the order's rule and their continued abuses. He is not alone in his feelings and is typical of many of the Jarin who live in the valley.

Cellar.

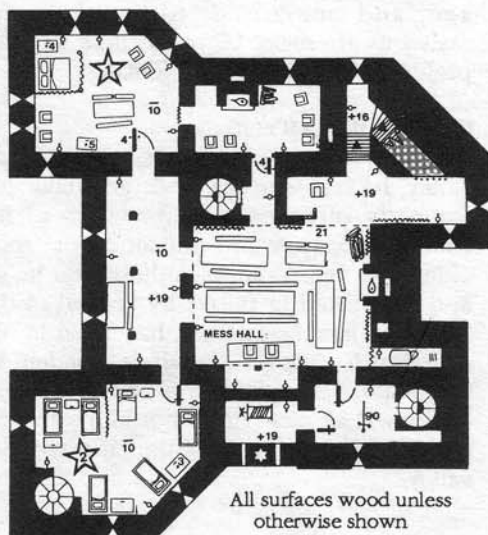


Ground Floor

All surfaces stone unless
otherwise shown



Second Floor



All surfaces wood unless
otherwise shown.

CELLAR

(1) This secret room, known only to Baliela Shernath and some of her lieutenants, is used to house relics of the order. Among the locked chests are some of the possessions of her martyred sister, Brenlyn.

(2) This area is sometimes used to interrogate prisoners.

GROUND FLOOR

(1) The smithy is used mainly to train members of the fighting order the skill of repairing armour and weapons. Major repairs and manufacturing of weapons and armour are done in town by Ulara Henjaal.

INTERIOR SCALE
FEET

A horizontal scale bar with major tick marks at 0, 10, 20, 30, 40, and 50 feet. The bar is divided into segments by these tick marks. The segments from 0 to 10, 10 to 20, and 30 to 40 are shaded gray. The segments from 20 to 30 and 40 to 50 are white.

SECOND FLOOR

(1) The Akarata of the Order of the Crimson Dancer, Baliela of Shernath. Her sumptuous chambers are attended by two Ivinian thralls; Baliela does not trust any of her Jarin staff, and is slowly replacing them with Ivinan freemen or thralls. Both Herman and Roudalf became enslaved to the order after accruing enormous gambling debts. Their thralldom was voluntary; they agreed to serve Baliela until she grants them their freedom, probably sometime in the next three years.

(2) A hostel for visiting Hagki (knights) of the order. Many of the warriors attached to the order gain temporary appointments to look after estates in the valley, returning here after their term to wait for a new appointment.

THIRD FLOOR

(1) Shialea of Hotan is Beliala's Tanaka (Deputy). She is on good terms with the Senesharil of the Order of the Kukshin. Shialea originally served the order as Meketa of a hostel in Shiran and, following the order's move to Quimen, gained this appointment. Shialea is a plain woman, age 41, who projects a gentleness that hides her ruthless ambition. Many of the lesser Haragki (knights) of the order are in her service as spies and informers. She has survived several attempts at "retirement", showing the ruthless tenacity which brought her success. Shialea plans to succeed Baliaa, and hopes to regain the fortunes lost in Rethem. She is overseeing a plan to send a large force to Tormau to aid the Earl in the event of civil war in Rethem. He has promised the order substantial estates and a pre-eminent position within the "new" royal bureaucracy.

FOURTH FLOOR

(1) Quarters for members of the clerical order (Kukshin) should the need arise. Presently this room is unoccupied and used as a meeting room.

(2) A catapult is installed on the open balcony, which is also used as an arena for training in arms, and the occasional grudge match.

FIFTH FLOOR

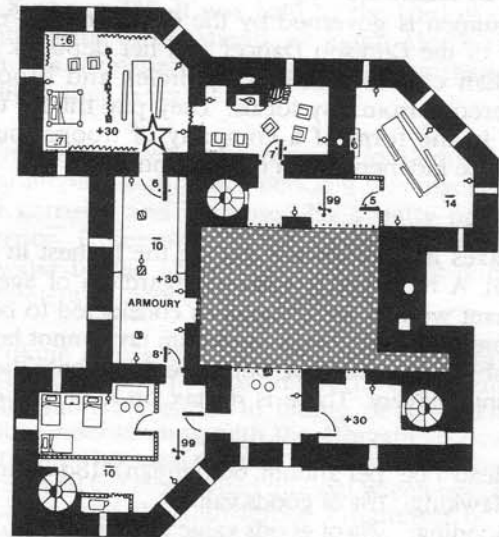
(1) Quarters for the Laumak (soldiers) all of whom are female. This room holds 22 Laumak, and the currently empty tower chamber on this floor could hold the same. The keep can easily accommodate a garrison of 150 if every available space was used.

