

CHYBISA™

*Kingdom
Module*



COLUMBIA GAMES INC.

5007

CHYBISATM

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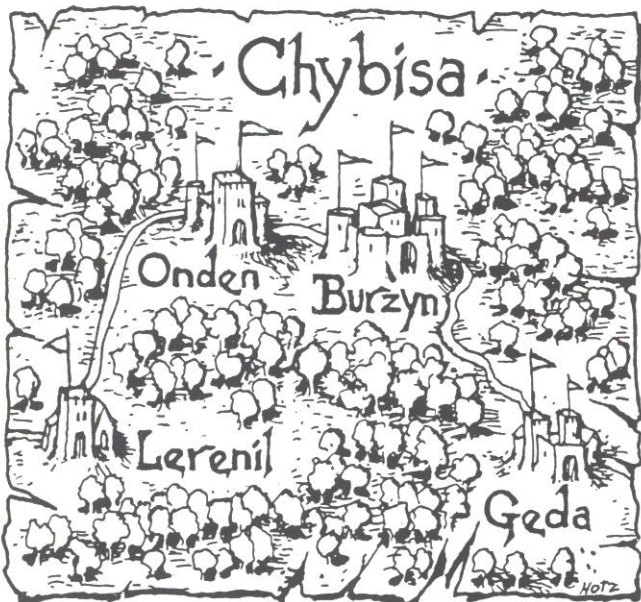
INTRODUCTION

Chybisa is the name of the small kingdom centered on Burzyn castle in the Ulmerien valley. It is bounded to the north by the region of Upper Osel, to the east by Anadel, to the south by Horadir, and to the west by Setha Heath. The natural vegetation is mostly mixed woodland and forest with tracts of cropland and pasture. The Ulmerien valley is among the most fertile on Harn.

The lands surrounding the kingdom are home to three tribal nations. Though the Bujoc to the east are shy and few in number, the Hodiri to the south and Pagaelin in the north are among the most populous tribes on Harn. Fortunately for the Chybisans neither nation is now particularly hostile, although the past is another tale. Both nations trade with the kingdom. Hodiri tribesmen can be found in Burzyn and other settlements and the Pagaelin are common visitors to the villages north of the Ulmerien.

Chybisa controls the only bridge across the Ulmerien and draws considerable wealth from caravan traffic using the Genin trail. Extensive mining in the Anadel hills also swells the treasury. It has been whispered that gold has been found on one of the tributary streams of the Ulmerien in the Anadel highlands, but there has been no reliable confirmation of this.

Chybisian relations with Kaldor and Melderyn are peaceful, if somewhat strained. Both have a claim to the kingdom, and while neither seems presently inclined to press their case, the situation worries the Chybisian throne. At the moment, trade flows freely through Burzyn and there are frequent visitors from Kaldor and Melderyn.



HISTORY

The Ulmerien valley does not appear to have been settled until the Jarin did so around 1200 BT. Little is known about these early settlers, except they were obliged to fight stubbornly for their land against the Lythian invaders during the Atani Wars, and it is believed the climactic Battle of Sorrows (683 BT) was fought near present day Burzyn. After the Sindarin abdicated their kingship of Harn the valley was conquered by the Lythian invaders who soon assimilated any Jarin who remained. During the next seven centuries minor kingdoms rose and fell, but the valley was generally prosperous and peaceful.

Shobald/House of Shosel

Chybisa's isolation ended in 160 TR with the arrival of Shobald, a knight of Melderyn. Shobald unified the tribes and nations and brought a large influx of immigrants from Melderyn, many of whom became major figures in his kingdom. Shobald spent his reign securing his realm. When the Pagaelin ravaged the northern settlements in 180-183 the effect on Chybisa was traumatic, made more so by Shobald's disappearance while leading a punitive mission against the invaders. Shobald's successor, Verlid I, proved to be an able general and kept the barbarians at bay throughout his reign. His son, Verlid II built Burzyn keep near the site of Shobald's tower and also improved other defenses throughout the kingdom. This was timely, for the rampant Bujoc and Hodiri would have destroyed Chybisa had it not been for his efforts.

Although Chybisa lost more than three-quarters of her territory during the Migration Wars, succeeding monarchs showed little inclination to reclaim this loss, a policy that maintained peace in the region for several centuries. Most were content with their tiny kingdom, and only the last two kings of the dynasty took an active interest in external affairs. Before he came to the throne, Verlid V fought on the side of Aidrik II in the Kaldoric Civil War and later gave sanctuary to Aidrik's son until the Kaldor Restoration.

House of Rylia

Verlid VI died heirless in 409 just when the Hodiri and Pagaelin were becoming aggressive once more. A deadlocked and panicky succession council then offered the throne to the king of Melderyn, Imadain I, and barbarian hostility ceased soon afterwards. However, succeeding Melderyni kings paid little attention to Chybisian affairs and a council of local barons effectively ruled the kingdom.

House of Burzada

When a bastard succeeded to the Melderyni throne in 475 the Chybisian barons were outraged. They rebelled and chose the most powerful of their number,

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Sharat of Lerenil, as king. Sharat and his heirs were corrupt and greedy, ignoring the defense of the realm to fill their own coffers.

When Lonatar and much of his family died of the Red Death in 559, his 4th child, Sabalyne, became the first queen of Chybisa. Although she failed to reverse the corruption in the government, she gained the love of her simple subjects. Her son Gebral also failed to stem the graft. His heir, Udine I, was a skilled ruler who reversed much of the damage done by her predecessors. But her reign was marked with sadness. In 648 she banished her husband, Kerepel Harden, for infidelity, and in 660 the lesser branch of Clan Burzada was massacred by what appeared to be a Gargun swarm. It is said that Udine died of a broken heart.

Udine II, her only child, was Chybisa's most unfortunate ruler. Clubfooted and humpbacked, she was forced to accept the throne by willful and unscrupulous barons, with the promise of a quick marriage. Three years after Udine II accepted the throne the barons finally arranged a marriage for her with a Kaldoric knight, Sir Denil of Uberma. This worthy, upon meeting his intended bride in Burzyn, publicly rejected the match. Humiliated, Udine withdrew to her chambers and slew herself.

House of Geledoth

When Udine II's suicide left the throne vacant, the young but powerful Baron of Onden, Balesir Geledoth, claimed the throne through descent from the younger sister of Gebral. He was under the sway of his cunning and devious mother, Larane Horsaid. Detractors have called this woman the most maleficent and pitiless person ever to influence the councils of Chybisa. She has been posthumously accused of conspiracy in the deaths of the lesser branch of Burzada and of poisoning her son's first wife, charges that arose from her boundless ambition for Balesir.

In 675, Balesir became involved in the Treasure War with Kaldor. Weakened by years of peace and corruption Chybisa's army was no match for the Kaldoric knights. After a hard fought but futile stand north of the Ulmerien, Balesir found himself besieged in Burzyn, but held out for a remarkable three years until plague and rebellion by the Baron of Geda forced his surrender in 678. Receiving the honors of war from King Torastra of Kaldor, Balesir and his loyal vassals became exiles in Melderyn. In 687, after promising fealty to King Chunul of Melderyn, Balesir raised an army and defeated the Kaldoric forces at the Battle of Geda, regaining his throne. He promptly broke his promise of fealty to Chunul who is reputed to have greeted this act with laughter. Chunul later denounced the treachery and has not given up his claim to Chybisa. Balesir died of stomach cramps in 691.

Verlid VII

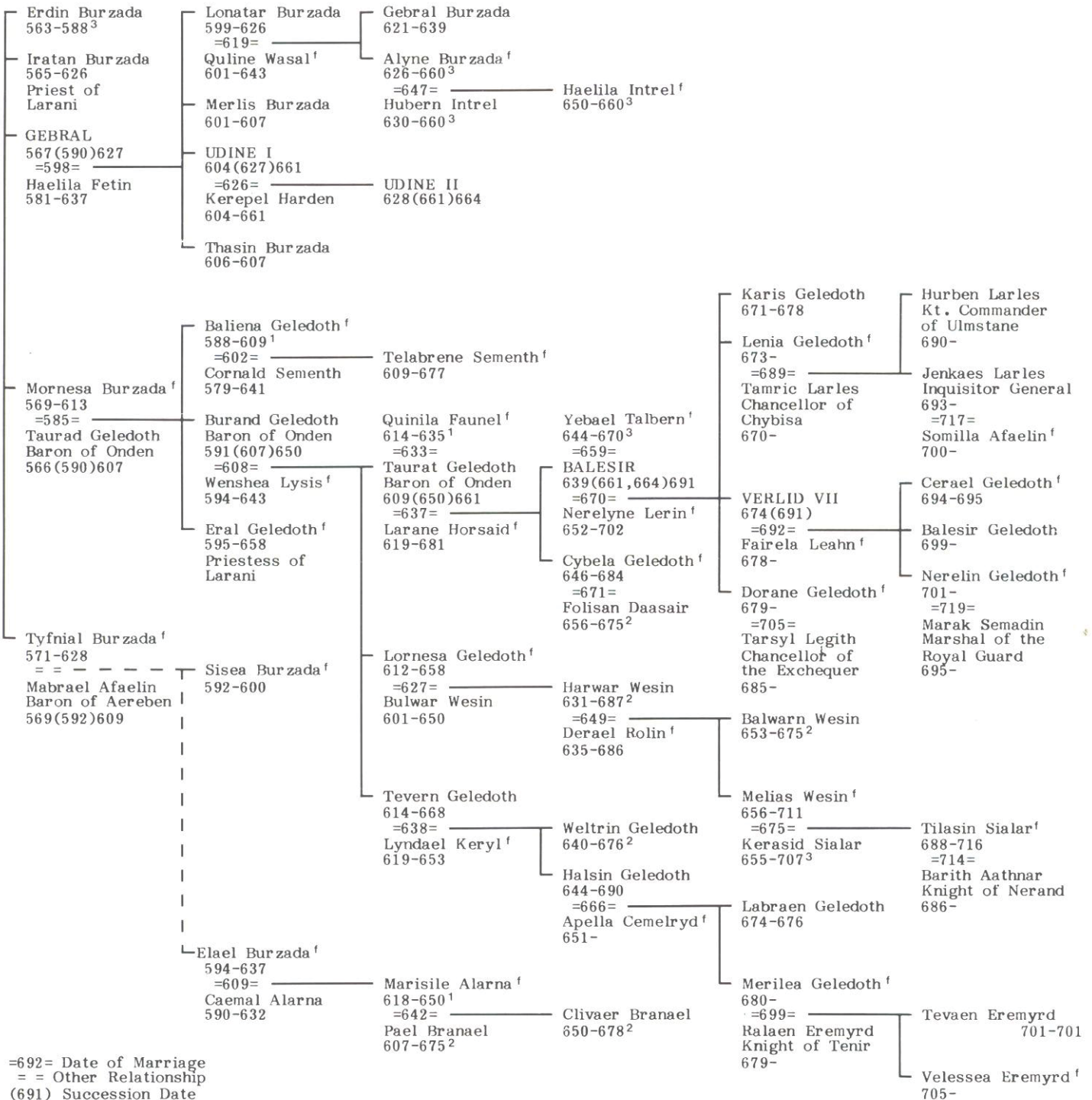
The current monarch succeeded his father at age 17. He has proven himself to be a competent if somewhat nervous monarch largely because neither Kaldor nor Melderyn have given up claim to his kingdom. In addition his father ran up huge, as yet unpaid, debts with the usurers of Thay. All of this has given Verlid ulcers and has not helped his congenitally weak heart.

Verlid VII has done much to improve Chybisa's defenses. Much of the expansion north of the Ulmerien undertaken by Baron Rythal was encouraged by Verlid, and the granting of Geda to Kjal Forsetha has improved the situation in the south east. Fearful of armed might descending upon his tiny realm, Verlid has established a policy of aggressive but careful diplomacy with Kaldor and Melderyn, playing each against the other while maintaining strict neutrality himself. So far his strategy has been successful, not least because of King Miginath's advancing years and the fluid political situation in Kaldor. Verlid has even sought the goodwill of local tribesmen by disputing Kaldor's claim to Oselmarch, the territory south of the Osel River which is effectively controlled by the Pagaelin. But Verlid fears the Melderyni more than anyone else and he spends much effort seeking to appease the island realm.

To add to Verlid VII's worries, he gets on poorly with his only surviving son, Prince Balesir, who seems to be undergoing the early stages of syphilis. The King's other child, Princess Nerelin, married Marak Semadin, Marshal of the Royal Guard in 719.



Geneology of Clan Geledoth



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THE ROYAL GOVERNMENT

Chybisa is a feudal state. Her government is similar to that of Kaldor although simpler in structure. There are only four major offices and these are noted below. Those wishing more detail on the nature of feudal government are referred to the Kaldor, Kanday, Rethem, and Melderyn modules

Lord Chamberlain

This official heads the Chamber, the department of government that is responsible for the administration of the Royal Household. By inference, the office has enormous influence over any external or internal policy in which the king is involved.

The Chamberlain is Winnisea Afaelin, the eldest daughter and heir of the Baron of Aereben. Recently widowed, Winnisea is being courted by Sir Frethard Alaga, a brother of the Earl of Harden. Her father, Martis Afealin, is interested in this match, but Verlid VII is less than thrilled. Her monthly salary is 480d.

