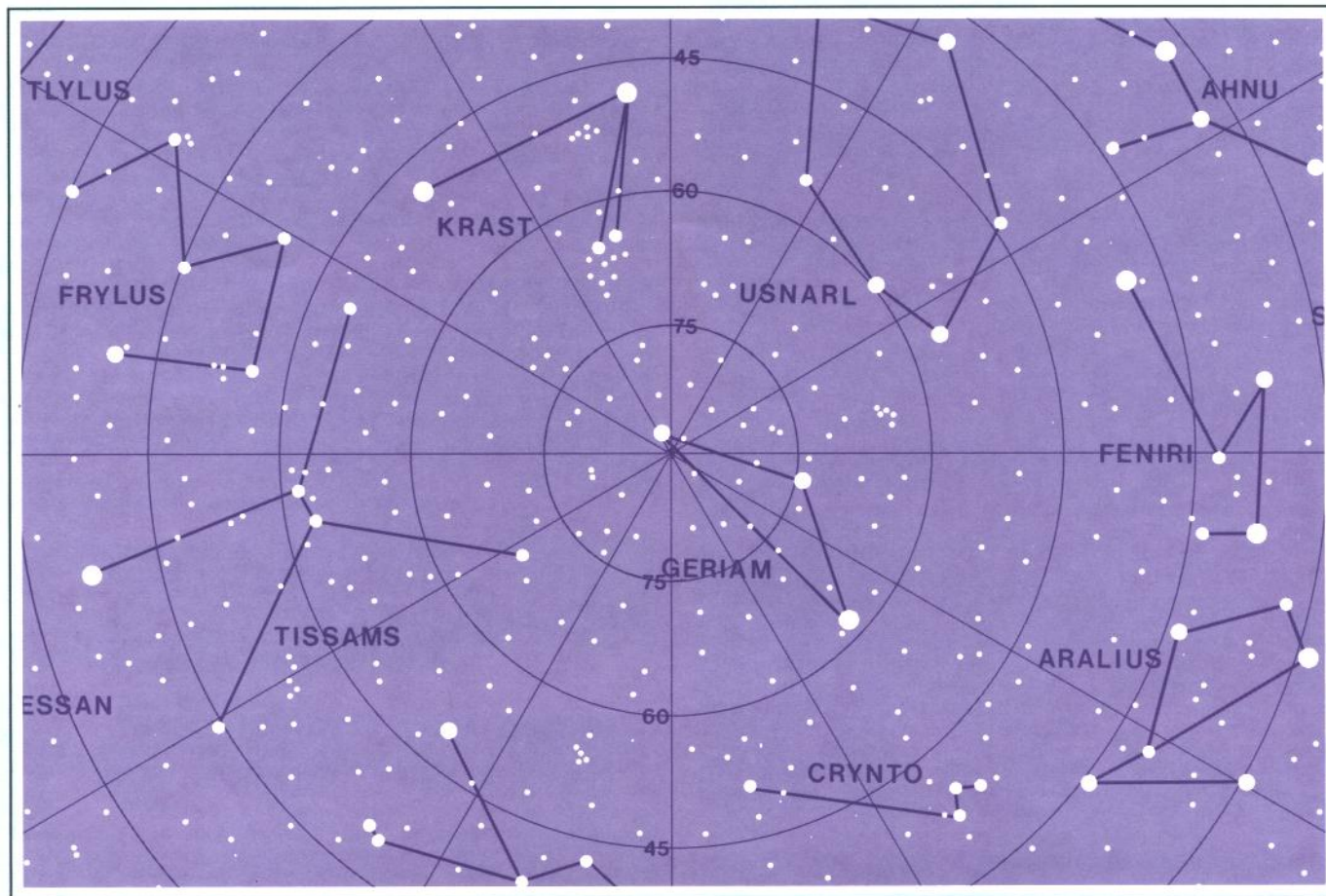


ENCYCLOPEDIA HARNICA

7



ASTROLOGY I

A star gazers'
guide to the heavens

By: Lance Gutteridge
Ron Gibson

ATLAS HARNICA

Qualdris region in
the Kingdom of Kaldor

By: Ron Gibson
Tom Dalglish

HERALDRY

The rules of
Lythian Armory

By: N. Robin Crosby



COLUMBIA GAMES INC.

#6007

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.

EH7

This issue we have two resource articles, Heraldry and Astrology (Part I), plus the sixth of seven atlas maps on the Kingdom of Kaldor.

HERALDRY

On Harn and in civilized Lythia the arts of armory are highly respected and of critical importance, being closely associated with the nobility and with their retainers. This article presents the basic rules of Lythian heraldry and is the foundation on which later heraldic articles will stand. Because of the international power of the College of Heraldry, Lythian rules are more universal and somewhat simpler than those of medieval Europe; they are easier to understand and broken less often. The article describes the organization of the College of Heraldry and how institutions in different countries relate to each other. For those who wish to practice heraldry as a career, the admission and academic standards are described. The article also caters to the needs of GMs whose player-characters aspire to or attain knighthood; a photo-copyable page is provided for the composition of new matriculations (Official Copy of an Entry etc...) and samples of a large variety of charges are made available. Judicious use of photocopier, paste, scissors and coloured pens will produce good heraldic art for the GM's own version of the Register.

Future heraldic articles will detail the armorial bearings of the great clans of Harn (and later Lythia) kingdom by kingdom. The GM need only worry about the knights of his world. The frequency of heraldic articles will depend on your response, but the heraldry of Kaldor is due next issue.

ASTROLOGY

Most Lythians believe that the world is encased in a black crystal sphere, full of little white holes, but the GM knows better. This article is only half of the promised article. We had planned to make this an article on astrology and astronomy with the stress on the former, but the astronomical component grew to demand all of the space available and who wants to argue with a speeding galaxy? Next issue (EH8) will complete the article with detailed astrological data to give your players something else to worry about.

ATLAS HARNICA

This is 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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	Ron Gibson (Star Chart)
ATLAS MAP	Ron Gibson
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NEXT ISSUE (EH8)

KALDOR

An article describing the Kingdom of Kaldor with some detail. This is a 10 page expansion on Kaldor's history, political geography, cultures, etc. The principal clans Kaldor are described and there is an excellent colour plate on the arms and achievements (heraldic) of these great families.

ASTROLOGY

The second part of our astrology article. This part deals with the Kethiran zodiac, birth-signs, astrological personality profiles, predictions, destiny, etc.

ATLAS HARNICA

The Minarsas region of Kaldor, the last of seven maps covering the entire kingdom in detail.

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THE IMPORTANCE OF HERALDRY

Among civilized folk heraldry is strongly supported by the noble classes. This is partly due to the exclusive right of gentlefolk to bear arms and partly due to the colour and pageantry involved. But there is an important practical side to heraldry. Military helmets tend to obscure the face, armour and shields disguise gait and build. There is an urgent need to quickly identify friend or foe on the battlefield and heraldry does this well. Heraldry, also known as armory, is an art in perfect harmony with this flourishing age of chivalry.

THE COLLEGE OF HERALDS

Harnic and Lythian heralds have three important functions: the design, execution and administration of armorial achievements and records; the art of formal diplomacy between parties in conflict; and the keeping of genealogical records. In addition, heralds have various ceremonial functions associated with state and other occasions. In all of these endeavours, heralds principally serve the nobility while retaining a high degree of autonomy for themselves and their college.

The Colleges are supported by tuition fees from apprentices, the dues of bonded heralds, fees charged to gentlefolk seeking registration and other services, and by grants from various governments. Each Chief Herald and his College has a region within which they serve as the authoritative repository of all armorial records. College enclaves are treated as neutral ground, more so than many temples. Heralds are accorded what amounts to diplomatic immunity and are acknowledged and honoured even by the most perfidious of kings. Colleges and their Chief Heralds are listed below.

Armory is one of the few occupations not considered beneath the dignity of gentlefolk. Most heralds are the younger sons and daughters of nobles who are not expecting any worthwhile inheritance. Young gentlefolk are usually required to learn the rudiments of heraldry between the ages of ten and thirteen.

APPRENTICE HERALDS

Admission to the College of Heralds is, theoretically, based on merit. Applicants must demonstrate a high degree of basic heraldic knowledge in a lengthy interview before three master heralds to gain admission to the College. However, a fee of 320d is charged (pass or fail) and the standards that must be met are occasionally a matter of politics. Apprentices pay fees for the privilege of attending the College, usually around 72d

per month, possibly more or less according to the academic standards maintained. An apprentice who demonstrates exceptional scholarship may be allowed to attend the college without paying any tuition; a laggard might conceivably pay double. Apprentices are taught their art within the College enclave by resident masters, generally for 2-5 years.

HERALDS

The graduate apprentice is roughly equivalent to a bonded or free master of other guilds. The rank of journeyman does not exist. Formal graduation ceremonies are held at each College on the eleventh of Navek each year. At graduation the new herald is presented with a tome containing the rules of heraldry and the achievements which he has personally prepared during his apprenticeship. This book is of considerable value to the herald and will be expanded and amended throughout his career.

Graduates of exceptional ability may be invited to continue their studies within the enclave but most will find outside employment. A bonded herald is hired to educate his employer's children in clan history and the rudiments of heraldry, perform ceremonial functions at formal occasions, keep the family armorial records up to date, and direct as necessary the production of heraldic items such as banners and shields. If there is a dynastic dispute, the herald represents his employer in any court of settlement that may be convened and if his employer is involved in a diplomatic or military conflict, he may be called upon to conduct or arrange formal negotiations.

MASTER HERALDS

There are relatively few Master Heralds, a rank roughly equivalent to Syndic in other guilds. The title is voted by the College Council, comprised of the attendant Master Heralds, a self-perpetuating elite. A herald who acquires vast learning will be granted the status as a form of recognition. With such an honour comes the right to reside at no cost within the College and to participate in its government, but the Master is then expected to place his knowledge and skill at the disposal of the College. All royal and a few noble households are so important that the College deems it politic to appoint heralds with the rank of Master to serve them. Each College Council appoints a Chief Master Herald, who usually serves for life. Their power over members of the college is (theoretically) supreme, although most seek the consensus of their fellow masters.

REGION	HERALD	COLLEGE	LOCATION
*Azadmere	White Mountain King of Arms	White Mountain Lodge	Azadmere
Azeryan	Alachai Herald	Alachai Palace of Arms	Meokolis
*Chybisa	Unicorn Herald	Tower of the Unicorn	Burzyn
*Emelrene	Emelrene Herald	Enclave of the Silver Orb	Berema
*Evael	Silver Harp King of Arms	Silver Harp Palace of Arms	Elshavel
Hepeker	Sable Mare King of Arms	Enclave of the Sable Mare	Isynen
*Ivinia	Dragon Herald	Dragon Lodge	Fuhreling
*Kaldor	Acorn King of Arms	Enclave of the Holy Oak	Tashal
*Kanday	Violet Mantle King of Arms	Violet Mantle Palace of Arms	Aleath
Karejia	Galley Herald	Enclave of the Hundred Oars	Livelis
*Melderyn	Sunrise King of Arms	Enclave of the Golden Orb	Cherafir
*Orbaal	The Orbaal Herald	Gray Whale College of Arms	Geldeheim
*Palithane	Fleury King of Arms	Palace of the Golden Tressure	Parahal
*Rethem	The Sanguine Saltire Herald	Manse of the Sanguine Saltire	Golotha
Shorkyne	Chaplet King of Arms	Chaplet Palace of Arms	Quarelin
*Tharda	Herald of the Red Dome	Palace of Gules	Coranan
Trierzon	Trierzon King of Arms	Palace of the Seven Quills	Ubarian

* These colleges use Cherafir as their central archives, paying one tenth part of their income to the Melderyn college for this service. Any new grant of arms within these regions must be approved by the Enclave of the Golden Orb. All other colleges are independent but consult with Cherafir and each other.

HERALDRY 2

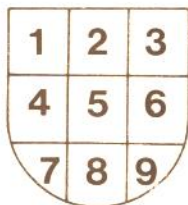
ACHIEVEMENTS

The proper name for a complete heraldic bearing is an achievement; it is a coat of arms only when the arms are depicted on a coat, usually a surcoat. An achievement has a number of possible elements, most of which must be registered with the College of Heraldry to be legal.

