

# ENCYCLOPEDIA HARNICA

# 5



## ELKALLANUZ

The ruined city  
of Lothrim

By: N. Robin Crosby  
Brian Clemens

## ATLAS HARNICA

Gardiren region in  
the Kingdom of Kaldor

By: Ron Gibson  
Tom Dalglish

## PRICES

A comprehensive  
list of Harnic prices

By: Tom Dalglish  
Lance Gutteridge



COLUMBIA GAMES INC.

#6005



# 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. 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. We hope you already have our CITIES OF HARN expansion module. This module contains the seven cities of Harn, organized for inclusion in EH, and our local scale and interior mapping keys which we cannot repeat herein.

### EH5

In this issue we have Elkal-Anuz, where Lothrim created (found?) the foulspawn; an article on prices - everything you wanted to buy on Harn; and Gardiren, the fourth of seven atlas maps in the Kingdom of Kaldor.

### ELKALL-ANUZ

Elkal-anuz is an interesting place but hard to get to. Deep in the heart of Chelni territory, it requires stealth and diplomacy to arrive unscathed. Keep in mind that the Chelni are suspicious of Elkal-Anuz and anybody who is interested in it.

Once there a fascinating but dangerous chapter of history is open to anyone who wants to investigate it. An Earthmaster site with an imposing building: inside a Godstone and outside a unique feature - Gazer's Well.

History layered on history! Six hundred years ago this was the centre of one of the most bizarre governments Harn has ever seen. Cruelly autocratic, highly centralized but with no true economic base, Lothrim's empire was held together by the charisma (black arts?) of one man. When he disappeared from history after the Battle of Sirion, his empire and his city collapsed. Left behind are the ruins of Gargun complexes, parts of the human city, Lothrim's chambers and the Penultimate Tomb (sic).

This is another of our "resource" adventure sites. The information is given to the Gamemaster to use at his discretion. Legends abound - but how many are true? Is Lothrim actually interred in one of the tombs? Does Gazer's Well actually lead to Yashain? Those are questions the Gamemaster can determine for himself - in keeping with his own version of Kelestia.

### PRICES

A complete list of prices for those of you who don't want to keep on flipping through Harndex. Alphabetized and cross referenced it should allow you to quote prices to your players much easier. We have tried to include everything sold at reasonably set prices in a medieval society.

Included in this article is a section on the cost of constructing fortifications. A very expensive undertaking indeed. A castle in medieval times was an effort comparable to a major weapon system today. The equivalent cost in today's dollars could be around 200 million. It's unlikely that any of your adventurers have the time or money to embark upon such an ambitious program.

## ATLAS HARNICA

A series of detail maps for the settled lands of Harn, showing villages, manors, mines, points of interest, streams, rural tracks, and so on. Each map is indexed with an alphabetical list of settlements, and the holder, leige, acreage, etc. for each location. The maps and indices are designed to be kept separate from the main body of EH; another binder or placement at the back of your EH binder is recommended. The map key for ATLAS HARNICA appears in EH1.

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## NEXT ISSUE (EH6)

### GODSTONES

Those enigmatic monoliths left by the Earthmasters - explained! Tables for Gamemasters to let your players use (or misuse) them.

### KIBAN

The most powerful Earl in Kaldor is building a walled town. Find out why. Complete with a colour local map of this emerging center and floor plans of Kiban Castle.

### ATLAS HARNICA

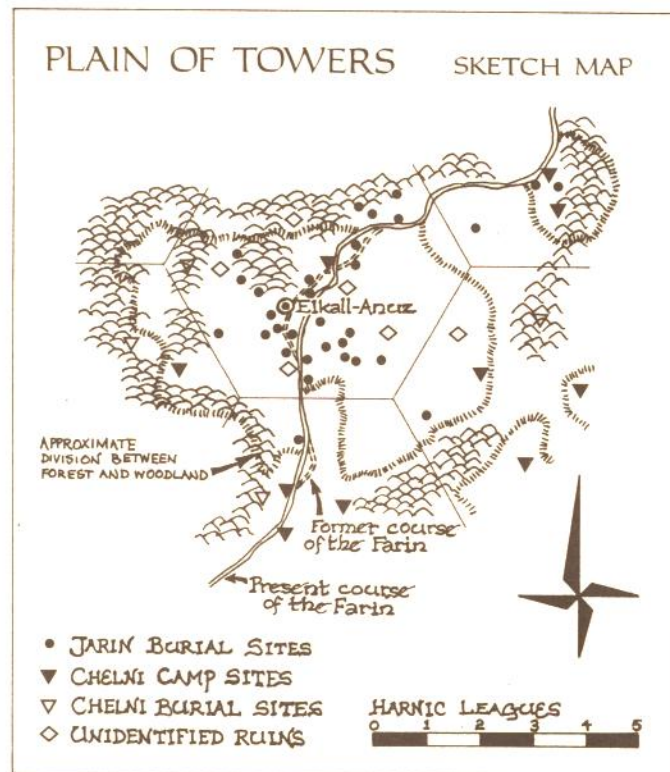
The Kiban region of Kaldor, the fifth of seven maps covering the entire kingdom in detail.

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## THE PLAIN OF TOWERS

The Plain of Towers is rich in the remnants of early Harnic cultures. Located on the northwestern edge of the Chelna Gap, it has one of Harn's best preserved Earthmaster structures and was the site of the city of Elkall-Anuz.



## THE EARTHMASTERS (c.20000-15000 BT)

The district's only definitely identifiable Earthmaster structure is atop Foulspawn Hill at Elkall-Anuz; the hill's name is, of course, more recent. The purpose of the structure, as with most other Earthmaster remains, seems to be to house its Godstone.

## THE CODOMINIUM (c.10000-1300 BT)

During the period when Harn was peopled only by the Sindarin and Khuzdul, Elkall-Anuz was hardly visited. The elves took note of its presence:

"By golden glade and silver flow  
Of Farin's stream, there stands  
Above Heras the ancient blight  
Upon the mortal lands.  
And deep there broods that dour work,  
That door betwixt the fold  
Unwary's doom and folly's bane  
To steal away the soul."

Sindarin poetry always seems to adopt a morbid tone when its subject is Earthmaster artifacts. The elves experience discomfort when they approach the psionic fields around Godstones and are wary of artifacts that perform functions they can do naturally (ie. step between worlds). The date of the above work is c.8800 BT. Farin was the name of an elven explorer who mapped much of southern Harn in and around the 90th century BT.

Records survive of Khuzan architectural surveys by clans from Azadmere and Kiraz. The Khuzdul, however, found Earthmaster masonry baffling and have long abandoned its study.

## THE JARIN (c.1100-700 BT)

An early Jarin agrarian culture flourished in the region. Like its contemporaries throughout Harn, it left elaborate burial mounds. The Plain of Towers is noted for the scale of its tombstones. Local barrows are marked with large mortared cairns or solid stones, some over

thirty feet tall, earning the district its name. The Jarin built farming villages along the river. In addition to mundane funeral artifacts, items of great monetary and aesthetic value have been stolen from Jarin graves. Apart from Jarin jewelry, coins and treasures of Sindarin and Khuzan make have been found.

## THE CHELNI (c.650-the present)

The last vestiges of peaceful Jarin culture were eradicated by bands of Chelni tribesmen who razed villages to accommodate their horses' need for pasture. Since other tribal nations were too afraid of the Sindarin to venture so near Evael, the Chelni were soon secure in their new ranges.

## LOTHRIM (96-120 TR)

The city of Elkall-Anuz was built by Lothrim the Foulspawn and did not long survive his demise (disappearance?). Lothrim first appeared in the vicinity c.96 TR. By the force of his charismatic personality (the Chelni say by magic) he converted the IsoChelni sub-nation to his ambiguous cause. At a gathering of tribes in c.99, Lothrim received the unprecedented honour of being named the first Warchief of the entire Chelni nation. With the Chelni cavalry and the later addition of Tulwyni levees he had, by 110, conquered most of the surrounding nations. From the conquered peoples of his domains, he took slaves to clear and work fields around the city. In its prime, Elkall-Anuz was the largest human settlement of its day, with in excess of 7,000 people. Poor communications made it difficult to control the outposts of the empire, but Lothrim was determined to be master of the capital. Nala Uroh, author of the Libram of the Pantheon, wrote:

"No day might pass without the cries of hapless souls set upon for their meagre chattels, or of a maiden cruelly abused. Each other day a new cadaver lay upon the street and the skulls of two more hoisted. Men of might and stature would pale when lackeys enter [the] tavern or pass on the street which was a river of mud and things less wholesome...Few there were who had not lost a comrade or kinsman to the ire of the nightgoers..."

The "nightgoers and lackeys" were Lothrim's mercenary thugs. When these patrols were replaced by Gargun, bloodshed increased to the point where the population actually declined. When Lothrim failed to return from Sirion in 120, the human population was under 3,000. The news of Lothrim's defeat was met with celebration. In Elkall-Anuz citizens took to the streets in defiance of a new ruler whose name was (purposely) never recorded. With their fear of sorcery abated, the Gargun were uncontrollable; they looted and slew at will. The long suffering humans arose and drove the Foulspawn into the mountains or back into their caverns. Caer Gulimor, the seat of Lothrim's would be successor, was soon stormed. The rampaging Chelni warbands forced the agricultural slaves to abandon the fields and the city began to starve. The death agonies of the city were so brutal that some even wished for the return of Lothrim. Those who did so openly were swiftly put out of their misery by half-crazed mobs. A series of epidemics completed the process. The population dwindled to a handful. By the end of 123, the last residents were no more. For the next few decades, passing Chelni took delight in destroying buildings to prevent any possible revival of empire or city.



# ELKALL-ANUZ

GM MAP





## 1. AVENUE OF THE DEAD

The remains of a ceremonial road paved by Lothrim the Foulspawner. The avenue is flanked by ancient Jarin and Chelni burial mounds (barrows); the further west they are situated, the older they are. The oldest surviving mounds date from the ninth century BT. There were even older mounds further west, but these have weathered away except for some of their standing runestones. Each tomb has a runestone between it and the avenue, a custom followed from the earliest times and adopted by the Chelni at the time of Lothrim. The two most recent (easternmost) barrows possess additional stones in circular patterns. While the single stones originally proclaimed the identity of the interred and often some of his exploits in pictorial form, the function of these circular arrangements is not fully understood. One is reminded of Gelimo. In all probability, their main purpose was decorative. Two of the mounds have been broken into within the last century and are showing signs of collapse. The Chelni deem the barrows sacred, even those of the Jarin, and will kill those who profane them, although they do not often venture close to Elkall-Anuz itself.



There are five major tombs at the eastern end of the Avenue. The four smaller ones were built by Lothrim to house honoured Chelni chieftains (before he stopped caring about the Chelni). According to the standing stones, the chiefs' names were Alrain, Ferithwic, Habir and Ethelwair (west to east, north to south). The largest tomb of the group was apparently designed for Lothrim himself: see [2].

The Chelni believe that the shades of the fallen come out for three nights at the time of their spring gather at Trobridge Inn. Drawn, it is said, by the Earthmaster Temple, a thousand lost souls from all over the Plain of Towers assemble here for a

ceremonial procession along the Avenue of the Dead. Most Chelni are at the Gather at these times, but those who are not are generally as far away from Elkall-Anuz as possible. Chelni legend tells that those who join the procession while still alive will live for a hundred and one years, but will then serve the Master of the March for all eternity. The same is said of those who are taken by the plain's barrow wights at the time of the full moon. The identity of the "Master of the March" is lost in early Jarin folklore. Little more than his name, Erephys and his title, the first king of the Jarin (?) is known. Accounts of the procession vary. Some say that the ghosts simply march from one end of the avenue to the other and vanish, but others say they march up Foulspawn Hill and topple crazily into Gazers' Well without disturbing the surface, and then they may be observed, by looking into the well, completing their ceremony in some distant shining land. When the dead king is placed in his great illusory (?) barrow, there is a profound silence and all fades away to nothing. It may be noted that this ethereal event failed to manifest during the dominion of Lothrim or while the city of Elkall-Anuz stood.

The following inscription appears on the runestone furthest west on the local map. It is written with a version of the runic script in a dialect of Harnic that might be early Chelni.

"There is that which dances not to the hosk nor to the beat of leather drum nor to any work of rider nor beast nor mortal thing. When Erephys King dies his ten thousand, thousandth death shall the steps of man fall silent and the Master of the March shall march in that great company and all shall sing in whispered words his unreveal'd tale. And the colour of the moon will be as blackest sable and the gates of eternity shall engulf the people."