INTERIOR SCALE
FEET
0 10 20 30 40 50

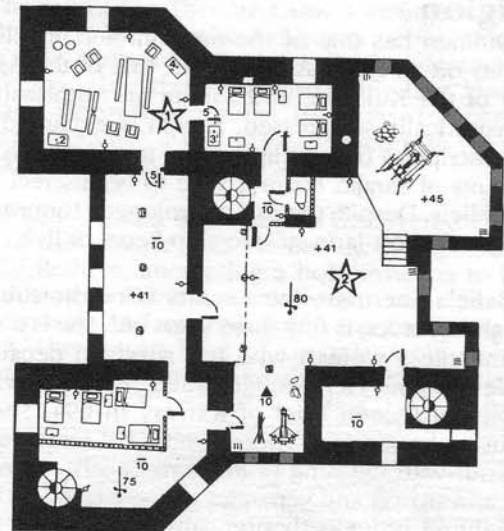
All surfaces wood unless otherwise shown



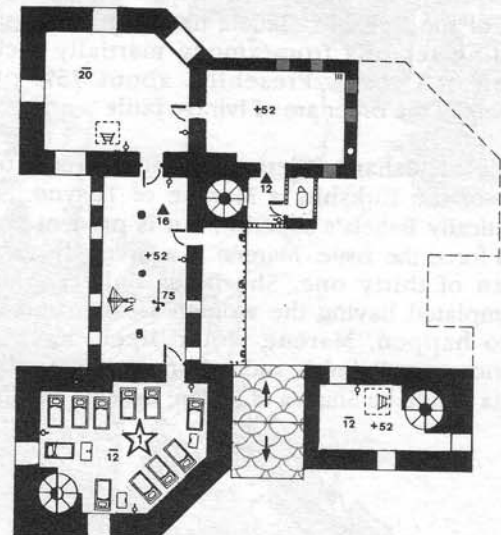
Third Floor



Fourth Floor



Fifth Floor



QUIMEN 6

Government

Quimen is governed by the Grandmistress of the Order of the Crimson Dancer and her deputies. They establish civil and military policies and brook no interference from any locals. They pay tribute to the King, in the form of a company of troops, but are otherwise independent of other authorities.

Taxes

Taxes in Quimen are among the highest in all of Orbaal. A head tax is applied regardless of age, and pregnant women are sometimes considered to be two or more people. Persons for whom tax cannot be paid are subject to execution, but more commonly they are sold into slavery. There is no tax on members of the order.

Head Tax: per annum: 6d (Ivinian), 18d (Jarin)
Hawking: 6% of goods value
Bonding: 2% of goods value per month

Religion

Quimen has one of the most intolerant religious climates on all Harn. All faiths but that of the Agrikan order of the Kukshin, and Sarajin are ruthlessly and enthusiastically suppressed. Sarajin is excluded from the proscription only as lip service to the throne. Most adherents of Sarajin deem it wise to be discreet about their beliefs. Despite the risk of prolonged torture and a grisly death most Jarin still worship Peoni or Ilvir.

Baliela Shernath, the Akarata (Grandmistress) of the fighting-order, is fifty three years old. She is a strong and merciless woman who has survived decades of temple intrigue. Her younger sister, Brenlyn, was the assassin of Queen Eriel of Kandy in 694. She was caught and executed. These events led to the order's disfavour with the King of Rethem. Baliela regards her sister as a martyr and venerates her as a saint. Although the fighting order is theoretically subordinate to the clerical order, Baliela and the Order of the Crimson Dancer wield far more power than the sponsoring Order of the Kukshin. Baliela has been successful in attracting recruits from among martially inclined women of Orbaal. Presently, about 75% of the members of the order are of Ivinian birth.

The Senesharil (Clerical Grandmistress) of the Order of the Kukshin is Marene of Tusyne. She is theoretically Baliela's superior, but is prudent enough not to force the issue. Marene is a strikingly attractive woman of thirty one. She hates Baliela, and has contemplated having the women assassinated. Were this to happen, Marene would likely have some influence over Baliela's succession. Her preference as Akarata would be Shialea of Hotan, Baliela's deputy.

CLAN CYSEMET

Although it is generally thought that all members of clan Cysemet perished in the assault of 701, there is a persistent belief that at least one member of the clan survived. The most common candidate for survival is Brigyth Cysemet, Rogryn's infant daughter, who was allegedly spirited out of the keep by her nurse moments before the attack.

If this were true, Brigyth would now be about twenty years old. She would be a potent symbol of revolt to the oppressed Jarin of Quimen. Brigyth could be living with any one of a hundred Jarin serf families in the valley, or could be dwelling far from Quimen. It is also entirely possible that the belief is just wishful thinking, and the infant child was murdered with the rest of her family. Certainly, no one has come forth claiming to be Brigyth Cysemet, although this may be seen more as prudence than non-existence.

Jarin underground resistance movements have existed in the valley since the fall of Quimen. Most of these have accomplished nothing; the Agrikans have proved remarkably efficient at crushing any signs of incipient unrest. Most Jarin serfs, although they hate the Agrikans, fear the result of overt action. Yet, should a member of clan Cysemet (or a plausible pretender) surface, it is likely that the Jarin of Quimen would be spurred to unified action. Whether or not such action would defeat the better armed Agrikans, who have the advantage of Quimen keep, is another matter.

MOUNT QUORONE

This mountain rises to the south of Quimen, and its snow covered peak is easily visible from anywhere in the valley. Mount Quorone is regarded by the Jarin as a place of legend, "The Beacon of Ormanoam". Ormanoam is the semi-legendary leader of the first Ilvirans to arrive on Harn, founding a temple near Arone in eastern Orbaal. What connection he had with Mount Quorone is obscure. Many locals believe that the mountain is sacred to Ilvir, and that climbing it will imbue the devout Ilviran with divine insight. It is also believed that the mountain's lower slopes are home to various of Ilvir's bizarre creatures, the Ivashu.