THE ARMS

This is the most important element of an achievement and the only part frequently depicted by itself. The shield is composed of a field (background) of one or more tinctures (see below) upon which a number of charges are "charged". On the colour plate, the field is gold and there are three charges of two roses and a cock, gules and vert. Although the arms may be almost any shape, the stylized "knight's shield" shown is by far the most common. Women often use a lozenge (diamond-shaped) shield. Round shields are popular in Ivinia and Orbaal. For descriptive purposes, shields are divided into a number of parts.

The Chief	[1-2-3]
The Fess	[4-5-6]
The Base	[7-8-9]
Dexter Side	[1-4-7]
The Pale	[2-5-8]
Sinister Side	[3-6-9]
Dexter Chief	[1]
Honour Point	[2]
Sinister Chief	[3]
Dexter Fess	[4]
Fess Point	[5]
Sinister Fess	[6]
Dexter Base	[7]
Navel Point	[8]
Sinister Base	[9]



CHARGES

There are a vast number of possible heraldic devices that may be charged upon the field of a shield. They range from simple geometrical designs to elaborate mythical beasts. Charges are dealt with at length later.

THE HELM

Most achievements have helms although they are not mandatory unless there is a crest. The helm depicted is always a pothelm, usually in three-quarter profile facing to dexter (see: colour plate) although other facings (front-view, etc.) may be found. It should be noted that use of the pothelm enjoys more use in heraldry than in Harnic warfare. The heraldic traditions of Lythia's western kingdoms, where use of the expensive pothelm (2-5 times the cost of a half-helm) is common, have strongly influenced Harnic armorials. But pothelms on Harn are extremely rare, sometimes worn by a wealthy knight jousting at the tourney, but almost never in battle. Unless specifically mentioned in the register, helms are usually tintured "proper" (see below) to look like polished iron or steel.

THE MANTLING

A mantle is a piece of cloth worn over the sides and back of the helmet, partly to protect the wearer from sun, partly to dull the blows of edged weapons in battle. As a knight fought, his mantle was torn by enemy weapons and at the end of the day, the knight with the most ragged mantle was accorded the most honour by his comrades. So the ragged mantle became associated with valour and its use in heraldry became an elaborate, decorative sign of honour granted to the bravest of warrior knights. This custom has since spread to include all knights. Unless specifically mentioned in the register, mantling is usually executed in the two principal tinctures of the arms.

THE WREATH

The wreath is a twisted ring of cloth designed to conceal the join between helm and crest. They are

executed as part of an achievement only if a crest (see below) is depicted. Unless specifically mentioned in the register, the wreath is drawn in the two principal tinctures of the arms.

CROWNS AND CORONETS

Crowns are reserved for persons with royal blood; coronets are indicative of royal favour. Neither are shown on the colour plate but they are generally placed atop the helm between the wreath and the crest. Only the sovereign may grant a coronet. On mainland Lythia, the title of duke automatically entitles the bearer to a ducal coronet. On Harn, where there are no dukes, the grant of a coronet is rare and made only to favoured earls for their lifetimes.



THE CREST

The crest is the topmost part of an achievement, surmounting the helm, wreath and (if present) the coronet. In Harnic and Lythian heraldry, the crest is a mark of rank. Only persons who have heritable titles (barons and higher) are permitted to display a crest, which usually consists of a bird or beast, real or mythical. The lion, dragon, and eagle are among the most popular crests.

SUPPORTERS

Supporters are a relatively recent development in Harnic and Lythian heraldry and quite rare. They generally announce royal blood but have on occasion (rare) been granted by the crown to others in recognition of exemplary service. Supporters may be matched pairs, or dissimilar pairs such as the lion and the unicorn of the colour plate. The achievements of Thardic legions and some fighting-orders possess single supporters (among their other peculiarities) situated on the dexter side, holding up an inclining shield. Beasts and birds, real or mythical, are generally used as supporters; humanoid figures are rarely used by Harnic and Lythian heralds.

THE MOUNT

Mounts are included only if there are supporters to stand on it. They are rendered as some kind of ground, often decorated with plants which can be quite fanciful. Elaborate mounts must be described in the register.

THE SCROLL

Families with mottos inscribe them on the scroll. They are not really part of the achievement and their inclusion in the register is optional. If the tincture of the scroll is not mentioned, it will be rendered proper, i.e. parchment coloured. Mottos may be changed or registered at a later date than the rest of the achievement. The College will make an attempt to avoid duplication of registered mottos, but some older clans have very similar mottos. Mottos have evolved from battle-cries and tend to extol simple military virtues such as "Stand Fast".

TINCTURES

Seven colours, two metals, and three furs are recognized for use in Lythia and Harn, plus any rendering in real life hues known as Proper. To avoid unaesthetic achievements, heralds generally follow a few simple rules and traditions with respect to the combining of tinctures. A colour is never charged upon another colour, a metal is never charged upon another metal. However, if the field is divided into two or more areas of equal size, none are deemed to be charges and these may be of two colours or two metals. An example would be horizontal bars of alternating hue known as Barry. Furs are generally considered "amphibious". They may be charged on either a metal, colour, or even upon another fur. Also any charge rendered proper can be charged on any other tincture.

THE RIGHT TO BEAR ARMS

only gentlefolk, legions and fighting orders are entitled to armorial bearings. This right is strictly regulated by law. Bearing false arms is a serious crime and the testimony of heralds may determine guilt or innocence in such cases. Some lesser individuals and groups are entitled to emblems which are registered with the College, but these are not "proper achievements". For example, the guilds, clerical orders, and master pilots have the right to registered badges and emblems but their use is strictly limited.

GENTLEFOLK

The fundamental distinction in most Lythian societies is that between gentle and common folk and the difference is an heraldic one. A gentle person is one who has the right to bear (heraldic) arms. This right may be granted under complex rules by those who already have it, or may be obtained through birth or marriage. A person whose parents are gentle is of "gentle birth". This has somewhat more status than obtaining the right by marriage or grant, although the deed for which one is elevated to a title may itself give status.

Barons, earls, and dukes have heritable titles. Such titles remain with the family, unless formally stripped away by higher authority, an extreme punishment prompted only by a gross crime such as treason. Anyone who holds such a title, or is married or offspring to such a person, is considered gentle. Gentlefolk with such titles are invariably knights, but most knights do not have heritable titles.

Knights are considered to be gentlefolk but may not necessarily be of gentle birth. Most sons of great nobles and knights will at least try to attain knighthood and have every advantage in doing so. However, some siblings fail for one reason or another to acquire a knighthood, an honour conferred on the person only for life. The offspring of a knight will be born gentle but this status will lapse for the next generation unless a knighthood is acquired. There are few female knights. Gentlewomen who do not inherit a major title (very few do) will seek to maintain their status, for themselves and their children, by marrying a knight or better.

RETAINERS

Nobles may wish to register a badge to be worn by either their gentle or simple retainers. Such badges are usually variations of the clan arms. They may be small embroidered patches sewn onto armbands (favoured by poorer clans) or they may be larger emblems displayed on the front or back of a surcoat, even painted on a shield. Badges which are exact duplications of the family arms do not have to be registered separately, but these can not exceed six inches in any dimension.

LEGIONS AND FIGHTING ORDERS

Official, sanctioned military units may be given arms of their own by their sponsors. Legions and fighting orders have charters from their sponsors (usually a very wealthy noble) that entitle their members (even if they are simple folk) to ride warhorses, display the arms of their unit, and carry chivalric armament. Persons with their own arms may charge the unit's arms at the centre of their own when serving as part of the unit.

GENEALOGY

Who was born to what parents, in what order, is vital in any society where privilege, wealth, obligation and power are heritable. Members of the nobility take pride in high-born ancestors and enjoy tracing their family trees back as many generations as possible. Families of note take the trouble (and expense) to register births and deaths at the nearest archives of the College of Heraldry, which is often called upon to support or disavow the claims of would-be heirs. Such records could be (and occasionally are) forged, lost or altered, but the College is an impartial institution whose veracity is rarely questioned.

Many of the older Harnic clans can trace their ancestry back more than ten generations. The longer one possesses a rank or title the more of a distinction it becomes. A particular honour belongs to those whose great, great, grandparents (all sixteen of them) were of gentle birth. Few Harnic clans have married so well for so many generations as to be able to claim such a distinction. Nevertheless, a few (small) orders of knighthood demand such proof for membership. An even rarer distinction is where all thirty two great, great, great, grandparents were of gentle birth. No known institution requires candidates to pass such a test; only a handful of Harnians would even try to claim the honour.

MARKS OF CADENCY

Only the head of the clan is entitled to bear the family achievement undifferenced. His children may bear the family arms with an appropriate mark of cadency. Throughout Harn and Western Lythia, the following marks of cadency for the first eight children are standard:



Reading from left to right: (1) label of the heir, (2) crescent, (3) molet (spur) of five points, (4) martlet, (5) annulet, (6) fleur-de-lis, (7) rose, (8) cross moline.

Marks of cadency are charged in chief, usually dexter chief. Once an heir inherits, the label is removed but other marks of cadency are permanent and heritable. If a second mark is acquired it is charged upon the first. Hence if one were the seventh offspring of a second offspring one would bear a rose upon a crescent. Other than label of the heir, a third mark is not permissible. Any person so far removed from inheriting the arms must obtain entirely new arms. When arms are marshaled (combining two arms into one new arms) all marks of cadency are removed.

BASTARDY

Daughters and sons of the nobility who are born on the wrong side of the blanket cause the most difficulty for the heralds. While there is no shame in illegitimacy, particularly if acknowledged, the inheritance rights (if any) of bastards are ambiguous and often contested and the testimony of heralds is generally the deciding factor.

Acknowledged bastards may bear the family arms but must differenciate them by the addition of a baton sinister, always charged at sinister chief. This status must be registered at the nearest College (fee of 120d) by the clanhead. Bastards sometimes bear their arms without acknowledgement, but this action often precipitates court disputes, beatings or other violence. Although it is clear that the sibling rank of all bastards follows that of all legitimate offspring, there is some debate as to whether a bastard may also charge one of the other marks of cadency to show bastardy rank.

OBTAINING A GRANT OF ARMS

Any knight unlikely to inherit the family arms may apply for and receive a grant of new arms from the nearest College. The process is generally completed by the herald of the household where he is squire (in time for his formal entry into knighthood) and paid for by the lord conferring the rank. The herald will design and execute the achievement in consultation with the applicant and send it to the central archives where its uniqueness and orthodoxy are checked. If satisfactory, copies of the letters patent (a written grant) will be returned to the appropriate college and the arms will be registered. The whole process can take as long as one year and there is a fee of 5,000d, one half payable in advance.

THE REGISTERS

Heraldic registers are directories of the nobility. Herald's value their personal registers as pilots do their rutters. The herald begins compiling his personal tome during his apprenticeship and throughout his career it is his most valuable tool, but it tends to stress data of particular interest to him. Bonded heralds will maintain the clan registers of their employers. These may be detailed volumes, but are biased by family interests. Both concentrate on local interests.

Only the great registers at the College archives are impartial and complete. Although their form and detail varies from one college to another, an entry always includes the clan name and its blazoned (see below) arms. More elaborate entries, may add the location and name of each holding, the names, dates and places of birth of children, a diagram of the family tree, and an illustration (trick) of the family arms.

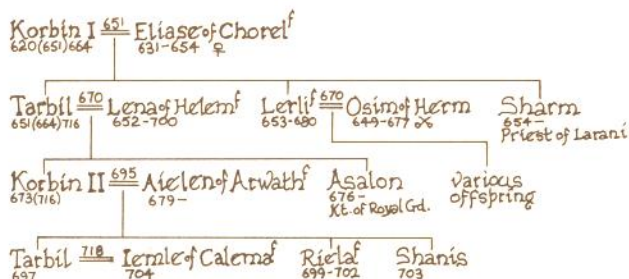
PLAGANEL

Arms: Azure, three billets argent.