Few care to pass comment on this cryptic message. Nala-Uroh wrote (in 109) that he believed a Chelni shaman had written it. Uroh's interpretation was that it was a portent of the doom of the Chelni nation. This doom would be suffered when Erephys of the Jarin returned from the dead to avenge his people. The legend has almost vanished from tribal lore, but the Chelni tradition of respect for Jarin barrows continues. When asked as recently as 709 why he bowed and prayed as he passed a Jarin mound, a Chelni warrior replied, "for love of life and the Master of the March". When interrogated further, he denied any other basis for his behaviour, except to say that a lack of proper respect brought bad luck.

## 2. THE "PENULTIMATE TOMB"

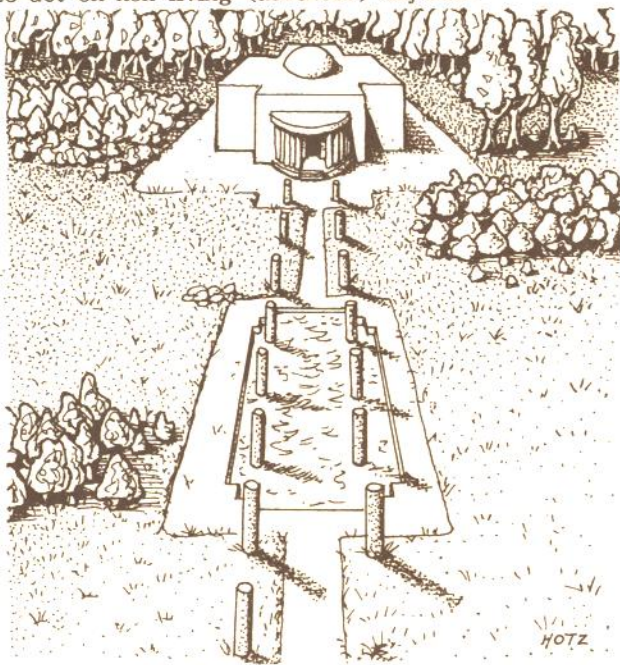
This edifice was fashioned by the Foulspawner, ostensibly as his own tomb. Actually, Lothrim had no intention of dying, but planned instead to extend his life indefinitely by sorcery. The Khuzdul of Kiraz may have upset these plans at the battle of Sirion. During his life, Lothrim occasionally used the tomb as a meditation chamber. He was never disturbed there since it was well known that any who trespassed would immediately suffer the effects of a latent and powerful curse. When the Foulspawner failed to return from Sirion, the standing stone before the tomb was defaced and the words "the Penultimate Tomb" were inscribed there by a wit among the looters. No one had then, or has since acquired the courage to actually enter the building and test the power of the curse. A tiny handful of scholars believe that this is actually the location of Lothrim's mortal remains and many of his treasures. They speculate that the Foulspawner engineered an escape from the "cave" in which the Khuzdul confined him near Sirion, dying shortly after being reunited with his son who bore his father's body for burial (the existence of a son is not supported by any historical evidence).



## 3. GAZERS' WELL

This reflecting pool is of Earthmaster origin. Its waters are clear and sweet and were pure even during the domination of Lothrim, despite the habit of his Gargun to cast refuse into it. The mechanism or spell that kept the pool clean has so far escaped discovery. Those who drink of the water and gaze at the well's still surface have been known to have visions of other worlds and other beings. Some measure of psychic sensitivity is usually necessary for this experience. The elves considered Gazers' Well the site's one redeeming feature, but were often confused by the scenes they perceived. Many scholars are skeptical of the pool's properties, perhaps because the times when the waters are calm enough are so rare. Nevertheless, there are a few Chelni who have experienced the effects and who will return from time to time for this purpose.

The pool has no apparent bottom, despite the fact that Lothrim dug a tunnel underneath it. Everything that is cast in sinks, even if it would float in normal water, but this effect is passive; those able to tread water can stay afloat although they may have great difficulty swimming to the surface once they have sunk. Lothrim speculated that Gazers' well operates on the same (undiscovered) principles as the Godstones and that the inert objects that are cast into it are transported to another world. He believed that the "bottom of Gazers' Well" was located somewhere in the world of Yashain, but none of the unfortunates he sent to scout the way ever returned to confirm his theory. If the well is, in effect, a Godstone, then it may be the only such artifact able to act on non-living (auraless) objects.



Utarsk the mage, who conducted a study of the Foulspawn's life and times, proposed that the Gazers' Well is the site of Lothrim's Tomb. This idea is a variation of the "penultimate tomb" theory (see above).

## 4. MAIN ENTRANCE TO GARGUN COMPLEX

Lothrim built five underground complexes into Foulspawn Hill to house his Gargun (hence the Hill's name). By their nature, the orcs are quarrelsome and difficult to control. While he was present the Gargun were sufficiently afraid of Lothrim to keep (for them) good discipline. Lothrim ordered the Gargun decimated at the slightest breach of conduct and sometimes merely to keep them suitably awed. Sometimes, it is said, he would personally enter the complex and slay at will. In this he was the only human (?) to willingly descend the dark stairs. Almost

as soon as the Gargun were brought into the world it became apparent that special measures would be needed to handle them when Lothrim was absent from the city. The method he chose was divide and rule. There were five complexes in the hill, each inhabited by a different Gargun tribe with its own queen, fertile males and princesses. When the Foulspawn left the city each tribe was generally too wary of the others to make excessive trouble for Lothrim's lieutenants.

When Lothrim failed to return from the Battle of Sirion in 120, the Chelni and his other human subjects embarked upon the genocide of the Gargun. All of the Gargun complexes were invaded and four were destroyed, but the orcs rallied to defend the fifth. Repeated attacks failed to dislodge the embattled orcs. With most of the worthwhile loot already taken from the city the humans decided to seal the entrance to the last complex. This entrance was blocked by several hundred tons of hard packed earth and rubble. The Gargun were sealed in. Within the surface compound not a single building was left standing, although rubble marks the remains of some of the "blockhouses" which once concealed stairs. The Gargun determined that the rubble plug was too great an obstacle in the time their remaining food supplies left them. In any case, they suspected that the compound was probably watched at ground level for any signs of escape. The Gargun, thoroughly familiar with the local geology, engineered another way out by digging east into the middle of the city. In this way, by carefully conserving their food supplies, (and extending them as needed by the addition of their weaker comrades) nearly seventy of the foulspawn, including a number of princesses, were able to escape their intended tomb. (See interior map C.)

## 5. CAER GULIMOR

The first fortress, a small wooden fort, was built by the Jarin c.850 BT. It stood on the then bank of the Farin river. After the Atani Wars and the occupation of the region by the Chelni, the fort was demolished. During Lothrim's rise to power he had a stone keep constructed on the same site. For its time it was a remarkable achievement, although little now remains. Some of the cellars have, however, survived in good condition; see interior map D.

## 6. RUINED BUILDINGS

These are among the best preserved of the remaining buildings within the walls of the city of Elkall-Anuz. They were shops adjacent to the marketplace. This was also the eastern terminus of the escape route built by the Gargun in 120. See interior maps E and F.

## 7. EARTHMASTER "TEMPLE"

One of the largest and most accessible Earthmaster buildings on Harn. Lothrim spent a lot of time here studying, but few others were allowed inside. When the Foulspawn failed to return from Sirion, the "temple" was left sealed. Lothrim built a tunnel connecting the cellar of this building with his keep [5]. See interior maps A and B.

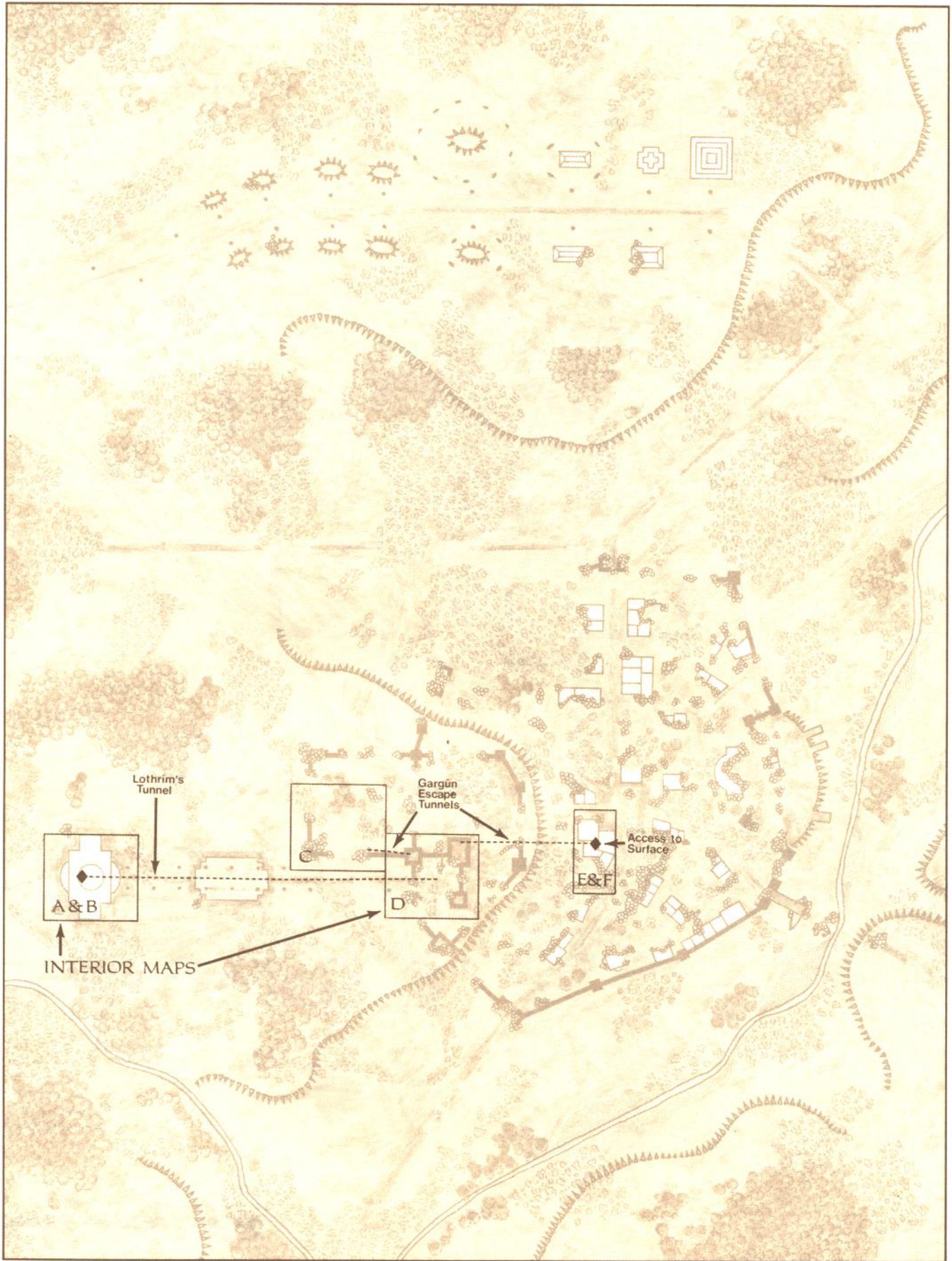
## 8. FOULSPAWN HILL

The terrace-hill which overlooks the city is an alluvial agglomerate of rubble, sand, and earth. The top of the hill is remarkably level and has always (seemingly) been so. Its elevation is some twenty feet above that of the lower city.



