

ENCYCLOPEDIA HARNICA

13



ORBAAL

The Turbulent Viking Kingdom of Northern Harn

By: Edwin King, Ron Gibson

GELDEHEIM

The Royal Castle of Orbaal

By: Dave Kowan, Edwin King

ATLAS HARNICA

Geldeheim Region in the Kingdom of Orbaal

By: Ron Gibson



COLUMBIA GAMES INC.

#6013

ENCYCLOPEDIA HARNICA

ENCYCLOPEDIA HARNICA (EH)

Welcome to Encyclopedia Harnica. This module is designed to fit in a three ring binder. On the back cover of this issue are our interior, local scale and atlas mapping keys. We cannot repeat these keys every issue, so we suggest that you save them for future reference.

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NEXT ISSUE (EH14)

GEDAN

The "lodge of a thousand souls" in northern Harn, and the headquarters of the Jarin "underground".

NORON'S KEEP

Home to one of Harn's more mysterious residents.

ANOVA

The half Jarin tribesmen of the northeast.

This space is used to answer some of your questions about Harn and EH. We reserve the right to edit for clarity, brevity or taste. We can also answer questions directly providing you send us a self addressed stamped envelope and phrase the question so it can be answered yes or no.

1. I have found several references in EH to "standard tolls" for bridges, ferries, and fords but I can find nowhere any mention of how much they might be.

Kevin C. Deitrick
University Park, Pennsylvania

2. In a number of places "standard tolls" are mentioned but nowhere is it stated what the actual tolls are. How much does it cost to take a double-axeled haywain across the bridge to Tashal?

Brant Gibbard
Toronto, Ontario

So glad you (among many others) asked. This information was inadvertently omitted from Cities of Harn and through oversight has not since been given.

Tolls may be levied by virtually anyone who thinks he can collect them. Travellers crossing the smallest village may be challenged and ordered to pay any amount. Tolls off the main roads can be challenged, and if the traveller's "champion" can win a joust the party can pass freely. Royal tollhouses can be found along royal highways, but these tolls are not challengeable and must be paid. Tollhouses are located every twenty leagues or so and at every major bridge. Royal Tolls are fairly standard throughout Harn:

Man/Woman on Foot	0.25d
Per Horse/similar beast	1.00d
Per (two-wheeled) Cart	0.25d
Per (four-wheeled) Wagon	1.00d
Per sheep/goat/etc	0.25d
Per Oxen/etc	0.50d

3. What is the unlabelled site in quadrant G4 between Mt. Ebon and Mt. Nipheh on the map in the Harn regional module? Secondly, in Harndex under "Naveh" is the term "Gytevsha(qv)". Unfortunately, there is no entry to qv. I have searched Harndex for this and continue to draw a blank.

Richard D. Taubold
Rochester, NY

The unlabelled site is due to an oversight and should not have been there. The Gytevsha are demon servitors of Naveh. We are working on a Gods of Harn module and further details will be given there.

4. How do human names work? I've been saying the second name is a "clan name" which all clan members use. However, they could also be "father names" in which the child is named after its parent (Zonar of Uregon's son would be Qualix of Zonar etc.).

Edward R. Masters
Washington D.C.

The names are clan names. Zonar of Uregon's son would be Qualix of Uregon.

5. I am quite happy with Harn. My players really appreciate the detail of the maps and articles. I would be interested in seeing a yearly update.

Karen Mohring
Macomb, Illinois

Thank you for your praise. We are glad to be helpful. By "yearly update" I presume that you mean information on Harn circa 721, 722 TR etc. We have no plans or intentions of producing such a thing. We have deliberately set Harn and all other Kethira based products, past, present, or future, at 720 to avoid conflicts between modules published at different times. There is no "official" version of Harn; post 720 events in your campaign have equal validity to events occurring in campaigns at Columbia Games.

LOCATION: Kingdom of Orbaal
 STATUS: Royal Castle
 GOVERNMENT: King of Orbaal
 POPULATION: 600 (approximately)

The largest settlement in the Kingdom of Orbaal, Geldeheim is a hybrid community of Ivinian masters and Jarin peasantry. Located on the south shore of the Geldesfjord, the castle is situated in the most populous region of Orbaal.