In recent years a tale has circulated among the Jarin of Quimen valley to the effect that "*when the snow departs Quorone, so shall the enemy melt from the valley*". The fact that the snow cap on Quorone has noticeably decreased in the last several years has given some Jarin hope that their liberation from the Agrikans may be close at hand. Thoughtful Jarin, however, realize that it will take more than melting snow to defeat the Order of the Crimson Dancer.

SARKUM 1

LOCATION: Selionshire, Kingdom of Kandy
STATUS: Seat of the Earl of Sarkum
POPULATION: 260 (includes Little Sarkum)

History

Most scholars believe that the island of Anfla was once connected to the Harnic mainland by a land bridge which submerged c.1000 BT. It is said that the original inhabitants of southwestern Harn were the Adaenum of Anfla, but after being separated from their island cousins, the mainland peoples later developed a distinct culture due to assimilation of Lythian immigrants. The existence of a land bridge is a tenet of Adaenum legend, but evidence for such a cataclysm occurring at this time is pure conjecture. In any event, by the fourth century BT the inhabitants of Harn's southwestern peninsula called themselves the Gemala. They soon had advanced to the stage of building a hillfort at the present day site of Sarkum, whereas the Adaenum remained semi-nomadic.

By the fourth century TR the Gemalans were independent allies of the kingdom of Aleathia, and in 384, formalized the arrangement by swearing fealty to King Calin. The Gemalans were allowed to retain a good deal of autonomy, thanks in part to their relatively remote location.

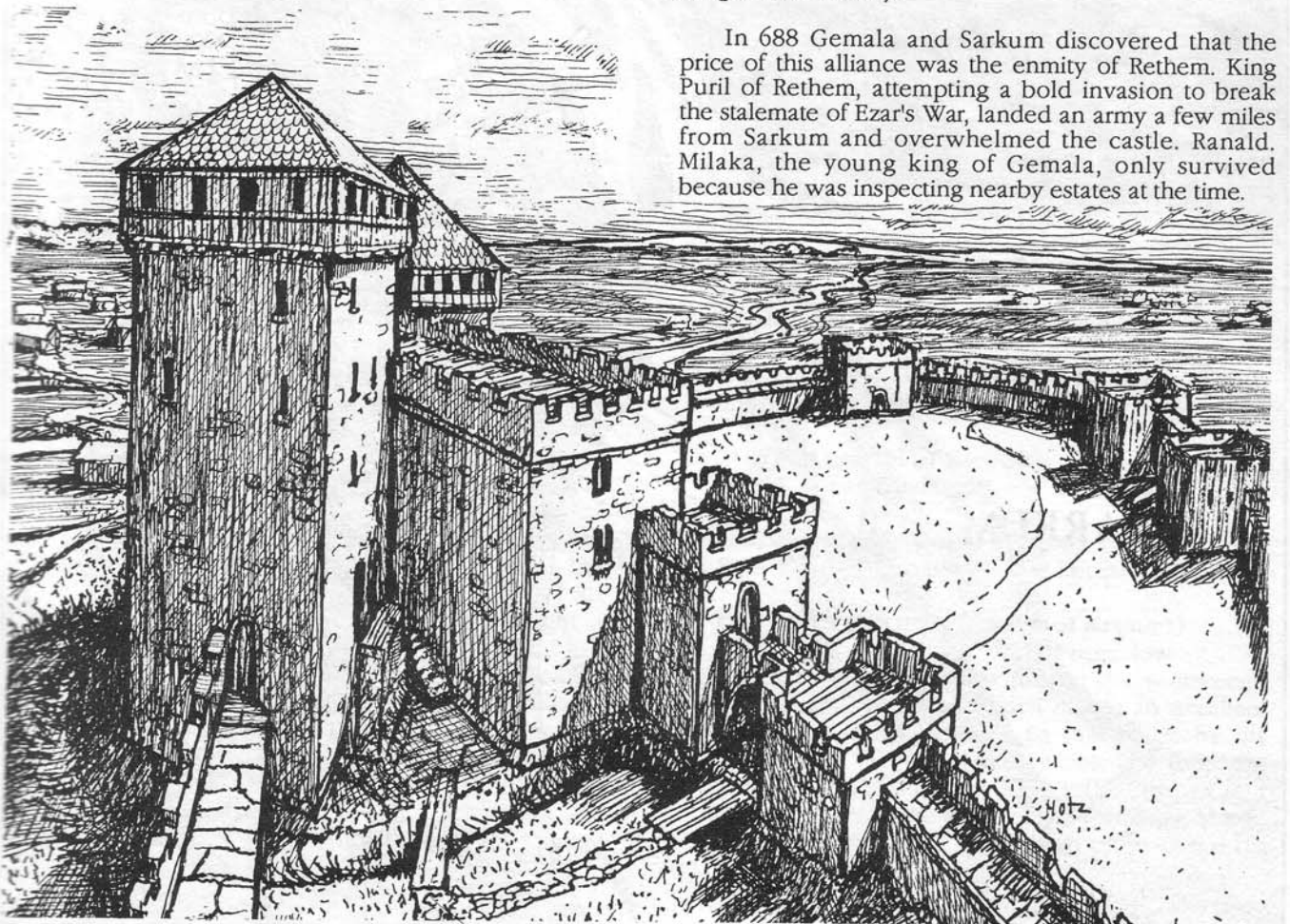
The first stone fortification at Sarkum was built by King Xuaka in 435. It was held by the Lord of Gemal, essentially the king's sheriff, although Aleathia had a much less formalized feudal organization than is the case in Kandy today.