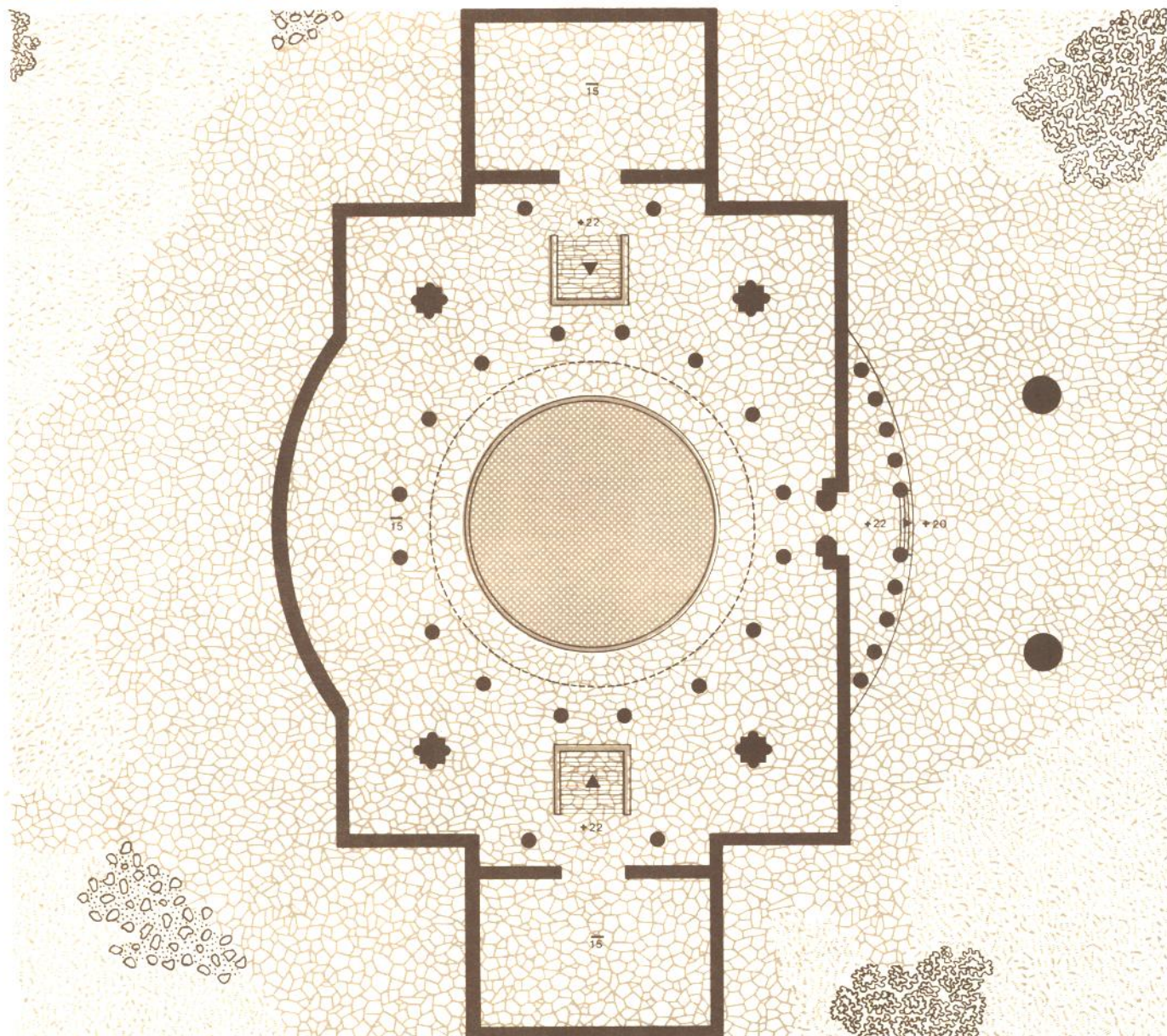
ELKALL-ANUZ  
GM MAP

## AREAS COVERED BY INTERIOR MAPS





# ELKALL-ANUZ 6



## INTERIOR MAP A: Earthmaster Building — Ground Level (+20)

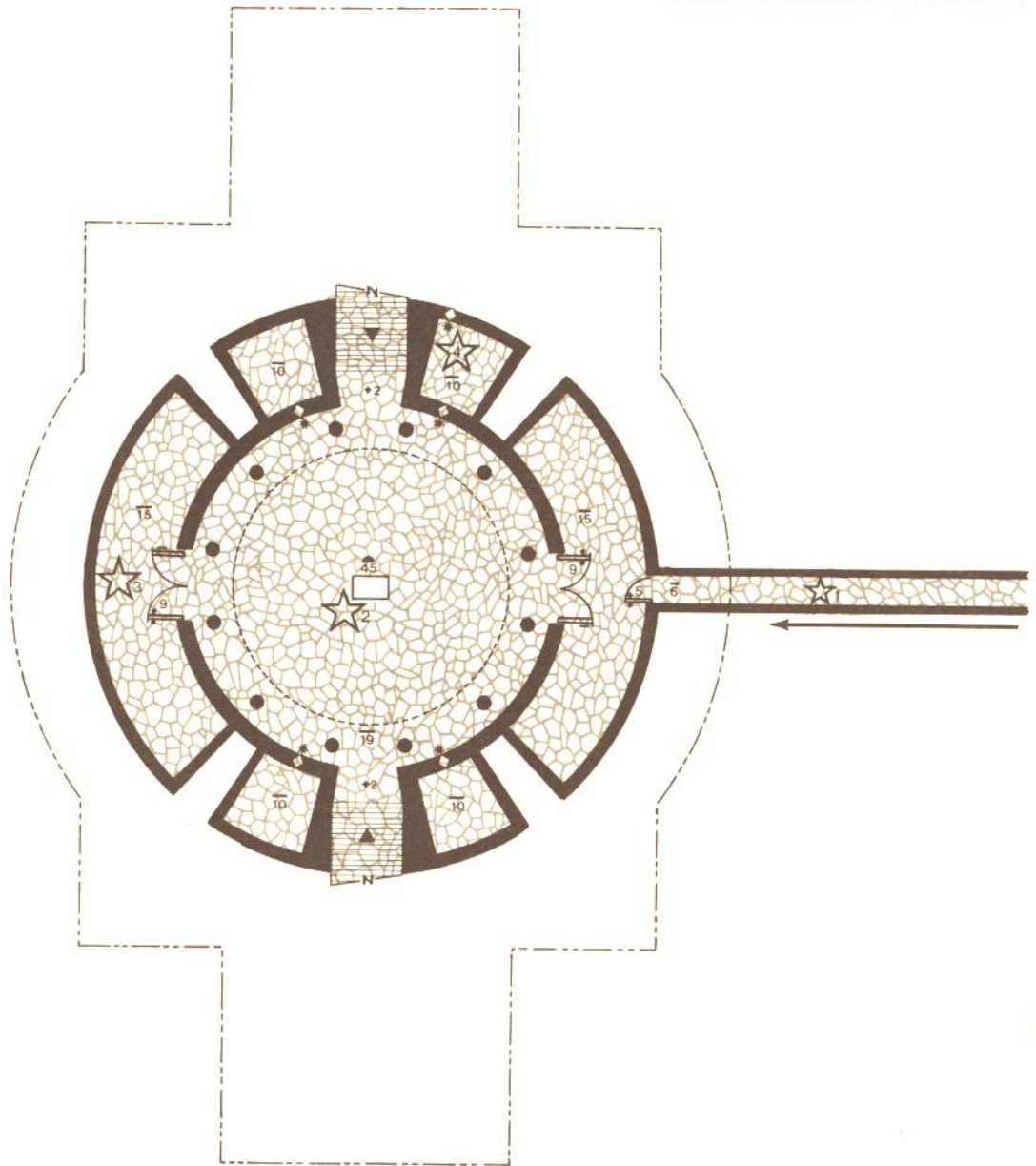
The structure is centred around a gallery to the lower level (+0) where the Godstone is situated. The building's principal function seems to have been to house the Godstone. This level is essentially a large chamber with two smaller rooms to the north and south; their function is unknown. The main entrance is recessed behind a crescent row of decorative pillars. It took Lothrim nearly a year to break the locking spell (?).

Even then a considerable effort was needed to open the door. So much so, in fact, that Lothrim ordered another entrance. The building is almost entirely constructed of Earthmaster Pseudostone. The domed ceiling of this level is one of Harn's most impressive. It is also the principal source of illumination, being transparent. Lothrim was fascinated by the dome material and spent a great deal of effort in an attempt to duplicate it (see note [2] map C). The material is, like other types of pseudostone, impervious to physical harm.

INTERIOR SCALE  
FEET (1 mm = 1 Foot)







## INTERIOR MAP B: Earthmaster Building — Cellar (+2)

This level is built with the Godstone at its exact centre. The access stairs to the north and south are unusually steep; they rise twenty feet in only fifteen. This leads one to wonder what kind of creatures were the Earthmasters who built this place.

[1] This tunnel was built by Lothrim and was his principal access to the building. The other end is in the cellar of Caer Gulimor. The tunnel rises four feet over its length (the eastern terminus is six feet above the western) but this is imperceptible to those in the tunnel.

[2] The Godstone was used frequently by Lothrim, but he never discovered the fundamental principles of its operation. The fact that he referred to this building as "housing the birthing stone" has fostered the belief that it was through this artifact that the Foulspawner imported his orcish minions.

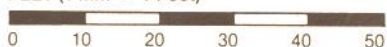
[3] Between 115 and 119 Lothrim used this room as a library of the dark arts. In 119, a thief broke into the building and absconded with some valuable tomes, whereupon Lothrim had most of his books moved to several other locations.

[4] Lothrim took several years to open the four psionically hidden doors to the main chamber. He never succeeded in opening the portal in the north wall of one of the secret rooms he found and concluded that it was a false door. When the chambers were found, they had unusual murals, but these were defaced by the Foulspawner so that he would be the only one possessing the knowledge they contained. Any artifacts hidden here were likely removed or destroyed by Lothrim.

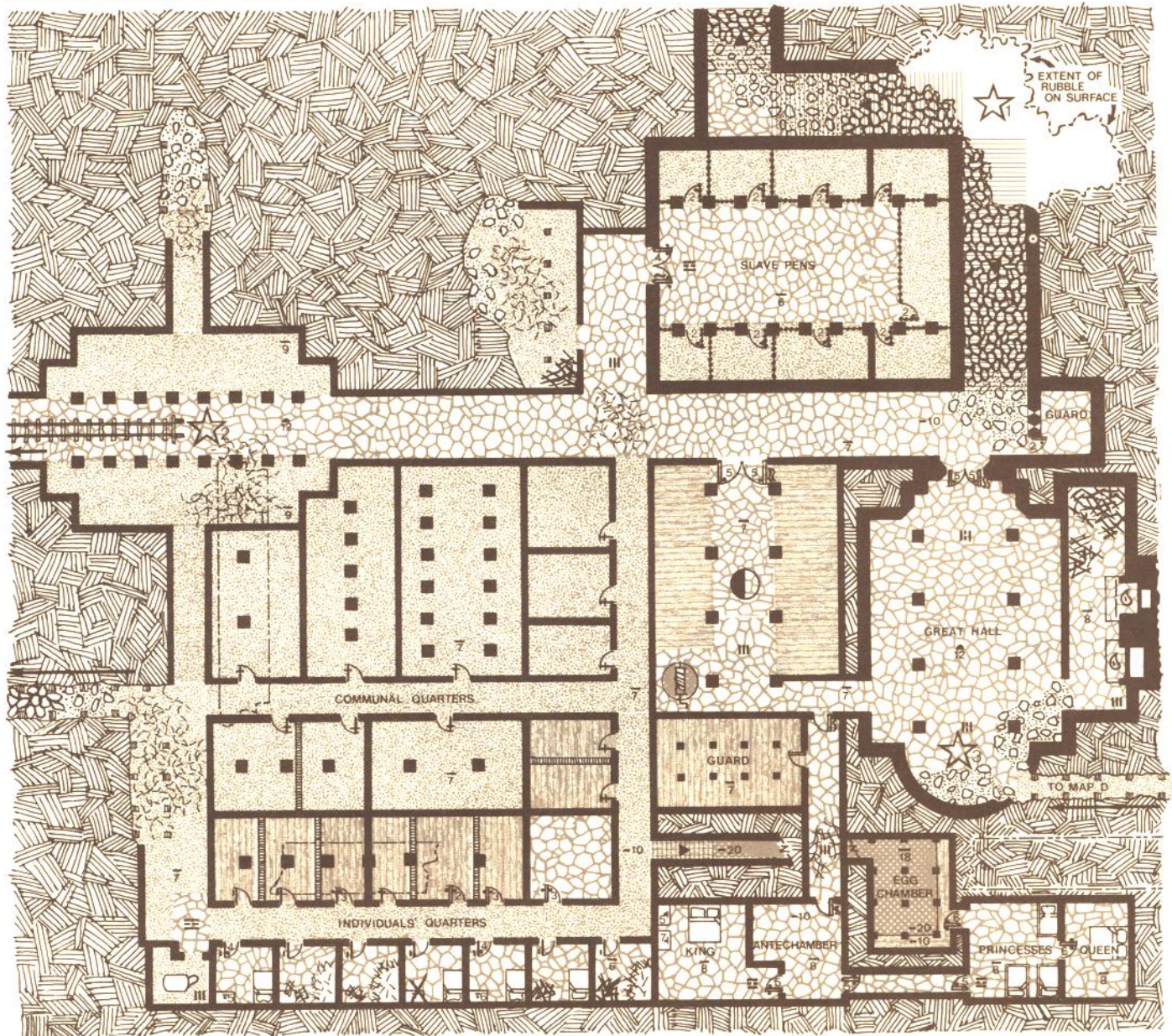
Note: the earth wall texture that would normally be shown surrounding underground structures has been left off this map to facilitate optional GM development.