HISTORY

Jarin settled in the district about 300 BT. They came from the more fertile southern lands, escaping the increasing population pressure in Nuthela. They had few enemies, and built small, unfortified villages. They depended primarily on fishing for sustenance. Limited trade existed between their independant settlements.

Beginning in the second century the Jarin of the northern coast were plagued by Gargun raids. These savage creatures found the Jahl mountains a fine refuge, and their unremitting attacks forced the Jarin to fortify their villages.

The Jarin living at the south end of Geldesfjord (then called Leith Inlet) built an earthen fort one league west of the present site of Geldeheim. Called Annwyn, it was the centre of a tiny kingdom ruled until the middle of the fifth century by clan Allythen. During most of this period Annwyn was no different from similar settlements in the region.

In 437 the last ruler of clan Allythen came to the throne. His name is forgotten; on the rare occasions that he is mentioned it is as "The Doom That Came To Annwyn". The details of his reign are obscure; a fanatical follower of Ilvir, he is said to have built a great temple for worship of the god. He attempted to impose his vision of Ilviran theology on his subjects by oppression and violence. It is likely that he was somehow using Ivashu in his rites. There are dark legends of

human sacrifice and victims of "slayers from the loam". Most tales are vague about the final days of Annwyn. The fortress town was abandoned in the middle of the fifth century; the ultimate fate of its last king and his Ilviran sect is unknown. The earthen mounds of Annwyn still survive; most Jarin avoid them.

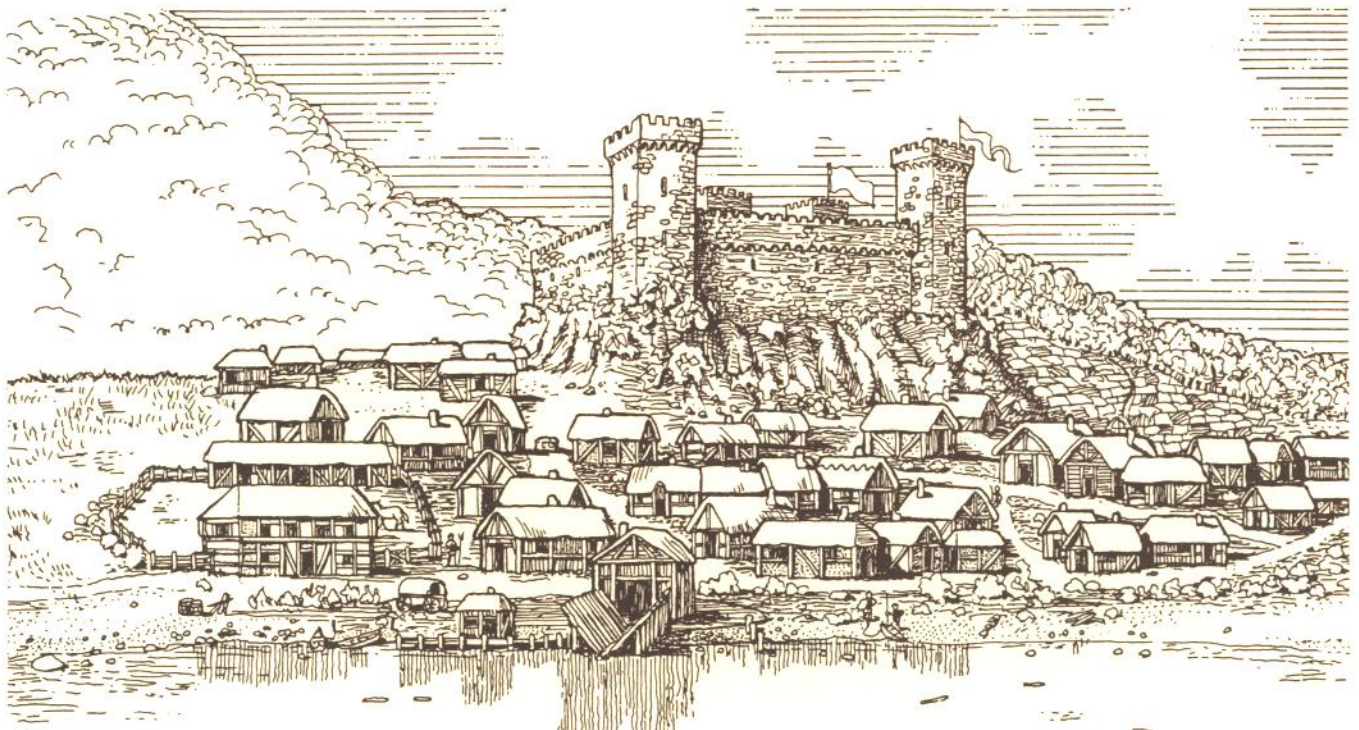
According to legend Haliesel Canwyr led his people from the disaster of Annwyn and built Lethwyn Tower, "free from supernal strife" in 458. Clan Canwyr was blessed by a succession of energetic rulers and Lethwyn prospered. By 650 it was the largest settlement on the coast of Jara, and one of the strongest fortifications.