Motto: Never yield.

Registry: Holy Oak, 643

651, knight in fee-simple of the manor of Touvant in the Endrunel Hundred of Semethshire in Kaldor.



NOTE: Dates in parentheses are those of inheritance. Women are identified: "f".
 Xc: Violent Death ♀: Died in childbirth ⁶⁷⁰: Marriage (date)

BLAZONRY

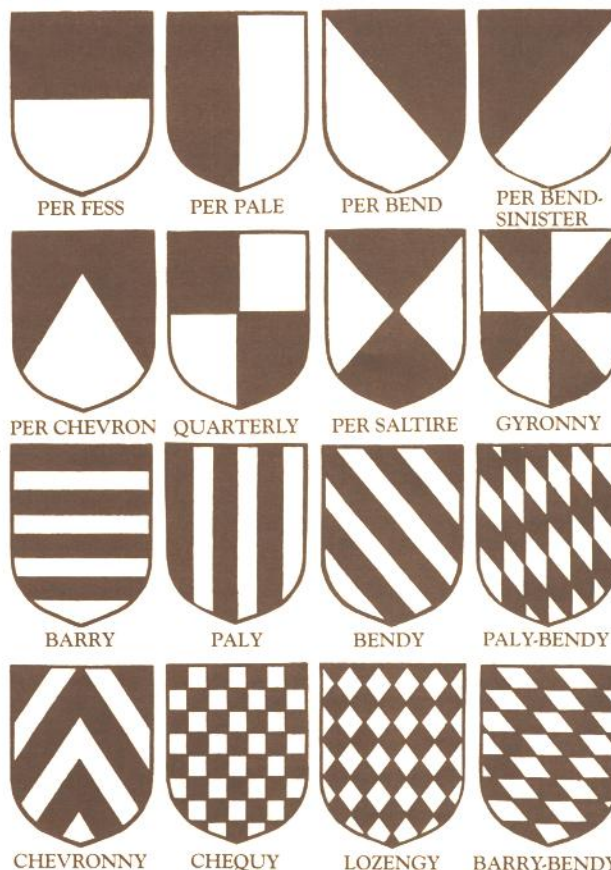
A registration always includes a written description of the achievement known as a blazon, often supported by a depiction of the arms in colour or with heraldic hatching. The blazon, not the illustration, is the authoritative version of the achievement and blazonry is a complex art with its own formal conventions and standard vocabulary. Learning these are a major part of the herald's early training. Apprentices are often called upon at ceremonial functions to warn of the approach of dignitaries; if the apprentice fails to recognize the arms, he must accurately report the blazon to the herald so that personages may be properly announced.

A blazon should be succinct and complete and must describe the following in order (as applicable). 1) The field of the shield, its partitions, tinctures and partition lines. 2) The principal and secondary charges and marks of cadency, naming the kind, locations and tinctures of each as necessary. 3) The Crest and its tincture(s). 4) The mount and its tincture(s), the Supporters, their attitude(s) and tinctures. 5) The Motto.

It is the convention to avoid naming the same tincture more than once in a blazon. Hence, the terms "of the first" and "of the second", meaning of the first and second tinctures named. "Of the field" means of the same tincture(s) as the field. The helm and mantling are not blazoned if the tradition of helm proper and mantling of the two principal tinctures of the shield is followed.

THE FIELD OF A SHIELD

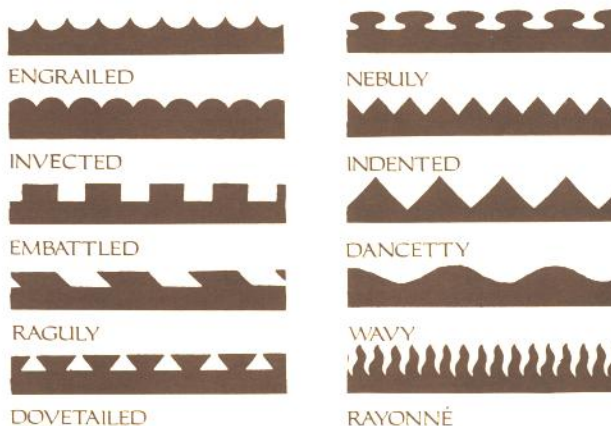
This is always the first mentioned in the blazon. It may be a single tincture (eg. gules) or it may be divided (party) into two or more equal areas (eg. Party per pale gules and argent). The following partitions of the field are common. The bottom eight are derived from the top eight.



If a field is divided barry, chequy or chevronny (for example) it is necessary to state the number of divisions. Eg: a field having 13 alternating blue and gold horizontal stripes, topmost blue, would be blazoned, "barry of thirteen azure and gold". A field divided into 16 red and white squares (top dexter red) is called, "chequy of sixteen gules and argent".

PARTITION LINES

The lines dividing partitions of the field are assumed to be straight unless otherwise indicated. However, there are a number of alternative partition lines to divide the fields above. These partitions may also be applied to a number of charges, especially the ordinaries opposite.





Bend



Bend wavy



Bend dancetty



Bend embattled



Bend lozengy



Bend cotised


Bend embattled
& counter embattled


Bend dovetailed



Bend indented



Bendlets



Bend compony



Bend barry



Bendlets enhanced



Bend sinister



Baton sinister



Fess



Fess dancetty



Fess engrailed



Fess invected



Fess wavy


Fess embattled
& counter embattled


Fess dovetailed



Fess wreathed



Fess nebuly



Chief



Chief indented



Chief nebuly



Chief embattled



Chief dancetty



Chief dovetailed



Chief raguly



Bar



Two Bars



Bars gemel



Bars dovetailed



Bars engrailed



Bars invected



Bars embattled



Pale



Two Pallets



Pale rayonne



Pale wavy



Pale indented



Pale embattled



Pale nebuly



Pale raguly


Pale per fess
counter charged


Chevron


Chevron doubly
cotised


Chevron embowed



Chevron dovetailed



Chevron indented



Chevron embattled


Chevron embattled
& counter embattled


Chevron rompu



Two Chevronels


Three Chevronels
braced


Pile



Pile raguly



Pile nebuly



Pile indented



Pile invected



Pile wavy


Three Piles, two in
chief & one in base


Saltire



Saltire dovetailed



Saltire raguly


Saltire parted
& fretty


Cross



Cross engrailed



Cross coupé



Cross patee


Cross patee
quadrate


Cross quarter-pierced



Cross crosslet


Cross crosslet
fitché


Cross tau


Cross parted
& fretty


Cross bottonny



Cross moline



Cross flory



Bordure



Bordure engrailed



Bordure embattled



Bordure chequy



Bordure quarterly



Bordure compony



Orle



Tressure



Inescutcheon


Inescutcheon
in bordure


Flaunches



Shakefork



Roundel



Lozenge



Canton



Quarter



Gyron



Fret



Fretty

CHARGES

The most common charges appear on pages 7, 9, and 10, but only good taste limits the devices that may appear in armorial bearings. Unless otherwise blazoned, charges are assumed to lie in specific arrangements. A single charge is centred. Two charges will usually be placed one above the other, unless they are noticeably taller than wide, in which case they may be placed side by side. Three charges will usually be placed two above and one below. Four will be charged quarterly. However, the use of Ordinaries (page 7) may dictate the locations of lesser charges. Eg: A bend sinister between two roses" would imply that the roses are in dexter chief and sinister base. If all else fails, the locations of charges may be spelled out, "a rose in dexter chief" for example.

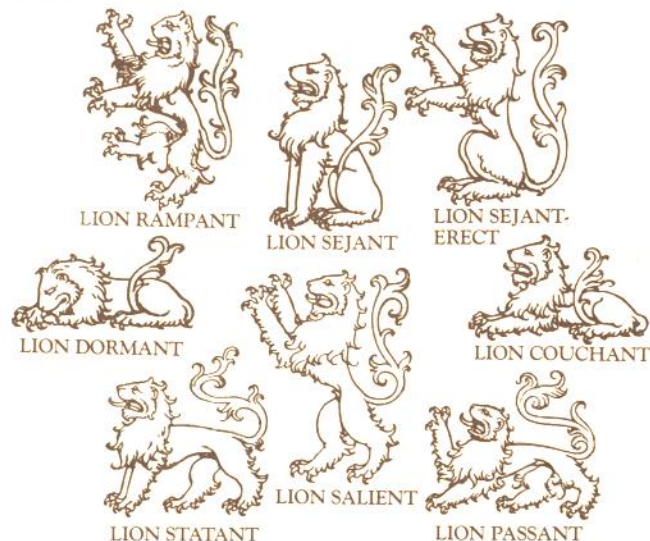
Charges may be "countercharged" which indicates that their tinctures are the opposite of the field on which they lie. If the blazon reads, "party per fess gules and gold, three roundels countercharged", the two upper roundels will be gold on a red field, and the lower will be red on a gold field. The positions of the charges are not affected by countercharging; if they lie across a partition line, they too will be partitioned. Example, "Party per pale gules and gold, a lion rampant countercharged" would imply that the dexter half of the lion be gold and the sinister half red.

ORDINARIES

Among the most ancient of heraldic charges are simple geometrical designs called ordinaries and subordinaries. Ordinaries take precedence in the blazon after the field is described. They traditionally occupy a third (or slightly less) of the shield. The most common ordinaries are shown on page 7, along with charges derived. Each may be modified by partition lines to create the alternate effects also shown on page 7. The Cross in its many varieties is among the most popular of ordinaries; it is regarded as a universal symbol of piety.

BEASTS

An incredible array of beasts occur in Lythian achievements. Many fanciful creatures may be found; the proven existence of an animal is not required. Beasts usually face to dexter unless symmetry demands otherwise; supporters, for example, always face the shield. The most common beasts are lions, bulls, rams, dragons, bears and boars. All of these are symbolic of knightly courage, especially the lion and the boar. Other favoured symbols include the unicorn for virtue, fox for cunning, and horse for martial prowess. Most four-legged animals may be displayed in several poses (see below) although there are variations of each attitude. A suffix "guardant" means the beast is looking at the viewer; "reguardant" means he is looking to the rear.



BIRDS

Of the airbourne creatures, the eagle is the most popular. Other birds include the dove for peace and virtue, falcon for strength, cock for tenacity and owl for wisdom. The attitudes of birds are necessarily somewhat different from those of the beasts and depend largely on the position of the wings, as per top row of page 10.

PLANTS

Trees, leaves, fruits, and flowers occur in stylized form as charges. The most common plants are the rose and the water lily (fleur-de-lis). A flower with a stalk is "slipped"; it may also be "leaved" (usually two leaves). Acorns are of particular significance in Kaldor where they are the symbol of the royal house Elendsa. Trees and leaves are popular in Erael where the king is known for his "leafy crown".

FISH

Any creature that lives in the sea may be depicted as a "fish". Among these the dolphin and whale are the most popular, especially the latter in Orbaal and Ivinia. Mermen and mermaids are also popular.

INANIMATES

Ships, oars and anchors are popular in seafaring nations. Military symbols are very popular, especially towers, castles, swords and axes. Equine tack is common, including the spur, fetterlock, horseshoe and caltrap (a device scattered on the battlefield to hinder cavalry). Celestial bodies include the star (estoile), the moon (crescent) and the sun.

SEMEE

A Seme is a flexible number of small charges evenly strewn upon a field or greater charge. The number of charges is never specified in the blazon. Almost any charge may be made into a seme. The illustration shown is a seme of cross-crosslets, generally known as Crusilly. Red hearts on a silver field would be blazoned as, "Argent, a seme of hearts gules".



CRUSILLY

ROYAL PREROGATIVES

In many countries some charges are reserved to the crown and are granted only by royal consent. In Kaldor the acorn is so reserved. In all countries crowns, coronets, and the use of supporters are reserved for the greater nobility and may be granted only by the sovereign. If heralds are in doubt as to the propriety of an achievement they will seek royal consent.