### INTERIOR SCALE

FEET (1 mm = 1 Foot)







INTERIOR MAP C: Gargun Complex (-10)

One of five Gargun complexes built to house Lothrim's warrior-slaves. Construction was begun in 117. Gargun dwellings continue to grow as long as they are inhabited; this was the newest and least finished of the five. Nevertheless, when the other four fell to the avenging mobs, this complex withstood all assaults, perhaps because it had only one entrance. The amenities and living standards enjoyed by the Gargun who dwelt here varied according to age and status, the two being almost synonymous. Basically, the lower echelons, including the newly hatched, had to compete for communal living space, while the older, stronger males took individual quarters by force. The king and queen (the fertile male and female) had separate quarters, the latter guarded by the princesses (infertile females). These were the best rooms available. The total population probably peaked at around 200, 1500 for all five complexes.

[1] The location of the original entrance to this complex and another complex to the north. A ten foot square landing at surface level (+20') was enclosed by a stone blockhouse that was demolished by the mobs in 120. Ten foot wide stone stairways led down to the west and south. These were sealed with hundreds of tons of rubble to trap the Gargun.

[2] Lothrim was intrigued by the transparent psuedostone used in the construction of Earthmaster buildings (map A). Thinking that the material was some form of quartz, he had two mines driven west. While he found sufficient quantities of the desired mineral, two factors hindered his objectives: firstly, it contained impurities of gold and silver, which dismayed Lothrim, but no one else; secondly, he was unable to develop a process to temporarily soften the quartz. He discarded the mining enterprise, but others did not. The mines were closed in 120.

[3] The great hall served much the same function as it does elsewhere. Here the Gargun King (but never the queen, who was kept secluded) held court and fed his vassals. When the Foulspawner visited, the King yielded his position. The south end of the chamber used to have a wooden dais; it was broken up for timber shorings in the escape tunnel.

When the Gargun were sealed in, they decided the best escape was by means of a tunnel in an unexpected direction. The tunnel runs due east to the cellars of Caer Gulimor and thence to the city. Some hold that the Gargun paused at the keep long enough to butcher their still besieged human allies. (See Interior maps D and F.)



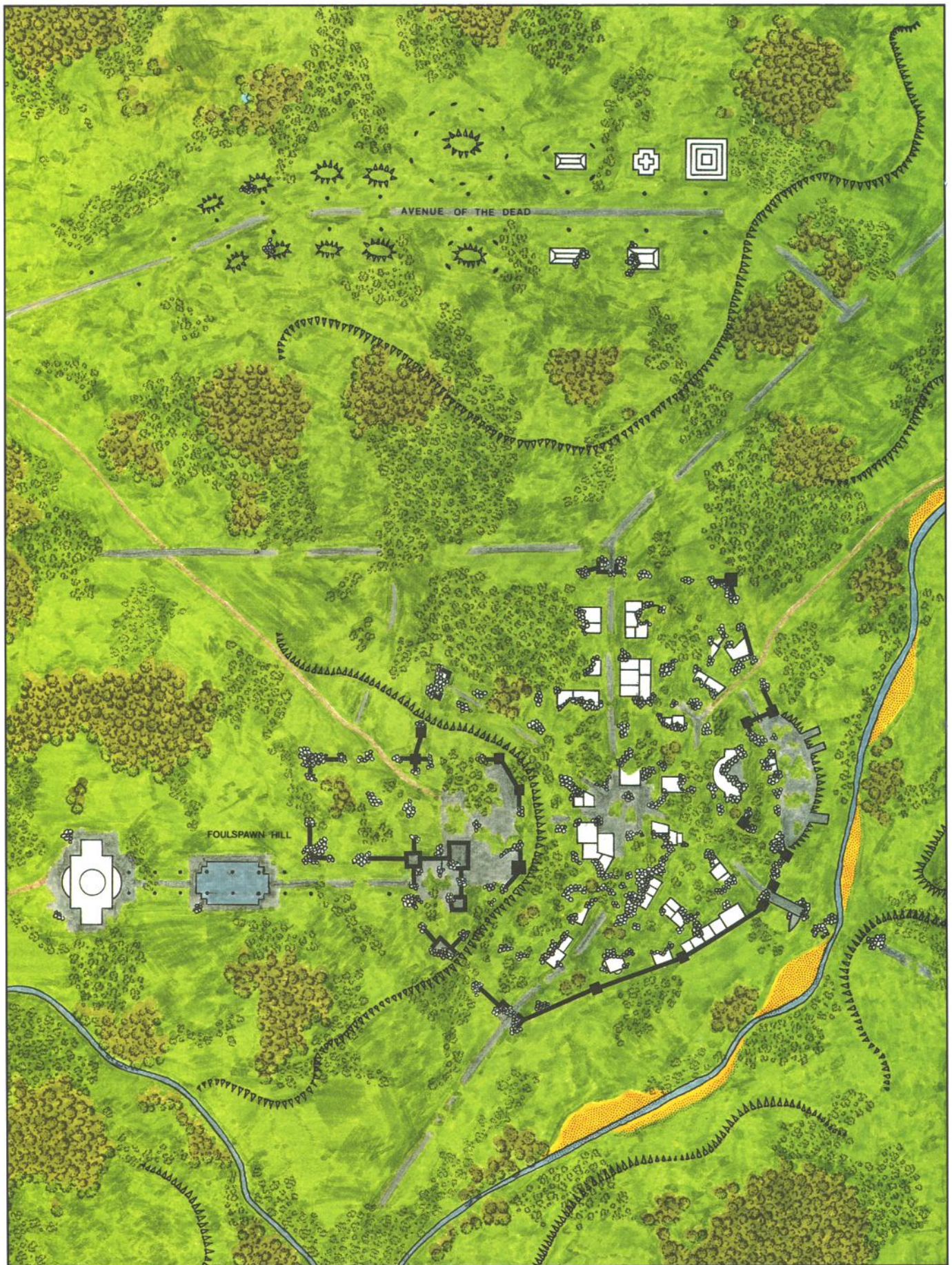
# ELKALL-ANUZ

PLAYER MAP



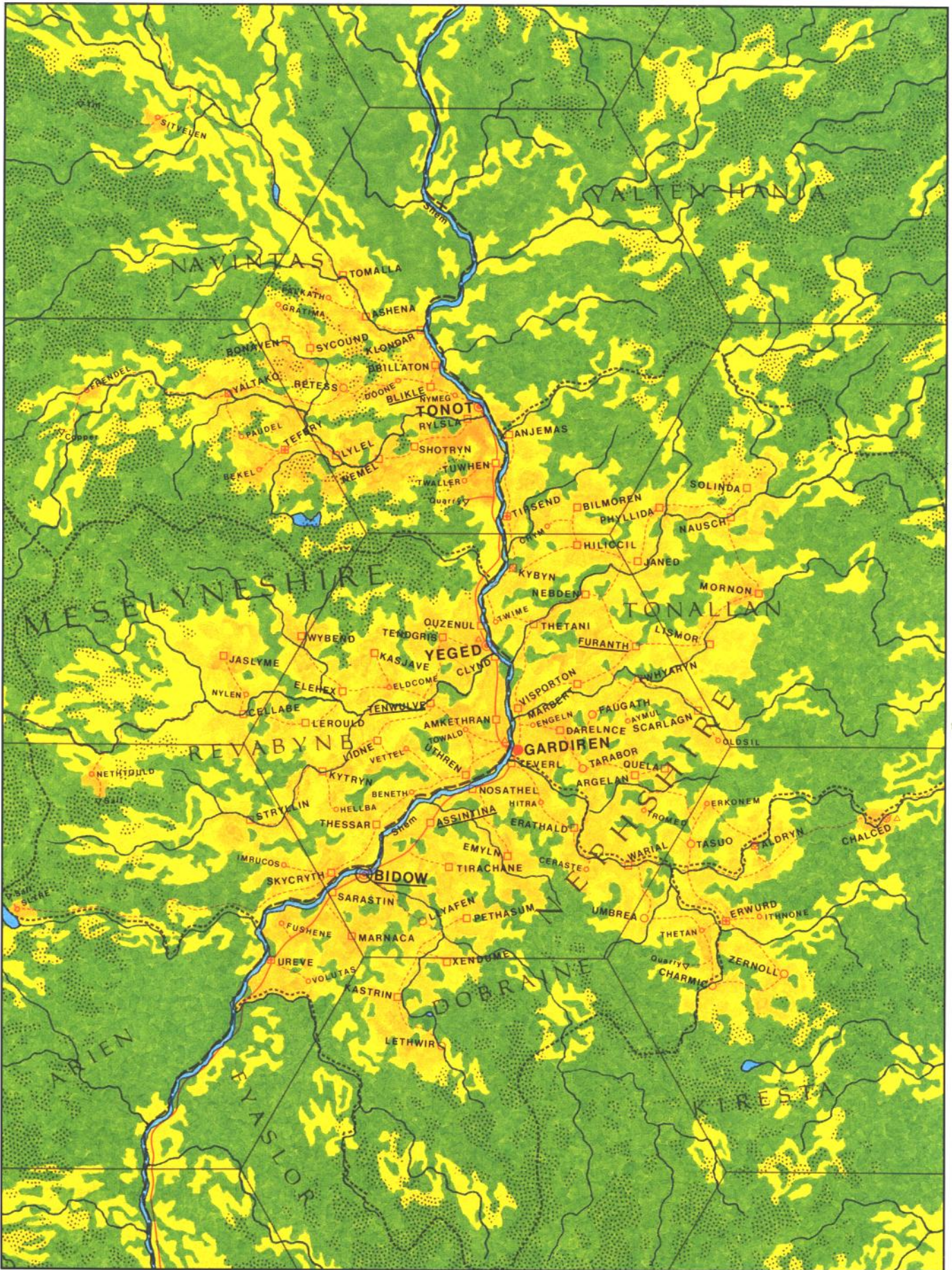


# ELKALL-ANUZ COMMON MAP





## GM MAP





# KALDOR (GARDIREN)

PLAYER MAP

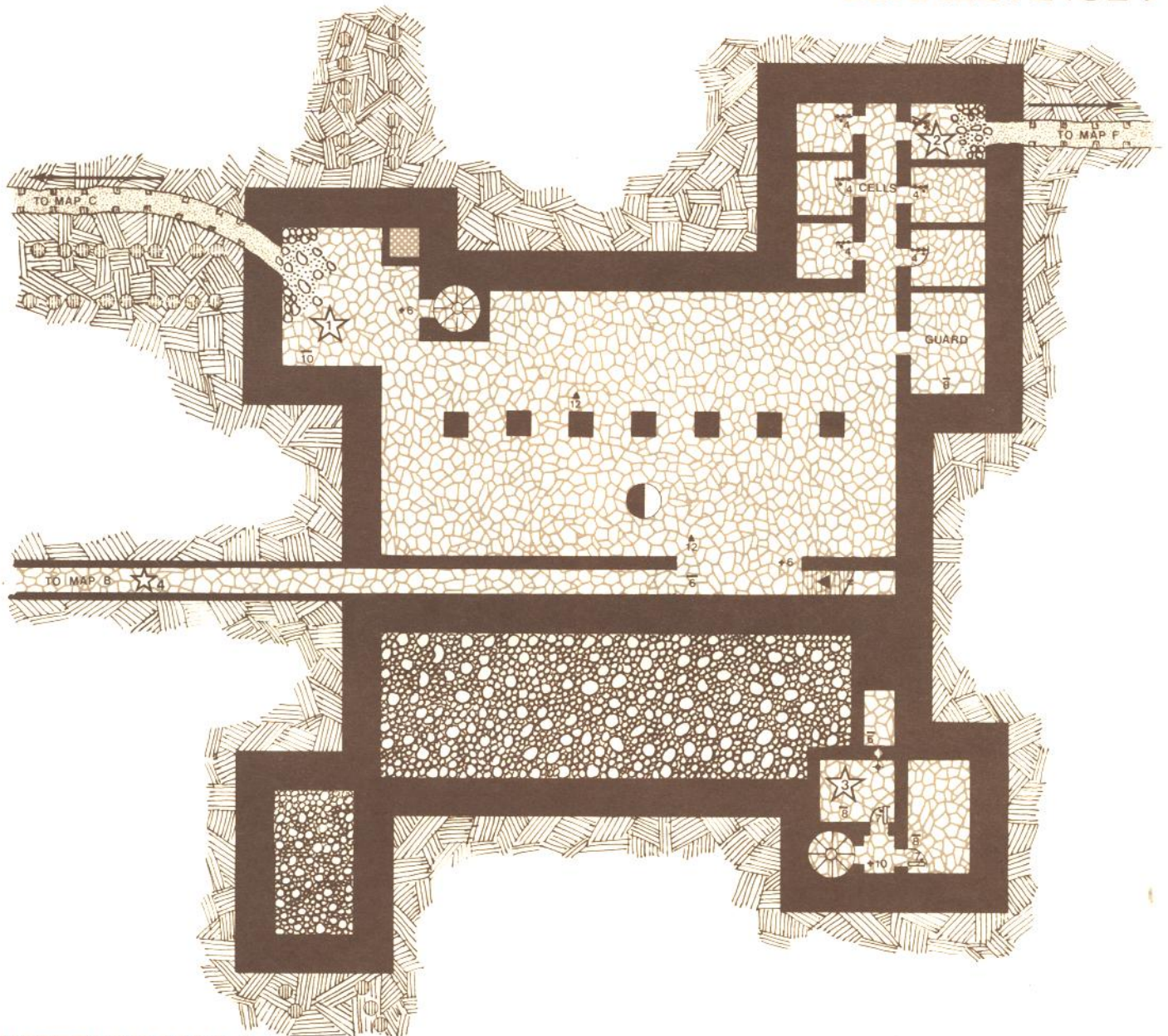


LEAGUES

0 1 2 3 4 5







### INTERIOR MAP D: Caer Gulimor — Cellar (+6)

Only a few crumbling walls remain above the surface to attest to the keep's presence, but most of the subterranean level is intact. The keep's foundations were of stone and rubble sandwich construction. In its prime, Caer Gulimor must have been one of Harn's most impressive fortifications, rivalled only by those of the Sindarin and Khuzdul. The keep originally had four stories above ground. The Foulspawner's personal apartments were in the southeast part of the ground floor.

