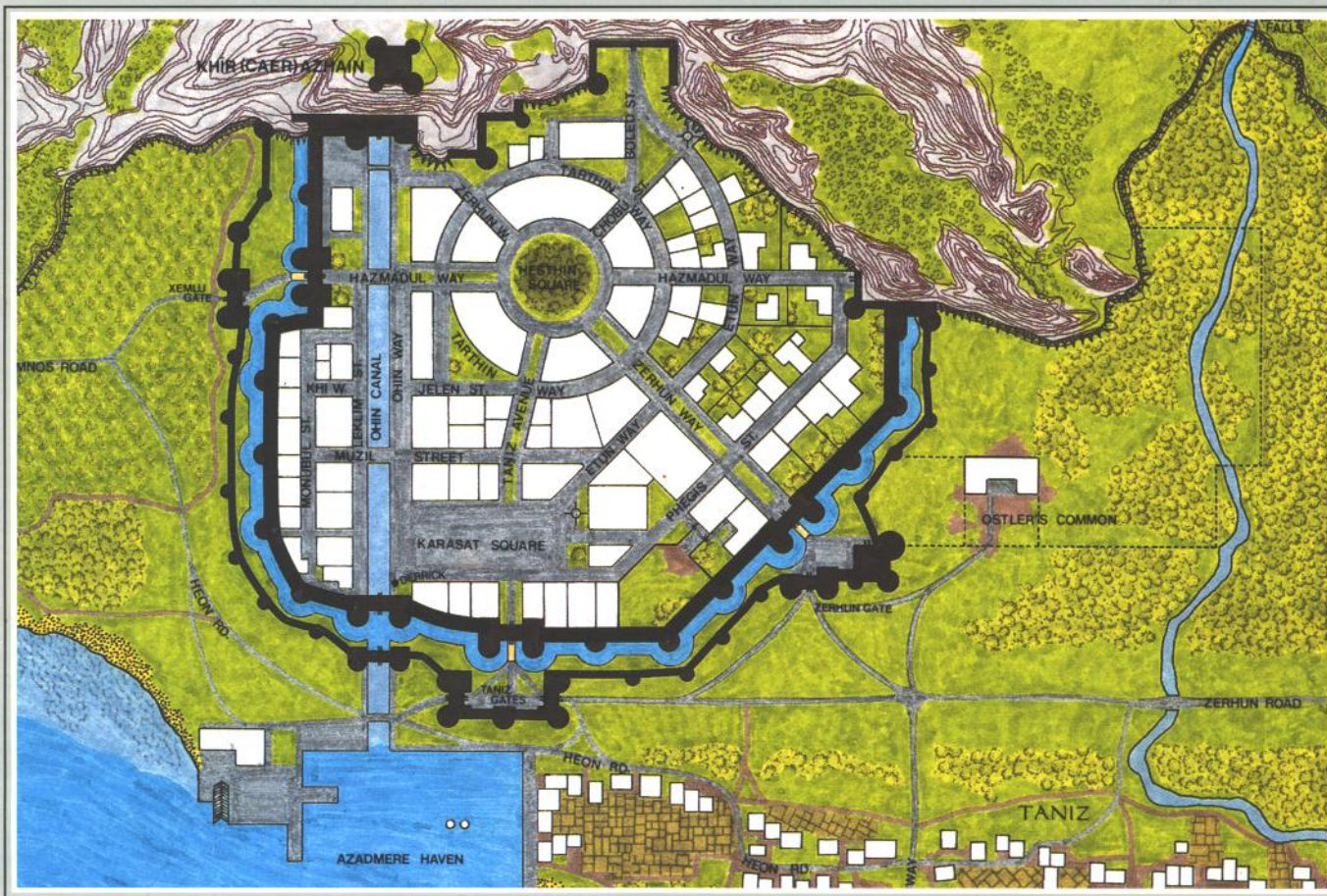


ENCYCLOPEDIA HARNICATM

1



AZADMERE
The city of the
Khuzdul on Harn
By: N. Robin Crossby

ATLAS HARNICA
Lake Arain and the
Kingdom of Azadmere
By: Ron Gibson

THE KHUZDUL
Their history, culture,
religion and economics
By: N. Robin Crossby



COLUMBIA GAMES INC.

#6001

ENCYCLOPEDIA HARNICA

ENCYCLOPEDIA HARNICA (EH)

Welcome to Encyclopedia Harnica. This concept has received more requests from gamemasters using Harn than anything else. The idea is to present consistent additions to Harn in a well organized expandable format. Our CITIES OF HARN expansion module was really the "first" installment of Encyclopedia Harnica. It covers the seven major cities of Harn, presented in the same format as this module. We hope you already have Cities of Harn; it contains our local scale and interior mapping keys which we can not repeat herein.

This module is designed to be cut into individual pages, three hole punched, and inserted in your own EH binder. The simplest procedure is as follows. (1) Remove the staples. (2) Remove the covers, colour plates, and pages from the booklet and cut them into individual pages along the folds. (3) Three hole punch each page making sure this is done on the side with the widest margin. (4) Arrange the pages into their separate articles and insert alphabetically into your EH binder.

ATLAS HARNICA

The atlas maps deal only with the settled lands of Harn. These are blow-ups of the Regional Map from the Master module, showing villages, manors, mines, points of interest, streams, rural tracks, and so on. Each map is indexed with an alphabetical list of settlements, detailing the holder clan, leige, acreage, etc. for each location. The maps and indices of the Atlas are designed to be kept separate from the main body of Encyclopedia Harnica; another binder or placement at the back of your EH binder is recommended.

SUBSCRIPTIONS

Would you like to subscribe to Encyclopedia Harnica? A new module will be published every month. Subscribers will have the advantage of getting their modules slightly cheaper (\$5.00 per issue, compared to \$6.00 in stores) and will be guaranteed of not missing an issue. Your subscription must start with the next available issue. Individual modules (including all back issues) are available for a price of \$6.00 (\$7.50 Cdn) each, postage included.

12 ISSUES \$60.00 USA
\$75.00 CANADA (CDN FUNDS)
\$75.00 FOREIGN (US FUNDS)

6 ISSUES \$32.00 USA
\$40.00 CANADA (CDN FUNDS)
\$40.00 FOREIGN (US FUNDS)

COLUMBIA GAMES	COLUMBIA GAMES
POB 8006	810 BROADWAY, BOX 581
BLAINE, WA 98230	VANCOUVER, V5C 4C9

ENCYCLOPEDIA HARNICA 2 (Next Issue)

ANISHA

The Earthmaster site in the Felsha Mountains of Harn. This is our first "adventure" site; the maps are outstanding.

HARNIC LAW

An article on Harnic law, codes, crimes, and punishments, including details on royal justice, town law, forest law, vendetta law, outlawry, etc.

ATLAS HARNICA

A detailed map of the Tashal region of Kaldor, the first of seven maps covering the entire kingdom.

ENCYCLOPEDIA HARNICA 1

The EH articles in this module are: KHUZDUL, and AZADMERE. Also included is the AZADMERE (Kingdom) map for Atlas Harnica and its index; the back cover is the title page and map key for ATLAS HARNICA.

In Harnview we indicated that we are generally reluctant to allow non-human player-characters in our campaigns. We realised that this might cause something of an uproar and were not disappointed. We have no prejudice against dwarves or elves, it is just that we have yet to encounter a player who can play a Sindarin or Khuzdul the way we think it should be played. That is not to say that our image is superior to anyone else's; it is merely that when the character fails to match our conception, it grates on our nerves. It is, of course, possible for a player to characterise any personality, but some require a great deal of effort. Most people seem to have enough trouble dealing with a world where magic works without the added burden of having to adopt an alien set of attitudes or a new feel for time. It depends on the type of world you want. We tend to stress role-playing, more than many would care for. If a group cares less for role-playing, as such, then these considerations may be insignificant.

It has been suggested that the elves and dwarves of Harn are weak. This is not true. Both the elder peoples of Harn exclude themselves from human society by choice. This is mainly because they find humans rather...well...childish. Most humans rarely survive past forty; adventurers will be lucky to make thirty. To the elder peoples they must seem transient and over volatile, obsessed with trivia and too prone to risk their own, and others, lives. The fact that many Khuzan traits are shared by humans makes a dwarf easier to play than an elf, but there are still enough differences to make it a challenge that few can rise to.

In our experience, the elder peoples add more to the campaign when they are mysterious, when they pass in and out of adventures as NPCs carefully played by the GM, untouched by the players except fleetingly. Any character who is played by a long time friend must lose some of its mystery.

With all this in mind, it would be reasonable to ask why we are presenting EH articles on the Khuzdul, and Azadmere. Well, we are not fanatical about any of this. The idea of further development of the elder peoples (especially the dwarves) has been favoured in many letters and response cards you have been kind enough to send; we aim to please. We can only conclude that Gms and players want a strong Sindarin and/or Khuzan presence in their campaigns, something more than having them lurk around the edges of the known world, or perhaps Gms simply want as much background as possible. Well here is some solid information on the Harnic Khuzdul, and even some on those of Lythia. Let us know what you think of it and, especially, what else you would like to see...

CREDITS

AZADMERE	N. Robin Crossby
THE KHUZDUL	N. Robin Crossby
	Brad Murray (illustrations)
ATLAS MAP	Ron Gibson
	Tom Dalglish (index)
EDITOR	Tom Dalglish

© 1984, N. Robin Crossby and Columbia Games Inc. All rights reserved. "ENCYCLOPEDIA HARNICA" and "HARN" are trademarks of Columbia Games Inc.

LOCATION: Sorkin Mountains
GOVERNMENT: King and Clanhead(s)
POPULATION
 Kingdom: 4,800 (Khuzdul) 6,200 (Human)
 City only: 4,100 (Khuzdul) 1,800 (Human)

Azadmere is the name of the kingdom and city of the Khuzdul in the Sorkin Mountains of Harn; a unique hybrid culture of dwarves and humans, ruled by King Hazmadul III. Seventy percent of the human citizens are rural, owing allegiance to Hazmadul's chief human vassal, Baron Kophar of Habe. The remaining humans live in the city of Azadmere as do most of the dwarves. The city of Azadmere is really two cities, the Outer City and Inner City. The Outer City lies at the foot of a 100-200 foot cliff, a megalithic block with large granite outcrops at its summit, Mount Zadurn ("the Knives"); the Inner City is carved into its face. Humans who dwell in or visit Azadmere reside in the Outer City, which is devoted primarily to human residences and various trades and crafts. The bulk of the city's dwarves have their residences within the mountain even though most of them work in the Outer City. Very few humans (Baron Kophar, his closest lieutenants, and some local officials) are permitted access to the Inner City.