RELIGIOUS PREROGATIVES

Some charges are closely associated with churches whose approval is sought before registration is granted. Red and white checkers and a red winged lion (Mendiz) are symbolic of the church of Larani. The octagon is a device peculiar to the worshippers of Agrik and is never used in Kaldor or Melderyn for that reason. The red hand, the unicorn, and the daisy are associated with followers of Peoni. Followers of Siem favour an azure bowl and a seme of seven-pointed molets (stars). Gulmorvrin and the Durangash (hx) are used (exclusively) by worshippers of Morgath but only rarely. Worshippers of Halea favour "hearts and roundels gold", symbolic of love and coins and often combined in a seme. A few followers of Ilvir employ the Ivashu. None would be so foolish as to wear any device of Naveh, at least not openly. Symbols of Sarajin are naturally popular with the Ivinians and Orbaalese. Followers of Save-K'nor favour the scroll, tome, inkpot, quill, and Uhla, the lantern that gives no light.



Lion's Face



Lion's head coupé



Demi-lion rampant



Demi-lion passant



Lions rampant combatant



Tricorporate lion



Lion rampant with two heads



Winged lion sejant



Sea-lion erect



Man-lion rampant guardant



Tyger rampant



Tyger passant



Cat-a-mountain sejant guardant



Cat-a-mountain sejant guardant erect



Cat-a-mountain passant guardant



Leopard rampant



Leopard passant



Leopard's face erased & affronté



Leopard's face



Leopard's head erased



Lynx statant coward



Gryphon segreant



Gryphon passant



Gryphon's head erased



Gryphon statant



Male Gryphon statant



Opinicus statant



Cockatrice



Dragon rampant



Dragon passant



Stag's head erased



Stag's head caboshed



Stag springing



Stag at gate



Stag statant



Stag lodged



Stag trippant



Stag courant



Winged stag rampant



Buck's head coupé



Hind statant



Antelope statant



Antelope passant



Fleece



Wyvern erect



Wyvern



Wyvern with wings displayed



Bull's head caboshed



Bull rampant



Bull passant



Bear rampant



Bear passant



Bear statant



Bear sejant erect



Bear's head coupé



Bear's head erased & muzzled



Enfield



Talbot rampant



Talbot passant



Talbot sejant



Seadog rampant



Wolf rampant



Wolf courant



Wolf salient



Wolf passant



Wolf statant



Fox passant



Fox sejant



A fox's mask



Greyhound passant



Boar statant



Boar passant



Boar's head erased



Boar's head erased (northern)



Boar's head coupé



Boar rampant



Ram rampant



Ram statant



Ram's head caboshed



Sheep passant



Goat rampant



Goat passant



Goat salient



Squirrel sejant erect



Hare salient



Coney



Urcheon



Otter



Brock



Serpent nowed



Horse rampant



Horse passant



Horse courant



Winged horse rampant



Winged horse passant



Sea-horse erect



Unicorn rampant



Unicorn statant



Unicorn passant



Centaur statant



Eagle close



Eagle displayed



Eagle displayed wings inverted



Double headed eagle displayed



Eagle rising, wings elevated & addorsed



Eagle rising, wings elevated & displayed



Eagle rising, wings addorsed & inverted



Eagle rising, wings displayed & inverted



Eagle's head coupé



Crane in its vigilance



Falcon close



Raven close



Martlet close



Martlet volant



Swan close



Dove close



Cock



Moorcock



Owl close



Heron close



Phoenix



Pelican in her piety



Plume



Bat displayed



Bee volant



Head of a barbarian



Woman's head & bust



Dexter hand



Sinister hand



Hand in benediction



Cubit arm



Cubit arm habited



Arm embowed



Arm embowed to the dexter



Two arms counter-embowed



Two arms counter-embowed & interlaced



Arm embowed, the upper part in fess



Arm embowed fesseways



Merman



Mermaid



Dolphin hauriant



Dolphin naiant



Lymphaid, sail furlé



Anchor



Escallop



Whelk shell



Hawk's lure



Hawk's bell



Temple bell



Key



Tower



Castle



Column



Portcullis



Scaling ladder



Beacon



Fountain



Clarion



Bugle-horn



Bugle-horn stringed



Sword



Scymitar



Seax



Battleaxe



Tilting spear



Spear or Javelin



Broad arrow



Crescent



Decrescent



Increscent



Sun in splendour



Etoile



Molet of eight points



Molet of six points



Molet of five points



Molet of five points pierced



Spur



Winged spur



Horse-shoe



Caltrap



Heart



Escarbuncle



Woolpack



Water bouget



Fetterlock



Oval buckle



Square buckle



Staple



Fleam



Mill-rind



Rose



Rose slipped & leaved



Oak-tree eradicated



Acorn slipped & leaved



Pomegranate



Thistle



Fleur-de-lis



Garb



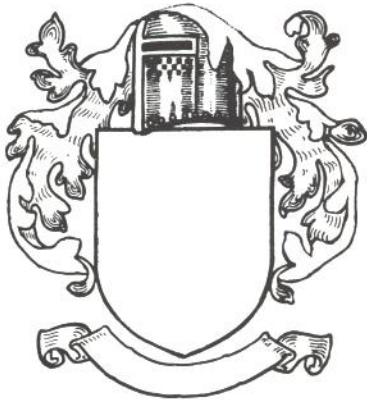
Trefoil



Quatrefoil

OFFICIAL COPY OF AN ENTRY IN THE
REGISTER OF THE
ENCLAVE OF THE GOLDEN ORB
IN THE CITY OF CHERAFIR AND BY THE AUTHORITY OF
HIS GRACE THE SUNRISE KING OF ARMS