Lord Chancellor

The office that heads the Chancery, which is responsible for the general government and judiciary of the realm. The most notable difference between Chybisa and other feudal states is the fact that the kingdom is not divided into shires. As a result there are no sheriffs, and the administration of justice is handled entirely by the Chancery.

The very powerful office of Lord Chancellor is held by the fifty year old Tamric Larles. He is married to Lenia Geledoth, an elder sister of the king. His monthly salary of 800d is the highest paid to any official.

Chancellor of Exchequer

Tarsyn Legith, the younger brother of the Baron of Lerenil, is responsible for the financial administration of the kingdom. He is married to Dorane Geledoth, the youngest sister of the king. The Chancellor's monthly salary is 600d.

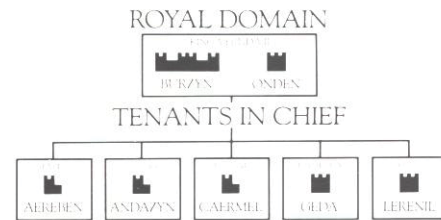
Marshal of Royal Guard

The Royal Guard is an elite force of five companies, each roughly 20 men strong. There are two companies of High Guard comprised of knights bachelor, and an auxiliary force of three companies of men-at-arms for a Low Guard.

The commander of the guard is Marak Semadin, the 25 year old son-in-law of the king. He is responsible for security and defence of the realm. Marak has petitioned the king to finance an expansion of the guard to three High companies and six Low companies, a request that Verlid is taking under serious consideration. Marak's monthly salary is 600d.

SUBINFEUDATION

The following is an index of all settlements shown on the atlas map of Chybisa, including key political and economic data. Note: several abandoned manors are shown on the atlas map, indicated by a black triangle.



Fief

Settlements are listed alphabetically under the seat of the major tenant-in-chief who holds them, and are indented left to right to show subinfeudation rank. For example, Byrdtes holds from Lysfeir, which holds from Aereben.

Holder

The holder of this fief, either a clan name or official. Clans hold their lands in fee simple; officials (Bailiff or Constable) hold their lands *in trust* for the actual holder. It should be noted that the word *baron* is a generic term on Harn for any major land holding noble with less status than an earl. In Kaldor we only listed those barons who held keeps, but a wealthy knight holding two or more manors is also a baron. In Chybisa there are no earls, but the heads of five great clans are termed barons. Only two of them hold keeps, clans Forsetha and Legith, but the remaining three are not substantively weaker.

Acres

The gross acreage of the fief. Much of this land will be uncultivated. A reasonable rule of thumb is: Woods (20%), Pasture (30%), and Arable (50%) half of which will lie fallow at any one time.

Land Quality [LQ]

A factor describing the fertility of the arable land. Average land quality for Harn is 1.00. Note the high fertility of most Chybisan fiefs.

Households

The number of households in this fief. The average household has five persons, including spouse and offspring. Most households are clustered around the manor in a small village. A rough breakdown of households in rural manors would be Serf 80%, Freeman 20%; in major settlements (those boasting a keep or castle) the breakdown would be Serf 30%, Rural Freeman 10%, and Urban Freeman 60%.

Military

Other than the Royal Guard, the feudal levy in Chybisa is very important. There are a large number of land holding knights in Chybisa, and a much higher ratio of yeomen than normal. Hence the potential feudal levy is much greater than one would expect. The GM may assume that each listed settlement can provide one mounted knight and one squire, plus one yeoman per 300 Acres.

Revenue

The annual net revenue (gross minus normal expenses) of a fief may be assumed to be 1d per gross acre. To this must be added the net revenue provided by vassal fiefs; if held by a bailiff or constable, they will provide all their own net revenue, if held by a clan in fee simple, they will provide one half their net revenue (reflecting aids, scutage, and other feudal taxes).

AEREBEN

The seat of Martis Afaelin, the eleventh Baron of Aereben, a shrewd politician who is one of the most feared men in the kingdom. The first baron, Opran Afaelin, was granted the title in 514 for services rendered to the throne, which cynics have suggested involved using his office of Chancellor of the Exchequer to help King Gometh loot the treasury. The tenth baron, Merdil, was killed in battle during the Treasure War. His son, Martis, submitted to Torastra, and was allowed to retain his barony although he was never particularly trusted. When Balesir returned to Chybisa, the astute Martis quickly switched his loyalty again, and was once more confirmed in the barony. Martis is now sixty four years old and somewhat slowed by gout. His heir is Winnisea, the eldest of his five daughters and the current Lord Chamberlain of Chybisa.

Fief	Holder	Acres	LQ	HD
Aereben	Afaelin	2240	1.21	36
Creran	Siacyn	2320	1.21	31
Cynkes	Ord cyn	2050	1.22	28
Dunlorik	Bailiff	1680	1.21	32
Jeirtern	Kesgyate	2280	1.21	30
Lysfeir	Sysal	1600	1.21	22
Byrdtes	Bailiff	1560	1.21	21
Narane	Ialon	1710	1.20	22
Ulsonril	Bailiff	1940	1.21	26

ANDAZYN

The seat of Kamaen Vastair, Baron of Andazyn. King Balesir granted the barony to Atamas Vastair as a reward for his aid during the exile in Melderyn. Atamas had been the captain of Balesir's guard, and was largely responsible for subduing the token resistance to Balesir after the Battle of Geda. Kamaen inherited the barony in 711. He has a severe stammer, an impediment that makes him extremely self conscious. He avoids

speaking in public if at all possible. Otherwise he is a competent if not spectacular liege. Kamaen is thirty two, and has one son, Manaer, who is three.

Fief	Holder	Acres	LQ	HD
Andazyn	Vastair	1830	1.23	28
Bensalnar	Kescyn	1710	1.22	21
Feryce	Bailiff	1200	1.24	16
Dynain	Andcaer	2200	1.22	30
Ledyne	Bailiff	1540	1.23	21
Narasin	Kesrel	1880	1.22	25
Tuwglan	Llayleane	2010	1.23	27

BURZYN

The seat of King Verlid VII, held by a constable in his absence. The constable is Sir Barain of Clamyns, a knight, renowned for both his wit and his ugliness. Burzyn has no acreage or land quality shown, because it extends only to within arrow flight of the castle. The households indicated are all urban population.

Fief	Holder	Acres	LQ	HD
Burzyn	Constable	n/a	n/a	104
Aneril	Caecaer	1730	1.23	24
Brigasel	Tueltswyn	1540	1.22	19
Erenes	Termyrd	1710	1.23	23
Erelya	Bailiff	1150	1.22	16
Hieath	Bailiff	810	1.23	12
Ieardel	Relnarril	1980	1.22	26
Lisryd	Selkes	1410	1.23	20
Drydere	Bailiff	750	1.23	11
OrdmeIn	Kynyss	1540	1.22	21
Tenir	Eremyrd	2100	1.22	28
Touwyn	Kesialon	1560	1.23	21

CAERMEL

The seat of Jebril Rythal, the second baron of Caermel. The barony was founded by Ardaet Rythal who was granted it by Verlid VII in 697. Jebril succeeded his father in 718. He is an energetic 24, eager to expand his holdings. There are many ruined manors nearby and Jebril has plans to rebuild some of them. These efforts may cause conflicts with the Pagaelin tribal nation presently controlling the area. Jebril is a close friend of the Crown Prince, Balesir Geledoth, and this has led to some decline in the Baron's popularity with the King. Jebril is betrothed to the youngest daughter of Baron Afaelin.

Fief	Holder	Acres	LQ	HD
Caermel	Rythal	1800	1.22	28
Aecelrin	Benwyn	1500	1.20	20
Brigmer	Mellestin	1150	1.23	16
Wynere	Bailiff	1500	1.23	20
Docialon	Enaris	1460	1.20	21
Kynadin	Biurune	1790	1.21	24
Meldun	Bailiff	2850	1.18	38
Shenadun	Ceselryd	2440	1.20	33

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GEDA

The seat of the Baron Kjal Forsetha, first of his clan, who recently gained his barony under unique circumstances. Orbaalese by birth, Kjal appeared in Geda in 708 with a retinue of eight warriors. He and his band were employed as mercenaries by Baron Ulaed Tesael for five years. In 713, Ulaed, a notorious wenching drunkard, wagered his barony that Forsetha could not lift his horse. Forsetha did, and due to Ulaed's unpopularity with Verlid VII, was able to collect his wager. Verlid VII observed that he was well rid of a fool who would so readily cast away his heritage. Ulaed is now believed to be living in Thay.

Kjal is renowned for his roistering manners and for the Orbaalese nature of his court. Depending on his mood he claims to be anywhere between fifty to seventy years of age, and delights in performing feats of strength for visitors. He is a wise ruler of his estates and is among the strongest supporters of Verlid VII. Under his rule Geda has garnered greater wealth from the commerce on the Genin Trail. He has two sons; Bjan, who is thirty three, and very much his father's son; and Yraal, a child of six, the product of Kjal's 714 marriage to the daughter of a Burzyn knight. Several bastard children are unacknowledged. For more information, see the *Castles of Harn* module.

Fief	Holder	Acres	LQ	HD
Geda	Forsetha	1630	1.24	60
Domurin	Thesslie	1500	1.22	21
Feirnar	Cynsel	1860	1.22	24
Ffinza	Bailiff	1080	1.23	15
Ganden	Salycelis	1270	1.23	17
Celfarin	Bailiff	1040	1.24	17
Genilden	Rilhucul	2390	1.22	32
Naneial	Bailiff	1130	1.23	17
Ollash	Narcynsal	1680	1.24	22
Sarius	Anasyr	1520	1.23	20
Teslisa	Andcyn	2180	1.22	30
Wynwlie	Benter	1750	1.23	23
Faerane	Bailiff	700	1.24	13

LERENIL

The seat of Salagys Legith, fourth baron of Legith. The first baron, Ricane Legith was granted his title by Balesir in 665 to replace Clan Burzada, who had been the barons of Lerenil and kings of Chybisa until the death of Udine II. Clan Legith have traditionally been strong supporters of the royal house. The second baron, Tarasyr, went into exile with Balesir in 678. He died in Melderyn and his son, Tardane regained the barony in 687 after the expulsion of Kaldor. Salagys succeeded to the title in 709. Now thirty nine, Salagys is a skillful politician and is probably the most powerful noble in Chybisa after the king. His eldest son, Rithalyr, has just joined the High Guard, and his younger brother, Tarsyl, is Chancellor of the Exchequer.

Fief	Holder	Acres	LQ	HD
Leneril	Legith	600	1.23	40
Hoardrel	Rydanus	1390	1.23	19
Caelten	Bailiff	1340	1.22	18
Jergrayn	Bailiff	1150	1.23	18
Kesdunid	Rhydadun	1310	1.23	18
Laneryd	Narialon	1910	1.21	25
Larialon	Tonaril	2160	1.22	29
Milnyrd	Benere	1760	1.22	23
Nerand	Aathnar	1900	1.23	25
Rolyce	Bailiff	3170	1.22	43
Tyannal	Docord	1950	1.21	26

ONDEN

The original holding of Clan Geledoth, the current royal clan of Chybisa. The Constable of this keep is the Crown Prince, Balesir Geledoth.

Fief	Holder	Acres	LQ	HD
Onden	Constable	1040	1.23	50
Andgan	Bailiff	820	1.23	13
Banbray	Teraeth	1680	1.22	17
Fifen	Naryce	1690	1.22	22
Harik	Hacaed	1750	1.22	23
Ilaon	Wyntersel	1500	1.22	20
Hasiary	Bailiff	1010	1.23	16
Husiarol	Bailiff	940	1.22	14
Imagos	Iewyn	1500	1.22	21
Larner	Brigalis	1600	1.23	22
Larwyn	Larles	1500	1.23	20
Mentasia	Salcellis	1760	1.22	23
Myrd	Sialar	1410	1.22	19
Rildrel	Cemelryd	1710	1.22	22
Terane	Bailiff	1080	1.23	16

CHURCH OF LARANI

The powerful Church of Larani does not have as much influence in Chybisa as in Kaldor or Melderyn. This is mainly due to the policy of the church itself. To avoid any possibility of insult to Kaldor or Melderyn, both of whom claim fealty from Chybisa, the Church has refused to appoint an Archbishop of Chybisa. The Bishop of Burzyn is the highest Laranian prelate.

The Spear of Shattered Sorrow holds two estates and their fighting order, Lady of Paladins, holds one. The Serolan of Namadees, Jyka Misral, is elderly and ailing. The Reblena of the fighting-order is Sir Hurben Larles, the eldest son of Tamric Larles (Lord Chancellor) and Lenia Geledoth, and hence the king's nephew. He commands four melana (knights) and thirty meken (men-at-arms), a large chapter house for this small fief, possible only with direct subsidy of the king.

Fief	Holder	Acres	LQ	HD
Namadees	Serolan	2310	1.23	31
Hanerden	Bailiff	1610	1.24	22
Ulmstane	Reblena	1650	1.24	24

LOCATION: Kingdom of Chybisa
STATUS: Royal Castle
GOVERNMENT: King of Chybisa
POPULATION: 510

The principal seat of the King of Chybisa, Burzyn is largest settlement in the kingdom. Located on the south bank of the Ulmerien, astride the Genin Trail, Burzyn controls the only bridge over the river. The castle is perhaps the most impressive fortress on Harn.