From 453 to 565 Sarkum was a fortification of the Corani Empire. During this period it was manned by a small garrison and governed by a petty provincial governor. It seems to have been regarded as a backwater by the Imperium, a convenient dump for incompetent or inconvenient bureaucrats.

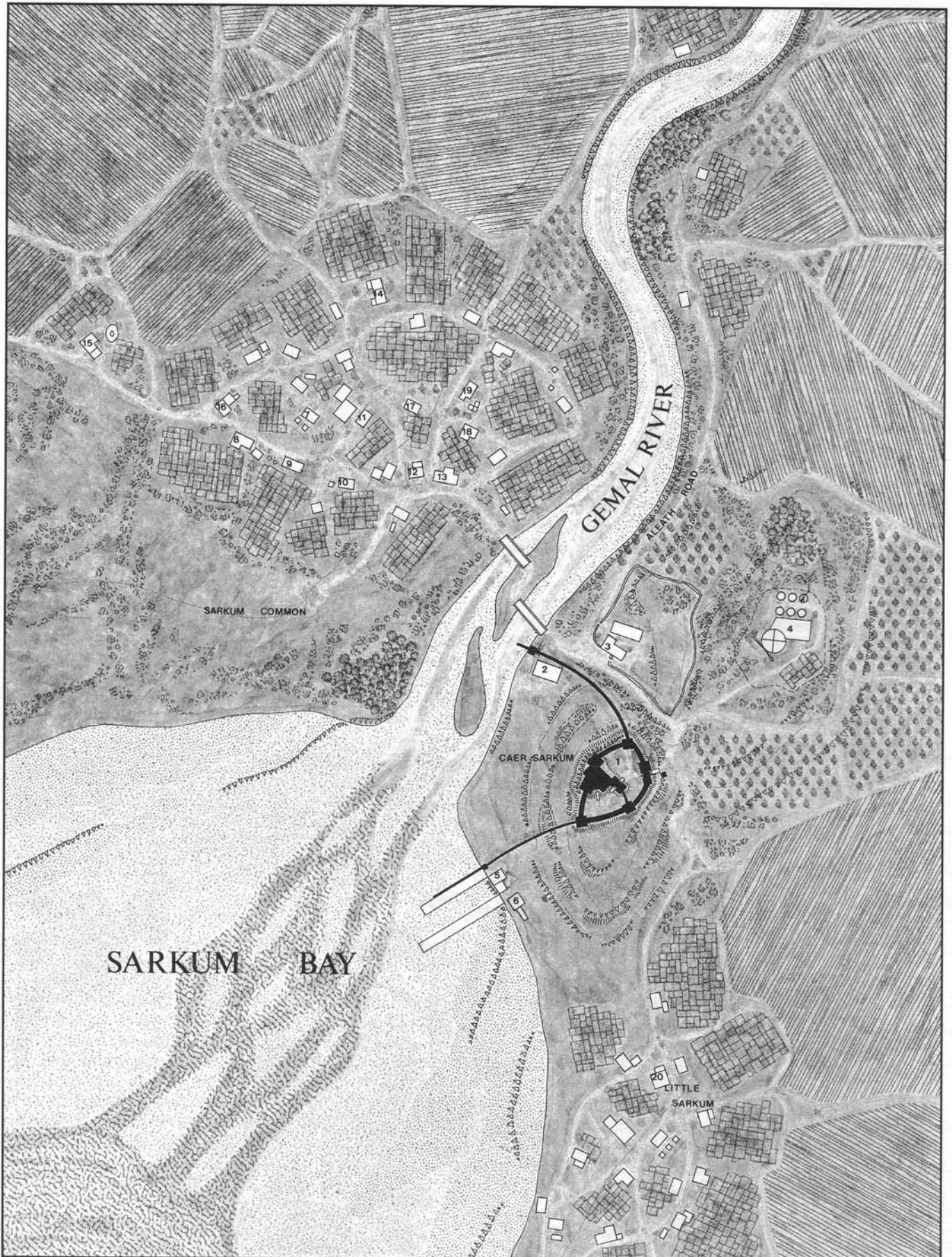
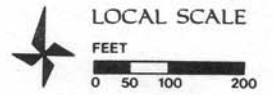
Sarkum managed to escape most of the ravages of the Theocracy of Tekhos; many of the traditional nobility survived, either in hiding or by reaching a tenuous understanding with the Morgathian butchers. In truth, the Theocrats seem to have had little interest in the area, and the Morgathian tribunal which operated in Sarkum lacked the murderous fanaticism of those elsewhere in western Harn.

The fall of the Theocrats saw a resurgence of the nobility and in 596 the Kingdom of Gemala was founded by Talhan Milaka, who claimed descent from the ancient Gemalan chieftains. This tiny kingdom retained its independence for almost a century, although from 647 it was strongly allied with the larger Kingdom of Kandy.