HISTORY

The city and kingdom of Azadmere were founded in 6894 BT, by Ahzrdin, leader of the Thazhain Khuzdul, and for the six millenia of the Codominium, only dwarves dwelt there. Some of the first Jarin to reach Harn were permitted to settle within the kingdom because they had a tradition of farming and fishing, trades which the Khuzdul found distasteful. The relationship was successful and Kanahul IV allowed some Jarin refugees of the Atani Wars to settle within his domain. With their agricultural needs met largely by the Jarin, the Khuzdul were able to further develop their own special skills, a division of labour which benefited both races.

Eventually, humans also took over other trades and some professional roles. One of these was litigant (a concept they introduced) and their contribution greatly moderated the inter-clan vendetta which had been the dwarves' principal legal institution. Some human families were adopted into the great Khuzan clans (a phenomenon unique in Khuzan culture to Azadmere) but this created a problem. Most humans were not (and still are not) permitted within the Inner City. Hence, the construction of the Outer City was undertaken, a place where humans and Khuzdul could mingle. Today, many of the great clans have human contingents dwelling in the clanhouses of the Outer City.

Lothrim wrote the blackest pages of Khuzan history. Kiraz, Azadmere's sister city, fell to Lothrim and his Gargun hordes in 120, and an influx of Khuzan refugees from this once great city put a severe strain on Azadmere's resources. Even before the Carnage of Kiraz, Azadmere began to suffer the occasional skirmish with Lothrim's foulspawn, who were beginning to compete for space in the Sorkin Mountains. Azadmere lost one major outpost to the Gargun when Fana was captured by the Gargu-viasal in 135, and soon found itself entirely surrounded by various breeds of foulspawn. Although the kingdom has managed to hold its own for almost six centuries, the wild Gargun are still Azadmere's heaviest burden.

CHRONOLOGY

BT 6894 Azadmere founded by Ahzrdin of the Tazhain
 BT 1168 Jarin settle in Azadmere - Habe founded
 BT 1006 Construction of the Outer City
 BT 900 Beginning of the Atani Wars
 BT 683 Battle of Sorrows - Abdication of Aranath
 TR 117 Gargun first appear in the Sorkins
 TR 120 Carnage of Kiraz - Influx of refugees
 TR 135 Fall of Fana to the Gargu-viasal

GOVERNMENT

Both the Khuzdul and humans of Azadmere are moderate in their politics; the monarchy has been fair and generous (kings consult often with the clans) and is honoured and dutifully obeyed. Clanheads perform the roles within their clans that a human lord would exercise over his manorial fief. Each clan governs itself internally; irresolvable inter-clan disputes are mediated by the king or his delegates. Royal courts also dispense justice when clanless folk (mostly humans) are involved. The crown maintains a chancery in the Outer City and appoints one or more justiciars with varying powers to act as lower courts; few justiciars are needed because there is an unusually low crime rate. Both men and dwarves are employed as justiciars and as circuit court judges who tour the kingdom meting out the king's justice to freepersons. There is virtually no statute law, but the commonlaw has hardly changed since the Jarin immigration. Litigants perform primarily as hired intermediaries between clans and generally confine their activities to the realm of commercial transactions.

ECONOMICS

The Kingdom of Azadmere is the only district on Harn required to import food. The high altitude and poor soils do not permit wheat to be grown; oats and barley are the staple crops. Wheat and other agricultural products are imported from Kaldor. These imports are paid for by export of Khuzan artifacts, especially weapons, gems and jewelry, gold and silver products. The city of Azadmere is an active manufacturing and mining centre; the only active source of gold on Harn. The city's bowels are mines bored deep into rich veins of iron, gold, silver and gems. There is no formal guild system but various clans have (de facto) economic rights that amount to monopolies in their chosen crafts. Some trades are practiced mainly by the Khuzdul: herald jeweller, locksmith, mason, metalsmith, miner, salter, and weaponcrafter. Humans generally practice the following trades: apothecary, charcoaler, hideworker, litigant, miller, ostler, timberwright, thatcher, trapper, all maritime and agricultural occupations, and most categories of labourer. Some occupations are practiced by both races, although in a few of these, such as embalmer and physician, they cater only to their own kind.

CITY TAXES

Property:	8% per annum (residential)
Property:	4% per annum (business)
Hawking:	10% of goods value
Bonding:	3% of goods value per month
Pilotage:	10d flat fee
Wharfage:	--- (Free)
Registry:	20d per foot per annum

NOTE: Property values within Azadmere's walls are 20-100% higher than the Harnic average. There is no Mangai (as such) All guild dues are paid directly to the crown.

RELIGION

The humans of Azadmere have adopted many of the religious attitudes and some of the beliefs of the dwarves (see: KHUZDUL [EH]); both races tend to shun spiritual regimen. The only temple that exists in the Outer City is a non-denominational house of meditation. There are few priests in the kingdom and almost all of these would not be recognised as more than spiritualists in the outside world. Even though the humans of Azadmere tend to ignore the religious institutions of outsiders, they do generally worship (in their own individual ways) the same gods as other Harnians. Peasant farmers tend to worship Peoni, the human nobility favour Larani. A few humans worship Siem, Save-k'nor or Halea. Almost all Khuzdul worship some manifestation of Siem or his lieutenants (particularly Sereniel). The worship of Agrik, Morgath or Naveh is punishable by death.

AZADMERE



CITY MAP INDEX

The following extra symbols are used to denote the makeup of clans in the index:

- [K]=Mostly (or entirely) Khuzan
- [H]=Mostly (or entirely) Human
- [M]=Mixed Human/Khuzan.

1. KHIR AZHAIN

A guard keep atop Mount Zaduryn. The keep is carved from a solid granite outcrop, its walls being more than thirty feet high and ten feet thick. The walls are not weakened by any gate; it is accessible only by means of an interior stairway from the third level of the Inner City. Khir Azhain has a commanding view; its battlements are more than 300 feet above the Ohin canal.

2. PALACE OF ARINCHONE

The royal chancery of the kingdom of Azadmere. Here are lodged the lower courts. The palace is governed by the Lord High Justiciar who is appointed by the crown to serve at its pleasure. The palace also houses several council and audience chambers where the king meets and deals with foreigners.

3. THE WHITE MOUNTAIN LODGE (Clan Asandril [M])

The residence of the White Mountain King of Arms (head of Clan Asandril) the chief herald of Azadmere. The lodge is also the clanhouse for both human and Khuzan members of the heralds' clan/college and is where heralds (with their special political and social status) are trained. Many of the clan members are adopted.

4. AZADMERE BONDINGHOUSE (Clan Urthil [K])

This storage facility is used mainly for goods in transit; there are more extensive warehouses in the Inner City, especially on the first level. All bondmaster activities are entrusted to this clan.

5. VILLAGE OF TANIZ

The residence of most "clanless" humans of the city. Taniz is governed by a reeve on behalf of the king to whom he owes loyalty directly. The principal occupations of Tanizites are labouring (in Azadmere) and fishing. Only about a quarter of the village is on the map (it extends down the coast to the east). Many of the free tenants have vegetable plots and/or livestock which they graze on the commons. Villagers pay property taxes to the crown (the reeve) at a rate 70% that applicable in the city.

6. KERDHAL HALL

The hall plays the same role as a mercantylers' hall in a human city. It is owned by the crown. Those great clans who engage in significant trading (the mercantile clans) are permitted access, as is the occasional foreign mercantyle. The hall is administered by the "Lord Warden of Kerdhal Hall" elected by the clans involved.

7. GRAYMERE HALL OF THE INNER EYE

The closest thing to a temple in Azadmere. Here both dwarves and men may worship whatever (legal) deity they wish. The building is divided into various large and small meditation chambers with and without altars and similar equipment. Clan Hardakain, consisting of about a dozen each of dwarves and humans, reside in apartments at the northern end; they subsist on donations from the hall's users and are responsible for maintenance. The building is of beautifully sculpted stone. The prevailing atmosphere is subdued; silence is broken only by occasional chanting/singing etc. Chambers may be used on request (there may be a wait for larger or special rooms). Donations are optional, but customary, each according to his means.

8. KARASAT SQUARE

The Azadmere market, open from dawn to dusk daily. The Market is administered by the Lord Warden of Kerdhal Hall, (see: [6]).

9. THE AZADMERE PARKOS (Beacon/Harbourmaster)

The beacon tower is 70' tall, lit at night and during conditions of poor visibility. This is also the residence of the harbourmaster of the ports of Azadmere and Taniz. A secret passage links the tower with the Inner City. There is no pilots' guild in Azadmere so the lighthouse plays whatever roles are necessary in that regard. The harbourmaster, Jarnale of Harbas, is human.

10. SEAFARERS' HOUSE (Clan Shiron [H])

A semi-official hostel for seamen plying the waters of Lake Arain. Much of Azadmere's imports/exports are shipped to Pedwar (near Zerhun), thence by the Silver Way to Kaldor. (The River Nephén is not navigable between Zerhun and the Naniom Bridge). Almost all seamen in Azadmere are human.

11. EPHYNIS HALL (Clan Ephynis [M])

All of Azadmere's physicians are trained in the hall and are members of Clan Ephynis by birth or adoption. Most of the Khuzan members dwell within the Inner City, the humans in the hall itself, or at the site of their practice outside Azadmere. Because of the differences between human and Khuzan physiology, each race will generally treat only its own kind.

12. SHIPWRIGHT (Clan Takin [H])

Size: 10 Quality: *** Prices: average
Specialty: barges and fishing boats.

13. PALACE OF TASOKIN (Clan Dhuzak [M])

A royal guesthouse for distinguished humans and foreigners. Clan Dhuzak is a royal retainer clan.

14. THE GOLDEN WHEEL (Clan Roin [M])

Size: 34 Quality: **** Prices: high
Caters to both humans and Khuzdul and is the favoured inn of travellers. Twenty or so human clan members operate the attached stable as well as the ostlers' common outside the wall. These are the only ostler establishments close to the city; the Khuzdul never ride horses.