HISTORY

The district was first occupied around 1200 BT by the Jarin. During the Atani Wars, Daelda, the Sindarin king of Harn, was forced to give up Anadel, Solora and Horadir to the invading Lythians. This prompted many of the Jarin to leave the region and settle north of the Ulmerien. The Jarin who remained behind were gradually assimilated by the invaders. The Lythian and Jarin mixture in the Ulmerien valley saw the rise and fall of several minor kingdoms in the centuries that followed, but for the most part the valley was peaceful and prospered.

In 160 TR the region was united by the historically shadowy figure of Shobald of Shosel, believed to have been a Melderyni knight. He built a fortified tower on an island in the Ulmerien and established his principal seat of government around an existing settlement on the north bank of the river.

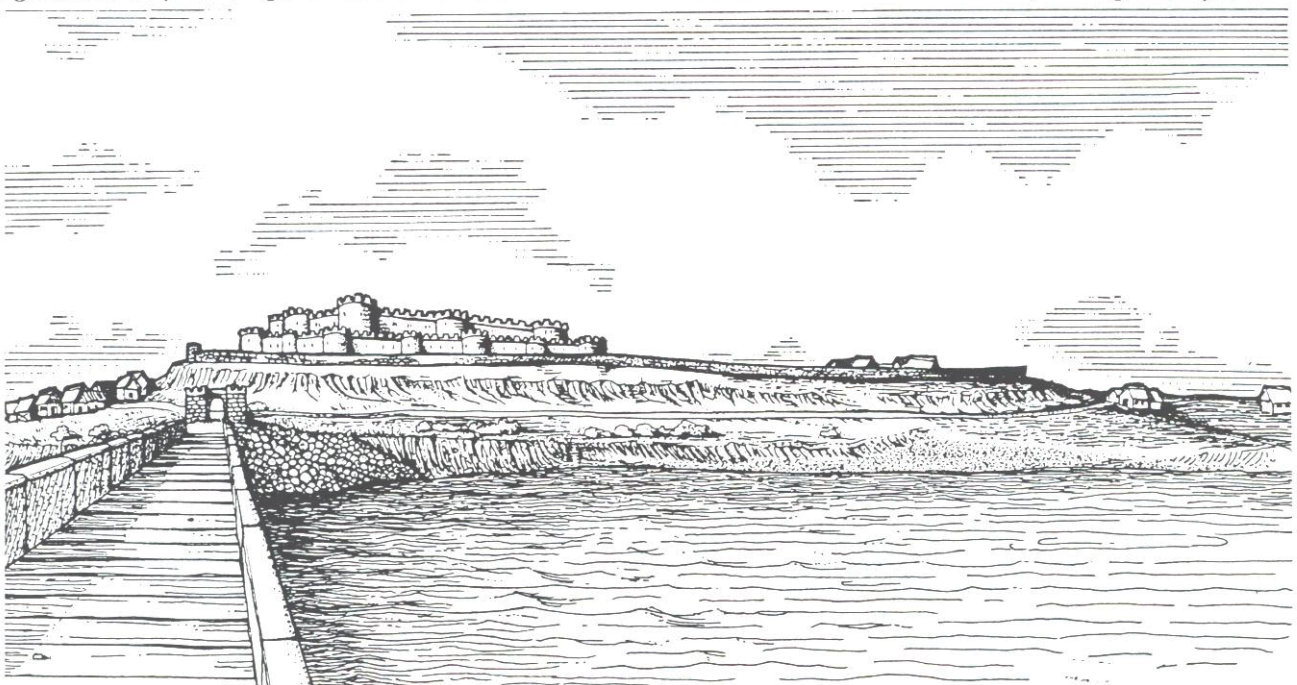
Burzyn castle dates from the reign of Verlid II (210-251). Verlid built a small keep on the site of an earlier Jarin hill fort, abandoning the decaying tower built by Shobald. During the latter stages of the Migration Wars, Burzyn keep was the principal factor allowing the new kingdom to survive. In 227 the Hodiri were defeated at the gates of Burzyn ending the last tribal threat.

Over the next several centuries Burzyn was periodically strengthened and enlarged. In 458 an outcast Khuzan mason, Hazmaral of Orinain, arrived in Chybisa. Hazmaral was contracted by the ruling council of barons to upgrade the fortifications of Burzyn, and over the following several decades, he supervised the building of modern Burzyn. Construction was slowed with the accession of the House of Burzada for Sharat and his heirs were more interested in filling their coffers than completing the expensive fortifications. In 529 Hazmaral left Chybisa, apparently disgusted by his employer's greed, but by then the castle was completed with the exception of one tower and the connecting walls of the outer bailey.

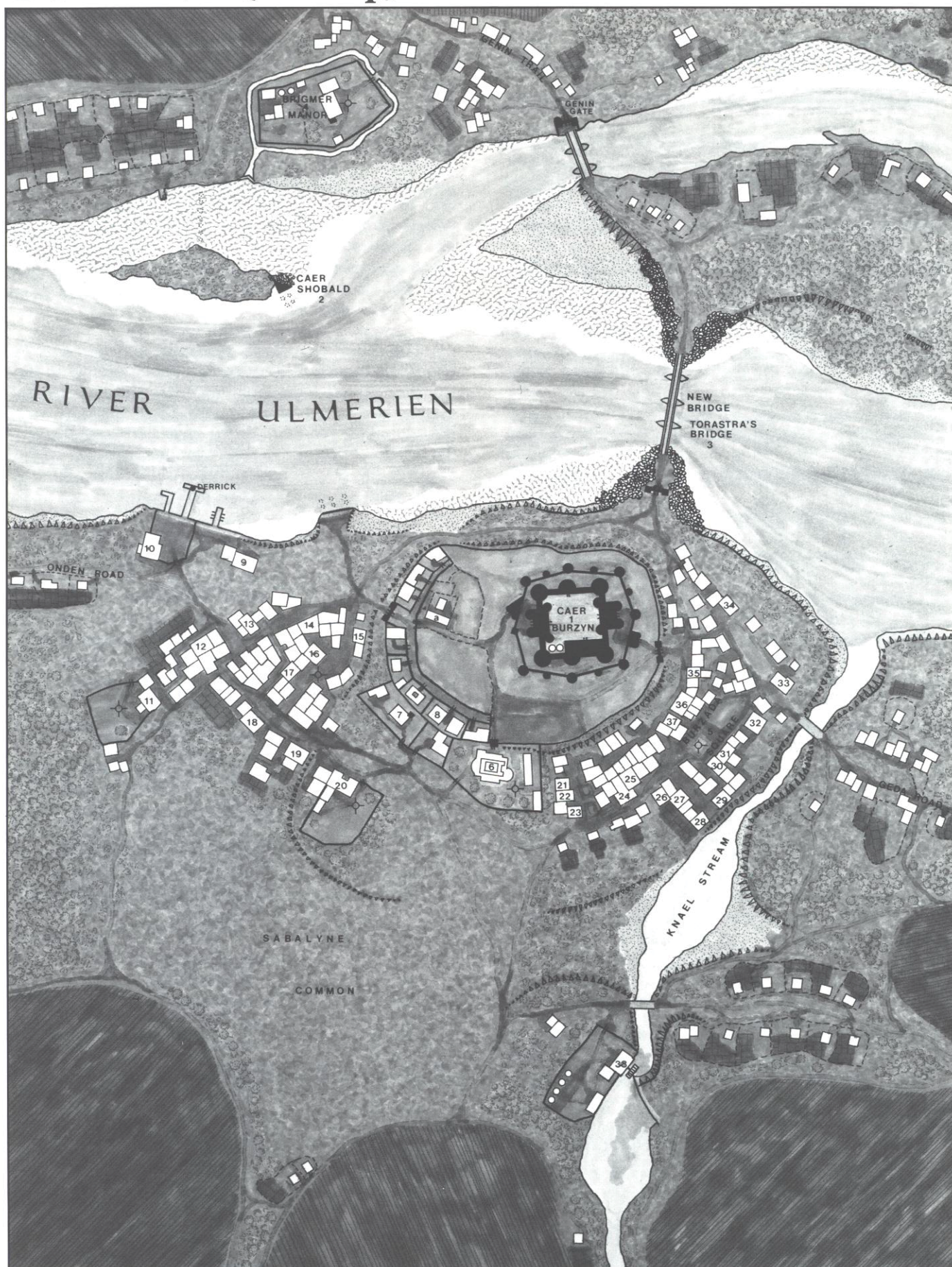
The outer bailey was finished with one square tower, the human masons being unable to build in the Khuzan manner. The outer, towerless wall was begun during the reign of Sabalyne after Chybisa was devastated by the Red Death. Physicians had blamed the deaths of Sabalyne's family on the proximity of the castle to the plague ridden town and so the wall was built to prevent similar catastrophes.

During the Treasure War, Burzyn was besieged by the armies of Kaldor for three years beginning in 675. In 678, with disease and rebellion rampant, Balesir, King of Chybisa, surrendered. Obtaining the honors of war from Torastra, Balesir and his loyal followers were forced into exile in Melderyn. In 687, Balesir finally returned with a small but well trained mercenary army and defeated the disorganized and ill-led Kaldoric forces at Geda. He regained Burzyn (and his crown) when its demoralized garrison surrendered.

Since 687 there have been few changes at Burzyn. The castle defenses have been maintained and trade has continued to flow smoothly through Burzyn.



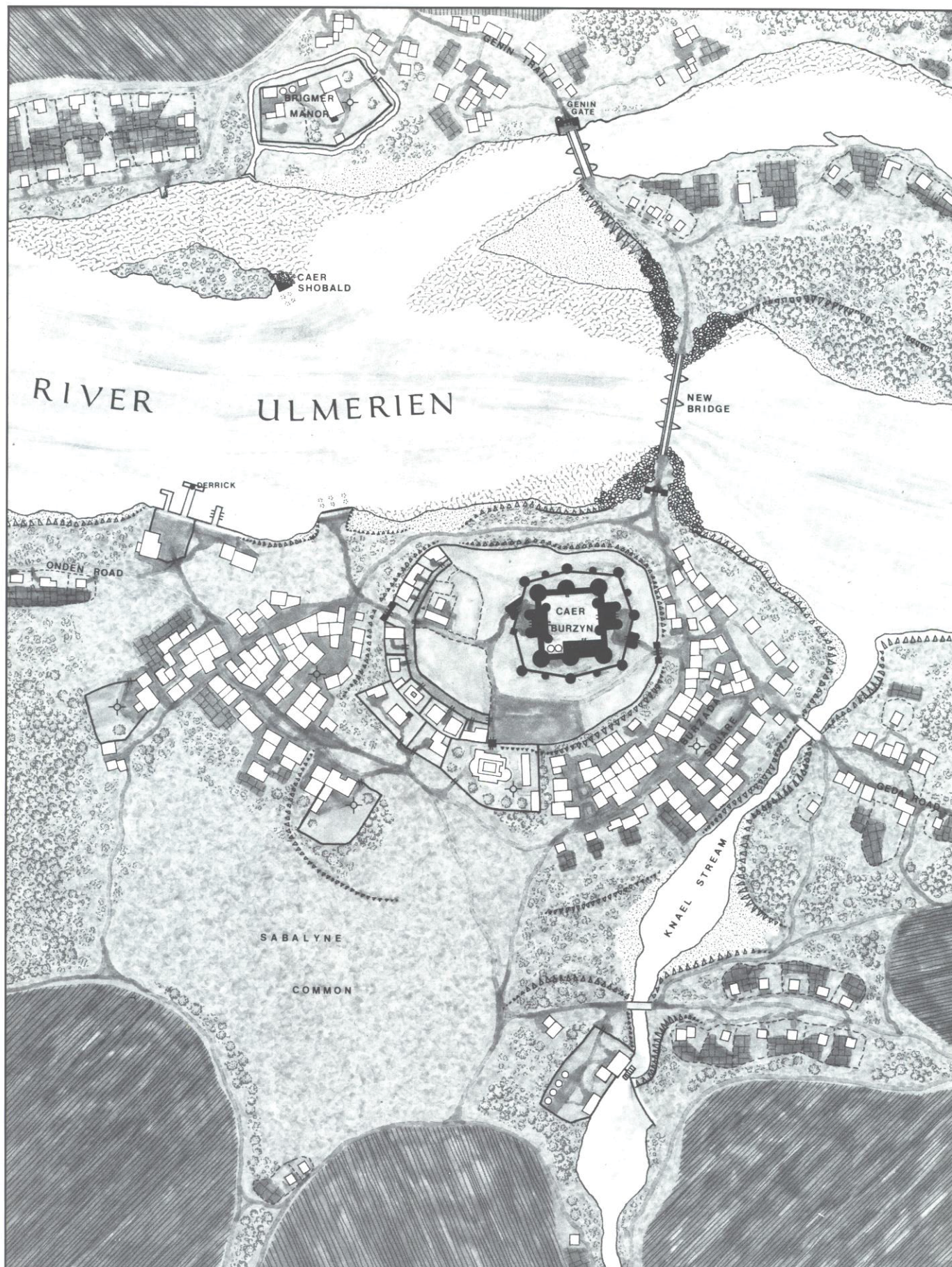
BURZYN 2 (GM Map)