In 688 Gemala and Sarkum discovered that the price of this alliance was the enmity of Rethem. King Purl of Rethem, attempting a bold invasion to break the stalemate of Ezar's War, landed an army a few miles from Sarkum and overwhelmed the castle. Ranald Milaka, the young king of Gemala, only survived because he was inspecting nearby estates at the time.



SARKUM 2 (GM MAP)



SARKUM 3

1. CAER SARKUM

See pages 4 & 5 for plans.

2. BONDING HOUSE

3. THE RED COCKEREL (Samel of Sorlin)

Size: 12 Quality: **** Prices: average

The inn is popular with travelers and local merchants. The walls are decorated with various trophies of the occupation of Sarkum by the Rethemi. The most prized of these is a torn fragment of mantling believed to have been worn by King Puril of Rethem. Freemaster ostler Kordin of Telemal owns one quarter of the inn.

4. MILLER (Mykkel of Jeksin)

Size: 6 Quality: *** Prices: average

5. HARBOURMASTER

Because the port facilities at Sarkum are so poor, the harbour is rarely busy, and Ordil of Mokass has little to keep him busy. A widower with no children, he spends much of his time carving elaborate wooden toys which he gives away to village children, and daydreaming of his earlier career as a pilot and ship captain.

6. SHIPWRIGHT (Rogan of Samor)

Size: 8 Quality: *** Prices: average

7. APOTHECARY (Karila of Dikal)

Size: 1 Quality: ***** Prices: high

Although she is a superb apothecary, Karila is really an arcanist of considerable skill. She is an accomplished Fyvrian Shek-Pvar who arrived in Sarkum about fifteen years ago and runs this business as a cover for her true identity. While she has an open, cheerful personality, and many residents have benefitted from her herbal remedies, she is regarded with some suspicion. This is due mainly to her apparent ageless quality, for she seems about twenty five, not a day older than when she first arrived at Sarkum. Karila has explained this away as a benefit from her potions and herbal remedies.

Were the inhabitants of Sarkum to know the full truth about her, they might be even more unfriendly. Karila is an elf, which explains her apparent youth, because she is actually four hundred and thirty two years old. Karila is slight in stature, with black hair, a fair complexion, and like almost all Sindarin, very attractive. She has politely but firmly rejected all offers of romantic liaison, and this has not increased her popularity among the young men of the settlement. Karila came to Sarkum to "seek knowledge among the latecomers (humans)". Her research is almost complete and she intends to depart soon before her true identity is understood.

8. METALSMITH (Remarq of Marin)

Size: 5 Quality: *** Prices: average

9. POTTER (Tharo of Kapin)

Size: 4 Quality: ** Prices: low

10. CLOTHIER (Shep of Wole)

Size: 8 Quality: **** Prices: high

11. CHANDLER (Tamys of Etone)

Size: 4 Quality: *** Prices: average

12. MERCANTYLER/USURER (Avca of Hafaci)

Size: 3 Quality: **** Prices: high

13. THE CROOKED MAN (Tokra of Soldil)

Size: 6 Quality: *** Prices: average

Popular with local farmers, the Crooked Man derives its name from its proprietor. Tokra is a grotesque hunchback, with a terribly deformed face. Only his prodigious strength and his unfailing good humour prevent him from being the butt of every sadistic joke in Sarkum. He is so popular with his patrons that outsiders who have made ill-considered remarks about his lack of physical grace have often been set upon and beaten by the regulars.

14. HIDEWORKER (Shungar of Pari)

Size: 5 Quality: *** Prices: average

15. BROTHEL (Vykorla of Brevyne)

Size: 9 Quality: ** Prices: low

Patronized by travelers, farmers, shepherds, and seamen. Vykorla's practice of accepting goods in barter makes her extremely popular.

16. WOODCRAFTER (Teryk of Samor)

Size: 8 Quality: *** Prices: average

Teryk's elder brother is the shipwright.

17. WEAPONCRAFTER (Bronin of Chefeld)

Size: 4 Quality: *** Prices: high

18. SALTER (Crestyl of Shoson)

Size: 3 Quality: *** Prices: low

19. MERCANTYLER (Gorin of Leba)

Size: 4 Quality: *** Prices: average

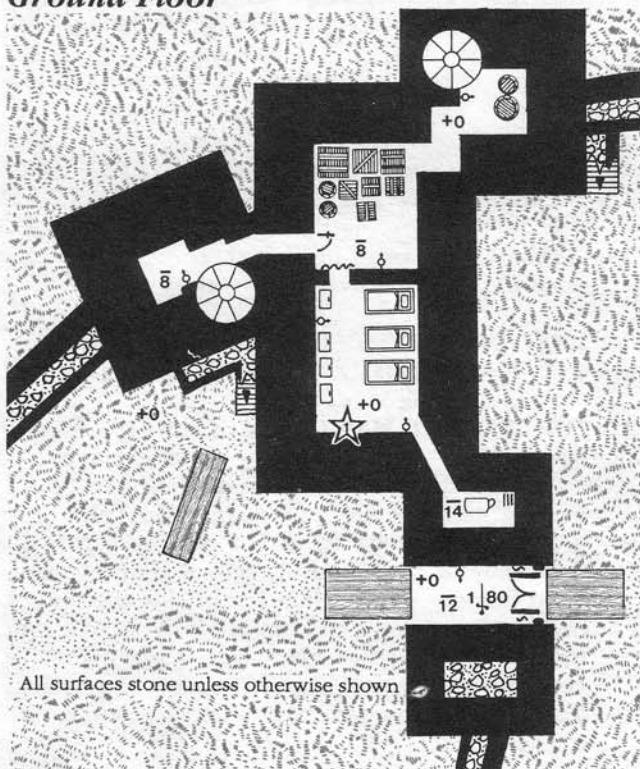
20. THE JOLLY COOPER (Ewarn of Kronan)

Size: 7 Quality: ** Prices: low

Popular with the poorer folk of the settlement. Surprisingly, however, Ewarn makes an excellent cider that is far superior to that made by his competitors. His ales, beers, wines, and food, are much less satisfactory. The Jolly Cooper is a favorite haunt of the elderly Harbourmaster, Mordil of Mokass (map key 5); children often crowd his table for toys and trinkets.