15. OSTLER'S COMMON

See [14]

16. THE THREE FLAGONS (Clan Amis [M])

Size: 14 Quality: ***** Prices: high +
Caters to Khuzdul and some upper class humans; the city's best inn.

17. THE GEBEN INN (Clan Aaris [H])

Size: 13 Quality: *** Prices: average
One of three taverns in Taniz (the only one on map); caters mostly to humans.

18. THE WAND AND BOWL (Clan Hamyn [M])

Size: 10 Quality: **** Prices: high
Human and Khuzan scholars, merchants and artisans meet here.

19. HIDEWORKER (Clan Gurin [H])

Size: 14 Quality: *** Prices: average
The clan has a shop on Phegis Street and a tannery in Taniz. Raw and cured hides are imported from other parts of the Kingdom and from Kaldor.

20. APOTHECARY (Clan Jerthier [H])

Size: 6 Quality: *** Prices: average

21. CHANDLER (Clan Araisel [H])

Size: 8 Quality: *** Prices: average

22. CLOTHIER (Clan Pamailin [K])

Size: 18 Quality: **** Prices: average
Caters to Khuzdul.

23. CLOTHIER (Clan Waandel [H])

Size: 21 Quality: *** Prices: average
Caters to Humans.

AZADMERE 4

24. CLOTHIER (Clan Bwenth [M])
Size: 30 Quality: *** Prices: average
Caters to both humans and Khuzdul.
25. EMBALMER (Clan Erkarl [K])
Size: 12 Quality: **** Prices: average
Most Khuzdul are buried inside the mountain. The tombs can take years to prepare. Khuzan custom usually involves that a dwarf will, on the day following his/her 200th birthday, award a commission to begin preparation of a burial chamber and stone carved sarcophagus. Khuzdul who die prematurely are temporarily entombed until their own resting place can be constructed.
26. EMBALMER (Clan Tazin [H])
Size: 6 Quality: *** Prices: average
27. EMBALMER (Clan Shumin [K])
Size: 14 Quality: **** Prices: high
Known for their fine stone sarcophagi, carved with a likeness of the deceased. Clan members occasionally produce commissioned statues.
28. GLASSWORKER (Clan Owin [K])
Size: 7 Quality: *** Prices: average
Mostly an importer of glasswares.
29. HARPERCRAFT HALL (Clan Sinain [K])
The harpers' hall of Azadmere, one of only four on Harn. Most of the members of the clan are Khuzdul, but a few humans who are members of great Khuzan clans are admitted.
30. JEWELLER (Clan Radrith [K])
Size: 13 Quality: ***** Prices: average
31. JEWELLER (Clan Demelak [K])
Size: 8 Quality: ***** Prices: high
32. JEWELLER (Clan Zaridoth [K])
Size: 16 Quality: ***** Prices: average
33. JEWELLER (Clan Urkang [K])
Size: 12 Quality: ***** Prices: high +
34. LEXIGRAPHER (Clan Erwys [H])
Size: 10 Quality: *** Prices: high
Imports a lot of stock from Kaldor.
35. LITIGANT (Clan Sereth [H])
Size: 4 Quality: **** Prices: high +
36. LITIGANT (Clan Warian [H])
Size: 9 Quality: *** Prices: average
37. LOCKSMITH (Clan Quarmain [K])
Size: 10 Quality: ***** Prices: high
38. LOCKSMITH (Clan Tirion [K])
Size: 7 Quality: **** Prices: average
39. MASON (Clan Orinain [K])
Size: 22 Quality: ***** Prices: high
40. MASON (Clan Huzama [K])
Size: 18 Quality: ***** Prices: average
41. LITIGANT (Clan Erjaris [H])
Size: 5 Quality: *** Prices: average
42. USURER/MERCANTYLER (Clan Horik [M])
Size: 6 Quality: *** Prices: average
43. USURER/MERCANTYLER (Clan Garibath [K])
Size: 10 Quality: **** Prices: average
44. USURER/MERCANTYLER (Clan Tharin [K])
Size: 5 Quality: *** Prices: average
45. USURER/MERCANTYLER (Clan Rakin [M])
Size: 8 Quality: *** Prices: average
46. METALSMITH (Clan Ein [K])
Size: 16 Quality: ***** Prices: average
47. METALSMITH (Clan Pakath [M])
Size: 10 Quality: ***** Prices: average
The clan also produces some weapons, but no armour.
48. METALSMITH (Clan Terrika [K])
Size: 20 Quality: ***** Prices: high
Harn's best metalworking establishment.
49. PERFUMER (Clan Eryl [M])
Size: 7 Quality: *** Prices: high
Imports 80% of stock.
50. POTTER (Clan Urinan [M])
Size: 23 Quality: **** Prices: high
51. LITIGANT (Clan Panis [H])
Size: 4 Quality: **** Prices: average
52. POTTER (Clan Orith [K])
Size: 9 Quality: ***** Prices: average
53. TENTMAKER (Clan Irian [M])
Size: 10 Quality: *** Prices: average
54. THEATRE (Clan Hardakal [M])
Since the tastes of humans and Khuzdul differ, the infrequent performances (1-3 times monthly) generally cater to one race or the other. Plots seem slow to most outsiders. Historical comedy and drama is most popular.
55. WEAPONCRAFTER (Clan Mazrabul [K])
Size: 12 Quality: ***** Prices: very high +
Harn's best weaponcrafter (dealing with the general public), edged weapons being particularly superb.
56. WEAPONCRAFTER (Clan Klarazhal [K])
Size: 16 Quality: ***** Prices: high +
Specialty: mail of such tight weave and fit, it is often thought to be "enchanted".
57. WEAPONCRAFTER (Clan Makrad [K])
Size: 13 Quality: ***** Prices: high
Specialty: low grade (for Azadmere) exports.
58. WOODCRAFTER/TIMBERWRIGHT (Clan Varith [H])
Size: 18 Quality: *** Prices: average
59. WOODCRAFTER (Clan Quarion [H])
Size: 12 Quality: **** Prices: average
60. TOYMAKER (Clan Fili [K])
Size: 15 Quality: **** Prices: average

NOTE: There are a number of exclusively Khuzan commercial establishments within the Inner City that cannot be shown on the Local Map. Those which are shown account for over 80% of the total. Also note that most Khuzan clans, even though they operate businesses in the Outer City, make their homes within the mountain.

THE INNER CITY MAPS

Three supplementary LOCAL SCALE and two INTERIOR SCALE maps are provided. These show the layout of the three levels of the inhabited part of the Inner City; deep mines are excluded, as is an unused Godstone at the very heart of the mountain. The surface of the Ohin Canal is the base height (+0) for all spot elevations; the first level (Ground Floor) is ten feet (+10) above this, the second level is at +60, and the third level is +120 feet. Most of the "booby traps" shown are activated only in time of danger. The secret ways are unknown even to most of the Khuzdul. The Interior Scale maps illustrate small parts of the first and second levels; they point out some interesting features and should convey a general feel for Khuzan architecture.

LEVEL ONE

The Local Scale map of the first (+10) level shows most of the numerous secret entrances to the Inner City that surround Azadmere. These are used for various purposes but were designed primarily as sally ports in case of siege. A number of these tunnels run deeper than canal level for part of their length. The extreme western district is generally given over to mining activities. Mine shafts bore deep into the heart of the mountain, and beyond. The three mineshafts indicated (running downward and to the north) are the main arterial routes; they fork dozens of times beyond the limit of the map. Iron, silver, gold, and gems are mined. In many of the unused mine tunnels, mushrooms are cultivated. The eastern part of the level is comprised of Khuzan clanhouses, storage facilities and the like. Some clans have their family crypts on this level.

The Interior Map

The map on this level shows the main "freight entrance" to the Inner City; most of the area mapped is devoted to shipping functions. Access is by canal and barge; only vessels with a height of less than 20' can pass under the bridges on the Ohin Canal. The map also shows the royal dungeon, a minehead (one of three on this level) and the Royal Azadmere Mint. The mint is operated by the retainer Clan Haredazh; some money is kept here but the royal treasury is located on the third level. Special features numbered on the map are:

1. **Cargo Lift**
Freight elevator to third level. The winch is located on the third level.
2. **Cargo Lift**
Freight elevator to second level. The winch is located on the second level.
3. **Cargo Lift**
Freight elevator to second level. The winch is located on the second level.
4. **Portcullis**
Operated from the second level, this huge barrier is over 20 feet wide and 30 feet high. When lowered, it sits solidly on the bottom of the canal.
5. **Trapdoors**
There are three of these, located in the cavern roof. See: SECOND LEVEL [6] for details on their operation.

LEVEL TWO

The western districts of the second level and most of the areas next to the cliff face are given over to the military requirements of the royal citadel; the rest of the second level is comprised of Khuzan clanhouses.

The Interior Map

The area covered by this map (commonly referred to as the "gatehouse") contains the Citadel itself, and the only access to the second level of the Inner City (from the Outer City). The battlements of the main city wall are manned by way of the narrow, booby trapped stairway in the southwest. The whole area mapped

(directly above the interior map of level one) is given over to functions directly concerned with the royal household, the great hall, kitchens and pantries, guardrooms, barracks, council chambers, the royal weaponcrafter, and the armoury. The northwest part of the map shows the quarters of a typical small family within a great clan. It consists of a lounge (used for private meals and common room) and two sleeping chambers, one for children, the other for the parents. Most dwarves reside in bachelor barracks. Special features numbered on the map are:

1. **Booby Trap**
When the lever at the top of the stairs is pulled, the stone slab of the +50 foot level landing drops away into a 90 foot shaft. There has never been need to activate the trap, but it is well maintained and will undoubtedly work well if called upon. The bottom of the shaft is flooded to a depth of 30 feet.
2. **Escape Tunnel**
The rock plug in the cliff face may be removed by one of two methods from the inside. The winch will lower the plug silently on well-oiled hinges to a ninety degree angle (horizontal). The lever will simply drop the plug unceremoniously to the lawn 50 feet below (and anyone who may be loitering thereon). There is a rope ladder stored here to facilitate egress. Access to the winch chamber is by means of a mechanically hidden panel to the north which opens into a closet of the lounge. The lounge is a private audience chamber for the king and senior officials.
3. **Cargo Lift**
Freight elevator to first level.
4. **Cargo Lift**
Freight elevator to first level.
5. **Cargo Lift**
Freight elevator between first and third levels. The winch is located on the third level.
6. **The Gatehouse (The "Welcoming Room")**
The great portcullis that closes the canal tunnel is operated from here by means of two winches, each of which needs four dwarves to operate. Also note the three trapdoors (stone slabs) and levers to operate them. If a lever is moved north (towards the winches) the slab will pivot on its south end to hang perpendicular to the floor. Moving a lever to the south will cause the same slab to drop away, into the canal, or onto whatever is below. Once the trapdoors are open, numerous handy boulders can be rolled onto any attacker foolish enough to be stationary below.
7. **Armourer Royal**
The clanhouse of the Farizhalds, a small family (rarely more than 12), but highly respected. It is generally believed that the Farizhalds make the world's finest weapons and armour, almost exclusively for the king. The family lounge and bedrooms are to the north; the workshop and private kitchen and eating room are to the south. The Farizhalds employ magic in their work; enchanted arms and armour are kept only on the third level.