[1] At this point the Gargun escaping from their complex broke into the keep. It is believed by some that they treacherously attacked their erstwhile human masters before completing their passage. From west to east, the tunnel rises sixteen feet. It is sixty feet long.

[2] Having decided not to stay in the besieged keep, the Gargun dug another tunnel to the east. This tunnel has dropped fourteen feet by the time it arrives at the city cellars (map F). It is approximately 200 feet long.

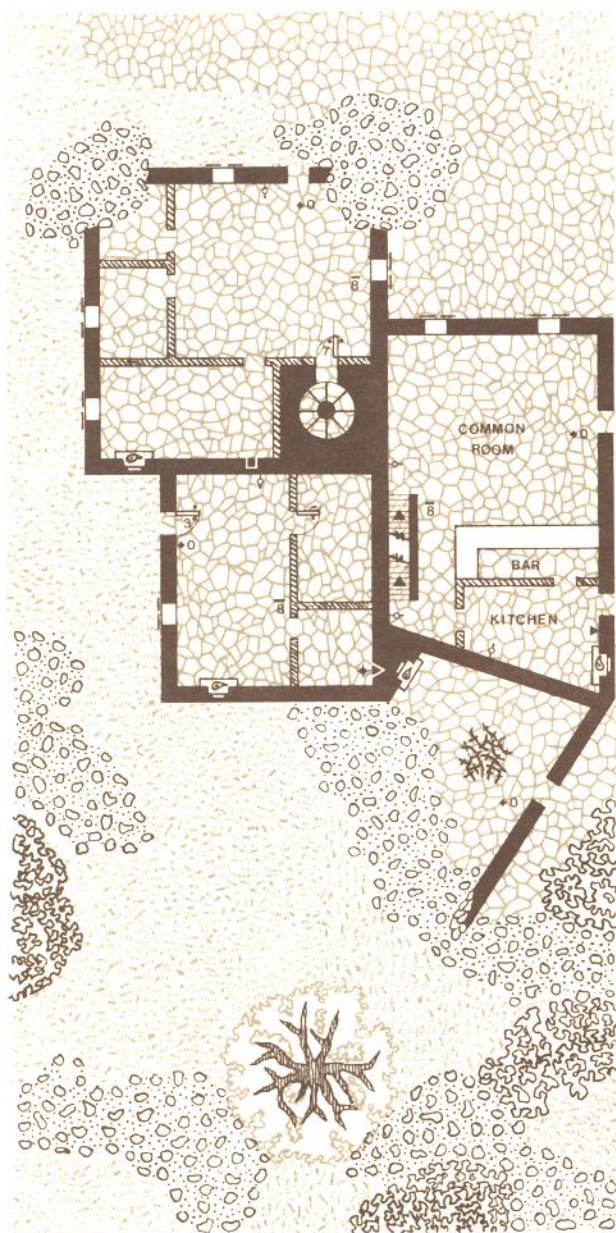
[3] The bottom of Lothrim's tower. The Foulspawner's apartments were in this tower on the ground floor. The spiral stairway (now smashed and blocked with rubble at the surface) led to Lothrim's inner sanctum and was the only access to this part of the cellars. The hidden room to the north was used to store treasures of particular worth.

[4] This is the eastern end of the tunnel Lothrim built to access the Earthmaster structure (see map B). This is the higher end; it is four feet above the other.

INTERIOR SCALE  
FEET (1 mm = 1 Foot)

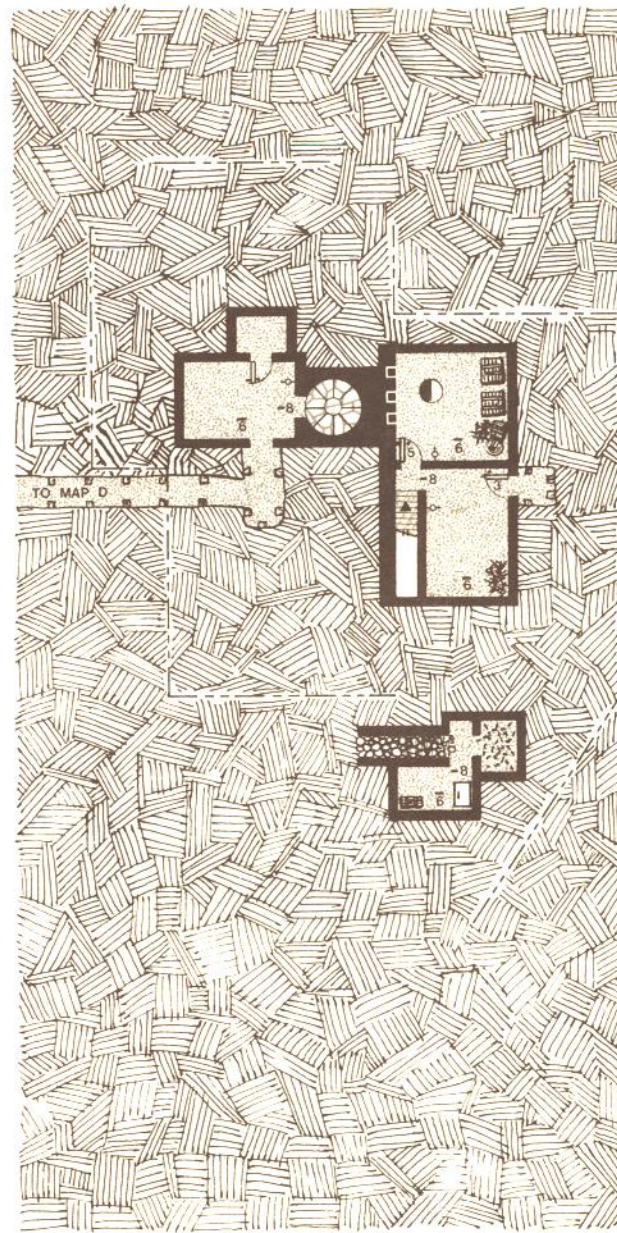






**INTERIOR MAP E: Ground Floor (+0)**

These buildings were located on the southwest corner of the Elkal-Anuz marketplace. The building to the northwest was occupied by an apothecary who enjoyed a special relationship with Lothrim, supplying the Foulspawner with special herbs etc. He was lynched by a mob in 120. To the northeast there was a tavern; there are stairs shown in the west leading both up and down. There is no longer any second floor and the upgoing stairs are very weak and only rise about six feet. The southwest building was a jewellers shop and still has a hidden alcove. In the south, there are the remnants of a fourth shop, a usurer, of which little remains on the surface except for parts of three walls and a ceiling. The floor is exceptionally weak and may inadvertently give access to the cellar.



**INTERIOR MAP F: Cellar (-8)**

Three of the four shops have cellars. The escaping Gargun broke into the cellar of the apothecary in 120 (see map D). The shopkeeper kept a store of medicines and elixirs here. The tavern also had a cellar which housed apprentices and stores. There was also a small lockup which was used to hold unruly customers, a useful feature in this city. The third cellar, that of the usurer, had its stairs completely blocked by rubble in 120. Access is now possible through the very weak ceiling to anyone who picks his steps with an appropriate disregard for safety (see above).

**INTERIOR SCALE**  
FEET (1 mm = 1 Foot)





## ORGANIZATION

This article gives a comprehensive price list for Harn in alphabetical order. Most of the prices given here are in Harndex, listed under the guild or source of the item. The list below is ordered by item name, and subordered by the particular varieties of the item e.g. Axe/battle, Axe/hand, Axe/throwing etc. To further assist the gamemaster a cross reference of class names has been given. For example if one is interested in "musical instruments", the class list gives the specific instruments contained in the price list.

## LIST ITEMS

On Harn many specialized items, such as a craftsman's tools, are made for personal use and are not for general sale. This reduces the number of items that can have a standard price and hence be included in the list below.

The list has prices for actual goods only and does not include services or incomes.

## PRICES

These prices are base prices; that is they assume normal availability combined with reasonable transportation and distribution costs. The gamemaster may adjust prices to reflect times of surplus or scarcity; and in some cases to reflect the quality and size of the item. It should be pointed out that the prices marked on map keys as low (80-90%), average (90-110%), high (110-130%), and high+ (130-150%) are a reflection of the general availability of those items in the area covered by the map as well as the quality of goods and establishments.

## UNITS OF MEASURE

The units used in the price list are standard with the following abbreviations: penny (d), bushel(bl), pint(pt), quart(qt), gallon(gl), hundred weight(hw), fathom(fa), ounce(oz), pound(lb), foot(ft), yard(yd), square foot(sf), square yard(sy), cubic foot(cf), glass(gs).

Dry measure is given in bushels followed by the weight in brackets. Some of the beverages are sold as complete barrels in a standard sizes, i.e. a hogshead (50 gallons), a pipe (100 gallons) or a tun (200 gallons).

The use of certain units to quote a price is not meant to imply that the unit is in common use on Harn (or even used at all). They are given to allow the gamemaster to calculate and compare prices. The square foot and cubic foot are modern measures and are unknown on Harn. Most items priced on area or volume are judged by eye or rule of thumb.

## FOOD AND LIVESTOCK

On Harn food and livestock is bought either at a market or directly from the producer. Most meat is bought live since a live animal is indisputably fresh and will keep without spoiling, as long as you feed it. The prices for live animals are given in the list. These are averages and can be adjusted for size and quality. Bargaining over the cost of livestock is as much an art form on Harn as anywhere.

The gamemaster should also keep in mind that livestock is kept for utility and not food. Food is an incidental benefit that comes when the animal no longer earns its feed. The nobility eats game from their lands. In the cities fresh meat is rare. For salted meat add 50-100% to the price.

Although fresh meat is not easily obtained, it is in the list, priced by the pound. This is not to imply that meat is sold that way. The seller judges by the size and quality of the item and, with an eye on the shrewdness of the buyer, sets a price. Haggling usually follows. Markets do not have large scales and if they did they probably would not be trusted by the buyers. The selling of venison and other game meats could be dangerous, as it is very hard to prove on whose land an animal was killed.

## SOURCE

The last column of the price list gives the source of the item. This can be a guilded or unguilded tradesman. In the case of fish the source is given as FISHMARKET which is used to indicate that it can be bought either directly from a fisherman or from a market. If there is anything close to a general store it would be the chandlers. Chandlers will carry a large assortment of items from other guilds and mark them up. Only the items that are exclusive to a chandler are assigned to him. It is up to the gamemaster to decide what other items will be available in a particular chandler's store.

## FORTIFICATION CONSTRUCTION COSTS

The building of castles, keeps and any stone fortifications is a major expenditure. The cost as a percentage of gross national product compares to a major modern weapons system.

The costs of construction are variable and depend on local labour costs and proximity to building materials such as stone and wood. The quality of construction also has great bearing on the cost, for example wall thickness, quality of stone and depth of foundations. Another major factor in the cost is the complexity of defensive features such as, barbicans, machicolation and embrasures.

On Harn stone is not transported large distances. The cheapest way is by water. There is little coastal traffic around Harn. Hence most fortifications are built from local stone that is either carried by wagon or brought down a river. This makes the distance to the quarry and location of rivers of crucial importance to castle builders and a major factor in the cost. Telen stone is reputed to be the best but is rarely available in eastern Harn.

There are certain rules of thumb that can be adapted by the game master to estimate construction costs. A stone wall costs 12d per sq ft of surface, assuming a five foot thick rubble filled wall with two foot blocks on each face. So given a castle with four square towers each 30 feet on a side and 30 feet high, and with connecting walls 50 feet a side each 20 feet high. The basic cost of the walls come to 220,800d. Another major cost is site preparation; leveling and digging ditches for wall foundations. Digging for foundations costs 1d/10 cu feet, assuming a site that can be dug with a spade and does not require rock cutting. Site leveling is about 10d per square foot, again assuming an appropriate site. Site leveling and the digging of foundations is the stage of construction that employs the most labourers. This apparently simple task is seldom entrusted to serfs or common workers; working in a site and digging according to instructions is a skilled job, that more than repays the extra money for experienced labourers.