When the Ivinians brought conquest and destruction to Lethwyn in 667, its strength proved wanting. Hagined Taareskeld struck boldly and in great force. The Ivinians outnumbered the defenders four to one, and the outcome was never in doubt. Within two days Lethwyn was in the hands of the northmen, and clan Canwyr was extinct. Savwyl, the last Prince of Lethwyn, was hanged, his body thrown into a mass Jarin grave.

Hagined's considerable ambitions led him to turn Lethwyn (renamed Geldeheim) into a castle. Well travelled, he copied the fortresses he had seen in other parts of the world. Construction began in 668 and took five years; when complete Geldeheim was the strongest fortification in the north.

Having conquered neighbouring Ivinian clans, Hagined proclaimed himself King of Orbaal in 686, claiming overlordship of all Ivinian domains on Harn. Since then Geldeheim has grown steadily, and has a larger Ivinian population than most Orbaalese communities; the northmen comprise about one quarter of its residents. As things are measured in Orbaal, Geldeheim is peaceful. The Jarin Rebellion between 701 and 703 had very little effect there, and clan Taareskeld's grip seems secure.

Introduction continued on page 6.



GELDEHEIM

GM MAP



Names in brackets are clan names. The following symbols denote the makeup of clans.

[I]=Ivinian

[J]=Jarin

1. CAER GELDEHEIM
The southern tower houses several Jarin "political prisoners". The eastern tower contains the quarters of Alegar's several wives. There is a livery stable against the south west wall. Plans for the keep are given on the following pages.
2. TEMPLE OF AGRIK
A temple of the Order of the Kukshin.
3. TEMPLE OF SARAJIN
The religious clanhouse of clan Sweyrn.
4. GREY WHALE COLLEGE OF ARMS
The residence of the chief herald of Orbaal.
5. GELD SQUARE
The primary market of Geldeheim is open from noon to dusk, except on holidays.
6. NEW MARKET SQUARE
Situated in the Ivinian quarter, the new market is open noon to dusk, three days a week.
7. THE WEEPING DOWN
The mass grave of Jarin killed during the sack of Geldeheim. Many believe the site is haunted by Savwyl Canwyr, the last Jarin lord of the castle.
8. THE BOOT (Selbraal [I])
Size: 8 Quality: *** Prices: average
The only inn that numbers both Jarin and Ivinians among its clientele, The Boot caters to travellers.
9. CLOTHIER (Verswan [I])
Size: 4 Quality: *** Prices: average
10. WEAPONCRAFTER (Yrakaan [I])
Size: 6 Quality: **** Prices: high
11. CHANDLER (Survensen [I])
Size: 5 Quality: *** Prices: average
12. THE TILLERMAN INN (Zhardeff [I])
Size: 7 Quality: ** Prices: low
The roughest bar in town, The Tillerman is a favourite of mariners. Brawls are common. Arvin Zhardeff, a boisterous host, owes his considerable wealth to viking raids and piracy in his youth.
13. MILLER (Taareskeld [I])
Size: 6 Quality: **** Prices: high
Owned by the royal clan.
14. HIDEWORKER (Chawyn [J])
Size: 3 Quality: *** Prices: average
15. CHARCOALER (Bavryl [J])
Size: 2 Quality: *** Prices: average
16. SALTER (Reskeld [I])
Size: 4 Quality: **** Prices: average