LEVEL THREE

No interior maps are provided of the third (+120') level. It contains the apartments of the royal family and the highest officers of the royal court. Located within are the royal treasury and the king's private weapon room, containing his enchanted arms and armour. The only access to Khir Azhain is from this level and there are secret passages to the surface. Staircases to the second level (there are two of these) are both well guarded. The front (south) side of the third level has open battlements and terraces which have a commanding view over the Outer City and overlook the Citadel below; an overhang of the cliff protects them from above.

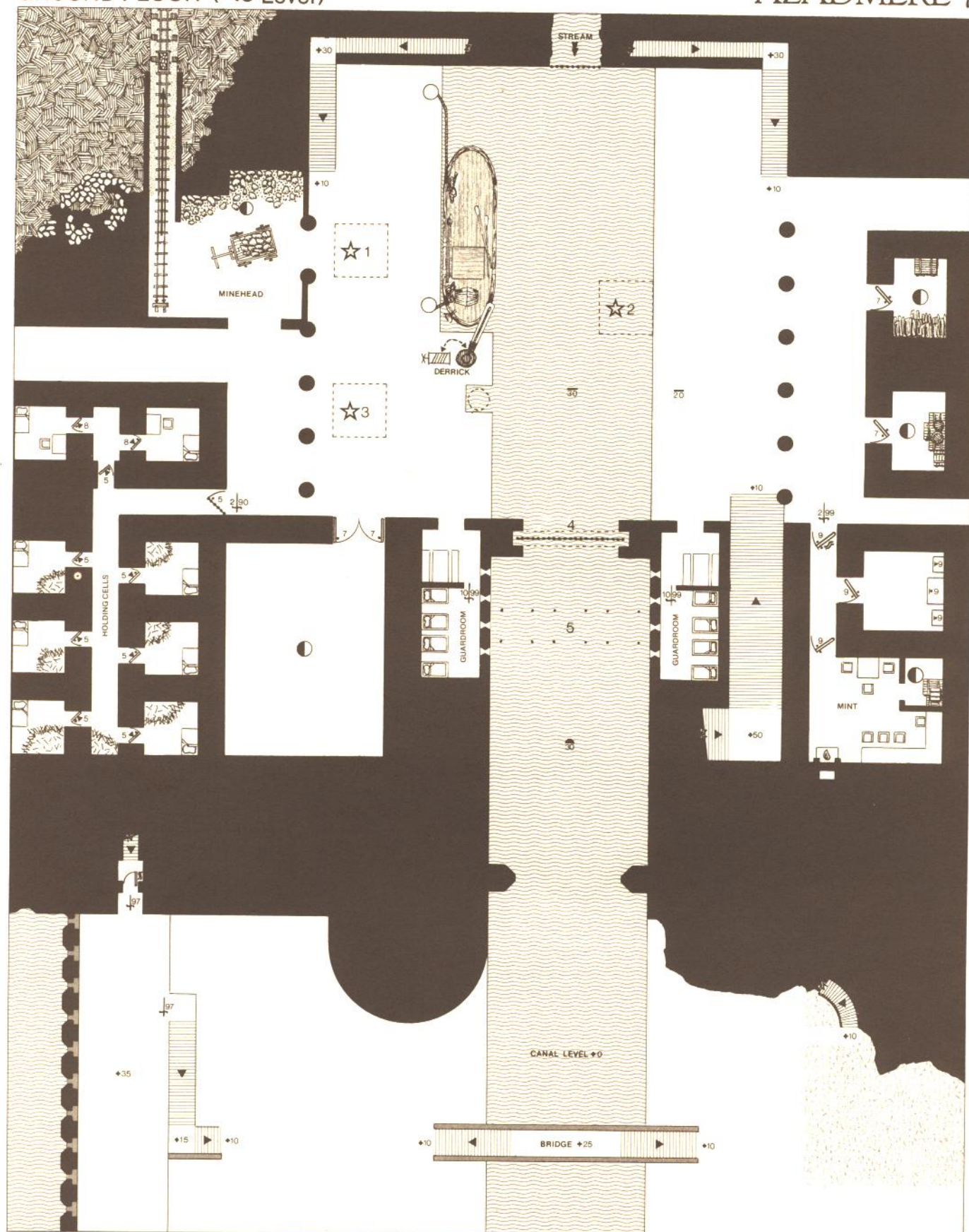


SPECIAL FEATURES

- ✱ ACCESS TO SECOND (+60') LEVEL
- ✱ ACCESS TO SURFACE (SECRET)
- ★ HEAVILY GUARDED AREA
- ★ HEAVILY BOOBY-TRAPPED AREA
- TUNNEL AT LOWER LEVEL
- ↘ DOWN SLOPE
- * SURFACE OF CANAL AT THIS POINT IS (+10')

GROUND FLOOR (+10' Level)