To give further guidance for prices a simple keep could cost 100,000d, a small castle 250,000d and a major castle as much as 2,500,000d.

A large castle, if it is constructed in under ten years, will employ approximately 20 woodcrafters, 30 metalsmiths, 350 masons (one or two master masons for the design and the rest to cut stone etc.), and 500 workers.

Construction techniques vary on Harn, as the spread of technology is never uniform. Most of the new developments in military architecture come either from the continent by way of Melderyn or from the Khuzdul. The Khuzan influence explains the advanced architecture of Burzyn castle, such as the round turrets and double walls. This design was the work of an outcast Khuzan mason who brought these normally proprietary techniques to Chybisa. These methods have also been employed in Kaldor at Caer Kiban. This seems to have been the work of a human mason, one Reandal of Chybisa, who studied the designs employed in Burzyn and copied them. It is interesting to note that the wall about the town of Kiban is being built with the more traditional and cheaper square towers.



# PRICES 2

## CLASSIFICATIONS

ARMOUR	see:	cap, cowl, gorget habergeon, half helm hauberk, leggings mittens, shield
BEVERAGES	see:	ale, beer, brandy cider, mead, milk wine
CLOTHING	see:	boot, gown, hat hood, purse, robe surcoat, tunic sandles
FARM IMPLEMENTS	see:	flail, hoe, pitchfork plough, ploughshare scythe, sickle, spade wheelbarrow, yoke
FOOD	see:	apples, barley, beans berries, bread, buns butter, cabbage cheese, cherries, cod crab, cream, curds eels, eggs, fish fish, flour, fruit herring, honey, lard lentils, milk, oatcakes oatmeal, pears, peas pies, plums, rye scones, vegetables vetches, wheat
FURNITURE	see:	bed, chair, table
KITCHEN/ HOME	see:	baskets, bottles broom, bucket, candles cauldron, charcoal coal, cup, firewood flagon, grease, knife lantern, linen, oil pan, sack, soap tankard, trunk, urn vase, wineskin, wool
LIVESTOCK/ MEAT	see:	calf, capon, chicken duck, goose, ham horsemeat, lamb mutton, ox/cow pheasant, pidgeon, pig pork, rabbit, sheep swan, veal, venison
METAL	see:	brass, bronze, copper gold, iron, lead pewter, silver, steel tin, zinc
MUSICAL INSTRUMENTS	see:	drum, flute, harp horn, lyre, pipes
TOOLS	see:	axe, chisel, crowbar grindstone, hammer millstone, pick, spade wedge
WEAPONS	see:	arrows, axe, bow dagger, flail, glaive javelin, mace morningstar, poleaxe short sword, spear sword, trident warhammer

ACCOMM./Dorm	1d/day	INNKEEPER
ACCOMM./Room	6d/day	INNKEEPER
ALE	0.25d/Pt	INNKEEPER
ALE/Hogshead	72d	INNKEEPER
ALE/Pipe	130d	INNKEEPER
ALE/Tun	235d	INNKEEPER
ANCHOR	12d	SHIPWRIGHT
APPLES	.25d/lb	FARM/MARKET
ARROWHEADS	6d/dz	WEAPONCRAFTER
ARROWS	15d/dz	WEAPONCRAFTER
AWNINGS	18d	TENTMAKERS
AXE/battle	100d	WEAPONCRAFTER
AXE/hand	70d	WEAPONCRAFTER
AXE/throwing	48d	WEAPONCRAFTER
AXE/wood	12d	METALSMITH
AXLE	6d	METALSMITH
BACON	2d/lb	FARM/MARKET
BAG/canvas	4d	TENTMAKERS
BARLEY	5d/bl(40lbs)	FARM/MARKET
BARREL/keg	5d	WOODCRAFTER
BARREL/hogshead	15d	WOODCRAFTER
BARREL/pipe	20d	WOODCRAFTER
BARREL/tun	30d	WOODCRAFTER
BASKETS	2d	THATCHER
BEANS	.25d/lb	FARM/MARKET
BEANS	5d/bl(40lbs)	FARM/MARKET
BED	50d	WOODCRAFTER
BEEF	1.50d/lb	FARM/MARKET
BEER	0.25d/pt	INNKEEPER
BEER/Hogshead	75d	INNKEEPER
BEER/Pipe	135d	INNKEEPER
BEER/Tun	244d	INNKEEPER
BELLS/large	200d	METALCRAFTER
BERRIES	.75d/lb	FARM/MARKET
BLANKET/horse	12d	OSTLER
BOAT/hull	(See:Hx)	SHIPWRIGHT
BOOTS	60d	HIDEWORKER
BOTTLES/glass	6d	GLASSWORKER
BOW/longbow	60d	WEAPONCRAFTER
BOW/short	48d	WEAPONCRAFTER
BOWL	2d	POTTER
BRACE	12d	METALSMITH
BRANDING IRON	18d	METALSMITH
BRANDY	4d/gs	INNKEEPER
BRANDY/Hogshead	1800d	INNKEEPER
BRASS	3.25d/lb	MINER
BREAD/rye	.25d/loaf	MILLER
BREAD/wheat	.50d/loaf	MILLER
BRIDLE	12d	OSTLER
BRONZE	3.50d/lb	MINER
BROOMS	1d	THATCHER
BRUSHES	3d	CHANDLER
BUCKET	4d	WOODCRAFTER
BUCKRAM/cloth	10d/yd	CLOTHIER
BUNS	.50d/dz	MILLER
BUTTER	.50d/lb	FARM/MARKET
CABBAGE	.50d/lb	FARM/MARKET
CABINET	144d	WOODCRAFTER
CALF	60d	FARM/MARKET
CANDLES/Tallow	3d/lb	CHANDLER
CANDLES/Beeswax	24d/lb	CHANDLER
CANVAS	3d/sy	SHIPWRIGHT
CANVAS STALLS	24d	TENTMAKERS
CAP/leather	8d	WEAPONCRAFTER
CAP/plate	32d	WEAPONCRAFTER
CAP/ring	16d	WEAPONCRAFTER
CAPON	2d	FARM/MARKET
CART/2 wheels	80d	WOODCRAFTER
CARTHORSE	180d	OSTLER
CAULDRON/iron	10d	METALSMITH
CHAIN	1d/ft	METALSMITH
CHAIR	12d	WOODCRAFTER
CHARCOAL	1d/bl(20lbs)	CHARCOALER
CHEESE	.75d/lb	FARM/MARKET
CHERRIES	.50d/lb	FARM/MARKET
CHICKEN	1.50d	FARM/MARKET
CHIMES	20d	METALCRAFTER
CHISEL	6d	METALCRAFTER
CIDER	.25d/pt	INNKEEPER
CIDER/Hogshead	80d	INNKEEPER
CIDER/Pipe	144d	INNKEEPER
CIDER/Tun	260d	INNKEEPER
CLOAK/buckram	120d	CLOTHIER



CLOAK/serge	72d	CLOTHIER	HABERGEON/mail	250d	WEAPONCRAFTER
CLOAK/silk	864d	CLOTHIER	HABERGEON/ring	100d	WEAPONCRAFTER
CLOAK/wool	240d	CLOTHIER	HABERGEON/scale	150d	WEAPONCRAFTER
CLOAK/worsted	360d	CLOTHIER	HALF HELM/leather	12d	WEAPONCRAFTER
CLOTH/buckram	10d/yd	CLOTHIER	HALF HELM/plate	90d	WEAPONCRAFTER
CLOTH/linen	4d/yd	CLOTHIER	HALF HELM/ring	24d	WEAPONCRAFTER
CLOTH/serge	6d/yd	CLOTHIER	HAM	2d/lb	FARM/MARKET
CLOTH/silk	72d/yd	CLOTHIER	HAMMER	6d	METALSMITH
CLOTH/worsted	30d/yd	CLOTHIER	HARNESS/Ox	18d	HIDEWORKER
COAL	6d/bl (60lbs)	CHARCOALER	HARNESS/horse	18d	OSTLER
COD	1d/lb	FISHMARKET	HARP	300d	HARPER
COFFIN	9d	WOODCRAFTER	HAT/buckram	10d	CLOTHIER
COLLAR/horse	18d	OSTLER	HAT/leather	24d	HIDEWORKER
COMB/horse	3d	OSTLER	HAT/serge	6d	CLOTHIER
COPPER	2d/lb	MINER	HAT/silk	72d	CLOTHIER
COWL/leather	24d	WEAPONCRAFTER	HAT/wool	20d	CLOTHIER
COWL/mail	100d	WEAPONCRAFTER	HAT/worsted	30d	CLOTHIER
COWL/ring	48d	WEAPONCRAFTER	HATCHET	6d	METALSMITH
COWL/scale	72d	WEAPONCRAFTER	HAUBERK/leather	60d	WEAPONCRAFTER
CRAB	1d/lb	FISHMARKET	HAUBERK/mail	300d	WEAPONCRAFTER
CREAM	6d/gl	FARM/MARKET	HAUBERK/ring	120d	WEAPONCRAFTER
CROWBAR	9d	METALSMITH	HAUBERK/scale	180d	WEAPONCRAFTER
CUP	1d	POTTER	HAY	6d/bl (10lbs)	FARM/MARKET
CURDS	.50d/lb	FARM/MARKET	HERBS/common	3d/oz	APOTHECARY
DAGGER	24d	WEAPONCRAFTER	HERBS/rare	60d/oz	APOTHECARY
DRUM	36d	HARPER	HERBS/uncommon	12d/oz	APOTHECARY
DUCK	1.75d	FARM/MARKET	HERRING	.50d/lb	FISHMARKET
EELS	.75d/lb	FISHMARKET	HIDE/calf	12d	HIDEWORKER
EGGS	2d/dz	FARM/MARKET	HIDE/deer	6d	HIDEWORKER
FETTERS	6d	LOCKSMITH	HIDE/horse	10d	HIDEWORKER
FIREWOOD	2d/hw	CHARCOALER	HIDE/lamb	3d	HIDEWORKER
FISH/cod	1d/lb	FISHMARKET	HIDE/ox	24d	HIDEWORKER
FISH/crab	1d/lb	FISHMARKET	HIDE/pig	5d	HIDEWORKER
FISH/dried	2d/lb	FISHMARKET	HIDE/rabbit	1d	HIDEWORKER
FISH/eels	.75d/lb	FISHMARKET	HIDE/sheep	4d	HIDEWORKER
FISH/herring	.50d/lb	FISHMARKET	HOE	3d	METALSMITH
FISH/mackerel	.25d/lb	FISHMARKET	HONEY	12d/gl	FARM/MARKET
FISH/oysters	.50d/lb	FISHMARKET	HOOD/buckram	20d	CLOTHIER
FISH/pike	1d/lb	FISHMARKET	HOOD/linen	8d	CLOTHIER
FISH/salmon	2d/lb	FISHMARKET	HOOD/serge	12d	CLOTHIER
FISH/salted	2d/lb	SALTER	HOOD/silk	144d	CLOTHIER
FISH/smoked	2d/lb	FISHMARKET	HOOD/wool	40d	CLOTHIER
FISH/sturgeon	1.50d/lb	FISHMARKET	HOOD/worsted	60d	CLOTHIER
FISH/trout	1.25d/lb	FISHMARKET	HORN	72d	HARPER
FLAGON	3d	POTTER	HORSE/cart	180d	OSTLER
FLAIL	60d	WEAPONCRAFTER	HORSE/plough	240d	OSTLER
FLAIL/grain	1d	METALSMITH	HORSE/riding	360d	OSTLER
FLOUR/rye	.25d/lb	MILLER	HORSE/war	600d+	OSTLER
FLOUR/wheat	.50d/lb	MILLER	HORSECOMB	3d	METALSMITH
FLUTE	18d	HARPER	HORSEMEAT	1d/lb	FARM/MARKET
FRUIT/apples	.25d/lb	FARM/MARKET	HORSESHOE	1d	METALSMITH
FRUIT/berries	.75d/lb	FARM/MARKET	HOSE/linen	8d	CLOTHIER
FRUIT/cherries	.50d/lb	FARM/MARKET	HOSE/silk	144d	CLOTHIER
FRUIT/pears	.50d/lb	FARM/MARKET	INCENSE	12d/lb	PERFUMER
FRUIT/plums	.75d/lb	FARM/MARKET	INK	3d/qt	LEXIGRAPHER
GLAIVE	54d	WEAPONCRAFTER	INK/black	3d/qt	LEXIGRAPHER
GLASS/pottery	12d-240d	GLASSWORKER	INK/brown	5d/qt	LEXIGRAPHER
GLASS/stained	12d/sf	GLASSWORKER	INK/green	4d/qt	LEXIGRAPHER
GLASS/windows	2d/sf	GLASSWORKER	INK/red	6d/qt	LEXIGRAPHER
GLOVES/leather	24d	HIDEWORKER	IRON	.05d/lb	MINER
GLOVES/linen	6d	CLOTHIER	JAVELIN	36d	WEAPONCRAFTER
GLOVES/serge	9d	CLOTHIER	KNIFE/kitchen	6d	METALSMITH
GLOVES/silk	108d	CLOTHIER	LADDER/8ft	6d	WOODCRAFTER
GLOVES/wool	12d	CLOTHIER	LAMB	6d	FARM/MARKET
GLOVES/worsted	90d	CLOTHIER	LANCE	120d	WEAPONCRAFTER
GOAT	10d	FARM/MARKET	LANTERN	12d	CHANDLER
GOBLET/pewter	3d	METALSMITH	LARD	1d/lb	FARM/MARKET
GOLD	6400d/lb	MINER	LEAD	.50d/lb	MINER
GOOSE	2.50d	FARM/MARKET	LEATHER	see HIDES or individual items	
GORGET/leather	16d	WEAPONCRAFTER	LEGGINGS/leather	20d	WEAPONCRAFTER
GORGET/mail	80d	WEAPONCRAFTER	LEGGINGS/mail	220d	WEAPONCRAFTER
GORGET/ring	32d	WEAPONCRAFTER	LENTILS	.50d/lb	FARM/MARKET
GORGET/scale	48d	WEAPONCRAFTER	LINEN	4d/yd	CLOTHIER
GOWN/buckram	60d	CLOTHIER	LOCK	4-12d	LOCKSMITH
GOWN/linen	24d	CLOTHIER	LYRE	120d	HARPER
GOWN/serge	36d	CLOTHIER	MACE	80d	WEAPONCRAFTER
GOWN/silk	432d	CLOTHIER	MACKEREL	.25d/lb	FISHMARKET
GOWN/wool	120d	CLOTHIER	MAPS	12d+	LEXIGRAPHER
GOWN/worsted	180d	CLOTHIER	MAST	6d/ft	SHIPWRIGHT
GRAPPLE	10d	METALSMITH	MEAD	.50d/Pt	INNKEEPER
GREASE	2d/lb	CHANDLER	MEAD/Hogshead	140d	INNKEEPER
GRINDSTONE	12d	MASON	MEAD/Pipe	252d	INNKEEPER
HABERGEON/leather	50d	WEAPONCRAFTER	MEAD/Tun	274d	INNKEEPER