1. **CAER BURZYN**
Complete plans are given on the following pages. [a] House of Dalaglea, bonded ostler, and House of Gillan, bonded weaponcrafter.
2. **CAER SHO BALD**
A ruined tower detailed on page 9. There is a washed out bridge to the north bank.
3. **NEW BRIDGE/TORASTRA'S BRIDGE**
Unofficially called 'Torastra's Bridge, after the king of Kaldor who rebuilt it after the Treasure War. The bridge is used to hang common criminals.
4. **BRIGMER MANOR**
5. **BURZADA SQUARE**
The Burzyn market is open daily from noon to dusk, except on holidays.
6. **TEMPLE OF LARANI**
The Order of the Spear of Shattered Sorrow.
7. **TOWER OF THE UNICORN**
The Chybisian College of Heraldry, and residence of the chief herald, the Unicorn Herald.
8. **HOUSE OF THE SILKEN VEIL**
Size: 12 Quality: **** Prices: high
Amyrtis of Sprinsal, Courtesans' Guild, officially frowned on, but her house is prosperous.
9. **BONDING HOUSE**
Bondmaster is Robil of Cros.
10. **SHIPWRIGHT/CHANDLER (Filap of Gerd)**
Size: 3 Quality: *** Prices: low
Filap belongs to both guilds, and rents space to the Pilots' and Seamen's guilds as hostels.
11. **THE BLUE HORSE (Evin of Tremclas)**
Size: 11 Quality: **** Prices: high
Evin caters to wealthy travelers. Freemaster ostler, Sabris of Menays, brokers Hodiri horses.
12. **TIMBERWRIGHTS' GUILD**
A warehouse and hostel.
13. **SALTER'S GUILD**
A warehouse and hostel
14. **TENTMAKER (Henan of Rithan)**
Size: 6 Quality: **** Prices: average.
15. **EMBALMER (Dalon of Ashawe)**
Size: 3 Quality: *** Prices: low
Dalon runs a Lia-Kavair safehouse here.
16. **WEAPONCRAFTER (Adin of Dirahn)**
Size: 6 Quality: **** Prices: high
17. **CHARCOALER (Nelon of Emral)**
Size: 6 Quality: *** Prices: average
18. **METALSMITH (Lissan of Hedive)**
Size: 9 Quality: **** Prices: high
19. **WOODCRAFTER (Ansch of Derson)**
Size: 8 Quality: *** Prices: high
20. **THE SOUTHRON'S REST (Lastel of Nethum)**
Size: 12 Quality: ** Prices: low
Patronized by local riff-raff. Freemaster ostler, Chebral of Prama, is a major broker of Hodiri horses. Tribesmen are frequent visitors.
21. **LOCKSMITH (Empus of Omath)**
Size: 1 Quality: *** Prices: low
22. **LEXIGRAPHER (Crissam of Pross)**
Size: 2 Quality: ** Prices: average
23. **LITIGANT (Vulen of Alloc)**
Size: 1 Quality: **** Prices: high
24. **WOODCRAFTER (Yaldan of Abwes)**
Size: 6 Quality: *** Prices: average
25. **WOODCRAFTER (Lorin of Malvel)**
Size: 5 Quality: ** Prices: low
26. **PHYSICIAN (Lanas of Gurridge)**
Size: 2 Quality: *** Prices: high
Lanas overcharges, but due to the incompetence of his competitor [28] he prospers.
27. **MINERS' GUILD**
Guildhall and hostel for miners.
28. **PHYSICIAN (Quasc of Selot)**
Size: 1 Quality: * Prices: low
The mortality rate of his patients is alarming.
29. **POTTER (Kirlin of Teslan)**
Size: 2 Quality: *** Prices: average
30. **CLOTHIER (Peld of Rabail)**
Size: 3 Quality: ***** Prices: high+
31. **USURER (Senserra of Weldur)**
Size: 5 Quality: *** Prices: high
32. **MERCANTYLERS HALL**
Hall of the Mangai occupies the upper floor.
33. **CLOTHIER (Caro of Melnad)**
Size: 7 Quality: *** Prices: average
34. **HIDEWORKER (Asada of Frembas)**
Size: 6 Quality: *** Prices: average
35. **APOTHECARY (Merma of Chesand)**
Size: 1 Quality: **** Prices: high
36. **MASON (Falisan of Rewast)**
Size: 5 Quality: *** Prices: average
37. **LITIGANT (Tyd of Holast)**
Size: 2 Quality: ***** Prices: high+
38. **MILLER/MILLWRIGHT (Syma of Mathe)**
Size: 6 Quality: *** Prices: average

BURZYN

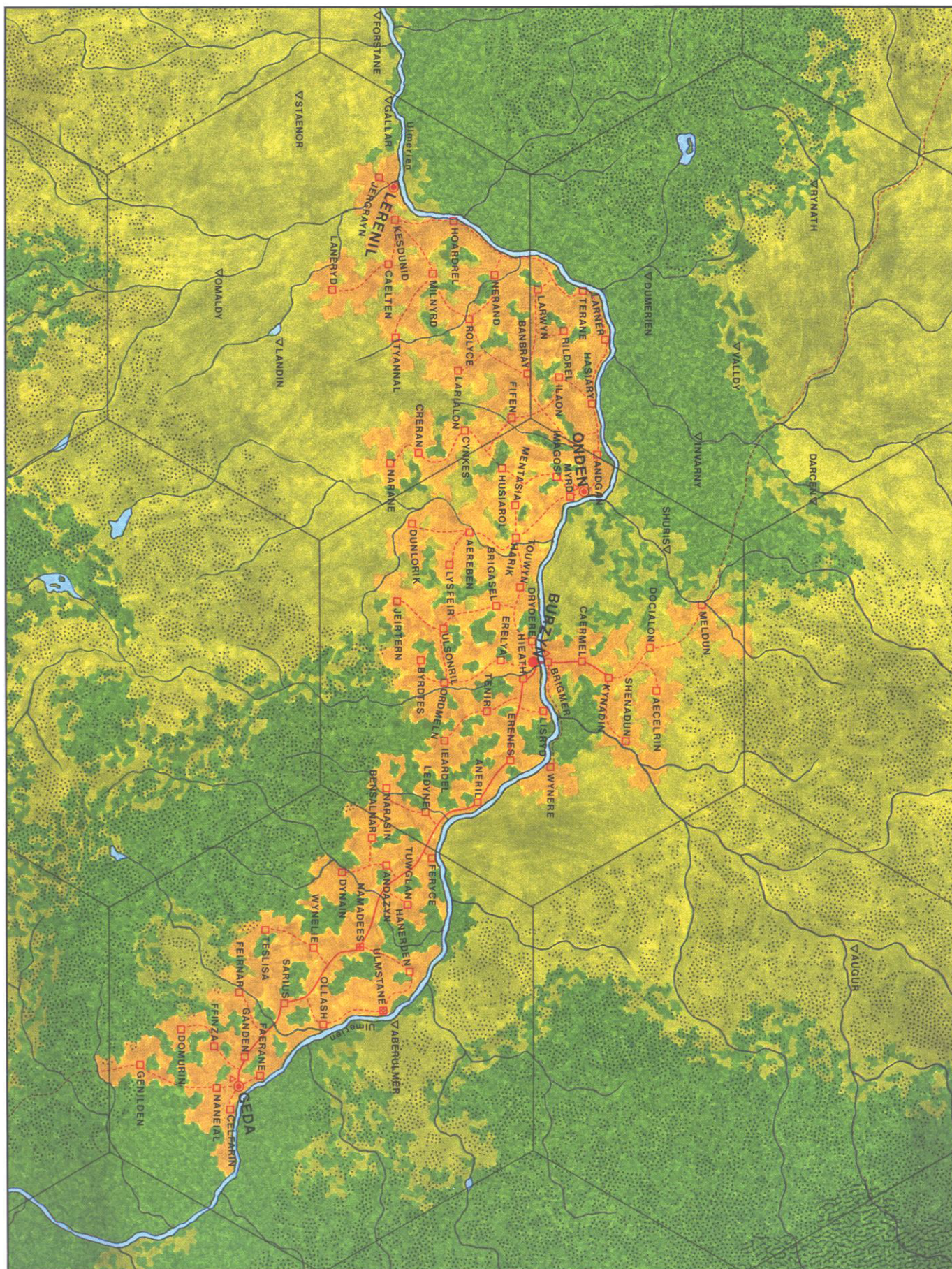
PLAYER MAP



BURZYN

COMMON MAP





CHYBISA

PLAYER MAP



LEAGUES



BURZYN 4


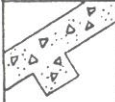
Ground Floor

Burzyn castle is one of the most impressive fortifications on Harn despite the fact that it stands only 27 feet at its highest point. Even at this low height the castle is a formidable defensive system because of its round Khuzdul towers and concentric construction. Burzyn has a permanent garrison of 35, of whom 10 are archers. Some of these are quartered in the towers of the outer wall, but most are housed in the western gatehouse. Two guards patrol the outer bailey wall, in addition to the guards stationed above each gate.

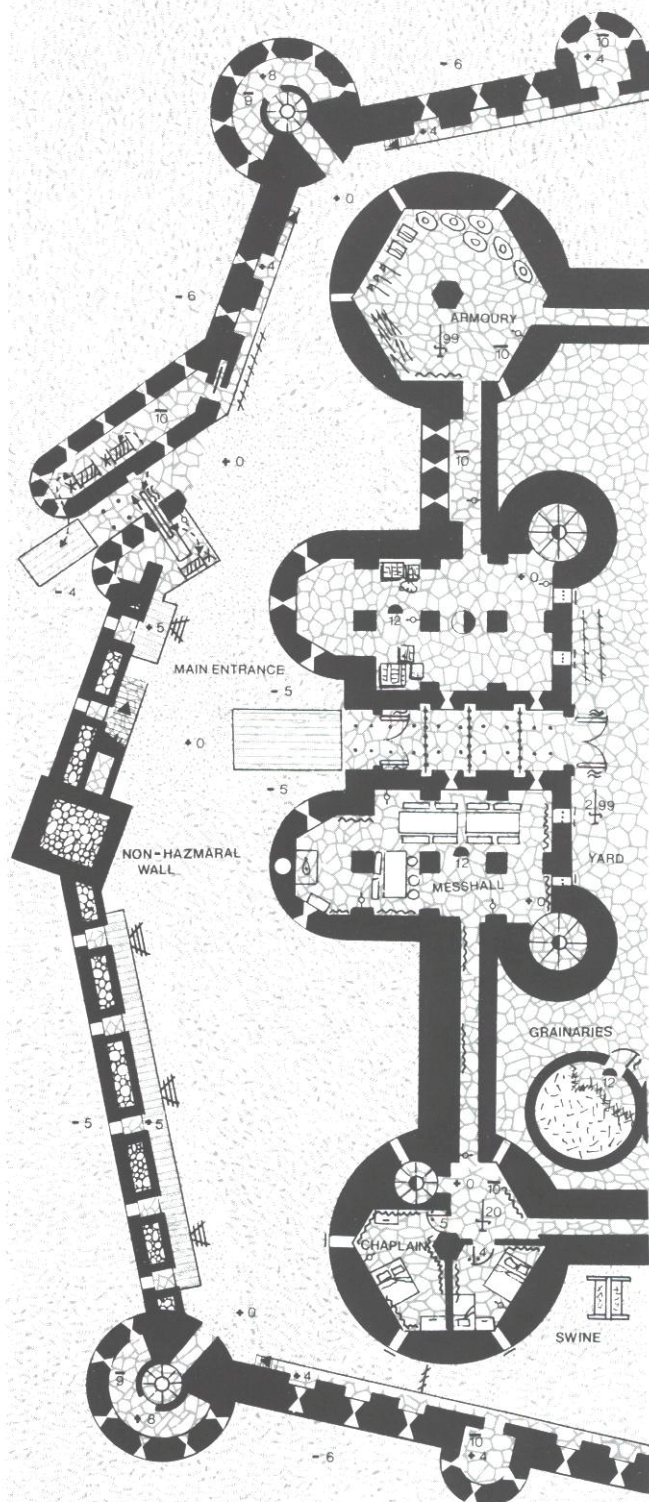
The western wall has a section that was built after Hazmaral left Burzyn, shown on the plans as a rubble sandwich wall. The western gate in the outer wall can be sealed with a heavy iron sliding door. During a siege, the track on which this door slides can be removed, causing it to drop into a one foot deep groove and rendering it immobile. Note the animal pen between the two southern walls, used mainly for holding swine which are raised for the royal household.

A significant weakness for the castle is the lack of an interior well. However, the cistern in the kitchen collects rainwater flowing off the northern side of the roof. Excess water is drained to another cistern in the cellar which gives a reasonable water reserve.

The stone construction in this plan is drawn in two different styles to show the extent of the original keep built by Verlid II.