AZADMERE 7



EXCEPT AS OTHERWISE INDICATED—ALL SURFACES STONE



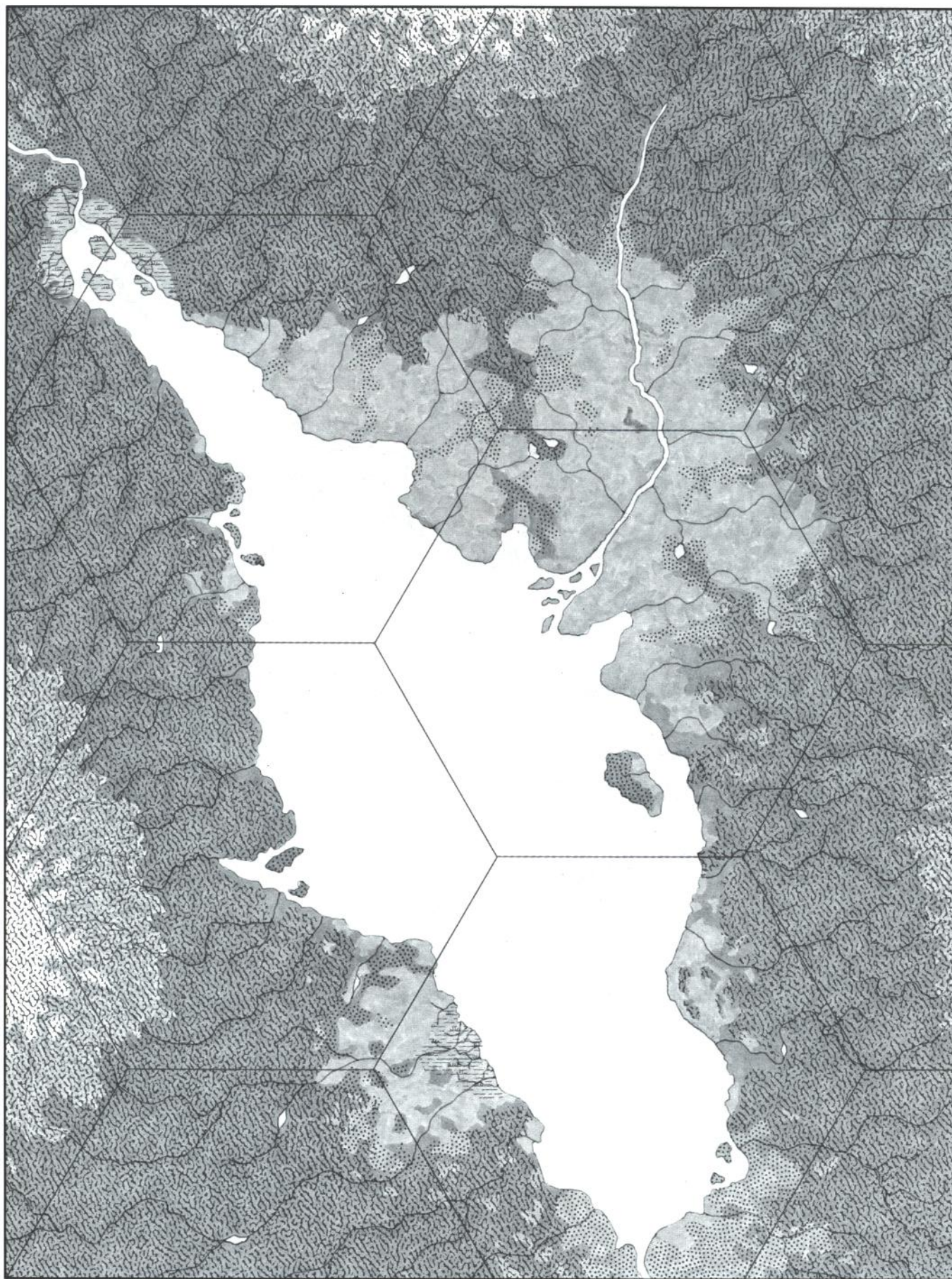
AZADMERE

PLAYER MAP



LEAGUES

0 1 2 3 4 5



RON GIBSON

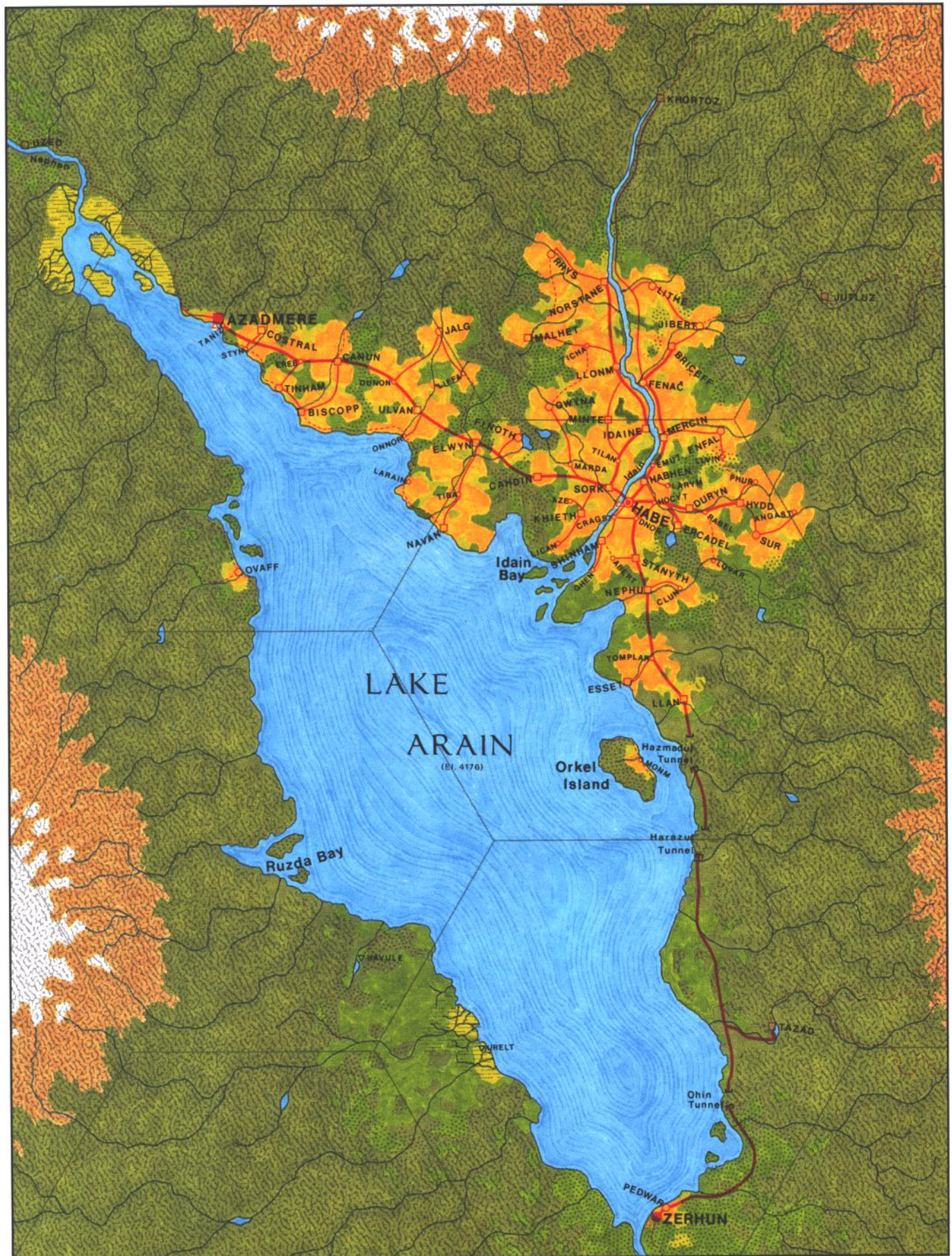
©COLUMBIA GAMES INC., 1984

PERMISSION TO PHOTOCOPY

AZADMERE



LEAGUES



RON GIBSON

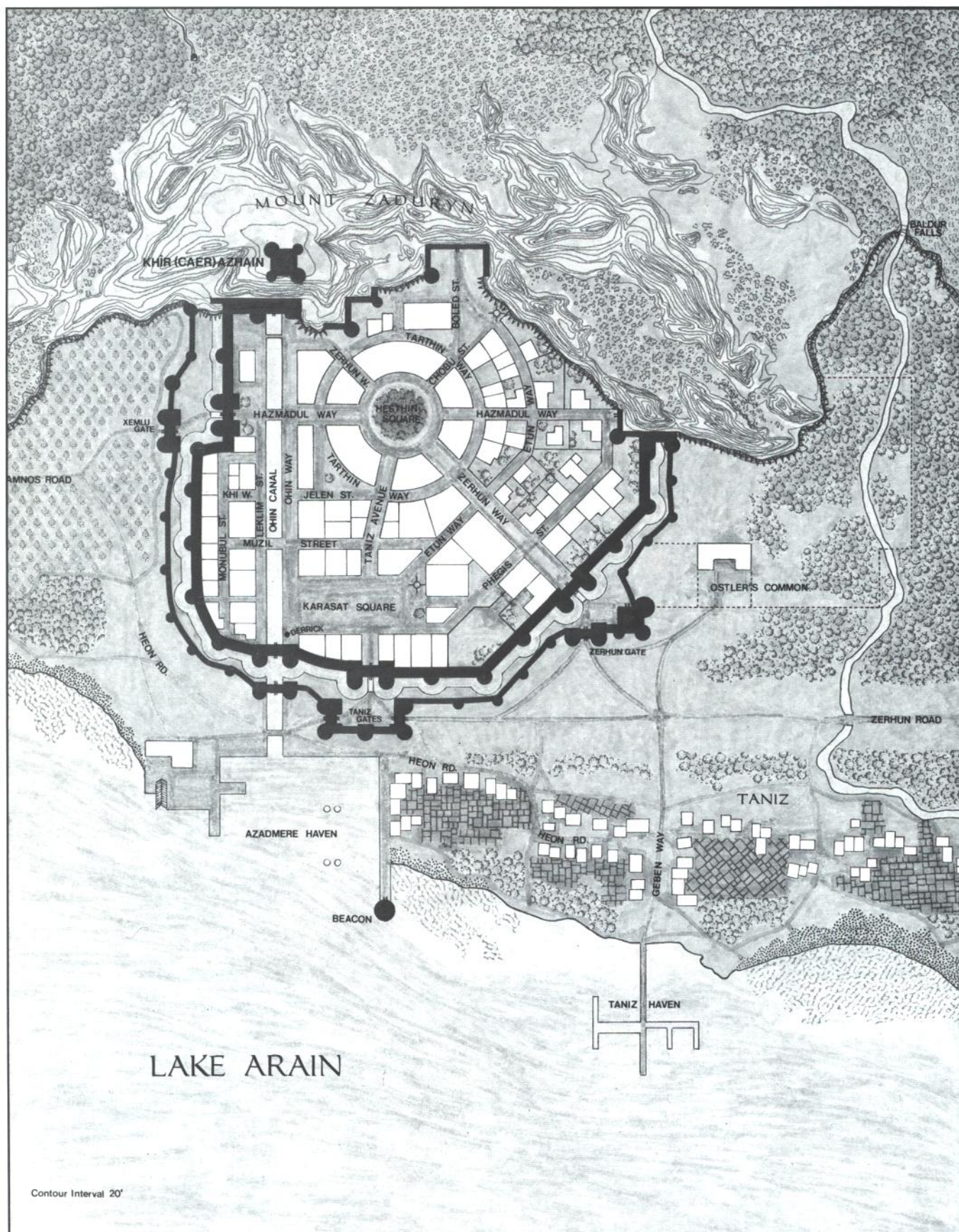
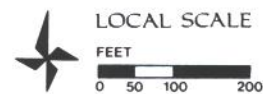
© COLUMBIA GAMES INC., 1984