# PRICES 4

MEAL/Cold	.75d	INNKEEPER
MEAL/Hot	1d	INNKEEPER
MEDICINES	Herbs x 5	APOTHECARY
MILK/cow	2.50d/gl	FARM/MARKET
MILK/goat	2.00d/gl	FARM/MARKET
MILK/sheep	1.50d/gl	FARM/MARKET
MILLSTONE	250d	MASON
MITTENS/leather	12d	WEAPONCRAFTER
MITTENS/mail	80d	WEAPONCRAFTER
MITTENS/ring	24d	WEAPONCRAFTER
MORNINGSTAR	48d	WEAPONCRAFTER
MUTTON	.75d/lb	FARM/MARKET
NAILS	2d/lb	METALSMITH
NET	60d/fa	SHIPWRIGHT
OAR	5d	SHIPWRIGHT
OATCAKES	.25d/dz	MILLER
OATMEAL	.25d/lb	MILLER
OATS	4d/bl(25lbs)	FARM/MARKET
OIL/cooking	3d/gl	CHANDLER
OIL/lamp	12d/gl	CHANDLER
OX/COW	96d	FARM/MARKET
OYSTERS	.50d/lb	FISHMARKET
PAN/copper	12d	METALSMITH
PARCHMENT	1d/sf	LEXIGRAPHER
PEARS	.50d/lb	FARM/MARKET
PEAS	.25d/lb	FARM/MARKET
PEAS	5d/bl(40lbs)	FARM/MARKET
PERFUME	6d/oz	PERFUMER
PEWTER	3d/lb	MINER
PHEASANT	2d/lb	FARM/MARKET
PICK	8d	METALSMITH
PIDGEON	.25d	FARM/MARKET
PIES/fruit	.75d	MILLER
PIES/meat	1d	MILLER
PIG	24d	FARM/MARKET
PIKE	1d/lb	FISHMARKET
PIPES	60d	HARPER
PITCHFORK	6d	METALSMITH
PLATE	1d	POTTER
PLATE/pewter	5d	METALSMITH
PLOUGH	48d	WOODCRAFTER
PLOUGH HORSE	240d	OSTLER
PLOUGHSHARE	8d	METALSMITH
PLUMS	.75d/lb	FARM/MARKET
POLEAXE	60d	WEAPONCRAFTER
PORK	1.75d/lb	FARM/MARKET
PURSE/buckram	9d	CLOTHIER
PURSE/linen	3d	CLOTHIER
PURSE/silk	60d	CLOTHIER
QUILL	1d	LEXIGRAPHER
QUIVER	4d	HIDEWORKER
RABBIT	1.25d/lb	FARM/MARKET
RAZOR	6d	METALSMITH
RIDING HORSE	360d	OSTLER
ROBE/buckram	100d	CLOTHIER
ROBE/linen	40d	CLOTHIER
ROBE/serge	60d	CLOTHIER
ROBE/silk	720d	CLOTHIER
ROBE/wool	200d	CLOTHIER
ROBE/worsted	300d	CLOTHIER
ROPE	4d/fa	SHIPWRIGHT
RYE	6d/bl(45lbs)	FARM/MARKET
SACK/buckram	1d	TENTMAKERS
SACK/linen	.50d	TENTMAKERS
SADDLE/riding	80d	OSTLER
SADDLE/war	240d	OSTLER
SALMON	2d/lb	FISHMARKET
SALT	.25/lb	SALTER
SANDALS	8d	HIDEWORKER
SCONES	.50d/dz	MILLER
SCROLL/parchment	2d/sf	LEXIGRAPHER
SCROLL/vellum	3d/sf	LEXIGRAPHER
SCYTHE	24d	METALSMITH
SEAL	36d	LEXIGRAPHER
SEAFOOD	see FISH	
SERGE/cloth	6d/yd	CLOTHIER
SHEEP	12d	FARM/MARKET
SHELLFISH	see FISH	
SHIELD/buckler	24d	WEAPONCRAFTER
SHIELD/knight	60d	WEAPONCRAFTER
SHIELD/round	42d	WEAPONCRAFTER
SHIELD/tower	96d	WEAPONCRAFTER
SHOEING/horse	2d/one	OSTLER

SHORT SWORD	90d	WEAPONCRAFTER
SICKLE	10d	METALSMITH
SILK (cloth)	72d/yd	CLOTHIER
SILVER	320d/lb	MINER
SOAP	1d/oz	PERFUMER
SPADE	8d	METALSMITH
SPEAR	60d	WEAPONCRAFTER
SPURS	18d	METALSMITH
STABLING	1d/day	OSTLER
STABLING/with feed	1.5d/day	OSTLER
STEEL	.25d/lb	MINER
STONES	.50d/8cf	MASON
STONES/Telen	.75d/8cf	MASON
STURGEON	1.50d/lb	FISHMARKET
SURCOAT/buckram	50d	CLOTHIER
SURCOAT/linen	20d	CLOTHIER
SURCOAT/silk	360d	CLOTHIER
SURCOAT/wool	100d	CLOTHIER
SWAN	2.50d/lb	FARM/MARKET
SWORD/battle	230d	WEAPONCRAFTER
SWORD/broad	150d	WEAPONCRAFTER
SWORD/falchion	120d	WEAPONCRAFTER
SWORD/short	90d	WEAPONCRAFTER
TABLE	36d	WOODCRAFTER
TANKARD/pewter	4d	METALSMITH
TAR	9d/gl	CHANDLER
TELEN STONES	.75d	MASON
TENTS/sleeps two	27d	TENTMAKERS
TIN	1.75d/lb	MINER
TINDERBOXES	6d	CHANDLER
TRIDENT	72d	WEAPONCRAFTER
TROUT	1.25d/lb	FISHMARKET
TRUNK	12d	WOODCRAFTER
TUNIC/buckram	60d	CLOTHIER
TUNIC/leather	180d	HIDEWORKER
TUNIC/linen	24d	CLOTHIER
TUNIC/serge	36d	CLOTHIER
TUNIC/silk	432d	CLOTHIER
TUNIC/wool	120d	CLOTHIER
TUNIC/worsted	360d	CLOTHIER
URN/5 gl	12d	POTTER
VASE	4d	POTTER
VEAL	3d/lb	FARM/MARKET
VEG./cabbage	.50d/lb	FARM/MARKET
VEG./lentils	.50d/lb	FARM/MARKET
VEG./peas	.25d/lb	FARM/MARKET
VELLUM	2d/sf	LEXIGRAPHER
VENISON	2d/lb	FARM/MARKET
VEST/leather	40d	WEAPONCRAFTER
VEST/mail	170d	WEAPONCRAFTER
VEST/ring	72d	WEAPONCRAFTER
VEST/scale	100d	WEAPONCRAFTER
VETCHES	4d/bl(40lbs)	FARM/MARKET
WAGON/4 wheels	220d	WOODCRAFTER
WARHAMMER	90d	WEAPONCRAFTER
WARHORSE	600d+	OSTLER
WAX/candle	1d/lb	CHANDLER
WEDGE	1d	METALSMITH
WHEAT	8d/bl(50lbs)	FARM/MARKET
WHEEL	18d	WOODCRAFTER
WHEEL/iron rim	30d	WOODCRAFTER
WHEELBARROW	10d	WOODCRAFTER
WHIP	12d	HIDEWORKER
WINE	.75d/gs	INNKEEPER
WINE/hogshead	400d	INNKEEPER
WINE/pipe	720d	INNKEEPER
WINESKIN	10d	HIDEWORKER
WOOD/ash	12d/10 cf	TIMBERWRIGHT
WOOD/birch	4d/10 cf	TIMBERWRIGHT
WOOD/cedar	8d/10 cf	TIMBERWRIGHT
WOOD/elm	10d/10 cf	TIMBERWRIGHT
WOOD/fir	12d/10 cf	TIMBERWRIGHT
WOOD/larch	6d/10 cf	TIMBERWRIGHT
WOOD/maple	14d/10 cf	TIMBERWRIGHT
WOOD/oak	16d/10 cf	TIMBERWRIGHT
WOOD/pine	8d/10 cf	TIMBERWRIGHT
WOOD/spruce	6d/10 cf	TIMBERWRIGHT
WOOL/cloth	20d/yd	CLOTHIER
WOOL/raw	4d/lb	FARM/MARKET
WOOL/raw	4d/lb	FARM/MARKET
WOOL/worsted	30d/yd	CLOTHIER
YOKE/ox	3d	WOODCRAFTER
ZINC	2.50d/lb	MINER