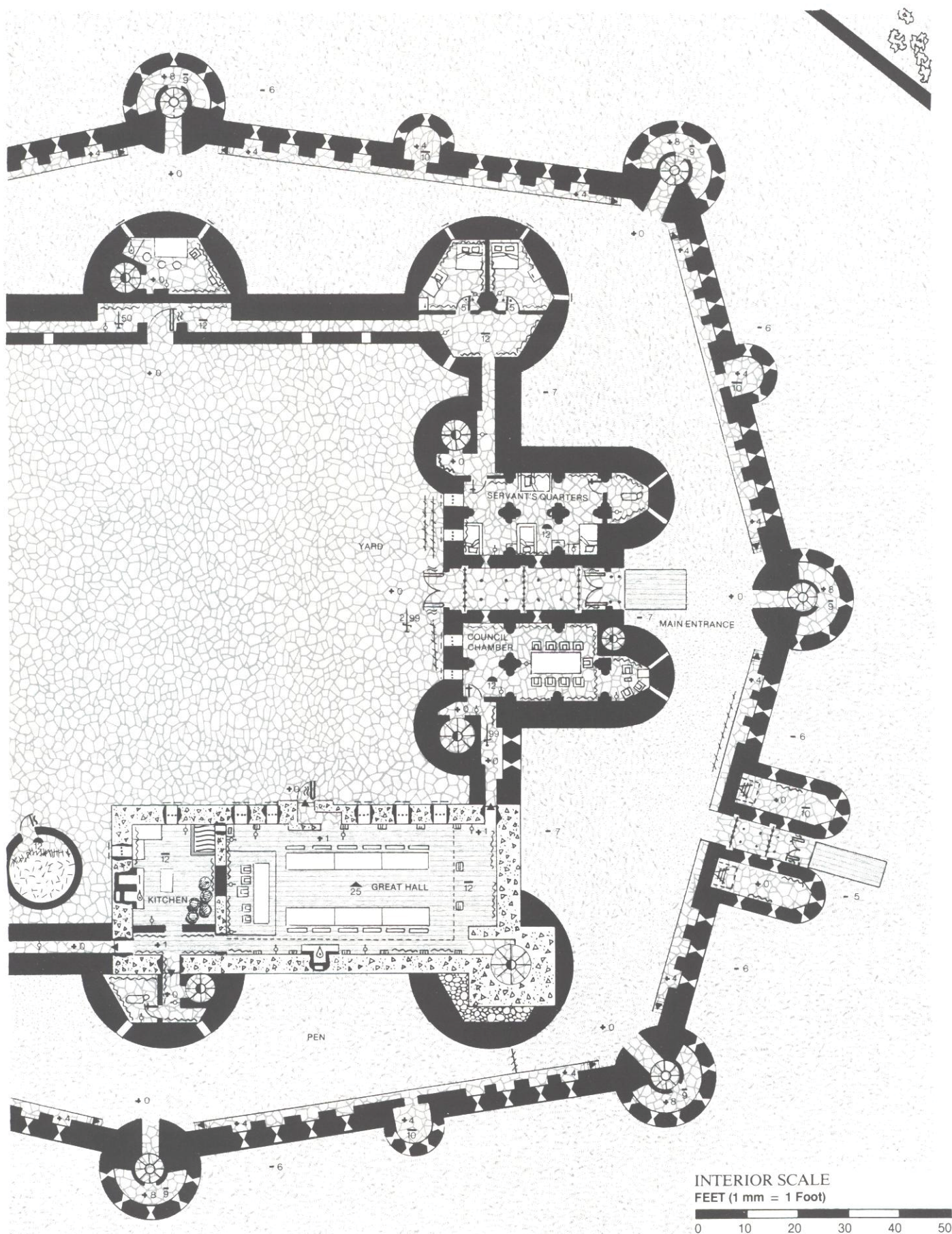
	Hazmaral
	Verlid II

SPECIAL KEY (Stone Construction)



BURZYN 5

Ground Floor



BURZYN 6

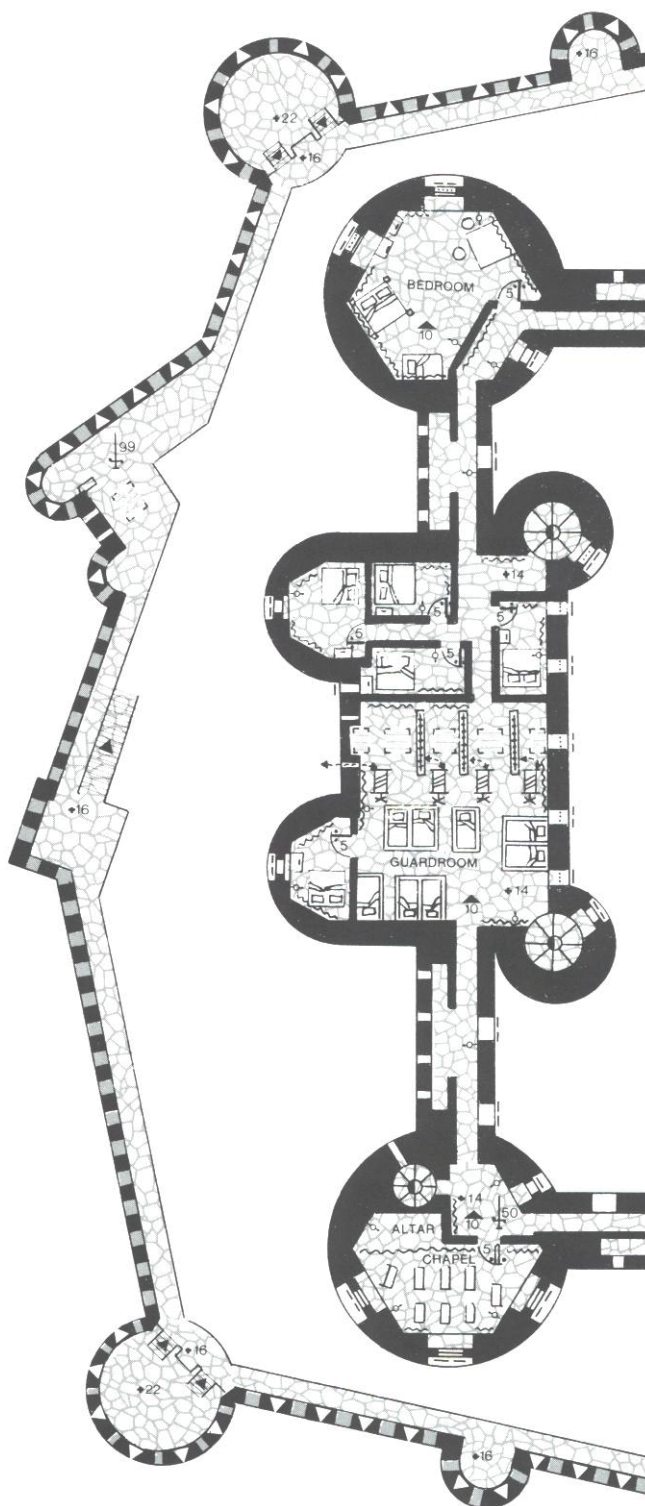
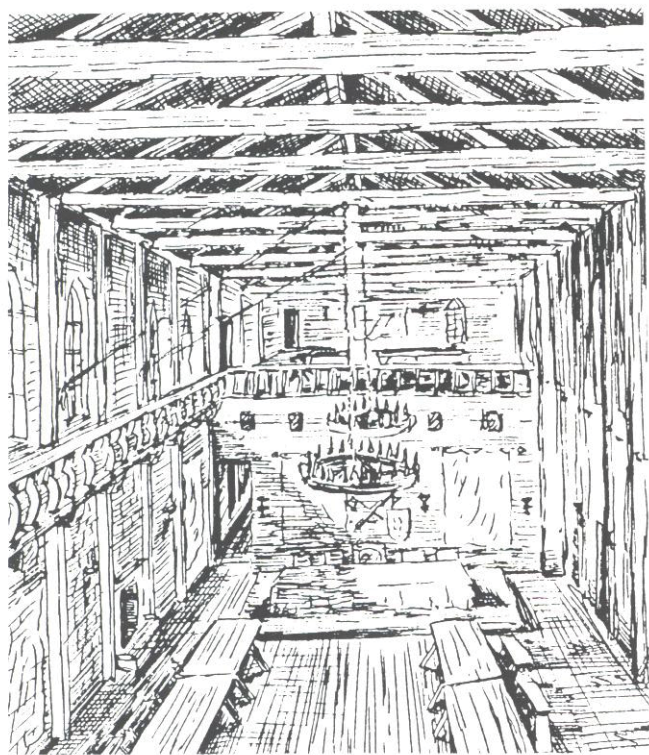
Second Floor

The chapel in the south-west tower is dedicated to Larani, although Peonians of the household may also worship here. The chaplain, part of the permanent staff of the castle, has access from his quarters on the ground floor.

The eastern gate house is the residence of the royal family. There is a secret escape route under the king's great four-poster bed. This passage leads to the cellar.

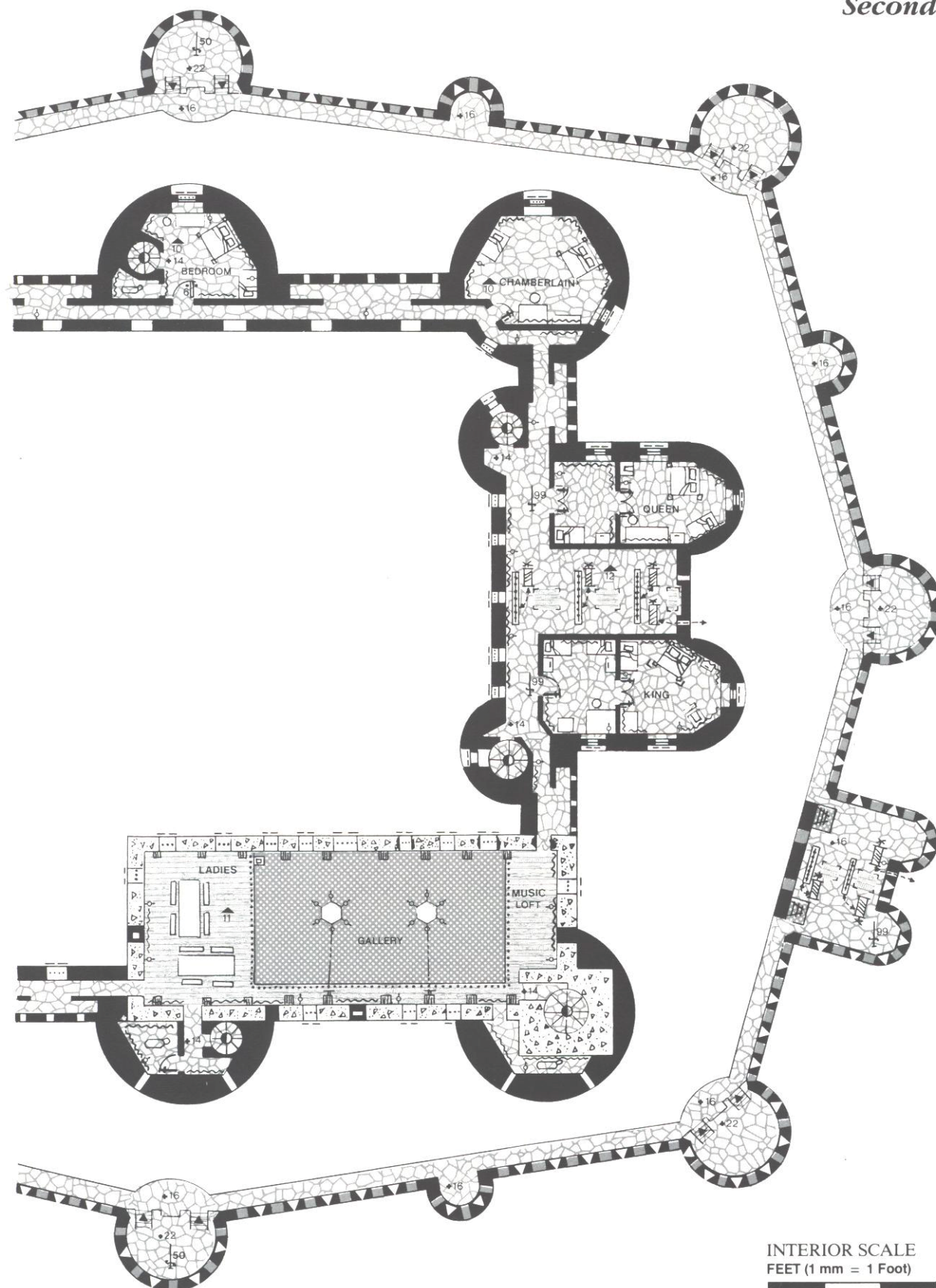
The bedrooms in the three northern towers house important officials of the royal household. The room in the northeast tower is used by the Chamberlain of Chybisa. The room in the north-central tower was once the private residence of the Khuzdul mason, Hazmaral, but is now the chambers of the Constable of Burzyn. The stairs in this room lead down to a kitchen and storage area. The bedroom in the northwest tower is a guest room, sometimes occupied by the Lord Chamberlain, sometimes by the Marshal of the Royal Guard, and sometimes by prisoners of high status.

The upper gallery that now houses the music loft and the ladies dining hall was once the royal chambers of the old keep. After the castle was upgraded by Hazmaral, much of the floor in this area was removed to create an open gallery on to the great hall. Two large chandeliers are suspended over the hall.