SARKUM 4

Ground Floor



GROUND FLOOR

(1) **Guard Room.** Quarters for six men of the castle garrison. The current total garrison is 28, most of whom are quartered in the two gatehouse towers (see local map). During the time of Ezar's War the castle accommodated over 140 men, and could do so again should the need arise.

SECOND FLOOR

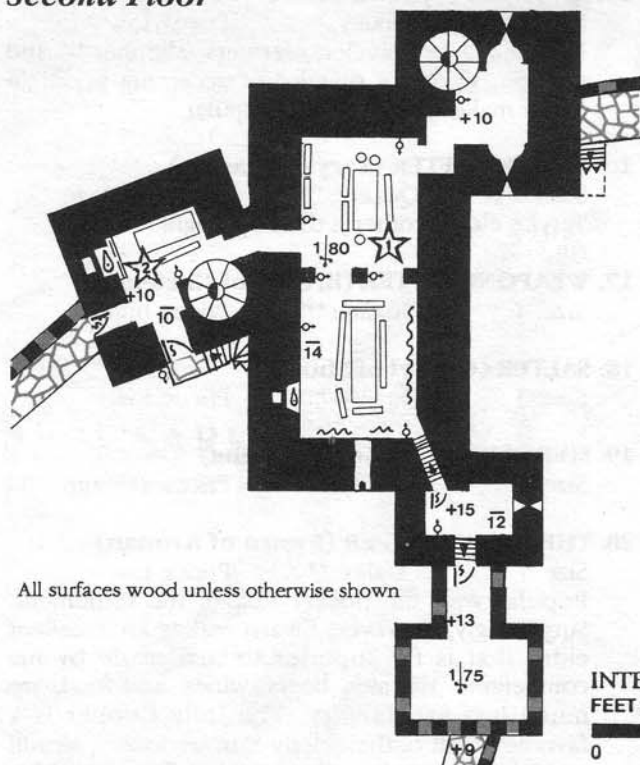
(1) **The Great Hall.** This is the scene of large feasts and other ceremonial functions. The constable of the castle, Sir Marak Torten, holds a monthly feast in the earl's absence which is attended by many of the earl's local retainers.

(2) **Kitchen.** The only entry into the donjon is through the kitchen.

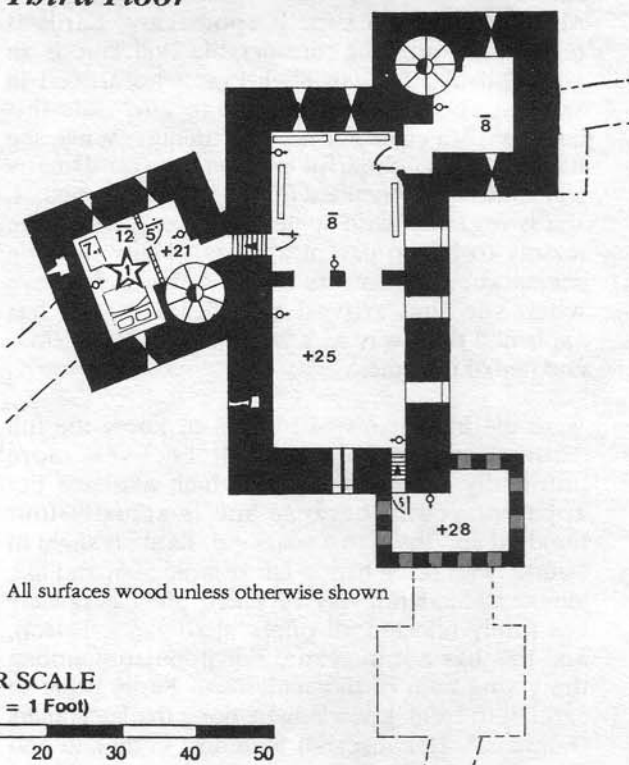
THIRD FLOOR

(1) **The Chamberlain.** Quarters for Sir Hakern Himaldy, Chamberlain and Chancellor of the Earldom. Sir Hakern, who also holds Derula Manor, wields great power and influence due to the earl's protracted absences from Sarkum. He is 53, and although he has a rich sense of humour, he is not a man to be taken lightly.

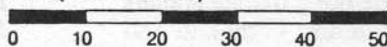
Second Floor



Third Floor



INTERIOR SCALE
FEET (1 mm = 1 Foot)



SARKUM 5

FOURTH FLOOR

(1) **The Constable.** Quarters for Sir Marak Torten, Constable of Sarkum. He is 48, and served the earl during Ezar's War as a young knight. He was rewarded after years of dutiful service with this office in 714.