PLACE	HUNDRED	HOLDER <sup>1</sup>	LEIGE SEAT	GROSS ACRES	LAND <sup>2</sup> QUAL.	HOUSEHOLDS <sup>3</sup>			
						SF	RF	UF	
ALDRYN	KIRESTA	Kt/Com.	ERWURD	2860	1.14	50	7	0	CHAPTER HOUSE <sup>5</sup>
AMKETHRAN	REVABYNE	TALLARM	GARDIREN	1410	1.13	19	0	0	
ANJEMAS	TONALLAN	SEBGAN	TIRSEND	1710	1.10	30	4	0	
ARGELAN	TONALLAN	ASDEFF	YEGED	1580	1.15	30	2	0	
ASHENA	NAVINTAS	Bailiff	SETREW	1275	1.08	22	1	0	
ASSINTINA	DOBRAINE	Bailiff	BIDOW	1350	1.19	22	1	0	HUNDRED MOOT
AYMUL	TONALLAN	Reeve	WHYARYN	650	1.13	10	2	0	
BEKEL	NAVINTAS	Reeve	TEFBRY	630	1.08	11	0	0	
BENETH	REVABYNE	Reeve	UTHREN	490	1.12	10	0	0	
BIDOW	DOBRAINE	Sheriff	KING	1250	1.14	21	6	58	SHIRE MOOT
BILMOREN	TONALLAN	KWENDERN	YEGED	1980	1.11	36	4	0	
BLIKLE	NAVINTAS	Bailiff	BIDOW	1200	1.08	20	1	0	
BONAVEN	NAVINTAS	FRYKAL	SYCOUND	1260	1.06	20	2	0	HUNDRED MOOT
CELLABE	REVABYNE	Bailiff	YEGED	2670	1.10	35	3	0	
CERASTE	DOBRAINE	Reeve	ERATHALD	780	1.17	16	0	0	
CHALCED	KIRESTA	Kt/Com.	ALDRYN	1370	1.13	24	3	0	CHAPTER HOUSE <sup>5</sup>
CHARMIC	KIRESTA	Bailiff	GARDIREN	2060	1.17	35	6	0	
CHYM	TONALLAN	Reeve	BILMOREN	450	1.12	10	0	0	
CLYND	REVABYNE	Bailiff	YEGED	610	1.13	9	1	0	
DARELNCE	TONALLAN	CELOSS	VISPORTON	1190	1.15	22	2	0	
DOONE	NAVINTAS	Reeve	DRILLATON	500	1.08	10	0	0	
DRILLATON	NAVINTAS	APHILLA	KLONDAR	1000	1.09	16	1	0	
ELDCOME	REVABYNE	Reeve	TENWULVE	560	1.12	10	0	0	
ELEHEX	REVABYNE	Bailiff	LEROULD	980	1.11	12	0	0	
EMYLN	DOBRAINE	HALGENS	TONOT	2340	1.15	34	5	0	
ENGELN	TONALLAN	Reeve	DARELNCE	490	1.14	8	2	0	
ERATHALD	DOBRAINE	XARTON	YEGED	1560	1.16	25	1	0	
ERKONEM	TONALLAN	Reeve	TASUO	660	1.14	13	0	0	
ERWURD	KIRESTA	Abbot	BRYND	2250	1.15	41	4	0	ABBHEY <sup>4</sup>
FALKATH	NAVINTAS	Bailiff	TOMALLA	740	1.07	10	1	0	
FAUGATH	TONALLAN	HABACK	WHYARYN	1290	1.14	24	2	0	
FRENDEL	NAVINTAS	Guildmaster	KING	250	1.05	0	12	0	
FURANTH	TONALLAN	Bailiff	JANED	1740	1.13	33	2	0	HUNDRED MOOT
FUSHENE	DOBRAINE	Reeve	UREVE	520	1.14	12	0	0	
GARDIREN	TONALLAN	CURO	KING	830	1.14	17	8	83	
GRATIMA	NAVINTAS	Bailiff	SYCOUND	790	1.07	12	1	0	EARL CURO
HELLBA	REVABYNE	Reeve	THESSAR	1890	1.11	26	2	0	
HILCCIL	TONALLAN	HARVITH	BILMOREN	1590	1.11	30	2	0	
HITRA	DOBRAINE	Reeve	ERATHALD	540	1.15	11	0	0	
IMRUCOS	REVABYNE	Reeve	SKYCRYTH	570	1.13	9	1	0	
ITHNONE	KIRESTA	Bailiff	ERWURD	760	1.14	15	0	0	
JANED	TONALLAN	LINNOT	OLOKAND	1890	1.12	34	4	0	
JASLYME	REVABYNE	Bailiff	YEGED	2670	1.08	36	2	0	
KASJAVE	REVABYNE	Bailiff	GARDIREN	1350	1.10	18	1	0	
KASTRIN	DOBRAINE	Bailiff	TONOT	2080	1.17	32	3	0	
KLONDAR	NAVINTAS	BRIKONO	ASHENA	1200	1.09	19	2	0	
KYBYN	TONALLAN	Kt/Com	TIRSEND	2190	1.14	39	5	0	CHAPTER HOUSE <sup>5</sup>
KYTRYN	REVABYNE	Bailiff	GARDIREN	1980	1.10	25	3	0	
LEROULD	REVABYNE	DELWIN	OLOKAND	1680	1.10	20	1	0	
LETHWIR	DOBRAINE	EALNYE	KASTRIN	1110	1.17	20	2	0	
LIDNE	REVABYNE	Bailiff	TEFBRY	1340	1.11	18	1	0	
LISMOR	TONALLAN	NARBARD	TIRSEND	2450	1.12	44	5	0	
LLYAFEN	DOBRAINE	TUBATH	BIDOW	1630	1.15	25	1	0	
LYLEL	NAVINTAS	MARTHAN	TONOT	1490	1.10	24	2	0	
MARBERT	TONALLAN	GAMBRIG	VISPORTON	1280	1.13	25	1	0	
MARNACA	DOBRAINE	ERNISCH	BIDOW	1650	1.16	25	3	0	
MORNON	TONALLAN	FRELDEM	LISMOR	1830	1.11	35	2	0	
NAUSCH	TONALLAN	GIRO	SOLINDA	1810	1.12	33	3	0	
NEBDEN	TONALLAN	SIGAN	FURANTH	1820	1.13	33	3	0	
NEMEL	NAVINTAS	WAYDYLE	BIDOW	1110	1.10	18	1	0	
NETHTOULD	REVABYNE	Guildmaster	KING	330	1.10	0	13	0	
NOSATHEL	DOBRAINE	POWDON	TONOT	1200	1.14	19	1	0	
NYLEN	REVABYNE	Reeve	CELLABE	480	1.09	10	0	0	
NYMEG	NAVINTAS	Reeve	BLIKLE	540	1.09	9	1	0	
OLDSIL	TONALLAN	Reeve	SCARLAGN	540	1.13	11	0	0	
OUZENUL	REVABYNE	CAPELL	YEGED	910	1.12	12	1	0	
PAUDEL	NAVINTAS	Reeve	YALTAKO	690	1.07	12	0	0	
PETHASUM	DOBRAINE	IMMEN	TIRACHANE	1550	1.16	26	1	0	
PHYLLIDA	TONALLAN	NIMOS	GARDIREN	1840	1.12	34	3	0	
QUELA	TONALLAN	MARLBVNE	YEGED	1250	1.14	24	1	0	
RETESS	NAVINTAS	TORROLA	SYCOUND	1600	1.07	26	2	0	
RYLSLA	NAVINTAS	CROLL	TONOT	800	1.10	13	1	0	
SARASTIN	DOBRAINE	LENNOB	BIDOW	1090	1.14	20	1	0	
SCARLAGN	TONALLAN	VEMIN	GARDIREN	2130	1.13	39	4	0	
SHOTRYN	NAVINTAS	Bailiff	BIDOW	1630	1.11	26	2	0	



PLACE	HUNDRED	HOLDER <sup>1</sup>	LEIGE SEAT	GROSS ACRES	LAND <sup>2</sup> QUAL.	HOUSEHOLDS <sup>3</sup>			
						SF	RF	UF	
SITVELEN	NAVINTAS	Guildmaster	KING	370	1.05	0	8	0	
SKYCRYTH	REVABYNE	Bailiff	TONOT	1780	1.14	23	2	0	
SLYRE	REVABYNE	Guildmaster	KING	350	1.15	0	16	0	
SOLINDA	TONALLAN	Bailiff	GARDIREN	2370	1.13	42	5	0	
STRYLLIN	REVABYNE	DEBTUN	TEFBRY	2240	1.09	28	4	0	
SYCOUND	NAVINTAS	KRESNSTA	BIDOW	1290	1.08	21	1	0	
TARABOR	TONALLAN	Bailiff	ERWURD	900	1.15	18	0	0	
TASUO	TONALLAN	KISL	ALDRYN	1380	1.13	25	3	0	
TEFBRY	NAVINTAS	Abbess	ABRIEL	2990	1.08	47	5	0	ABBAY <sup>4</sup>
TENDGRIS	REVABYNE	Bailiff	YEGED	1700	1.11	22	2	0	
TENWULVE	REVABYNE	Bailiff	OLOKAND	1450	1.12	20	1	1	HUNDRED MOOT
TEVERL	DOBRAINE	Bailiff	GARDIREN	830	1.14	14	0	0	
THESSAR	REVABYNE	Bailiff	HERU	2230	1.14	30	2	0	
THETAN	DOBRAINE	Reeve	UMBREA	740	1.15	15	0	0	
THETANI	TONALLAN	WOOLARME	BIDOW	1970	1.13	35	4	0	
TIRACHANE	DOBRAINE	Bailiff	BIDOW	1640	1.15	25	2	0	
TIRSEND	TONALLAN	Abbot	BRYND	1770	1.11	30	5	0	ABBAY <sup>4</sup>
TOMALLA	NAVINTAS	Bailiff	GARDIREN	1935	1.07	30	3	0	
TONOT	NAVINTAS	PIERSTEL	KIBAN	410	1.10	10	6	47	BARON PIERSTEL
TOWALD	REVABYNE	Reeve	TENWULVE	460	1.12	9	1	0	
TROMED	TONALLAN	Reeve	ARGELAN	470	1.15	10	1	0	
TUWHEN	NAVINTAS	Bailiff	WYBEND	1360	1.11	20	3	0	
TWALLER	NAVINTAS	Reeve	TUWHEN	640	1.10	11	0	0	
TWIME	TONALLAN	Reeve	THETANI	400	1.13	10	0	0	
UMBREA	DOBRAINE	MORFAN	WARIAL	1550	1.16	24	2	0	
UREVE	DOBRAINE	Abbot	BRYND	2400	1.15	35	5	0	ABBAY <sup>4</sup>
UTHREN	REVABYNE	SEMOs	GARDIREN	1340	1.13	16	2	0	
VETTEL	REVABYNE	Reeve	LIDNE	470	1.12	8	2	0	
VISPORTON	TONALLAN	INTHIN	GARDIREN	1380	1.13	28	2	0	
VOLUTAS	DOBRAINE	Reeve	UREVE	490	1.16	11	0	0	
WARIAL	DOBRAINE	Bailiff	GARDIREN	1670	1.16	25	3	0	
WHYARYN	TONALLAN	PUDOS	TONOT	1350	1.13	27	0	0	
WYBEND	REVABYNE	TOWSON	TONOT	1740	1.09	24	1	0	
XENDUME	DOBRAINE	WALRIN	KASTRIN	1670	1.17	24	2	0	
YALTAKO	NAVINTAS	Kt/Com	TEFBRY	2490	1.06	39	4	0	CHAPTER HOUSE <sup>5</sup>
YEGED	REVABYNE	LONDEL	GARDIREN	720	1.12	10	7	55	BARON LONDEL
ZERNOLL	KIRESTA	SELEKOS	GARDIREN	1620	1.16	30	2	0	

1. Clans (capitalized) hold their lands in fee simple.  
Named officials (Reeve, Bailiff, etc.) hold fiefs "in trust" for the leige.
2. Average land quality for Harn is 1.00.
3. SF: Serf RF: Rural Freeman UF: Urban Freeman  
Average of 4-5 persons per household, including children.  
Generally, only settlements of 10 (or more) households are mapped.  
Smaller settlement data is included in Manor data.
4. Clerical Order, Spear of Shattered Sorrow, Temple of Larani.
5. Fighting Order, Lady of Paladins, Temple of Larani.



# BACK ISSUES

<b>EH1</b>	<b>AZADMERE</b> The city of the Khuzdul on Harn	<b>ATLAS HARNICA</b> Lake Arain and the Kingdom of Azadmere	<b>THE KHUZDUL</b> Their history, culture, religion and economics
<b>EH2</b>	<b>ANISHA</b> The Earthmaster ruins in Harn's Felsha Mountains	<b>ATLAS HARNICA</b> Tashal region in the Kingdom of Kaldor	<b>HARNIC LAW</b> Harnic codes, crimes, and punishments
<b>EH3</b>	<b>OLOKAND</b> The Royal Castle in Northwest Kaldor	<b>ATLAS HARNICA</b> Olokand region in the Kingdom of Kaldor	<b>MANOR</b> Manorial economics and fief management
<b>EH4</b>	<b>TROBRIDGE INN</b> The traveller's haven on the Salt Route	<b>ATLAS HARNICA</b> Hutop region in the Kingdom of Kaldor	<b>KELESTIA</b> A gamemaster's guide to the galaxy



# HARN<sup>T.M.</sup>

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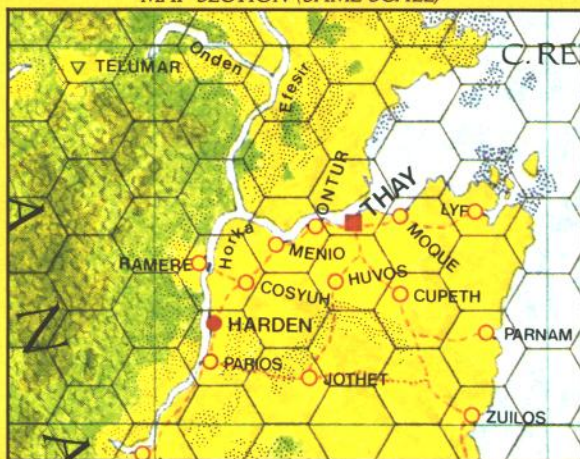
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