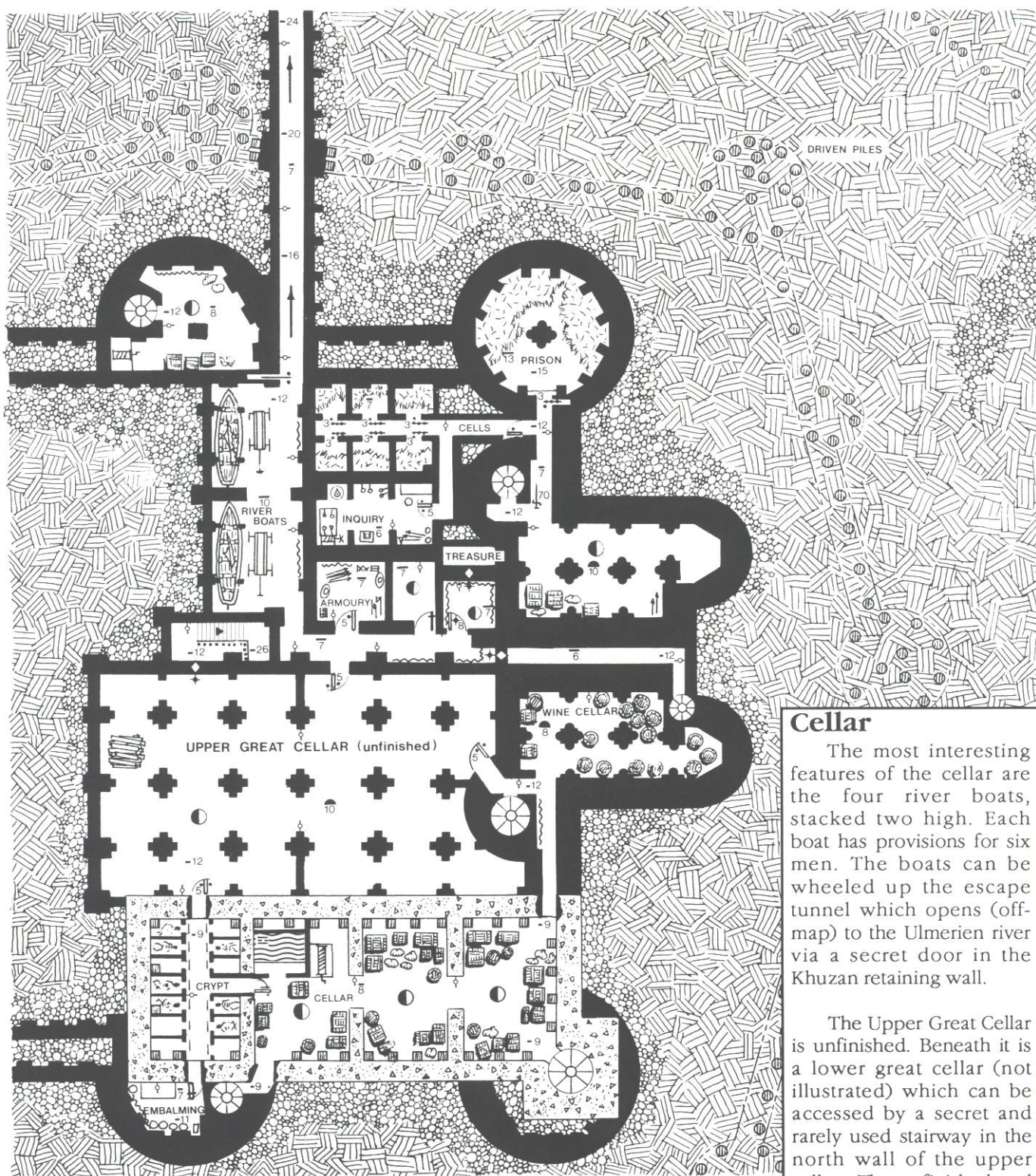
BURZYN 7

Second Floor



INTERIOR SCALE
FEET (1 mm = 1 Foot)





Cellar

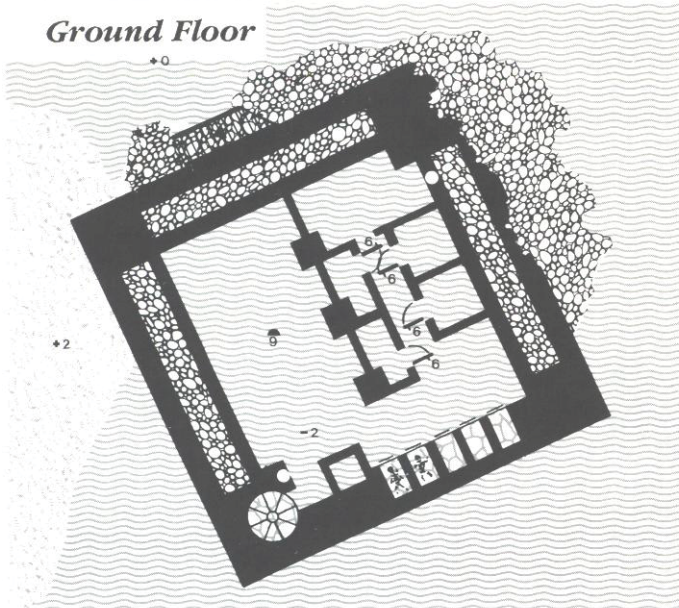
The most interesting features of the cellar are the four river boats, stacked two high. Each boat has provisions for six men. The boats can be wheeled up the escape tunnel which opens (off-map) to the Ulmerien river via a secret door in the Khuzan retaining wall.

The Upper Great Cellar is unfinished. Beneath it is a lower great cellar (not illustrated) which can be accessed by a secret and rarely used stairway in the north wall of the upper cellar. The unfinished and empty lower cellar is seldom visited and has a floor of packed earth. Verlid VII is considering completion of both cellars.

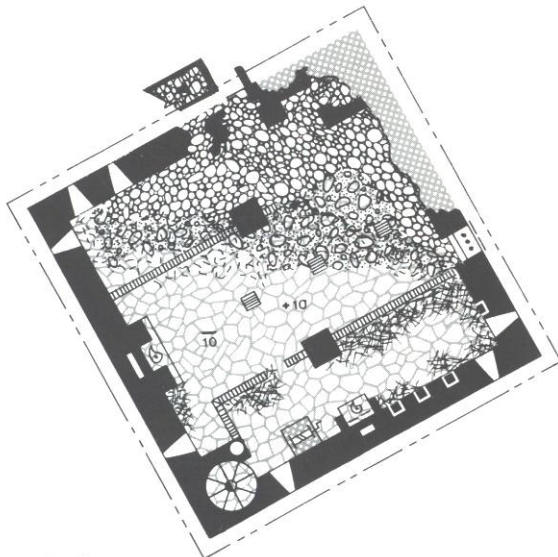
INTERIOR SCALE
FEET (1 mm = 1 Foot)



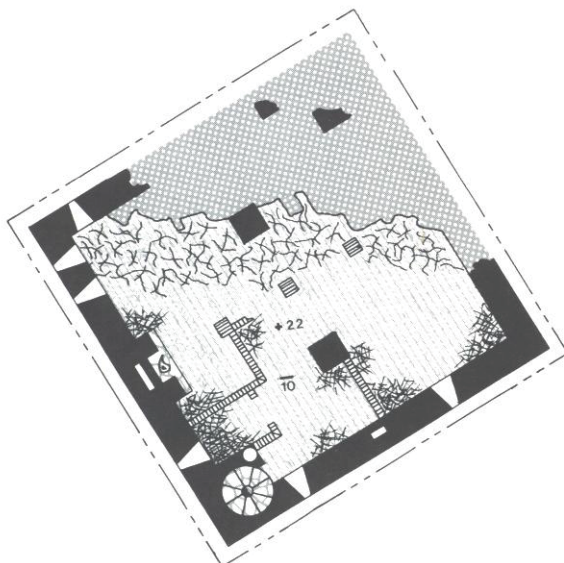
Ground Floor



Second Floor



Third Floor



CAER SHO BALD

Caer Shobald was built between 161-165 by Shobald of Melderyn, the first ruler of Chybisa. It served as the Chybisan royal seat until the construction of Burzyn keep in 213, after which it was maintained as a watchtower.

Access to the tower was via a bridge from the north bank of the Ulmerien. In 707, unusually heavy rains caused the river to flood. Raging waters swept away the bridge, undercut the tower, and collapsed most of the northeast wall. Six of the watchtower's garrison of eight men perished in the disaster. Now abandoned, the tower is periodically visited by salvage crews seeking to remove stones or lumber. The crumbling ruin has brought death to several unwary scavengers.

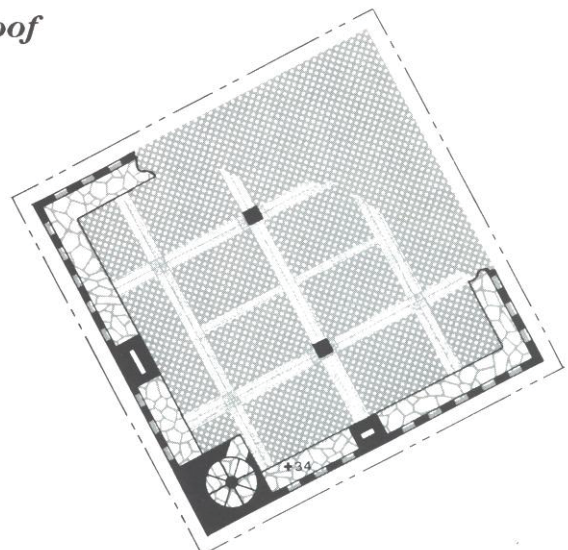
The roof of the tower is now little more than rotting beams, and the upper chamber has a very unstable wooden floor. The first floor contains the only entrance (now mostly choked with rubble) and was once the guardroom and kitchen of the garrison. The cellar (actually ground level) is covered by two feet of water. The crypt's contain the remains of Verlid I and one other unknown person, commonly thought to be Shobald. However, in view of the fact that Shobald disappeared fighting the Pagaelin, it is unlikely that the founder's body is interred here.

It is almost certain that any items of particular value housed at Caer Shobald were either lost in the flood or subsequently looted. Some credulous folk believe that the early kings left stores of treasure here, but only the witless believe them.

INTERIOR SCALE
FEET (1 mm = 1 Foot)



Roof



BURZYN 10

GOVERNMENT

As a royal castle and the king's principal seat, Burzyn is governed by Verlid VII and his lieutenants. The king spends about two thirds of his time here. When Verlid is absent, the Constable of Burzyn is Sir Barain of Clamyns. Verlid spends the rest of his time visiting the baronies of the kingdom.

ECONOMICS

Burzyn is one of the major trading centers on the Genin Trail. A natural halfway point between Thay and Tashal, most caravans stop to rest there, bringing considerable wealth to Burzyn. Goods are often barged from Burzyn to Ondel, Lerenil and other settlements along the river. Geda Keep, also located on the Genin Trail, draws similar revenue from commerce, something that Burzyn guildsmen resent.

Rumors abound that Verlid may begin the construction of a town wall in the near future. It should be noted, however, that such stories have been common for almost a century.

TAXES

Since Burzyn has no town walls, the town is considered for tax purposes to extend one arrowflight from Caer Burzyn, except across the Ulmerien. The ambiguity of this definition leads to jurisdictional disputes, but most are resolved in favor of the King.

Property:	7% per annum (residential)
Property:	6% per annum (business)
Hawking:	12% goods value
Bonding:	3% goods value per month
Pilot Fee:	12d flat fee
Wharfage:	3f per foot, per day.
Registry:	20d per foot, per annum.

RELIGION

The religious climate of Burzyn is typical of eastern Harn; the churches of Larani and Peoni have tax-exempt status, and receive endowments from the government and the population. Worship of Agrik, Morgath or Naveh is punishable by death. Other faiths are tolerated. Only the Church of Larani maintains a temple in Burzyn.

BURZYN'S GHOSTS

Several spectral inhabitants are said to reside in Burzyn and its environs, some the product of overindulgence in local taverns, some less easily explained. Among those that haunt the castle itself are the spirits of Udine II and Yebael Talbern, Balesir's first wife, who died after falling(?) down the staircase in the great hall. The junior branch of Clan Burzada allegedly haunts the site of their death north of Burzyn at Gargun hands; and there are numerous lesser manifestations. One of the more interesting is Merren of the Valley.

MERREN OF THE VALLEY

Merren was a bandit who operated in the Ulmerien Valley between 669-683. He led an audacious band of brigands on raids against caravans, wayfarers, and on more than one occasion, an isolated manor. A man of uncertain origins, Merren was renowned for his gentility despite a few incidents of barbaric and savage treatment of prisoners. He is alleged to have nailed a captive to a tree and flogged him to elicit information, and there are other, less attractive stories.

He was convicted in absentia and declared outlaw in 676, but the turmoil of the Treasure War prevented his capture until 683. Two days after raiding an inn on the outskirts of Ondel, taking among other treasures several kegs of brandy, Merren was captured with some of his fellows and promptly hanged from Torastra's Bridge. He was drunk when arrested having consuming large quantities of purloined brandy. Merren, always something of a wit, is said to have told his executioners in a moment of sobering bravado, that he was relieved to know he would be hanged before having to face his hangover.

Although well-known during his lifetime, Merren's fame really began after his execution. During the fourteen years of his active career he was thought to have accumulated a vast hoard of spoils which were never recovered. It is probable that Merren secreted some wealth in hidden caches, a common ploy among brigands most of whom are paranoid of their own compatriots. And because of Merren's hasty execution and the assumption that knowledge of his caches died with him, there soon arose tales of fabulous wealth, embellished beyond belief, said to have been buried by Merren in countless locations. One colorful tale recounted that Merren was the man responsible for stealing the Sword of Calsten, the artifact whose theft triggered the Treasure War between Kaldor and Chybisa. King Torastra gave this unlikely tale enough credence to send no less than four expeditions in search of Merren's caches, none of which apparently found anything.

Since his death Merren's ghost has been reported by wayfarers on numerous occasions. He always appears as a rider, cloaked in grey, on a dappled horse. Sometimes he is seen with his cloak thrown open and a hangman's rope about his neck. Simple folk believe the ghost guards Merren's treasures by luring intruders into bogs and other unhealthy encounters, before riding off amid echoing peals of drunken laughter.