Sir Marak is married to Lady Taeri Jevasa, the eldest daughter of Baron Tobrin Jevasa of Gimon Keep. Her only brother is in poor health and Lady Taeri is next in line to inherit the Barony. Although her father is not overfond of Sir Marak, he is conscious of his own recent elevation to the barony in 716, and has sought to maintain his family's good fortune by offering to enfeoff Sir Marak at Jalda Manor. Sir Marak, still a landless knight despite his high office, would undoubtedly accept this offer subject to the earl's approval.

(2) **Guest Chambers.** The most common occupant of these chambers is Prince Anflas Milaka, the younger brother of King Andasin IV and Sheriff of Perishire in northern Kanday. Prince Anflas is also the designated heir to the Earldom of Sarkum. He visits Sarkum at least once per year, usually in the month of Larane. See **Kanday** module for details concerning Prince Anflas.

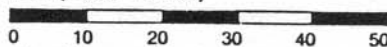
FIFTH FLOOR

(1) The Earl's chamber when in residence. Mementoes from his marriage to Queen Mirelael are in locked cabinets. The tapestry depicts a youthful Mirelael and Ranald.

SIXTH FLOOR

Presently the room is used as storage. The hoardings atop both towers were built following the recapture of Sarkum from Rethem. Around the flooring are machicolations, and the walls are perforated by shuttered arrowslits. The hoardings are in urgent need of repair, particularly the southwest sides which have borne the brunt of weather damage.

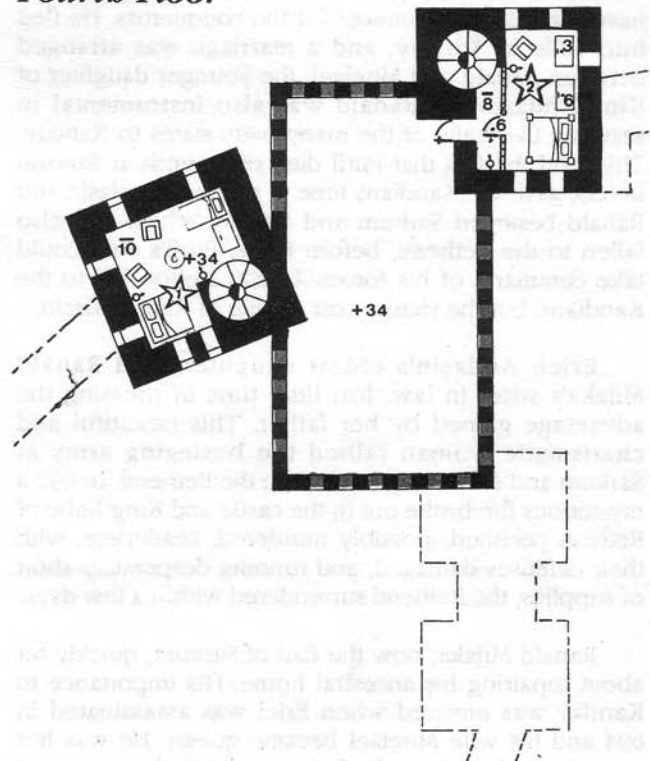
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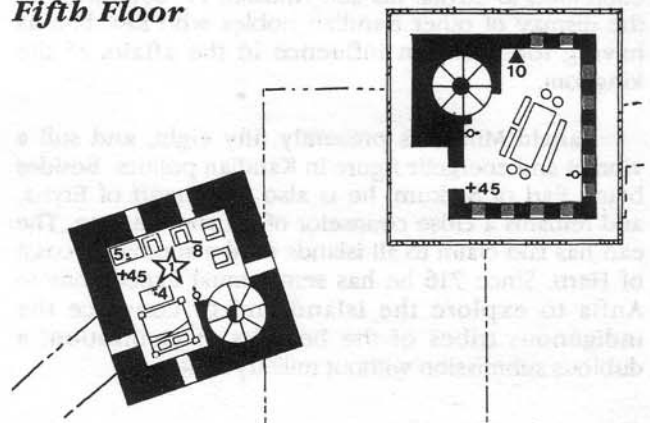
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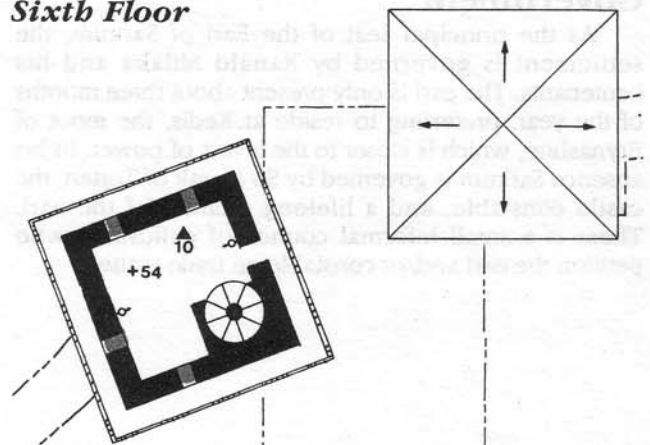
Fourth Floor



Fifth Floor



Sixth Floor



SARKUM 6

The Rethemi failure to kill Ranald Milaka proved to have serious consequences for the conquerors. He fled into exile in Kanday, and a marriage was arranged between Ranald and Mirelael, the younger daughter of King Andasin III. Ranald was also instrumental in securing the fealty of the many petty states to Kanday. This, and the fact that Puril died of wounds at Sarkum in 689, gave the Kandians time to regroup. Andasin and Ranald besieged Sarkum and Hebon, which had also fallen to the Rethemi, before Kabe, Puril's son, could take command of his forces. In 690 Hebon fell to the Kandians, but the victory cost the life of King Andasin.