AZADMERE

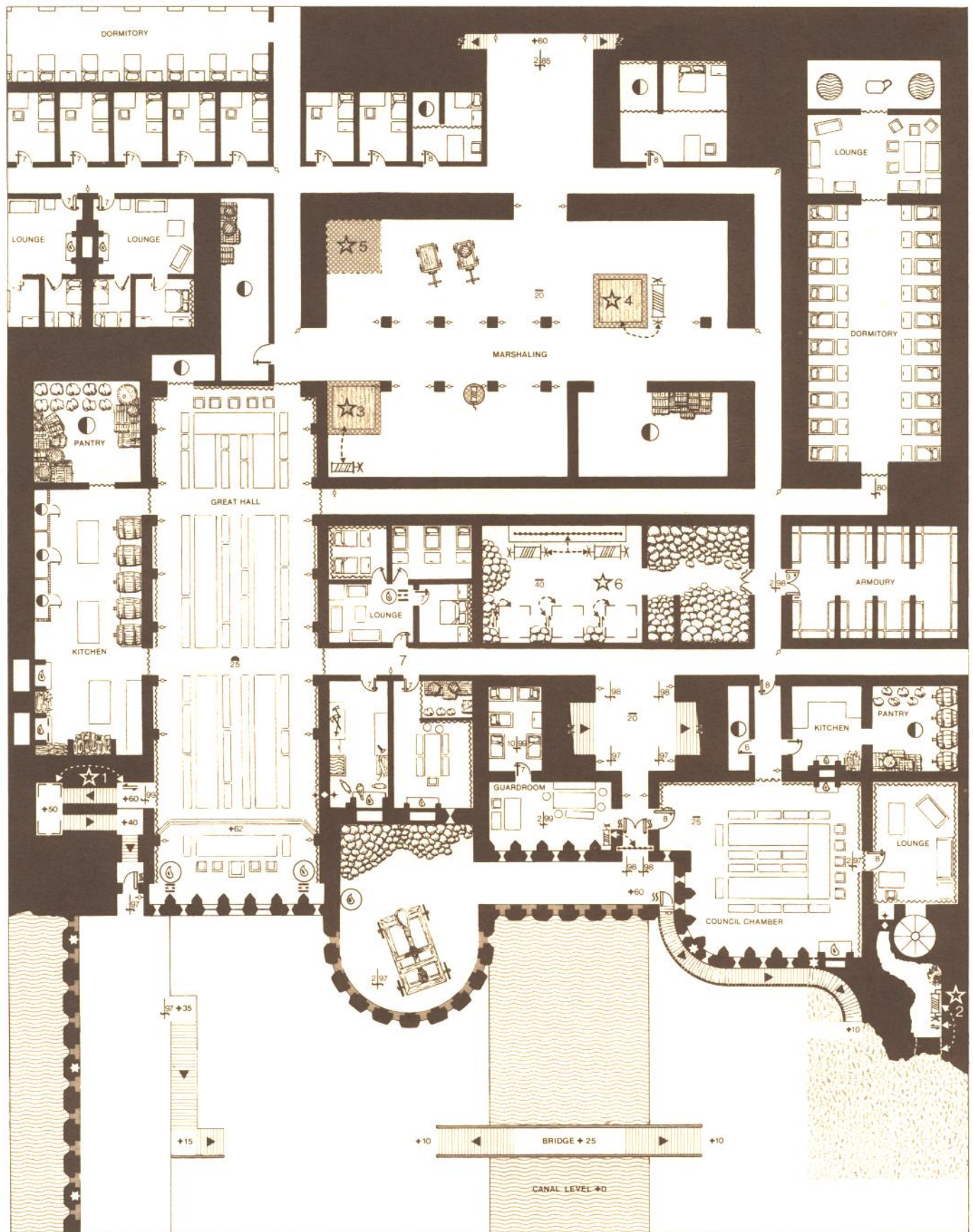


AZADMERE

PLAYER MAP



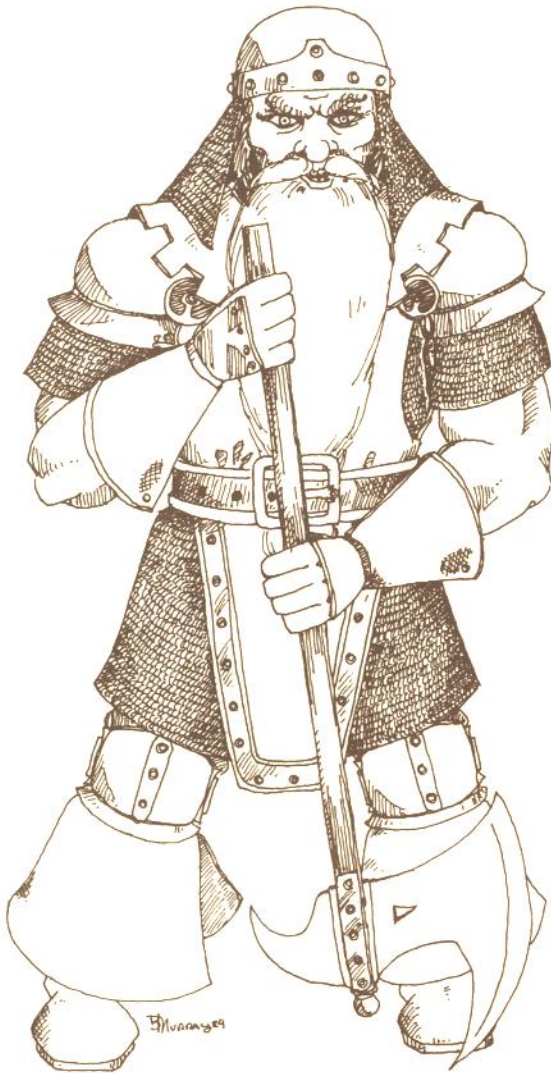
Contour Interval 20'



EXCEPT AS OTHERWISE INDICATED-ALL SURFACES STONE



Harn do not exceed 5,000, most living within the Kingdom of Azadmere.



THE NATURE OF THE KHUZDUL

From earliest times, the Khuzdul have possessed a vastly different world view from that of other races, particularly the Sindarin. The elves are a spiritual, almost ethereal folk; the Khuzdul are as solid and resilient as the mountains with which they have such affinity. Dwarves have more in common with humankind although they tend to be more secretive, clanish, and acquisitive. This latter trait dominates much of their behaviour. It is said that it is easier to teach a coin to sing than to wrest it from the grasp of a dwarf. It is not that greed is deemed a virtue, although frugality is, it simply seems to be an incorrigible element of the Khuzan character. Offsetting this is an ingrained sense of honour. Dwarves have an almost instinctive loyalty to king and clan, and to whatever friends they make. In the course of their long lives they will rarely forget friend or foe and are stubborn beyond reason once their minds are set. A dwarf cannot be subjugated. He may be killed, never conquered. If enslaved, he will wither and die before he submits.

Although the Khuzdul bear a general resemblance to humans, they average well under five feet in height, are stocky and have disproportionate strength and resilience. Most mature males bear impressive, often forked beards. The life expectancy of a dwarf is two or three hundred years. However, like the Sindarin, the Khuzdul are not very fertile. Their numbers on

HISTORY

The dwarves are reluctant to discuss their history with outsiders. Human scholars of the Khuzdul are few. Off Harn, the Khuzdul are a subject of myth rather than scholarship. Lythian humans lack the fact of Azadmere, an inhabited Khuzan city in direct contact with men, on which to base histories. According to Khuzan legend, the dwarves were awakened from a slumber "...deep within Kethira's bosom..." by the deity Siem, sometime around 7000 BT. Prior to this, they believe they had "slept" at the roots of the earth itself, being created with the universe and sharing its antiquity.

While it may be that the Khuzdul did suddenly emerge from the bowels of the earth, many scholars believe they emigrated to Kethira from another world altogether (perhaps by means of the Godstones) arriving first in Lythia and establishing colonies at Azadmere and Kiraz later. There are Lythian legends recounting tales of "lost cities of the mountain dwellers" and Harnic dwarves occasionally refer to Khuzan city kingdoms on the mainland.

THE KHUZDUL OF LYTHIA

Little of substance can be gleaned from either human or Khuzan sources concerning the Lythian Khuzdul. There once existed a great Khuzan city called Merdain, nestled in the mountainous heart of Lythia. Merdain is little more than a name, a city of seven gray and silver towers wherein lived the seven "nations" of the Khuzdul. For one reason or another, six of the nations departed Merdain to found their own colonies. Communications between them were severed by the explosion of human populations (around 5000 BT) and the cities of the dwarves each pursued their separate destinies, Larhakul and Erdar, Harhakeim and Kondasgel and, on Harn, Azadmere and Kiraz.

Larhakul and Erdar

The dwarves of Larhakul and Erdar never had anything to do with humans, whose appearance they may have anticipated. Located close to each other on the edge of a high plateau beyond Quarphor, these two Khuzan cities possessed a remarkable network of tunnels. The Harnic Khuzdul believe that they still exist, their folk having retreated underground to avoid human contact. In any event, neither city appears specifically anywhere in human legend; on Harn, only the dwarves of Azadmere keep their legend alive.

Harhakeim and Kondasgel

Of the Lythian dwarves, only those of Harhakeim and Kondasgel had significant, ongoing, recorded contact with humans. Their location was Ivinia, where they gifted men with such arts as ironworking and writing (although the Ivinians now claim the Runic script as their own invention). The Khuzdul tend to be arrogant, and their attitudes towards the Ivinians, whom they had elevated from the stone age, must have rankled the proud northmen. In any event, resentment turned into sporadic violence around 428 TR, as rumours of gold prompted hundreds of Ivinians to prospect and settle on lands claimed by Kondasgel. Khuzan patrols caught and evicted as many humans as possible, but the squatters' resisted and lives were lost on both sides. Well aware that the Ivinians outnumbered them, the two cities sealed their gates to humankind, and receded into legend.

The bad terms on which the two races parted seems to have caused the Ivinians to corrupt their legends, to think less well of the dwarves than is justified by fact. In the three centuries since, the Khuzdul of Ivinia have acquired an evil reputation as the Ivinian

KHUZDUL 2

mythos underwent an interesting transformation. There, legends now identify two kinds of "elves". The "light elves", who dwell in a land called Alfheim, are beings "possessed of great power, fair of face, brilliant as the sun, clad in gossamer strands of spider silk" and friendly to humankind. These seem similar to the Harnic Sindarin to the extent that the Orbaalese consider them the same race. The "black" or "night elves" of Ivinian mythology (the Khuzdul) are short, ugly, dirty brown creatures who come above the surface only at night and are turned to stone by the rays of the sun, a spectre with which mothers discipline their children; "be silent or the night dwellers will steal you". Because of these attitudes, the Orbaalese and Khuzdul on Harn are extremely suspicious of each other. Fortunately, neither race has much contact with the other, although the Khuzdul are suspected of giving aid to the Orbaalese Jarin, using their own human subjects as intermediaries.

THE HARNIC KHUZDUL

On Harn, at least, the Khuzdul have survived to the present day, the great city of Azadmere, a dazzling gem and bastion of Khuzan achievement. The history of the Harnic Khuzdul begins c.7000 BT with the establishment of the cities of Kiraz in 6948 BT, and Azadmere in 6894 BT. The Sindarin were the only other speaking people of Harn at this time, and for 5,700 years (the Codominium) Harn was peaceful and prosperous. From the beginning, Kiraz was the greater of the two Khuzan cities, but each had a multitude of lesser outposts, and each made its own unique contribution to that golden and harmonious age.

The Coming of Men

The spread of humankind with their higher birth rate and greater numbers, has everywhere marked the passing of the world from the hands of the elder peoples. By 2000 BT, the tide of men was coming throughout Lythia, Khuzan cities had become islands some of which would survive and some of which would be submerged. The Jarin were the first men to reach Harn c. 1300 BT; they were relatively peaceful and were allowed to settle. By then, the Khuzan kingdoms were virtually independent from their Sindarin leige. While their present notion of kingship was yet to mature, their clans were highly specialised and they possessed a complex social structure. The Jarin acquired new skills from the Khuzdul and refined others.

While Kiraz obtained most of its food by hunting and gathering the abundant wildlife of Equeth, Azadmere's higher elevation and less bountiful environs had forced it to devote a large part of its valley to farming, fishing and herding. The Khuzdul have never been fond of such activities, so some of the first Jarin to reach Azadmere were allowed to settle along the shores of Lake Arain where they gradually took over these functions.

The Atani Wars

The Khuzdul believe that with the outbreak of the Atani Wars (c.900-700 BT) it was they who bore the greater share of the fighting against the waves of barbaric humans invading Harn. It is certainly true that Azadmere made terrible sacrifices in the futile attempt to drive the Lythian barbarians from Harn. Kiraz, located further from Lythia, was brought less into the fray. When the Sindarin King Aranath abdicated his rule over all of Harn and withdrew to the Shava Forest, both Kiraz and Azadmere, by then virtually the last strongholds of the Khuzdul, felt betrayed. With the realisation that they could not pursue the fray alone, with any hope of success, the Khuzdul withdrew into their two fastnesses.