It has long been known that Merren and his band operated from one or more ruined manors in southwestern Chybisa. It is likely that any caches of treasure would be in this area. Many attempts have been made to discover such hoards, but if any have met with success, they have kept silent.

INTRODUCTION

Compared to nearby western Lythia, Harn is a relatively barbaric region. But no civilized society can function without a legal system, and even on Harn the administration of justice is surprisingly complex. The following is a brief outline of the various types of justice that exist; it may be assumed that each tribal society also has its own social ethical code.

FAMILY LAW

The fundamental level of law everywhere is the clan or family. Clans vary in size and status, ranging from powerful extended clans with hundreds of members to small nuclear families. All clans are headed by an individual (clanhead) who has almost total authority over clan affairs and members. Clanheads have the right to arbitrate disputes among kin and punish clansmen for anti-social behaviour. They also have the right to approve all marriages, and to expel members from the clan for cause, powers which are the origin of the terms *Inlaw* and *Outlaw*. Although most clanheads try to be fair in their judgements, being a close relative to one may be crucial.

SUCCESSION LAWS

When a clanhead dies or is removed from office, a succession council of clan adults will be convened to choose a new clanhead. Most often the eldest son of the deceased is chosen, but councils have been known to ignore such traditions. The preference of the deceased, expressed in a will or testament, may be decisive, as might the concerns of a liege when title to feudal lands/property is involved. Rival candidates are often allowed to plead their cases before the council. Succession disputes which can not be resolved may be decided in feudal courts. Among small unextended clans, the formality is less, and the eldest surviving son will usually inherit by default.

VENDETTA LAW

Although the vendetta system is fading from Harn, it is the seed from which most legal institutions have grown, and it still dominates in Orbaal. The foundation of the system is the belief that most crimes are private matters between families. The power of the clan, the fear of its retribution, is the principal force for the maintenance of social order.

WERGILD

Vendetta justice revolves around the concept of *Wergild* (mangold), being compensation for the death or injury of a clansman. The amount to be paid is negotiable and varies with the status of the victim and the degree of his injury. If the accused cannot pay, the entire family are liable unless they cast out the miscreant by declaring him outlaw.

INJUSTICES & FEUDS

Vendetta law has two major weaknesses. First, guilt and innocence tend to be more a matter of power than right or wrong. Women and children, the aged and infirm, are often denied justice. Criminals often go free because the injured party may be dead or his family intimidated into silence. Second, there is a great tendency for the system to inflame protracted clan feuds. Families get involved in vicious, ongoing, bloody brawls. Such feuds may last for generations, each side forgetting the origin of dispute, each responding to the other's latest atrocity.

FEUDAL LAW

The dominant form of government in civilized Harn is feudalism. In this system, all land is (theoretically) owned by the king who then grants fiefs to trusted magnates so as to provide local government and defence of the realm. Such grants are inheritable although the monarch may revoke them for treason, rebellion, or other just cause. The great nobles of the kingdom, called *tenants-in-chief*, will themselves grant portions of their fiefs to lesser persons, a process known as *subinfeudation*.

NOBILITY & THE LAW

The distinction between noble and common blood is the most significant in feudal society. Nobles are automatically assumed to be superior and legal systems always protect the privilege of rank. Their exclusive privileges include the right to bear heraldic arms, carry chivalric weapons, ride warhorses, organize military forces, and build and hold fortifications. Short of rebellion or treason, there are few crimes that can be committed by a noble. Any time a commoner is rude or familiar to a noble, he can expect swift punishment. It is not a crime for a noble to maim or slay a commoner for cause, although the victim's family may have a tenuous claim to compensation.



LAW 2

FEUDAL OBLIGATIONS

When a noble accepts a fief, he becomes a vassal of the person (liege) who bestowed it. He pays homage to his liege, and swears an oath of fealty to him pledging absolute loyalty. Each individual contract between liege and vassal depends on the personalities involved, local custom, and the current situation, but some generalities may be made concerning their mutual obligations.

Justice

All feudal lords are responsible for justice in their fiefs, administered by holding informal and irregular feudal courts. Subinfeudation creates a natural hierarchy of feudal courts, ranging from the manorial court of a knight to the royal court of a sovereign. Tenants with a grievance may apply to be heard and then argue their case before the lord. Feudal justice is a complex mosaic of local custom, the king's law, and personal edict. Justice can be extremely arbitrary in that the lord is both judge, jury, and sometimes the prosecutor as well. But most lords, anxious to maintain the loyalty of their tenants, administer justice in a fair and friendly way.

Defence

The lord of the manor is obliged to protect his law abiding tenants from outside interference. Together with his yeomen, the lord will police his lands, and if some great danger threatens the fief, he will organize and lead the peasant militia.

Military Service

Fiefs are usually granted in return for providing military service to the liege. An earl who is obligated to provide one hundred knights to the king, ensures he can supply them by granting manorial fiefs to a sufficient number of knights. Depending on land quality, a fief of 1200-1800 acres will provide enough revenue to support one knight. Service will be in the army/household of the liege for 30-60 days each year, although *scutage* (shield-money) will normally be substituted in years of peace. Scutage is traditionally about 20% of the fief's annual revenue.

Merchet

The betrothals of tenants-in-chief are highly political and of vital concern to the king. Similarly, tenants-in-chief are very interested in the nuptials of their own vassals, as are manorial lords with regard to their serfs. In addition to the basic right to forbid and/or arrange the marriages of his vassals, a liege is entitled to *merchet* when permission is granted. This tax, payable by the bride's family, is typically 5-10% of the holding's annual revenue.

Aids

An aid is an incidental tax levied on vassals. They are traditionally levied when the lord wishes to knight

his eldest son, marry his eldest daughter, or ransom his person from enemies. Special aids, such as to finance a war or build a castle, may also be levied, but this practice is normally reserved for kings.

Heriot

A death tax assessed on the estate of a deceased vassal. For a serf or minor landholder, heriot is typically the family's best animal or its equivalent in cash or kind. Larger estates are assessed a one-time tax that usually equals their current annual net revenue, with payments generally spread over several years.

Wards

Minors will often have their inherited estates placed in the trust of their lord, while they themselves are made wards until they attain the age of twenty one. Widows may be treated similarly until they remarry. A liege will often overwork ward estates to the verge of impoverishment. It is considered unseemly to then require payment of heriot.

FEUDAL TENANTS

The power of the nobility is ultimately vested in its control of land. Agriculture employs and sustains ninety percent of all Harnians, and feudal lords control most productive land. Hence, the vast majority of Harnians are rural tenants of some feudal lord.

Slaves

Slavery on Harn is prevalent only in Rethem, Tharda, and in Orbaal where they are called thralls. Obviously slaves have minimal (if any) legal rights.

Serfs

Sometimes called unfree tenants, serfs make up 70-90% of the rural population, but should not be thought of as slaves. While they are bound to the land and the lord, and may not marry without the lord's permission, serfs can not be deprived of their land without just cause, and are entitled to the lord's protection and justice. Serfdom is a contract between lord and tenant. Each is bound to the other.

Serfdom usually arises not by force but by necessity. A freeholder suffers a series of poor harvests (through the caprice of poor weather, bad management, or rampaging brigands) and seeks the protection of some powerful magnate. Hence a contract is struck; the tenant agrees to provide free labour working on the lord's own estate, a reasonable request in a largely cashless society, and to yield other rights in exchange for land and basic security. Such agreements are verbal and may be established almost by default. The tenant renders services traditionally owed by serfs, and the lord provides aid that imply such a contract exists. The compulsory nature of serfdom is that most agreements are inheritable; the parties bind their heirs as well as themselves.

The annual service owed by a serf household is between 3-5 days per acre held. The amount of land held varies, ranging from 5-40 acres. The labour owed will usually be on the estate of the lord (demense), or substituted by cash/kind of equivalent value.

Serfs are completely dependent on the judgement of their lord. When disputes arise, serfs will first seek the mediation of their village reeve, the chief serf/tenant. If the parties to the dispute are not satisfied, they may appeal to the lord. If a serf disagrees with the lord's decision, his only recourse is to run away. If he reaches certain special jurisdictions, such as chartered freetowns or mining settlements, and manages to avoid capture for a year and a day, he will have legally become a freeman. If he is unable to achieve free status he will remain an outlaw to his dying day. Few lords have sufficient manpower to waste chasing serfs; most take the simple expedient of treating their serfs fairly, weakening the incentive to flee. It is also possible for a serf to convert his status to that of a freeholder, sometimes at the pleasure of his lord, but more likely by payment of a stiff fee.

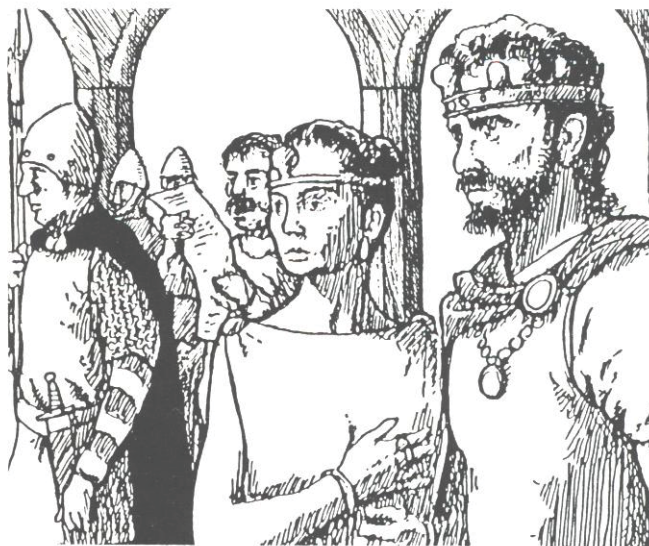
Freeholders

Freeholders are simply individuals who hold land on which no serf-like obligations are due, a distinction that is often problematical. Freeholders almost never own the land they work (the lord, or more properly the king, does) but pay rent or crop shares for its use, a process known as *farming* the land. The major difference between freehold and serf tenants is with their legal status. Freeholders have the right to come and go as they please, and grow whatever crops they please, although ignoring the wishes of the lord may be unwise. They also have the right to appeal the lord's justice to the king's law. However, since they do not own the land, they can not sell it, and any tenure or inheritance right they possess is purely at the discretion of the lord. In many ways, a serf has greater security in land tenure than a freeholder.

The legal distinctions between serfs and freeholders are often blurred. There are numerous instances on Harn where freeholders cultivate some land on which is owed serf labour (usually seasonal), and some wealthy serfs own freehold land parcels. In fact the legal status of an individual, free or unfree, is a leading cause of dispute in the countryside. Such cases are generally tried before royal courts where the lord will attempt to prove that a serf relationship exists.

Yeomen

On most manors, one or two special freeholders called Yeomen exist. Typically each yeoman will hold 60-120 acres in return for providing the services of a man-at-arms for 30-60 days per year. Yeomen assist with policing and defence of the fief, and perform other duties the lord and they agree upon.



ROYAL JUSTICE

The establishment of a system of royal courts is a recent development on Harn. There have always been royal courts under feudal law where kings dispensed final and personal justice, but the new system of royal justice has far expanded this narrow concept. The wise monarch is anxious to cultivate respect for the law and feudal courts are plagued by jurisdictional problems and widely differing customary laws. The preservation of local custom is a high priority of royal courts, but some uniform laws have emerged. These are referred to as the king's *commonlaw*, a body of legal tradition that is shared by most of the realm.

SHIRES AND HUNDREDS

The royal system is open to any freeman, but not to the unfree majority of the Harnic population. Most of civilized Harn is divided into judicial provinces called *shires*, which are further subdivided into *hundreds*, each with their own legal organs. The chief officer of a shire is called a Sheriff (shire-reeve); that of a hundred is termed the Bailiff of the Hundred. Apart from their judicial responsibilities outlined below, these officers are the agents of the crown. They collect the king's taxes and provide him with intelligence on local affairs.

Moots & Assizes

Royal assizes (courts) are usually held in shire and hundred moots on a regular basis, monthly in each hundred, quarterly in each shire. The bailiff or sheriff presides, sets the agenda, and enforces whatever decisions are made. In each jurisdiction there are six to twelve jurors, usually local knights or yeomen who must attend the assizes as part of their feudal obligations. The plaintiff and defendant present their case to the jurors, supported by the testimony of sworn witnesses when possible. The juror's answer (the verdict) may be influenced by local gossip, but will at least be based on some kind of evidence and common law rather than superstition or raw power.

FELONY

Under vendetta and feudal law, legal action can be initiated only by the injured party or his clan. The concept of felony (crimes against the king's peace) has revolutionized law over the last century and is largely responsible for the growth of royal justice. At each assize, the question is put to the jurors, "whether any man present knows of any felony or of any felons dwelling in the community". The jurors are sworn to give the particulars of any cases of which they know, and the assembly may have the accused brought before it for trial. In effect, the state has accepted the burden as prosecutor for some (but not all) crimes.

ROYAL WRITS

Writs are simply written commands to a royal court that a plaintiff's case be heard. They were originally granted as favors by the king, but their wording and form are now standard and sold by the crown for a fee, usually 6-12d. Most writs are issued in the king's name by a sheriff or bailiff, and their use is now mandatory in most royal assizes. Noting the benefits of this procedure, the practice of writs has been adopted by some feudal lords with respect to their own courts. Writs are only issued to freemen but this includes those disputing their unfree status.