THE ACHIEVEMENT OF A KNIGHT WITHOUT HERITABLE TITLE



NAME—

ARMS—

MOTTO—

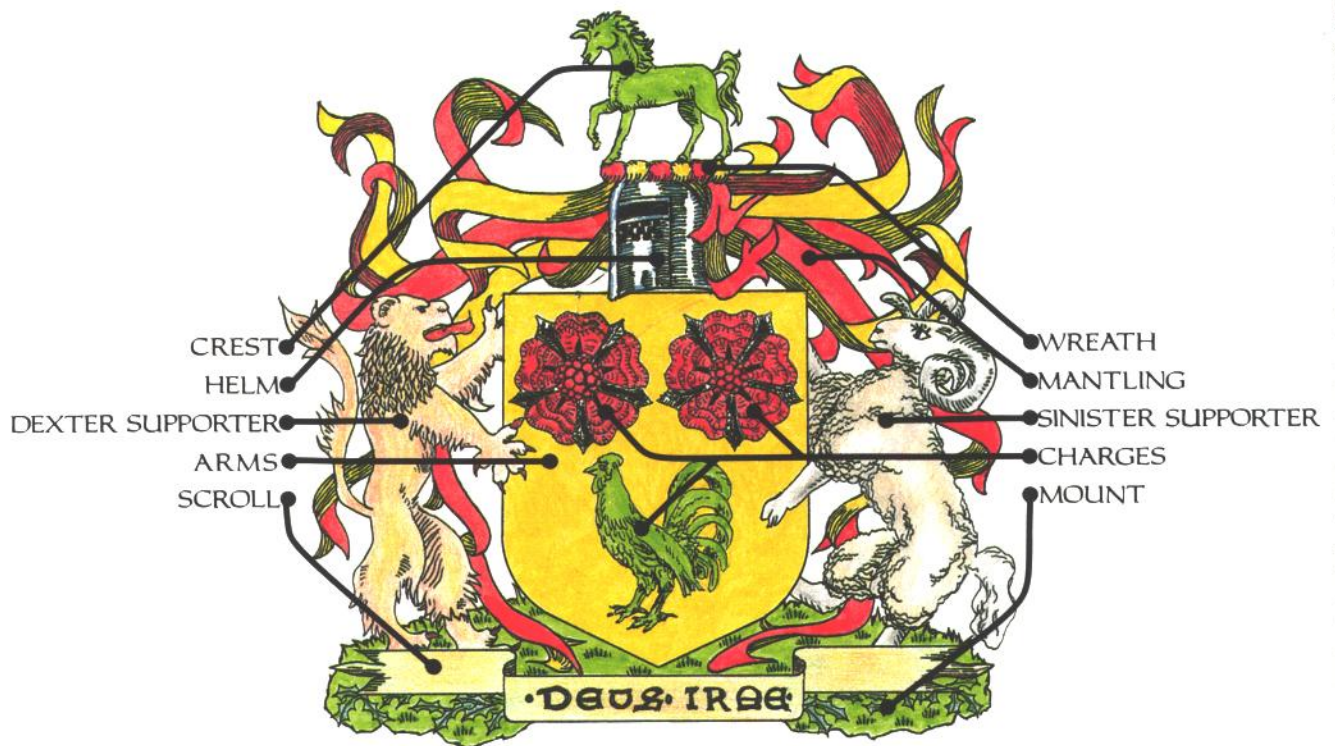
REGISTER—

CLAN HOLDINGS

GENEOLOGY

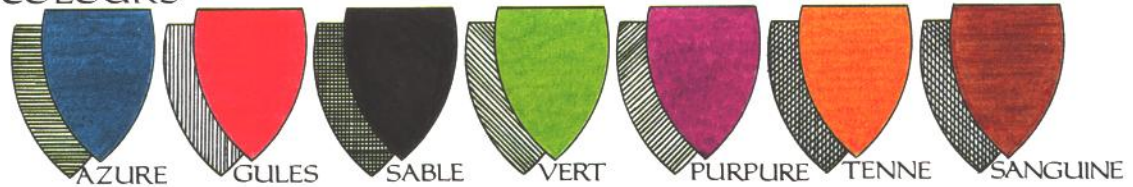


THE PARTS OF AN ACHIEVEMENT

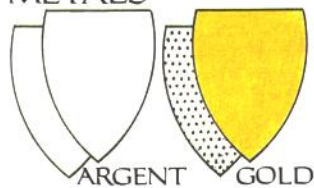


HERALDIC TINCTURES

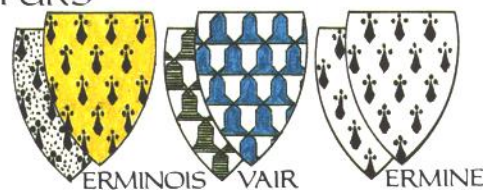
COLOURS

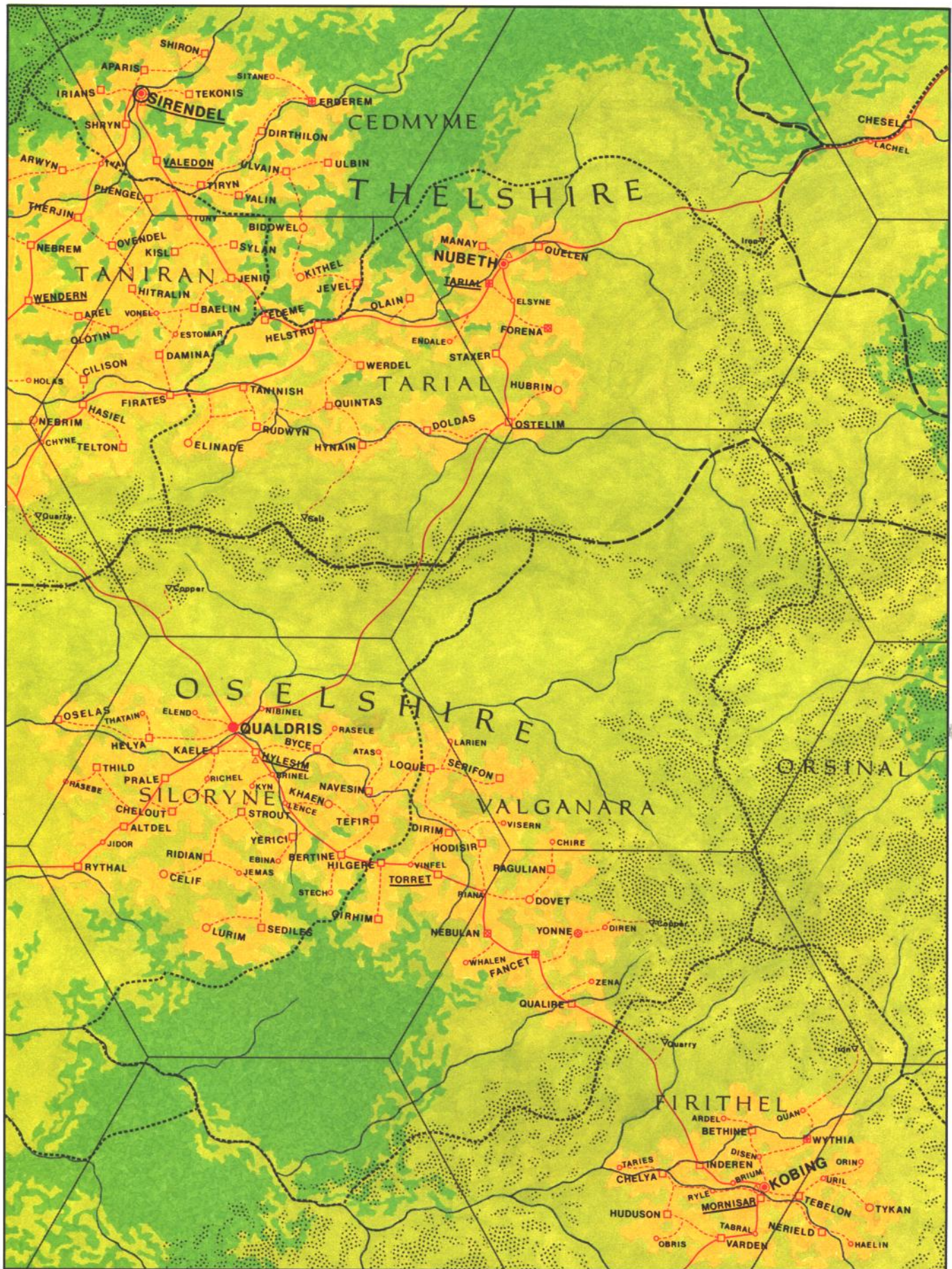


METALS



FURS





KALDOR (QUALDRIS)

PLAYER MAP



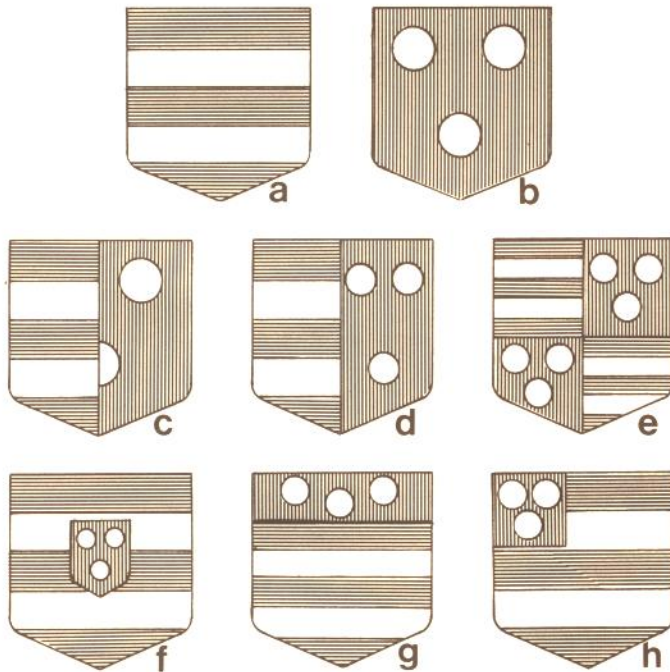
LEAGUES

0 1 2 3 4 5



MARSHALING OF ARMS

Marshaling is the merging of two or more arms into one and may occur whenever their bearers wish to declare sovereignty, dominion, alliance, descent or pretention. The marriage of two heirs, effectively joining the two clans is a common reason for marshaling. If one spouse is not an heir, their arms may still be marshaled to indicate an alliance between the two families. The husband may even bear marshaled arms in which his own arms take precedence, and the wife bears arms in which hers are senior. Marshaled arms must be registered as new arms to be inheritable. The illustration below shows two original arms [a] (senior) and [b] (junior) marshaled in the six most common ways:



[c] Dimidiation
[d] Impalement
[e] Quartering

[f] Inescutcheon
[g] Chiefting
[h] Cantoning

FLAGS AND STANDARDS

A flag is essentially the design of a shield executed in cloth, displayed vertically or horizontally, and usually simplified. In Harnic and Lythian usage, a "standard" is simply a representation of the entire achievement on a field which may be of a plain tincture or more complex. The term flag is generally reserved for stylized simplifications of the shield. Anyone with the right to bear arms may display a related standard without bothering to register it. Flags that are different from the achievements (if any) on which they are based must be separately registered.

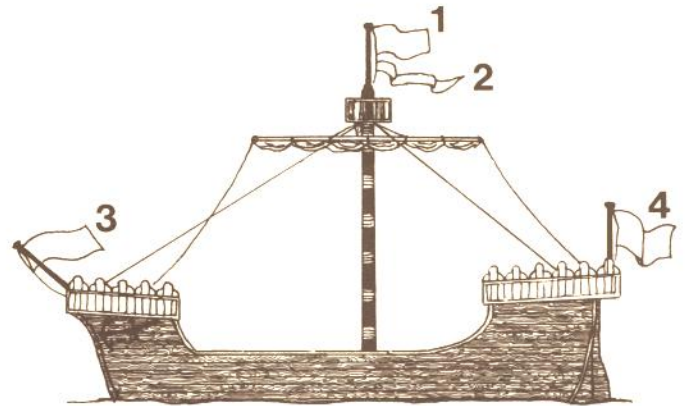
MILITARY CONVENTIONS

Armies fly flags, pennants and standards of various type. A major noble flies a personal standard or flag from his current residence and appoints a bearer to carry it on the battlefield where it serves as a rallying point for his men. All significant battlefield commanders have a flag or standard bearer in their immediate retinues. The commanders of legions and fighting orders also display the unit's standard and/or flag. Larger military units may add a pennant below the banner to designate a particular sub-unit. The greatest concentration of banners will cluster around the supreme commander who may have the "national" (royal) flag, one or more personal standards, the standards of one or more offices he holds, and the personal and unit devices of those he commands (who will come and go in the course of a battle).

Fighting orders and Thardic legions each have their own standards. The overall commander will keep one close, and each major sub-unit or cohort will fly it with a distinct unit pennant beneath it. Smaller units, even twenty man companies, will bear variations of their cohort pennants. Few military units are sufficiently wealthy to dress their members in uniforms, but an attempt will be made to achieve some similarity of garb. The most that can usually be hoped for are common surcoats and shields. Standing military units, such as the Thardic legions, also denote rank by various insignia including badges, metallic symbols and batons. Such are generally left to the discretion of army commanders.

MARITIME CONVENTIONS

Banners are never flown at sea; they are "worn" and a ship with all its banners up is referred to as "dressed". Banners are generally worn in four locations.



[1] The highest banner worn is the national or merchant flag of the vessel's country of registration. Only in the case of a naval vessel (any vessel with a commission from the national government) is the national flag worn at all. A civilian or merchant ship will wear its country's merchant flag here (if any). In some cases the merchant and national flags are the same. If a person of royal blood is aboard, his standard or flag may be worn in this position.

[2] The pennant, standard or flag of the vessel's owner or, in some cases, commander. If the vessel belongs to a large navy, this will either be the pennant of the captain, or the fleet of which the vessel is a part.

[3] The jack worn on the jackstaff is a modified national flag worn only by naval vessels. Sometimes the jackstaff is the location of a "courtesy flag", the national or merchant flag of the vessel's next port of call, or of the waters in which she sails.

[4] The insignia is worn at the stern and is the personal banner of the captain or pilot, most often the latter.

PILOTS

Of all the professional classes, only pilots are permitted to register personal heraldic devices. A master pilot will have his personal insignia registered with the College, by his guild on graduation from apprentice. The registration will be valid only for his lifetime and may not be inherited. A pilot's insignia is not considered a "true heraldic device", but the usual care is taken to avoid duplication and, with the provision that they may only be used as banners at sea, they are treated much the same as a noble's achievement.

BADGES

While they are not deemed proper heraldic devices, the College will register and conserve badges for certain religious and commercial organizations. There are strict

limitations on the ways in which these devices may be worn or displayed. Badges may not be the shape of a knight's shield although they may be round, lozengy or square. They may not exceed six inches in diameter when worn on garments, nor may they (on Harn) be worn in the centre of the chest or back. They may not be made into banners or flags, or painted on shields for use by their owners (although the same symbols and sometimes the entire badge will often occur in other achievements).

BADGES OF TEMPLES

Each church and each clerical order has its own badge(s) whose use is regulated by its own hierarchy. There will be a common badge for the whole religion which may or may not be limited to high-ranking clerics. Often, each individual order, sometimes each temple, has its own badge which will usually be a variant of the church device. Clerics also wear symbols of rank (often the colour of one's robe) but these internal insignia are not recorded by the College.

BADGES OF GUILDS

Each legal guild has its own, internationally recognized badge which may be worn and displayed by its masters and journeymen according to its own rules. Badges worn on the person are restricted as for clerics (above). Master guildsmen are also permitted to display the badge of their guild outside their premises or place of business as an indication of the type of work done there. Such signs may not exceed three feet in any dimension.

INTERNATIONAL DIFFERENCING

To insure uniqueness of arms when Harnians travel to the mainland of Lythia, an engrailed azure bordure must be added to their arms. This symbol is unique to the Harnic Isles. Nobles from other parts of Lythia are required to difference their shields by means a bordure when they leave their countries of origin:

REGION	DIFFERENCE
Azeryan	A bordure gyrony gold and sable
Emelrene	A bordure azure
Harn	A bordure engrailed, azure
Hepeker	A bordure gold
Ivinia	A bordure chequy argent and azure
Karejia	A bordure compony gold and sable
Palithane	A bordure sable, eight crescents gold
Quarphor	A bordure vert
Shorkyne	A bordure invecked vert
Trierzon	A bordure compony vert and gold

This is probably the most important use of the bordure since it allows the various Colleges to minimize consultation. When the bordure is added, the whole arms are placed within it, although they will be reduced somewhat in size. If the arms being differenced already have a bordure, it too is placed within. Consequently, the use of bordures on complex arms is generally avoided by most Lythian Heralds. Regional bordures are never granted as part of an achievement. Even with the system of international differencing, the arms of a good number of clans receive wide circulation among heralds, who will avoid duplication of foreign arms in new achievements. The international bordures are temporary markings that may be removed when the bearer returns home or re-registers his arms in the jurisdiction he is visiting.

ORBAALESE AND IVINIAN HERALDRY

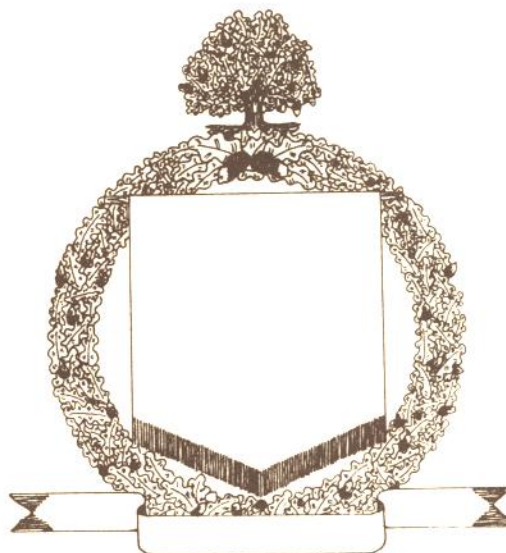
The Jarin practiced heraldry before the Ivinian Conquest and the Orbaalese and Ivinians have since enthusiastically adopted the art. Both in Orbaal and Ivinia, some conventions remain ambiguous, especially as to who may bear what arms. Nevertheless, the hard-working heralds of the northern kingdoms will, within a generation, establish the same degree of sophistication. Each of the five kingdoms of Ivinia have heralds attached to their courts, but all look to the central archives (the Dragon Lodge in Fuhreling) for guidance and registration, which in turn now recognizes the college at Cherafir. Orbaalese heralds acknowledge the authority of the archives at Cherafir and they may

have persuaded Ivinian heralds to follow this lead.