17. MERCANTYLER/USURER (Aaldaar [I])
Size: 4 Quality: ***** Prices: high
18. MERCANTYLER/USURER (Ramaalsen [I])
Size: 5 Quality: **** Prices: high
19. CLOTHIER (Twenalyn [J])
Size: 5 Quality: *** Prices: average
Depending on ones point of view, Iain Twenalyn is a stooge for the Ivinians or a loyal Jarin subject of the king.
20. HARBOURMASTER
21. SHIPWRIGHT (Taareskeld [I])
Size: 9 Quality: ***** Prices: high+
The best shipwright in Orbaal. A royal monopoly.
22. CHANDLER (Charva [I])
Size: 6 Quality: **** Prices: average
23. HARABO'S NET (Harabo [I])
Size: 7 Quality: *** Prices: average
The favoured gathering spot for Ivinians.
24. LEXIGRAPHER (Drendraas [I])
Size: 2 Quality: **** Prices: high
25. WOODCRAFTER (Mavraan [I])
Size: 8 Quality: **** Prices: high
26. POTTER (Kalarsen [I])
Size: 6 Quality: *** Prices: low
27. LOCKSMITH (Swadalaan [I])
Size: 3 Quality: ** Prices: average
28. METALSMITH (Henjaal [I])
Size: 5 Quality: **** Prices: high
29. WEAPONCRAFTER (Rjandsen [I])
Size: 7 Quality: *** Prices: average
30. MASON (Abjern [I])
Size: 3 Quality: *** Prices: high+
31. PHYSICIAN (Yravo [I])
Size: 1 Quality: ** Prices: high
32. APOTHECARY (Lyvan [J])
Size: 2 Quality: *** Prices: high
33. PHYSICIAN (Talies [J])
Size: 2 Quality: *** Prices: average
34. EMBALMER (Shanwyn [J])
Size: 3 Quality: * Prices: low
35. THE PRINCELING'S REST (Kynyg [J])
Size: 5 Quality: *** Prices: low
The favoured watering hole of Geldeheim Jarin, the Princeling's Rest takes its name from Savwyl Canwyr (see map key 7). Often the site of rebellious talk, it exists because the authorities believe the inn allows the Jarin to harmlessly vent their anger. The Ivinians make periodic raids on the inn to arrest agitators. Eawan Kynyg operates a covert chapter of the Lia Kavair from the inn.
36. OSTLER (Plarysyn [J])
Size: 4 Quality: ** Prices: average
37. WOODCRAFTER (Kawyn [J])
Size: 6 Quality: *** Prices: average

GROUND FLOOR

This is the base level for all spot heights. Except where noted all surfaces are stone. This floor contains the armoury, kitchen, servant's quarters, and storage. The stairway in the northwest was walled off during the reign of Alegar I.

GATEHOUSE

The design of the forebuilding/gatehouse was Alegar I's design. In this way the keep and bailey are secured by the minimum number of guards. Off the gatehouse passage is the holding area and cells, where visitors are interrogated and incarcerated as need be. Portable torches mounted on the outside wall provide the only light for the cells.

FIRST FLOOR

Entrance to the first floor is via stairs leading to a narrow platform. Alegar II's paranoia has resulted in many visitors undergoing lengthy examination here before being admitted to the keep. The cruciform loophole (enabling an archer to fire at the ground) is at head level. Late in 719 Narin of Chateme, a traveller from Thay, was slain here by an overzealous archer.

Entry to the keep is by a wooden walkway that is stored in the guard room. The walkway is normally in place during the day and withdrawn at night.