APPEALS

The royal courts have a definite hierarchy; appeal from a hundred assize can be made to a shire assize. From there, the final level of appeal is direct to the king, a rare privilege. Royal courts are considered higher than feudal courts, although the latter have absolute power over the unfree in their jurisdiction. Feudal lords have the right to hear all cases arising in their fiefs, but freemen may appeal to the hundred moot. It is possible, of course, for various officers to interfere in the appeal process at any level.

FOREST LAW

Entire hundreds are sometimes designated "royal forests" where a special and onerous legal code has precedence over all other laws. The basic objective of forest law is the preservation of wildlife habitats for the king's hunting and pleasure. Poaching is probably the most common crime on Harn. This is particularly dangerous in royal forests which are policed by sometimes over-zealous royal foresters. The forests have many frontier characteristics; justice can be quick and rough. Officially, foresters only have the power to apprehend miscreants and bring them to the shire moot for trial, but many act like hired thugs. A first offender might be severely beaten; a repeat offender will be lucky to escape with a branding, for some are summarily hanged. Peasants dread visits by the foresters, and a hush will fall over any inn they enter. Such abuses are tolerated by an otherwise liberal monarch because the forests are considered to be a vital royal privilege.

TOWN LAW

The charters of most towns include the right to operate their own courts. Town law is quite different from rural justice and is sufficiently complex to support a guild of litigants. As centers of trade and sometimes of scholarship, there is a somewhat greater dependence on written statute and precedent in town law. Financial transactions and guild activities are common, hence civic penal codes often view economic cases as being at least as important as crimes of violence.

The legal officers in towns are called aldermen. Most towns have six to twelve such officials. Parties to a dispute may seek a hearing from a specific alderman and then argue their cases (with or without litigants) before him. The alderman may pass judgement, and levy and collect fines. Aldermen may also issue writs and warrants when one party is unable to bring the other party voluntarily to court for judgement. Appeals may be made to a town court of assembled aldermen. Important or complex cases will usually go directly to the town court. Because towns are inhabited mainly by freemen, an appeal to the royal assize of the shire moot is also available to most citizens.

TRIALS & ENFORCEMENT

The majority of cases are heard informally by a single noble or officer who will listen to the arguments and render his verdict, but other trial forms exist.

THE SWORN INQUEST

The sworn inquest is largely restricted to royal courts, although variations exist in temple courts. Any freeman may demand a sworn inquest by first obtaining a royal writ. The basic form is for the presiding officer to appoint a sworn jury which will hear evidence and give a verdict. Witnesses may be called and obliged to testify under oath.

TRIAL BY ORDEAL

Formerly common at all levels of justice, ordeal is now rarely used except by Temple Courts. There are a variety of methods used for each temple has its own traditions. A common ordeal is trial by water. The accused is dropped into consecrated water; if he sinks he is deemed innocent and is rescued. The essence of ordeal is a belief in divine judgement, but when this is not forthcoming, the method favors those with small bones and little fat.

TRIAL BY COMBAT

A vestige of the vendetta system is the right of the accused to meet the plaintiff in fair combat. It is generally only the nobility, those trained in arms, who attempt to exercise this right. In the more liberal kingdoms (Melderyn, Kanday, Kaldor and Chybisá) the right is often denied, especially by royal courts.

WARRANTS AND ARRESTS

The presiding officer of a legal court has the right to issue warrants within his jurisdiction. Warrants may command either the arrest of the accused, or demand his appearance at the next court session. The accused might languish in a dungeon for years, but will usually be brought before the next session of the court. Some criminals are apprehended by the citizenry, seized off the street, often by a pursuing mob exercising a quaint custom known as the *Hue and Cry*, and brought (hopefully in one piece) to an officer for arrest.

PAMESANI GAMES

In Rethem and Tharda, sentence to the Pamesani Arena is used as punishment for criminals. Miscreants can be sent to the arenas for virtually any crime, although this punishment tends to be reserved for serious or repeat offenders. The duration of punishment can range from a single combat for a minor crime to life imprisonment for a major crime. The treatment a convict receives depends on the whims of the slavemasters. Some gladiatorial training and assignment to a fair combat may be given, but many are condemned to participate in a "spectacle" in which the survival rate is rather low.

TORTURE

Torture is considered a legitimate means to extract evidence from reluctant witnesses. In some jurisdictions, notably Kanday and Melderyn, its use is limited as much as possible. In Rethem, the arts are polished to the highest degree. The elves and dwarves never use torture. There are as many methods and techniques as there are torturers, the rack being the most popular device among zealous investigators.

THE DEATH PENALTY

By tradition, death by the severing of the head is an honour reserved to the nobility; simple folk are executed in various interesting ways, hanging being most common. The cadaver of an executed criminal is often locked into a gibbet and hung in plain view as an example of justice. They are not commonly used in Chybisa, Kanday, or Melderyn, but in Rethem a gibbet can be found at most crossroads. At Tashal, a rather macabre sight is Orgael Wood, where a hundred or more gibbets hang.



OUTLAWRY

Very often the accused evades capture, escapes custody, or otherwise cannot be found. But a detail like this does not prevent his being tried. When an "in absentia" conviction occurs, the penalty is limited, in practical terms, to outlawry. A declared outlaw may be slain by anyone without fear of prosecution. Any legally constituted court, right down to the lord of a manor, can declare the status of outlawry although other jurisdictions may not acknowledge the declaration. If an outlaw is considered particularly dangerous, a reward may be offered for his capture, dead or alive, and a number of bounty hunters wander Harn in search of business.

HARNIC VARIATIONS

Many of the concepts of law discussed are not universal throughout Harn. They mainly apply to the liberal feudal kingdoms of Kaldor, Kanday, and Melderyn. However, there is no royal justice system in Chybisa, and Rethem is notorious for legal abuse of all kinds. In general, the stronger the central government, the more business likely to come before royal courts.

AZADMERE

Crime is negligible; fines and punishments tend to be harsh. The Baron of Habe and his knights have the right to hold feudal courts, but all inhabitants (including serfs) can appeal to the King's Law, a refinement of the vendetta system. Law is administered in the city by justiciars and elsewhere by circuit court judges. The final appeal is to the King's Court, which is mandatory when the death penalty is imposed.

EVAEL

The elves rarely transgress against their customs. Sindarin clanheads are well able to settle most disputes, and the king may be called upon if necessary.

ORBAAL

Vendetta and Family Law rule the north; central government is weak and there is no royal justice system. The internal affairs of clans are handled exclusively by the valhakar (clanhead) and his Thrangaad (council). Lesser tributary clans may appeal to the judgement of the Valhakar of a great clan, but in disputes among the great clans, feuds dominate.

THARDA

The Thardic Republic has a judicial structure that is somewhat alien in the Harnic context. The Thardic Senate in Coranan is the supreme court, but only important cases can appeal this high. Judicial administration in each province is headed by a provincial magistrate, and each province is divided into districts headed by a legar. Most legal disputes among common folk, however, are handled informally by the client/patron system that dominates society.

The following is a guide to what are considered appropriate penalties for various crimes on Harn. It should be noted that "aiding and abetting" will generally bring the same penalty as the actual crime. Unless a crime is noted as a felony, accusation must be brought by the offended party or kin.

STATE CRIMES

Actions against the sovereign. These are deemed the most serious of crimes and are usually the only laws enforced against nobles. They are all felonies.

REBELLION

Taking up arms against a lawful liege. Penalties: loss of property and title, banishment, or death.

REGICIDE

Killing or attempting to kill a member of the royal family. Penalty: death (usually after torture).

TREASON

Obstructing, disputing, or conspiring against royal authority, sabotage of crown property, etc. Penalties: banishment or death.

PRIVILEGE CRIMES

Crimes concerning the abuse or usurpation of some kind of privilege, obligation, or right. An offence against the social order.

ABUSE OF TRUST

Abuse of office or position, including graft, embezzlement, accepting bribes, dereliction of duty, etc. Where a royal official is concerned, this is considered a felony. Penalties: loss of office, title, and property, imprisonment, banishment, death.

BREACH OF RANK

Bearing heraldic arms or chivalric weapons without lawful right, disrespect for a person of noble rank, or for a lawfully appointed official. Penalties: flogging, imprisonment, branding, death.

OBSTRUCTION OF JUSTICE

Hindering an officer/noble in performing his duty. If other felonies are involved in the obstruction, this crime is deemed a felony. Penalties: pillory, fine, imprisonment, hanging.

SOCIAL CRIMES

Crimes of violence against commoners. As a general rule, only common folk will suffer the more severe penalties. A noble's liability is usually limited to restitution in cash or kind, if that.

ABDUCTION

Detention of a person against his will without lawful cause. Penalties: restitution, fine, imprisonment.

BATTERY

Common assault causing injury. Penalties: restitution, pillory, flogging.

CANNIBALISM

Eating or skinning human bodies. The latter is not illegal in Rethem. Generally deemed a felony. Penalties: death by starvation or burning.

MANSLAUGHTER

The accidental slaying of a commoner. This is generally considered a felony. Penalties: restitution, fine, imprisonment.

MURDER

Killing a commoner without due cause or provocation. This is generally considered a felony. Penalties: restitution, fine, hanging.

OBSCENITY

Engaged in some prohibited sexual act such as prostitution, etc. Penalties: pillory, imprisonment, death by stoning.

RAPE/ADULTRY

Sexual assault of a maiden, or sexual relations with a married woman. Penalties: flogging, restitution, castration, death by stoning.

SLANDER

False accusation, malicious gossip, etc. Penalties: scolding, removal of the tongue, restitution, flogging.

ECONOMIC CRIMES

Secular crimes that cause only economic harm. None are felonies unless royal privilege is involved.

BREACH OF GUILD PRIVILEGE

Usurpation of the lawful rights of a guild or guildsman, violation of guild monopoly. Penalties: confiscation of property, fine, restitution, banishment.

FORGERY/FRAUD

Forging documents or coinage, possession of same, etc. Penalties: fine, restitution, imprisonment, death.

LARCENY

Theft. Penalties: pillory, restitution, fine, flogging, imprisonment, hanging.

PIRACY, HIGHWAY ROBBERY

A felony. Penalties: fine, imprisonment, death.

POACHING

A felony on royal lands. Penalties: restitution, fine, flogging, branding, banishment, hanging.

SMUGGLING

A Felony. Possessing, selling, or transporting, any proscribed or contraband goods. Penalties: fine, imprisonment, hanging.

TAX EVASION

A Felony. Avoiding payment of any lawful toll or tax. Penalties: restitution, fine, pillory, flogging, death.

TEMPLE CRIMES

Legally recognized churches have the right to hold temple courts and judge a variety of religious crimes. Trial by Ordeal is common but secular consent is needed for executions.

BLASPHEMY

Lack of respect for a lawfully recognized deity. Penalties: scolding, removal of the tongue.

BREACH OF TEMPLE PRIVILEGE

Impersonation of a priest/cleric, usurpation of temple rights. Penalties: flogging, burning, impalement.

DESECRATION

Theft/damage to the property or relics of a lawfully recognized church. Penalties: flogging, branding, death.

HERESY

Contradicting, denying, disputing, official church doctrine. Penalties: mutilation, burning, impalement.

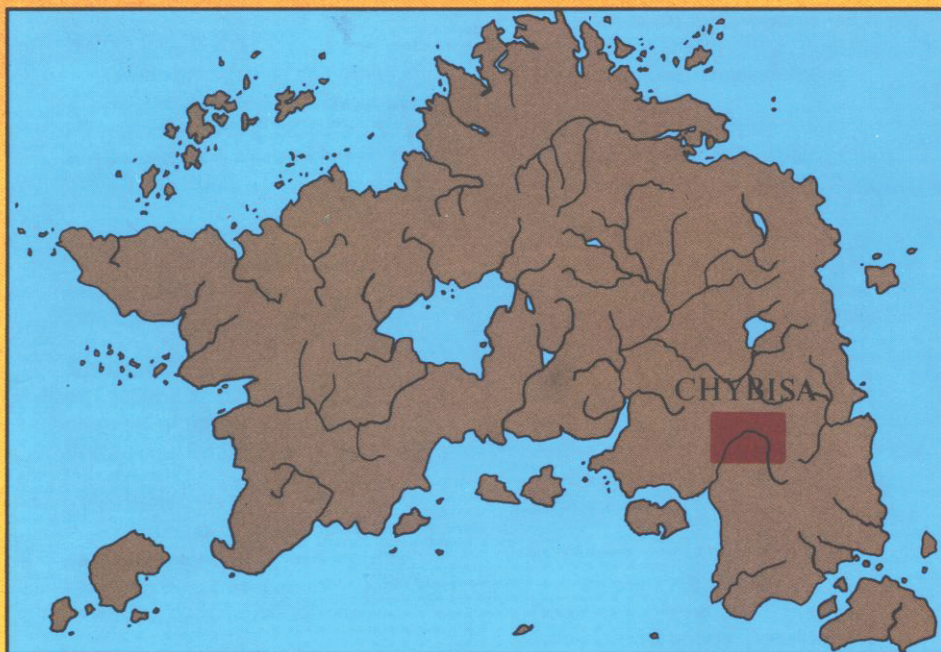
WITCHCRAFT

Conjuring or consorting with demons, disposing of souls, casting inimical spells, etc. Not enforced in Rethem/Tharda. Penalty: burning.

CHYBISATM

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