The northmen tend to use round wooden shields and the recent origin of northern heraldry has resulted in the preeminence of different symbols. The dragon is popular, especially among royalty. Warboats, reindeer, wolves and whales are also common. There are few formal titles, so it is the college of heralds that determines whether one is entitled to bear arms. Those who have holdings roughly equivalent to a Harnic manor are generally granted arms.

THARDIC HERALDRY

In the Thardic Republic, heraldic arms are reserved for the patrician class; all honours flow from the senate. Thardic knights' achievements are the same as those of knights elsewhere. Since there are no hereditary titles in the Republic, senators display their arms on a banner, within a chaplet of oak leaves surmounted by an oak tree. The motto scroll is retained, but it will bear only the clan name of the owner. All senators use this format and are automatically granted arms on election if they do not already have them. Any relative of a senator and anyone who has accumulated lands equivalent to a manor can usually obtain a knighthood.



These conventions have been in effect since 638, two years after the formation of the Thardic League. At that time, all matriculations were converted.

AZERYAN AND THE IMPERIAL STATES

The imperial states beyond Trierzon, including the great empire of Azeryan and the lands that once belonged to her (notably Karejia) also tend to simplify their heraldry in the manner of the Thardic Republic; only the shield itself belongs to the family. The rest of the achievement, crest and supporters (rare indeed) are used to denote rank or, more precisely, office since there are no (legally) hereditary titles in these states.

ASTROLOGY AND ASTRONOMY

Few Harnians have any real knowledge of astronomy. Most of what there is rests with pilots, astrologers and mages, those whose livelihood depends on their familiarity with the stars. But even casual skywatchers cannot fail to note that the night firmament changes with the seasons in an endlessly recurring pattern. Only the planets seem to wander aimlessly about the heavens but even the mystery of their courses will yield to diligent study. The rotating stars frame the movements of the sun, the moon and the planets.

Observation reveals that the sun and moon travel through narrow bands of the sky, hence through a select number of constellations which are thereby lent particular distinction. These star groups become the zodiac and the positions of the sun and moon on various dates become significant subjects of study.

For those who seek order in a baffling cosmos, the conclusion that these patterns must have bearing on the manifest destiny of the cosmos is irresistible. Since it is obvious (to Kethirans) that Kethira is the centre of the universe, surely these great cosmic events have particular import for the lives of Kethirans. In some manner, the celestial ballet must mirror the behaviour of men. An astrologer's task then is to discover the connections.

The philosophical attachment of human fortunes and attributes to the periodic motions of the heavens provides practical motivation for the study of the stars. If a course of action can be tested against a predictable universal scheme, then the stars can be useful allies. Powerful people are willing to fund astrological studies by generously supporting astrologers. They do this not out of an abiding love of academe, but rather for the practical advice they can obtain. The philosopher who studies the stars for their beauty or for the sake of learning may well go hungry unless he is also willing to cloak his arts in mystery and trade hints and horoscopes for his supper.

Court astrologers can be found in almost all the Kingdoms of Harn and Lythia. In most tribal nations there are shamens who interpret the significance of the stars to their fellow tribesmen. The influence of court astrologers varies.

In Rethem and the Thardic Republic, the advice of scores of astrologers is just one more factor in the confusion and intrigue that seems always to lead to inaction. In Kaldor, it is said that Miginath frequently consults Aquina of Andor, an astrologer of legendary skill. Harn's most notorious astrologer was undoubtedly Workol, the chief councillor of the Corani emperor Shorka (528-555). Although he came to dominate imperial policy, his unique brand of astrology was unable to forestall his own execution or even guide the ship of state around the whims of ill fortune. Astrologers have learned that precise specification leads to inaccuracy. Clearly, if it is a matter of self-preservation, it is far more prudent to generalize than to risk error. Unfortunately, this leads to muddled prediction; only the most confident of established scholars are willing to render their readings in plain language.

PRACTICAL ASTRONOMY

Only a few Arcane loreists of Melderyn practice anything resembling true astronomy in the sense that their interest is in celestial mechanics rather than in any benefits that can be gained. This kind of "pure astronomy" is generally deemed a sterile discipline, even more esoteric than the other arcane arts. After all, what purpose does it serve? The appetite for astronomical knowledge is whetted more by the desire for power through knowledge of the future.

There are a few telescopes, of widely differing capabilities, scattered across Lythia. Their existence is a jealously guarded secret. Through these instruments, resolution of the other planets and their moons is possible. The Melderyni have named the moons

and outer planets, mostly for the Harnic pantheon, but the knowledge they possess seems to exceed their capacity for optical observation.

THE CONSTELLATIONS

The average person can identify many of the major constellations and can use the pole stars to find his way. Of course pilots, for example, are able to navigate by the stars with a fair degree of accuracy. The north pole star is called Zexus, located in the constellation of Geriam (the bow) an easily recognized triangle that clearly marks the pole. The mast of the constellation Lado (the galley) points to Zexus. In the southern hemisphere, the pole is midway between two stars in the constellation Uhla (the lantern). The two stars are Ung Nadix and Tyn Nadix. The four stars in the constellation encircle the pole and the pole can thus be located. Many stars of the Kethiran night sky are of zero or negative magnitude. Thirty five major constellations are named:

The Northern Sky

Tlylus	the claw
Frylus	the fox
Nind	the ox
Clessan	the stag
Tissams	the hunter
Krast	the flail
Ermael	the unicorn
Herpa	the mace
Usnarl	the bear
Crynto	the beetle
Geriam	the bow
Kelark	the plough
Susso	the boar

The Southern Sky

Chind	the dog
Aik	the swan
Lyndus	the fish
Stend	the shield
Cryx	the warhorse
Dynux	the falcon
Uhla	the lantern
Lokiarn	the catapult
Enge	the dancer
Yoll	the hide

Zodiacal Signs

Ulandus	the tree	Nadai	the salamander
Aralius	the wands	Hirin	the eagle
Feniri	the smith	Tarael	the penticle
Ahnu	the dragon	Tai	the lantern bearer
Angberelius	the swords	Skorus	the mixer
Lado	the galley	Masara	the chalice

The zodiac consists of the twelve constellations that lie on the ecliptic, the plane of the planets' orbits around Nolomar. These are dealt with in more detail later.

COMETS AND METEORS

Dozens of comets pass through the Nolomar system, orbiting the sun in periods of 10-700 years. With the exception of Mirandae's Comet, named after a Melderyni mage who discovered its cycle of 32 years, most of these are not visible to the naked eye.

Kethira is subject to periodic meteor showers. The last great shower occurred in 634 TR. This is a periodic shower that occurs every 130 years. There are a few minor showers but none of comparable magnitude. Large meteor impacts are rare although there are deposits of minerals in some areas which are of meteoric origin. The Khudhul send periodic expeditions to mine such deposits, whose locations they do not willingly reveal. Such minerals may have strange properties, the rumour of which has given them a value in excess of any practical worth. The Corani emperor Saurach treasured a ring which was "...crafted on deep forge from a piece of Yael's bosom cast down".

THE STAR CHARTS

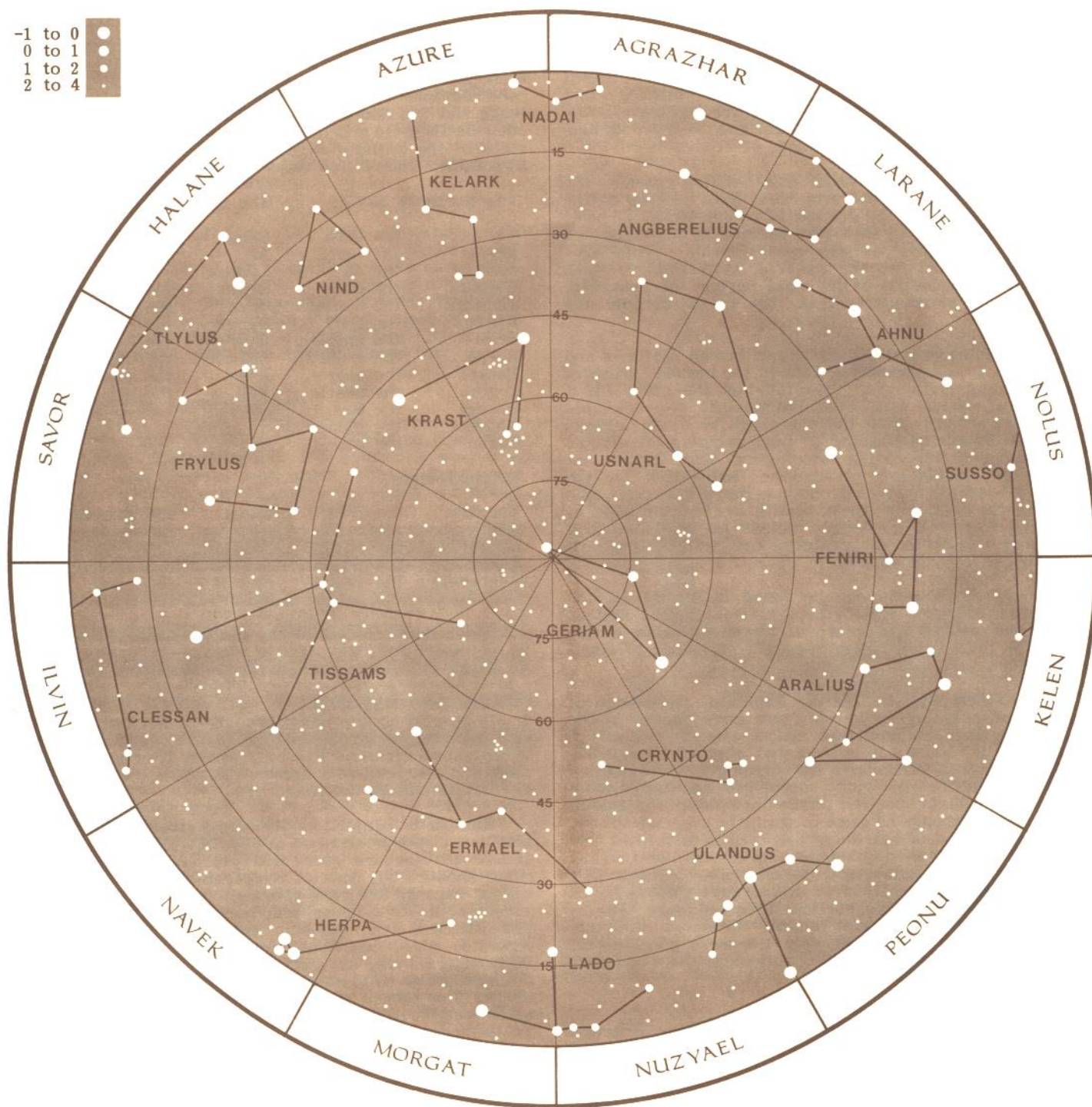
Star charts are given for the northern and southern skies. The major constellations are all depicted on these charts. The rims of the star charts, are the equator. The concentric circles are at 15 degree intervals. Harn lies between 40 and 50 degrees north.