As the Lythian barbarians conquered and assimilated the Jarin and spread throughout Harn, the Khuzdul became more and more insular in their

outlook. The dwarves of Kiraz cut off virtually all contact with humankind. This meant that Kiraz would remain largely dependent on hunting, and that it would have no human allies in future conflicts. Azadmere provided sanctuary for Jarin refugees. Secure within their fortifications, and bolstered by their human subjects, Azadmere was less wary of the barbarian newcomers and more willing to treat with them. Consequently, the upper Kald valley maintained a more advanced civilisation than the rest of Harn. Good relations between Azadmere and the nearby tribes could not, however, prevent the rise of Lothrim in central Harn.

The Carnage of Kiraz

Kiraz strove stubbornly to cling to her old ways. While Azadmere expanded her trade with humans and developed her unique and vibrant hybrid culture, Kiraz, originally the greater of the two cities, was entering a slow decline. By Lothrim's time Kiraz had enjoyed seven thousand years of majesty, but by a freak of fate, Lothrim and his foulspawn were able to bring about the destruction of this once great fastness. Many Khuzdul blame the Sindarin of Erael for the rise of Lothrim; the elves could, it is claimed, easily have thwarted the Foulspawn's ambitions, or at least warned the Khuzdul of his intent. Whether or not blame can rightly be laid at the door of the Shava Forest, the issue was another blow to Khuzan-Sindarin relations. Since that time, the dwarves of Harn have had little to do with the elves.

The Foulspawn Wars

The Kiraz dwarves extracted a grim revenge on Lothrim after defeating him at the Battle of Sirion, but his death did not mark the end of the Khuzdul's woes. The survivors of Kiraz fled to Azadmere and there ensued an era of constant skirmishing with Lothrim's foulspawn, the Gargun. The conflict between these two races have cost many hundreds of Khuzan lives, untold numbers of Gargun, and even today shows no sign of ending.

THE KHUZAN CLAN

The fundamental social, political and economic unit of Khuzan society is the clan; almost a society within a society. Khuzan clans vary in size, from a single, nuclear family to a collection of dozens of family units, and scores of unmarried males and females. The principal link between members of the clan is common blood, but most larger clans contain a number of adoptees. At the head of the clan is the clanhead, generally elected for life by a "succession council" of clan adults, convened on the death of the previous leader. There are no formal succession rules, but in most cases a direct blood descendant will succeed, usually a son or daughter, most often the eldest son. This form of succession has become the dominant pattern in human society as well.

KHUZAN FEMALES

Males outnumber females by three to one. Polyandry is socially unacceptable. Hence, most males never marry; one hundred years young is considered the appropriate age for matrimony. The females play a subtle role in their society. Females head a few clans, but most confine their activities to domestic and social functions. This is by choice since the females are free to practice any occupation. The dwarves honour and respect their women. Unlike human females, Khuzan women have the same physical capabilities as the males and have often taken up arms alongside their brothers and fathers. Outsiders who set eyes upon a female dwarf often confuse them with young males (who also lack beards).

ECONOMICS

The Khuzdul practice at least as many crafts as do humankind, but long experience and natural affinity have granted them unrivaled superiority in the skills characteristic of Khuzan endeavour, masonry, all kinds of metalworking, gemcraft, and the like, only the Sindarin can approach the Khuzdul in expertise. The dwarves also practice a few crafts that are rare or unheard of among other races. Among these are the raising of mushrooms and truesilver (platinum or mythal) working. The dwarves are not fond of farming (traditionally obtaining their food by hunting and gathering); in Azadmere the Jarin humans are responsible for agricultural activities and some foodstuffs are imported.

Khuzan Trade

Only Azadmere does much trading with outsiders. Her artifacts, especially weapons, gold and silver products and jewellery, are in great demand throughout the Harnic Isles and western Lythia. These are produced in small amounts but are of superb quality. The secretive dwarves will not teach their tongue to outsiders. The shrewd Khuzan equivalent of mercantylers bargain in the languages of their customers. Khuzan traders have a reputation for ruthless bargaining; they give nothing away. Most human mercantylers cringe at the thought of a trading session with the Khuzdul; most would rather not partake of the experience. Only the high demand for dwarven wares persuades them to do so.

The Economic Role of the Clan

The economic role of the clan corresponds to that of the guild in human society. Khuzan clans specialise in specific occupations, masonry, weaponcrafting, trading, etc. The clan's monopoly within its field is protected by tradition rather than law; they are less sensitive about their prerogatives than are human guilds. Despite the differences, the Khuzdul respect human law and custom and acknowledge the privilege and monopolies of human guilds. Consequently, the economic rights of Khuzan clans are even more respected by human guilds than they are by the dwarves themselves. In Azadmere, humans are accepted into many of the great Khuzan clans and human clans have themselves grown very similar in structure to the Khuzan.

Mining

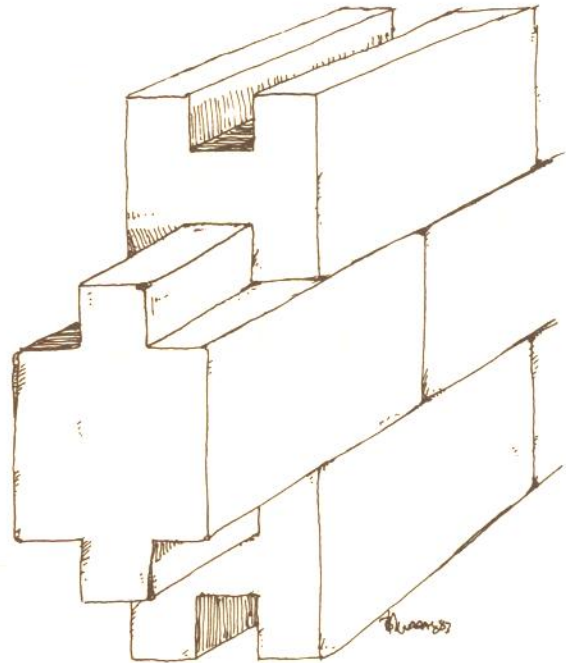
It seems natural that the Khuzdul are the most competent tunnelers among the speaking peoples. Only the Gargun come anywhere close, and their mines and cave-complexes are crude, unpleasant places by comparison. On Harn, the dwarves of Azadmere control the only active gold mines, and the only truesilver deposits known anywhere. It is probably no accident that the city of Azadmere sits astride rich deposits of gemstones, gold, silver, and iron. All of these are mined and exported in both worked and unworked form. Among the Khuzdul, of course, the arts of the miner, embalmer, and mason overlap considerably.

Architecture and Masonry

Khuzan communities have always been subterranean. Unlike the settlements of the Gargun, the halls of the dwarves are spacious and well illuminated, generally carved from the living rock whose natural beauty the Khuzan masons polish and preserve. Those few humans who have seen the great halls of Azadmere or Kiraz have been entranced by the natural veins of minerals that lend their glistening splendour to the walls, floors and ceilings.

Khuzan architecture tends to be linear; the dwarves prefer rectangular floor plans and will orient their passages in a north-south or east-west direction. Fortifications are cunningly wrought; the dwarves have an unequalled command of mechanisms and engineering. It is not widely known that there are three distinct

types of stone construction practiced by the dwarves. The most common method is simple carving. Azadmere, for example, is for the most part carved directly from natural rock; the Khuzdul employ their innate sense of fault and stress to create the sturdiest possible cavern or corridor. Another method is block and mortar, similar to that used by other races. The Khuzdul, however, mix a superior cement, resulting in more resilient constructs, and sometimes build "sandwich walls", a composite construction, utilising wood and rubble between stonework to absorb shock (sandwich walls are not unknown to men). The third method is "jointed masonry", which requires the commitment of long years of effort, but the results are of unsurpassed strength.



DOUBLE TONGUE MASONRY

Despite the meticulous craftsmanship necessary to cut building stone with the required precision, this is actually one of the simplest forms of Khuzan jointed stonework. Note that once a double tongue wall is completed, it will look quite ordinary; this is a feature that all Khuzan jointed stonework has in common.

A peculiarity of Khuzan masoncraft is their stairways. It would be natural to think that dwarves, with their relatively short legs, would prefer shallow steps, but this is not the case. Most Khuzan stairways are at forty five degrees, a rather steep and uncomfortable angle that has, unfortunately, been copied by human masons. The reason for the preference is obscure, but probably has to do with the fact that a steep staircase is easier to defend.

Gemcraft and Fine Metal Work

In the working of gems, gold and silver, the dwarves are rivalled only by the Sindarin who, after all, have been practicing longer. Jewellery of Khuzan make is superbly executed. While artifacts of vast variety are made for export, that intended for home consumption is characterised by a solid, almost bulky aspect. This is purely a matter of taste.



The best known product of the Khuzan jewellers of Harn is one of the least elaborate. The Khuzan Gold Crown, although rare, is the most universally accepted trading token in the Harnic Isles, because they are the least debased coins on Harn. The engravers of the Royal Azadmere Mint, using techniques unknown to men, produce these coins with an average purity of more than ninety eight percent, yet they remain hard and durable.

Weaponcrafting

The arts of the Khuzan weaponcrafter are highly developed. Harn's finest weapons and armour come from Azadmere. They are highly prized and possess unique flexibility and strength. Khuzan battleswords and battleaxes range from 2000-5000d each, but are rarer than a friendly priest of Naveh.



RELIGIOUS BELIEFS

The Khuzdul tend to separate their religious doctrines from their everyday lives. Most dwarves have such unquestioning faith in their basic religion that they see no need to constantly reaffirm it with complex ritual proclamations of piety. They doubt the sincerity of those who find it necessary to constantly shout their faith from on high. Khuzan religion is a personal matter. The dwarves worship in quiet, solitary meditation whose object is to regain touch with the racial spirit. They see little need to aggregate in large congregations. Their priests are a cross between teachers and philosophers, individuals rather than members of institutions, councillors rather than clerics.