Eriel, Andasin's eldest daughter, and Ranald Milaka's sister in law, lost little time in pressing the advantage gained by her father. This beautiful and charismatic woman rallied the besieging army at Sarkum and effectively bottled up the Rethemi. In 692 a mysterious fire broke out in the castle and King Kabe of Rethem perished, possibly murdered. Leaderless, with their defenses damaged, and running desperately short of supplies, the Rethemi surrendered within a few days.

Ranald Milaka, now the Earl of Sarkum, quickly set about repairing his ancestral home. His importance to Kanday was ensured when Eriel was assassinated in 694 and his wife Mirelael became queen. He was her most trusted advisor, both in pursuing the war, and rebuilding the shattered economy of Kanday after the Peace of Selvos in 697. When she died in 707 he continued to advise his son Andasin IV, somewhat to the dismay of other Kandian nobles who saw him as having too great an influence in the affairs of the kingdom.

Ranald Milaka is presently fifty eight, and still a vibrant and energetic figure in Kandian politics. Besides being Earl of Sarkum, he is also the Sheriff of Eryna, and remains a close counselor of his son the king. The earl has laid claim to all islands off the southwest coast of Harn. Since 716 he has sent annual expeditions to Anfla to explore the island and to convince the indigenous tribes of the benefits of civilization, a dubious submission without military action.

Government

As the principal seat of the Earl of Sarkum, the settlement is governed by Ranald Milaka and his lieutenants. The earl is only present about three months of the year, preferring to reside at Kedis, the moot of Erynashire, which is closer to the levers of power. In his absence Sarkum is governed by Sir Marak of Torten, the castle constable, and a lifelong retainer of the earl. There is a small informal council of guildsmen who petition the earl and/or constable on trade matters.

Economics

Sarkum enjoys some prosperity as a stopping place for maritime traffic on the Golotha-Aleath route. Unfortunately, however, the shallow harbour and generally poor facilities prevent the settlement from taking full advantage of its strategic position. The quality of the arable land in the Sarkum area is generally poor, and several manors and villages have failed in the last few decades from soil depletion, which in part explains the earl's interest in adding fertile Anfla Island to his estate. By far the most successful economic activity is raising sheep, and Sarkum's major export is wool.

Taxes

Property: 6% per annum (residential)
Property: 5% per annum (business)
Hawking: 8% goods value
Bonding: 1% goods value per month
Pilotage: 20d flat fee
Wharfage: 1d per foot per day
Registry: 40d per foot per annum

Religion

The religious climate is reasonably tolerant and similar to that throughout Kanday. The churches of Peoni and Larani are easily the most popular and enjoy tax free status. Worship of Naveh, Morgath, and Agrik is proscribed and punishable by death. The seat of the Laranian Bishop of Ternula is a few miles away at Korri. Bishop Carlen Milaka (a nephew of the earl) has used his family connections to finance and commence construction of a large cathedral at Korri.

AGRIK'S CAULDRON

This narrow strait north of Sarkum (see Kanday atlas map) is one of the most treacherous pieces of water on the Harnic coast. The shallow bottom and extensive rocks, together with extremely strong tidal currents, and the *Guardsman* (see below) have made the passage the graveyard of many a ship and mariner. Cautious pilots try to avoid Agrik's Cauldron by skirting Herkely Island to the west, but this is not always possible due to the prevailing winds and currents.

THE GUARDSMAN

The *Guardsman* is the local name given to the strong, steady southwesterly wind that blows off Emaba Strait. It is so named because of its extreme regularity, beginning about two hours after dawn and continuing until dusk. A common saying in Sarkum is that "*When the Guardsman comes no more, then shall the world fail*". The regularity of the *Guardsman* means that windmills are more common on the Gemal Peninsula than elsewhere on Harn.

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The seat of Baron Kjal Forsetha in the tiny kingdom of Chybisa. Geda is a thriving small town on the Genin Trail.

GESHTEI

Capital of Gerium Province in the republic of Tharda. Geshte is a center of intrigue between two powerful Thardic families.

GYTHRUN

A growing port on Melderyn's mainland coast, and seat of the Earl of Biren. He is a staunch opponent of the bloody Laranian crusade against the Solori.

ITHIKO

Birthplace of the Balshan Jihad that changed the character of western Hârn. It is now the seat of the Earl of Ithiko, but the influence of the Morgathian church remains strong.

LORKIN

The stronghold of Clan Geldastaar in Orbaal, inhabited by the *Spectre of Lorkin*.

QUALDRIS

The seat of the Earl of Osel in Kaldor, and home of the *Bloody Tapestry*.

QUIMEN

A keep held by the intolerant female Order of the Crimson Dancer. Their savage brutality started the Jarin Rebellion of 701.

SARKUM

Seat of the powerful Earl of Sarkum in Kanday, father-in-law of the king.

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