ASTROLOGY 2

THE NORTHERN SKY

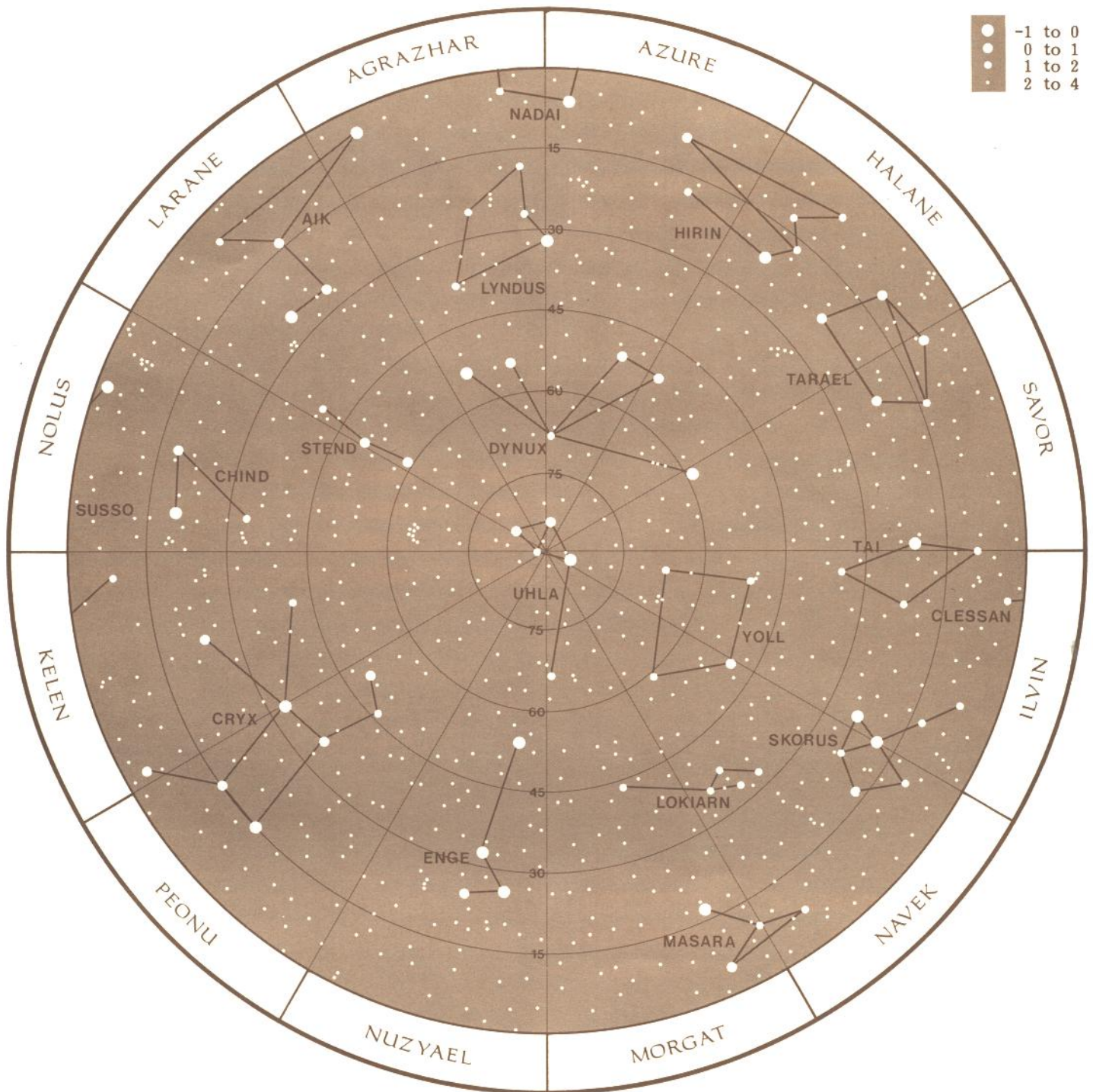
The stars charted may be seen with the unaided eye. Bright stars have large symbols but small numerical designations; dim stars have small symbols but large numerical designations.

-1 to 0	●
0 to 1	●
1 to 2	●
2 to 4	●



THE SOUTHERN SKY

The stars charted may be seen with the unaided eye. Bright stars have large symbols but small numerical designations; dim stars have small symbols but large numerical designations.



ASTROLOGY 4

ASTRONOMICAL DATA

Very, very few Kethirans know any of the following information and even less understand it. This factual information is intended only as a fundamental resource for gamemasters.

THE NOLOMAR SYSTEM

Nolomar is a G2 type star 1.612 times the mass of Sol and 426,000 times the mass of Kethira. Nolomar has a rotation rate of about 28 days at its poles and about 22 days at its equator. The Nolomar system contains five planets:

BODY	TYPE	PERIOD	ROTATION	AXIS	MASS
Epeon	T	0.55	35 days	12°	0.54
Kethira	T	1.00	24 hrs	21°	1.00
Alaran	T	2.00	25 hrs	16°	0.94
Kenor	J	10.00	12 hrs	3°	326.00
Mergus	J	85.00	20 hrs	32°	90.00

PERIOD: Orbital period in Kethiran years.

MASS: Kethiran planetary masses.

EPEON

Epeon is the closest planet to Nolomar with a mean distance of 116,000,000 km (72,500,000 miles). A small solid planet with no appreciable atmosphere, Epeon has a surface temperature that ranges from +200 degrees to -200 degrees celsius. Epeon can be seen from Kethira (as a very bright "morning/evening star") at dawn or dusk for much of the year. Epeon has no moons and is unique in the Nolar system by rotating in a retrograde direction.

KETHIRA

Kethira is the second planet in the Nolomar system with a mean orbital distance of 174,000,000 km (108,000,000 miles). Kethira is a terra-like planet (T Planet) but is smaller and denser than the Earth. Even though the planet has a smaller diameter when compared to Terra (11,500 km to 12,776 km), it has a denser core and hence an almost equal mass. Compared to Terra (1.0) Kethira has a density of 1.109217 (6.61 times as dense as water) and a mass of .81278. Coupled with its smaller diameter this mass produces a 1g gravitational force at its surface.

The calendar in common use throughout Harn and western Lythia (Tuzyn Reckoning) has a year based on 360 days. The actual orbital period of Kethira is 360.0011 days and this has introduced an error of 15.5 hours in the calendar since it originated 720 years ago. The Mages of Melderyn have noticed this difference but judge the error does not yet warrant any change to the calendar.

Yael

Kethira has one moon orbiting at a mean average distance of 346,000 km (216,000 miles). NB: In Harndex the distance from Yael to Kethira is listed as 280,000 statute miles in error.

Mass	: .0133 Kethiran masses
Diameter	: 4140 km
Rotation	: 15 hours
Axis	: 5 degrees
Sidereal period	: 27.69 days
Synodic period	: 30 days

Yael is a relatively young satellite of recent capture (astronomically speaking) as evidenced by its fast rotation rate. Eventually its rotation will slow to equal its sidereal period and it will then always present the same face towards Kethira. Yael's orbit does not lie on the ecliptic. It intersects this plane at an angle of eight degrees.

As the synodic period of Yael (time from full moon to full moon) is almost exactly 1/12 of the Kethiran year, full moons and new moons occur on the same day each month. (Some suggest that the Earthmasters had some hand in this almost clockwork arrangement). At the present time (720TR) the vernal equinox (the first of Nuzyael) coincides with a new moon. However, the

true synodic period of Yael is 29.999985 days. This difference from an exact 30 days will eventually cause the phases of the moons to occur earlier and earlier in the month, about 1 day every 5500 years.

ALARAN

Alaran is the third planet from Nolomar. It is similar to Kethira but has a thinner atmosphere and is colder. The oxygen content (18%) is high enough to support life similar to Kethira. Carbon dioxide content is higher (around 2%) than Kethira, producing a high "green house" effect and consequently higher mean temperature than its distance from the sun 275,000,000 km (171,000,000 miles) would indicate. Around the equatorial belt the temperature varies from 10-40 degrees celsius.

Alaran has three moons Avarkiel, Hyvrik and Angcaradina. These are all small satellites of approximately 1/500 the mass of Alaran.

	RADIUS	ROTATION
Avarkiel	700 km	32 days
Hyvrik	534 km	54 days
Angcaradina	632 km	84 days

The sidereal orbital period of all three moons is equal to their rotational period so they always present the same face to the planet.

KENOR

Kenor is the largest planet of the Nolar system and the fourth from Nolomar at 806,000,000 km (501,000,000 miles). This gas giant (J Planet) is second only to Epeon in apparent brightness to Kethiran skywatchers. Kenor has 6 moons, all invisible to the unaided eye:

	RADIUS	ROTATION
Hyvrus	350 km	27 days
T'nor	500 km	42 days
Kychus	400 km	66 days
Fressus	1000 km	95 days
Brall	300 km	164 days
Cullus	400 km	339 days

MERGUS

Mergus is the second largest planet and the furthest from Nolomar at a distance of 3,360,000,000 km (2,088,000,000). Mergus is a gas giant like Kenor but has no moons. Mergus is barely visible from Kethira and is sometimes known as the Sable Eye.

ECLIPSES OF NOLOMAR

When the paths of Yael and Nolomar intersect at the ascending or descending nodes (the points where Yael crosses the ecliptic) an eclipse of Nolomar occurs. These eclipses occur in very periodic sequences because the eclipse year of 12 synodic months is virtually identical to the Nolomar calendar month. There is a large variation possible in the location of Nolomar for some part of its shadow to strike Kethira. The sun can be within 18 degrees of any node and still produce a partial eclipse. As the sun moves 30 degrees a month there must be at least two eclipses per year but there is a maximum of four. These eclipses are very regular and do not change their path of totality quickly. During the present epoch the solar eclipses are all around the southern latitudes. There will be no eclipses of the sun on Harn for around 20000 years.

ECLIPSES OF Yael

Eclipses of Yael are rarer than eclipses of Nolomar. For Kethira to shadow Yael, Nolomar must be within 180 degrees of an ascending or descending node. Consequently there is only one eclipse of Yael per year and, due to the periodic nature of the orbits of Yael and Kethira, it always occurs on the same date each year, the 14th of Peoni. During this epoch, eclipses of Yael are always nearly total, although even total eclipses of the moon do not obscure it completely.