Their lack of religious formality should not be viewed as spiritual bankruptcy. Most Khuzdul revere the demigod Sereniel, the semi-autonomous servant of Siem who intercedes on their behalf at his master's throne. However, while they thank Siem and Sereniel for their animus, they firmly believe that their essence is as old as the universe, and in many ways indistinguishable from it. They have developed this doctrine into a comprehensive racial or group spirit, most readily apparent in a dwarf's intense loyalty to his clan and to his ancestors. Their basic worship is really a oneness with nature, particularly with the granite of the mountain's heart. The character trait that makes a dwarf shatter but never bend, their patience and endurance over a long lifespan, are examples of their affinity with stone. Such traits may, of course, be in the eye of the beholder, but most outsiders will admit their existence in the Khuzdul. Even in death, the Khuzdul favour the rocks of the earth. They are entombed in stone (never buried in the earth) because in their view, this completes the cycle of their origin.

THE KHUZAN MILITARY

The wealth of the Khuzdul enables them to maintain a standing army. All dwarves will bear arms if necessary, and this includes the females; all have at least rudimentary military training and Khuzan strength is a considerable asset in combat. The dwarves fight mostly as heavy or medium foot, never mounted. Their strength, or more exactly their constitution, enables them to use the unique combination of heavy armour with heavy weapons. Mail, scale or heavy leather can be combined with a battlesword or, more likely, some kind of heavy axe. The combination, rare among weaker creatures, makes possible the feared and respected Khuzan "Superheavy Foot". The organisation of the standing army is the prerogative of the king who entrusts it to one or more large retainer clans. The Royal Guard, is usually divided into High and Low contingents and is supported by a militia of all able-bodied dwarves. In the Kingdom of Azadmere, the Khuzan clans Kuhrdin (Low Guard) and Hurenfal (High Guard) are further supported by the king's human subjects who are organised along feudal lines.

THE KHUZDUL OF HARN TODAY

It must be remembered that the Khuzdul have a different scale of history than their short-lived human contemporaries. To the dwarves, the modern period is the last several centuries; in Azadmere, Lothrim is a foe only two or three generations removed, a name that can still arouse passion. Their experience has given them little cause to love humankind, with the exception of the Jarin subjects of Hazmadul III of Azadmere. They have gradually developed a working relationship with the culture of nearby Kaldor; individual Khuzdul may settle among humans for reasons of trade. Relationships with the Sindarin are strained at best and the Gargun are mortal foes. Nevertheless, the last stronghold of the Khuzdul on Harn seems secure against any foreseeable threat.



- | | |
|-------------|-------------|
| 1. AZADMERE | 6. KIBAN |
| 2. BURZYN | 7. MINARSAS |
| 3. ELSHADEL | 8. OLOKAND |
| 4. GARDIREN | 9. QUALDRIS |
| 5. HUTOP | 10. TASHAL |

PLACE	HUNDRED	HOLDER ¹	LEIGE SEAT	GROSS ACRES	LAND ² QUAL.	HOUSEHOLDS ³		GAMEMASTER NOTES
						SERF	FREE	
ABERT	n/a	Reeve	Stanyth	290	0.92	9	1	
ANGAST	n/a	Reeve	Sur	800	0.68	17	0	
AZADMERE	n/a	TARAZAKH	n/a	n/a	n/a	0	0	Garrison 200 (ten companies)
AZE	n/a	Reeve	Khieth	480	0.87	7	3	
BISCOPP	n/a	DURANTH	Habe	1780	0.82	26	8	
BRICEFF	n/a	Bailiff	Habe	1510	0.76	23	9	
CAHDIN	n/a	CHIELT	Habe	620	0.83	11	3	
CANUN	n/a	ARITH	Habe	2060	0.81	31	12	
CLUN	n/a	Reeve	Nephu	560	0.83	10	2	
COSTRAL	n/a	GLYTHS	Habe	1170	0.79	22	3	
Cragst	n/a	Reeve	Habe	210	0.93	4	6	
DNOR	n/a	Reeve	Habe	240	0.94	2	8	
DUNON	n/a	Reeve	Ulván	520	0.78	8	5	
DURYN	n/a	WIMAIRN	Habe	1330	0.83	25	6	
ELWYN	n/a	SYTH	Habe	1670	0.80	36	11	
EMUT	n/a	Reeve	Habhen	240	0.89	10	0	
ENFAL	n/a	TAGARN	Habe	1950	0.81	29	9	
ERCADEL	n/a	HAIRTH	Habe	1120	0.84	17	3	
EREB	n/a	Reeve	Tinham	520	0.78	11	0	
ESSET	n/a	Bailiff	Habe	1480	0.82	23	8	
FENAC	n/a	CARLAGN	Habe	1730	0.81	27	7	
FINOTH	n/a	KIETT	Habe	780	0.81	16	3	
GHEN	n/a	Reeve	Shinham	350	0.90	11	0	
GWYNA	n/a	AULNAR	Habe	1160	0.81	16	6	
HABE	n/a	KOPHAR	Azadmere	1480	0.97	30	3	
HABHEN	n/a	COWRYN	Habe	900	0.93	17	4	
HAVULE	n/a	Forester	Habe	n/a	n/a	0	1	Hunting Lodge
HOCYT	n/a	Reeve	Habhen	240	0.92	8	2	
HYDD	n/a	HAUDY	Habe	1710	0.76	32	6	
IDAINE	n/a	ERTHAR	Habe	1690	0.84	29	6	
JALG	n/a	DOWNAN	Habe	1940	0.79	28	11	
JIBERT	n/a	PARWYN	Habe	1780	0.72	31	9	
JUTLUZ	n/a	Constable	Azadmere	0	n/a	0	0	Garrison 20 (one company)
KHIETH	n/a	WHYLS	Habe	1440	0.89	29	7	
KHORTOZ	n/a	Constable	Azadmere	0	n/a	0	0	Garrison 20 (one company)
LARAIN	n/a	Reeve	Finoth	560	0.79	14	0	
LARYM	n/a	Reeve	Habhen	290	0.95	10	0	
LICAN	n/a	Reeve	Khieth	590	0.91	9	6	
LIPFA	n/a	Reeve	Jalg	490	0.73	9	2	
LLAN	n/a	JURIT	Habe	1180	0.83	19	4	
LLONM	n/a	KABUCH	Habe	1920	0.78	35	8	
LLVIN	n/a	Reeve	Enfal	660	0.79	11	2	
LOVAR	n/a	Reeve	Duryn	450	0.78	11	0	
LITHE	n/a	VAGATH	Habe	1830	0.75	33	8	
MALHET	n/a	SCAUNTER	Habe	1420	0.72	22	6	
MARDA	n/a	Reeve	Cahdin	570	0.85	10	3	
MERCIN	n/a	ARDWYN	Habe	1980	0.87	41	11	
MINTE	n/a	LUBART	Habe	1910	0.82	35	9	
MONM	n/a	Reeve	Esset	320	0.72	5	6	
NAVAN	n/a	CORAYN	Habe	720	0.80	8	5	
NEPHU	n/a	YARLS	Habe	1760	0.85	33	7	
NORSTANE	n/a	Bailiff	Habe	2360	0.73	38	12	
ONNOR	n/a	Reeve	Ulván	430	0.78	8	3	
OVAFF	n/a	Bailiff	Habe	310	0.65	4	7	
PEDWAR	n/a	Bailiff	Zerhun	390	0.85	0	14	
PHUR	n/a	Reeve	Hydd	590	0.74	12	2	
RABEL	n/a	Reeve	Duryn	460	0.80	9	2	
RHYS	n/a	GRAMACH	Habe	2080	0.69	32	7	
SHINHAM	n/a	RAGATH	Habe	1250	0.92	21	4	
SORK	n/a	YARWYN	Habe	1180	0.87	15	11	
STANYTH	n/a	Bailiff	Habe	980	0.91	13	2	
SUR	n/a	FAUSARYN	Habe	2320	0.71	39	9	
STYN	n/a	Reeve	Costral	480	0.77	8	2	
TANIZ	n/a	Reeve	Azadmere	330	0.90	0	109	
TAZAD	n/a	Constable	Azadmere	0	n/a	0	0	Garrison 20 (one company)
TIBA	n/a	Reeve	Navan	810	0.79	15	4	
TICHA	n/a	Reeve	Llonm	640	0.76	11	2	
TILAN	n/a	Reeve	Sork	490	0.86	8	3	
TINHAM	n/a	CARWUSTY	Habe	640	0.81	16	3	
TOMPLAR	n/a	Reeve	Llan	390	0.84	12	0	
ULVAN	n/a	Bailiff	Habe	3800	0.76	60	21	
URELT	n/a	n/a	n/a	0	n/a	n/a	n/a	Abandoned Village
UZED	n/a	Constable	Azadmere	0	n/a	0	0	Garrison 20 (one company)
ZERHUN	n/a	Prince	Azadmere	0	n/a	0	0	Garrison 80 (four companies)

1. Clans (names capitalized) hold their lands in fee simple; named officials (reeve, bailiff, etc.) hold fiefs "in trust" for their leige.
2. Average land quality for Harn is 1.00.
3. Average of 4-5 persons per peasant household, including females and children. Generally, only settlements of 10 (or more) households are mapped.

ATLAS HARNICA.™



COLUMBIA GAMES INC.

© 1983

ATLAS HARNICA



	ICE, SNOW OR ROCKFIELD		RIVER		WALLED TOWN
	ALPINE VEGETATION		FORD		CASTLE
	NEEDLELEAF FOREST		RAPIDS		KEEP
	MIXED FOREST		CATARACT		RELIGIOUS INSTITUTION
	MIXED WOODLAND		BRIDGE		FIGHTING ORDER (CHAPTER HOUSE ETC.)
	HEATH		STREAM		MANOR/VILLAGE (STONE FORTIFICATION)
	CROPLAND AND PASTURE		CANAL		MANOR/VILLAGE (WOODEN FORTIFICATION)
	WATER		PAVED ROAD		MANOR/VILLAGE (UNFORTIFIED)
	PEAK		UNPAVED ROAD		SHIRE MOOT OR PROVINCIAL CAPITAL
	MOUNTAINS		TRAIL OR RURAL TRACK		HUNDRED MOOT OR DISTRICT CAPITAL
	HILLS		NATIONAL BOUNDARY		TOLLHOUSE (ROYAL OR STATE)
	MARSHLAND		SHIRE OR PROVINCIAL BORDER		MINE OR QUARRY
	REEF		HUNDRED OR DISTRICT BOUNDARY		POINT OF INTEREST