PLACE	HUNDRED	HOLDER ¹	LEIGE SEAT	GROSS ACRES	LAND ² QUAL.	HOUSEHOLDS ³			
						SF	RF	UF	
ALTDEL	SILORYNE	Bailiff	QUALDRIS	1560	1.06	34	3	0	
APARIS	CEDMYME	Bailiff	SIRENDEL	1620	1.09	25	2	0	
ARDEL	FIRITHEL	Reeve	BETHINE	600	1.03	11	2	0	
AREL	TANIRAN	Bailiff	CILISON	1200	1.10	18	2	0	
ARWYN	TANIRAN	Bailiff	NEBREM	1350	1.09	22	1	0	
ATAS	SILORYNE	Reeve	NAVESIN	560	1.05	11	1	0	
BAELIN	TANIRAN	ALGENA	SIRENDEL	1270	1.09	21	2	0	
BERTINE	SILORYNE	SARATHID	QUALDRIS	1820	1.05	35	4	0	
BETHINE	FIRITHEL	Bailiff	KOBING	1350	1.03	24	2	0	
BIDOWEL	CEDMYME	TARGALEN	SIRENDEL	1600	1.08	25	2	0	
BRINEL	SILORYNE	Reeve	HYLESIM	480	1.06	9	1	0	
BRIUM	FIRITHEL	Reeve	KOBING	630	1.03	10	3	0	
BYCE	SILORYNE	Bailiff	MINARSAS	1490	1.06	28	3	0	
CELIF	SILORYNE	CHELYA	RIDIAN	1710	1.05	33	2	0	
CHELOUT	SILORYNE	COTREN	RIDIAN	1440	1.05	28	2	0	
CHELYA	FIRITHEL	GEPHIAN	KOBING	1010	1.03	17	1	0	
CHESEL	TISHILAN	Bailiff	NUBETH	1260	1.04	22	3	0	
CHIRE	VALGANARA	Reeve	RAGULIAN	510	1.04	10	0	0	
CHYNE	TANIRAN	Reeve	NEBRIN	590	1.09	9	1	0	
CILISON	TANIRAN	Bailiff	SIRENDEL	1120	1.09	17	3	0	
DAMINA	TANIRAN	Bailiff	KOBING	1470	1.09	23	0	0	
DIREN	VALGANARA	Guildmaster	SIRENDEL	510	1.04	0	17	0	
DIRIM	VALGANARA	LADNITH	QUALDRIS	1550	1.05	28	4	0	
DIRTHILON	CEDMYME	Bailiff	ERDEREM	2020	1.09	30	3	0	
DISEN	FIRITHEL	Reeve	KOBING	600	1.03	10	2	0	
DOLDAS	TARIAL	LUNENRA	NUBETH	2260	1.07	36	5	0	
DOVET	VALGANARA	RYSELITH	RAGULIAN	1160	1.04	22	2	0	
EBINA	SILORYNE	Reeve	YERICI	490	1.05	9	1	0	
ELEME	TARIAL	ROCYNAS	NUBETH	1960	1.08	28	4	0	
ELEND	SILORYNE	Reeve	QUALDRIS	530	1.06	11	0	0	
ELINADE	TARIAL	Bailiff	TANINISH	1250	1.08	19	2	0	
ELSYNE	TARIAL	Reeve	TARIAL	530	1.07	9	1	0	
ENDALE	TARIAL	Reeve	TARIAL	740	1.07	12	0	0	
ERDEREM	CEDMYME	Abbott	LEDYNE	2100	1.08	32	2	0	ABBNEY ⁴
ESTOMAR	TANIRAN	Reeve	BAELIN	600	1.09	12	1	0	
FANCET	VALGANARA	Abbott	LEDYNE	1990	1.04	36	4	0	ABBNEY ⁴
FIRATES	TANIRAN	Bailiff	LEDYNE	1170	1.09	19	1	0	
FORENA	TARIAL	Kt/Com.	TARIAL	1650	1.07	24	2	0	CHAPTER HOUSE ⁵
GIRHIM	VALGANARA	Bailiff	TORRET	1380	1.05	24	3	0	
HAELIN	FIRITHEL	Reeve	NERIELD	620	1.02	12	3	0	
HASEBE	SILORYNE	Reeve	THILD	540	1.06	10	0	0	
HASIEL	TANIRAN	TEYANAS	QUALDRIS	1800	1.09	26	5	0	
HELSTRU	TARIAL	KOBARN	NUBETH	1840	1.08	27	3	0	
HELYA	SILORYNE	YELIM	QUALDRIS	1550	1.06	30	3	0	
HILGERE	VALGANARA	Bailiff	HUTOP	980	1.05	18	1	0	
HITRALIN	TANIRAN	CAMBAR	SIRENDEL	1490	1.09	25	1	0	
HODISIR	VALGANARA	Bailiff	KIBAN	1300	1.05	22	2	0	
HOLAS	TANIRAN	Reeve	SATEL	710	1.09	12	2	0	
HUBRIN	TARIAL	PROVIN	OSTELIM	1200	1.07	18	1	0	
HYLESIM	SILORYNE	Bailiff	QUALDRIS	1000	1.06	19	0	0	HUNDRED MOOT
HYNAIN	TARIAL	CLAUNE	DOLDAS	1560	1.08	24	1	0	
INDEREN	FIRITHEL	MIDLAS	KOBING	1620	1.03	32	3	0	
IRIANS	CEDMYME	DRASYME	SIRENDEL	1150	1.09	18	1	0	
JEMAS	SILORYNE	Reeve	RIDIAN	650	1.05	10	2	0	
JENID	TANIRAN	Bailiff	SIRENDEL	1800	1.09	29	2	0	
JEVEL	CEDMYME	DATHVAL	NUBETH	1320	1.08	20	2	0	
JIDOR	SILORYNE	Reeve	ALTDEL	590	1.05	14	0	0	
KAELE	SILORYNE	Bailiff	HUTOP	1320	1.06	26	3	0	
KHAEN	SILORYNE	Bailiff	HYLESIM	990	1.05	18	2	0	
KISL	TANIRAN	STUNAN	BAELIN	1340	1.09	20	2	0	
KITHEL	CEDMYME	ZERONAT	SIRENDEL	1640	1.08	25	3	0	
KOBING	FIRITHEL	FIRITH	KING	660	1.03	13	1	0	BARON FIRITH
KYN	SILORYNE	Reeve	HYLESIM	500	1.06	8	2	0	
LACHEL	TISHILAN	Reeve	CHESEL	530	1.09	11	0	0	
LARIEN	VALGANARA	Reeve	LOQUE	1630	1.05	30	3	0	
LENCE	SILORYNE	Reeve	KHAEN	470	1.05	10	0	0	
LOQUE	VALGANARA	Bailiff	QUALDRIS	710	1.05	13	3	0	
LURIM	SILORYNE	RYTHAL	SEDILES	1350	1.05	25	3	0	
MANAY	TARIAL	Bailiff	NUBETH	1620	1.07	24	4	0	
MORNISAR	FIRITHEL	Bailiff	KOBING	790	1.03	10	3	0	HUNDRED MOOT
NAVESIN	SILORYNE	Bailiff	NUBETH	1540	1.05	25	3	0	
NEBREM	TANIRAN	MASLEST	SIRENDEL	1500	1.10	24	1	0	
NEBRIM	TANIRAN	MALTER	CHANTAL	810	1.09	14	1	0	
NEBULAN	VALGANARA	Kt/Com.	FANCET	1310	1.04	20	4	0	CHAPTER HOUSE ⁵
NERIELD	FIRITHEL	FELDSAAR	KOBING	1520	1.02	27	3	0	

PLACE	HUNDRED	HOLDER ¹	LEIGE SEAT	GROSS ACRES	LAND ² QUAL.	HOUSEHOLDS ³			
						SF	RF	UF	
NIBINEL	SILORYNE	Reeve	QUALDRIS	600	1.06	13	0	0	
NUBETH	TARIAL	ELORIETH	QUALDRIS	1280	1.07	19	5	47	BARON ELORIETH
OLAIN	TARIAL	Bailiff	NUBETH	2440	1.08	34	7	0	
OLOTIN	TANIRAN	REQUANT	SIRENDEL	1120	1.10	18	1	0	
ORIN	FIRITHEL	Reeve	TEBELON	630	1.03	11	0	0	
OSELAS	SILORYNE	Bailiff	HELYA	1500	1.06	25	2	0	
OSTELIM	TARIAL	HEBERON	NUBETH	1540	1.07	23	2	0	
OVENDEL	TANIRAN	NOMALDIS	SIRENDEL	1570	1.09	24	2	0	
PHENGEL	TANIRAN	Bailiff	VALEDON	1350	1.09	22	2	0	
PRALE	SILORYNE	Bailiff	NUBETH	1310	1.06	25	4	0	
QUALDRIS	SILORYNE	MELEKEN	KING	1590	1.06	28	16	123	EARL MELEKEN
QUALIRE	VALGANARA	Bailiff	KOBING	1640	1.04	29	4	0	
QUAN	FIRITHEL	Guildmaster	SIRENDEL	530	1.03	0	16	0	
QUELEN	TARIAL	Bailiff	NUBETH	1520	1.07	22	3	0	
QUINTAS	TARIAL	HORAB	NUBETH	1540	1.08	24	2	0	
RAGULIAN	VALGANARA	KAILIAN	KOBING	1420	1.04	24	4	0	
RASELE	SILORYNE	Reeve	BYCE	600	1.06	11	0	0	
RIANA	VALGANARA	Reeve	NEBULAN	600	1.04	13	2	0	
RICHEL	SILORYNE	Reeve	KAELE	540	1.06	10	0	0	
RIDIAN	SILORYNE	ELDARAN	QUALDRIS	2010	1.05	38	6	0	
RUDWYN	TARIAL	Bailiff	NUBETH	1410	1.08	20	3	0	
RYLE	FIRITHEL	Reeve	MORNISAR	620	1.03	14	0	0	
RYTHAL	SILORYNE	CULALOR	QUALDRIS	2160	1.05	40	4	0	
SEDILES	SILORYNE	Bailiff	QUALDRIS	2595	1.05	45	5	0	
SERIFON	VALGANARA	Bailiff	QUALDRIS	2000	1.05	35	4	0	
SHIRON	CEDMYME	Bailiff	SIRENDEL	1590	1.09	24	2	0	
SHRYN	CEDMYME	Bailiff	MINARSAS	1190	1.09	18	1	0	
SIRENDEL	CEDMYME	Sheriff	KING	1210	1.09	17	4	41	SHIRE MOOT
SITANE	CEDMYME	Reeve	ERDEREM	520	1.09	11	0	0	
STAXER	TARIAL	Bailiff	TARIAL	1600	1.07	24	3	0	
STROUT	SILORYNE	TOMADA	QUALDRIS	1650	1.05	29	3	0	
SYLAN	TANIRAN	RESSHUS	SIRENDEL	1660	1.09	24	4	0	
TABRAL	FIRITHEL	Reeve	VARDEN	710	1.03	14	0	0	
TANINISH	TARIAL	Bailiff	NUBETH	2340	1.08	36	5	0	
TARIAL	TARIAL	Abbott	LEDYNE	1700	1.07	25	3	0	ABBAY HUNDRED MOOT ⁴
TARIES	FIRITHEL	Reeve	CHELYA	490	1.03	10	0	0	
TEBELON	FIRITHEL	Bailiff	WYTHIA	1190	1.03	20	3	0	
TEFIR	SILORYNE	TYNDAS	BERTINE	1310	1.05	23	3	0	
TEKONIS	CEDMYME	POLITY	SIRENDEL	1200	1.09	18	1	0	
TELTON	TANIRAN	ARANAGAD	QUALDRIS	1830	1.09	27	3	0	
THATAIN	SILORYNE	Reeve	HELYA	490	1.06	9	1	0	
THERJIN	TANIRAN	LAXTER	SIRENDEL	1300	1.09	20	1	0	
THILD	SILORYNE	Bailiff	HUTOP	1950	1.06	35	3	0	
TIRYN	CEDMYME	Bailiff	SIRENDEL	1420	1.09	23	1	0	
TORRET	VALGANARA	Bailiff	HUTOP	1580	1.05	30	3	0	HUNDRED MOOT
TUNY	TANIRAN	Reeve	KISL	530	1.09	10	0	0	
TYAN	CEDMYME	Reeve	SHRYN	620	1.09	12	0	0	
TYKAN	FIRITHEL	Bailiff	TEBELON	1540	1.02	30	3	0	
ULBIN	CEDMYME	Bailiff	MINARSAS	1300	1.08	22	1	0	
ULVAIN	CEDMYME	MARARIN	SIRENDEL	1320	1.08	21	1	0	
URIL	FIRITHEL	Reeve	TEBELON	590	1.03	10	1	0	
VALEDON	CEDMYME	MORHUN	SIRENDEL	1230	1.09	20	0	0	HUNDRED MOOT
VARDEN	FIRITHEL	Bailiff	KOBING	1680	1.03	29	5	0	
VINFEL	VALGANARA	Reeve	HILGERE	500	1.05	11	0	0	
VISERN	VALGANARA	Reeve	HODISIR	650	1.05	9	1	0	
VONEL	TANIRAN	Reeve	HITRALIN	550	1.09	10	0	0	
WENDERN	TANIRAN	Bailiff	SIRENDEL	1200	1.10	18	1	0	HUNDRED MOOT
WERDEL	TARIAL	SARDUNAT	QUALDRIS	1990	1.08	27	6	0	
WHALEN	VALGANARA	Reeve	FANCET	590	1.04	11	2	0	
WYTHIA	FIRITHEL	Abbott	LEDYNE	1780	1.03	33	3	0	ABBAY ⁴
YALIN	CEDMYME	Bailiff	JENID	1300	1.09	22	0	0	
YERICI	SILORYNE	WYTHIAN	QUALDRIS	1400	1.05	25	3	0	
YONNE	VALGANARA	Kt/Com.	FANCET	1640	1.04	29	3	0	CHAPTER HOUSE ⁵
ZENA	VALGANARA	Reeve	QUALIRE	550	1.04	9	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 Freemen UF: Urban Freemen
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.

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MAP SECTION (SAME SCALE)



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CITIES OF HARN A module detailing the seven major human cities of Harn: Aleath, Cherafir, Coranan, Golotha, Shiran, Tashal and Thay. Included in this module is a full colour map of each city (keyed and described for gamemaster use), a B&W player map of each city (unkeyed with permission to photocopy), and a 48 page gamemaster guide to the cities of Harn, including floor plans (scale: 1mm = 1 foot) of the most important buildings.

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