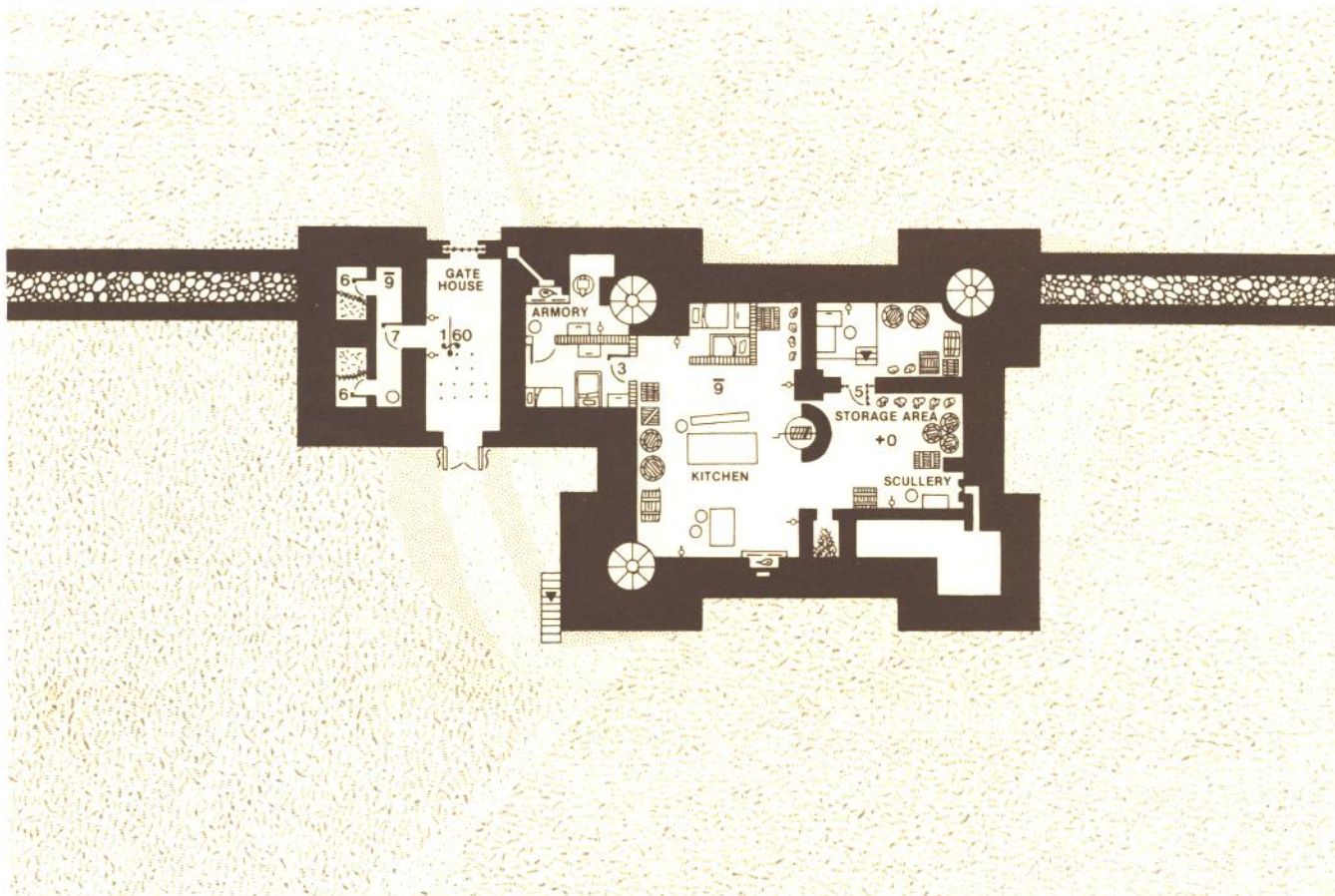
The great hall is lit in the morning by windows behind the dias and in the evening the dias is illuminated by the west windows on the second floor. Alegar is fond of referring to the lighting as evidence that "the sun shines from me and upon me". Opposite the fireplace are guest rooms and the quarters of favoured retainers.

To the south of the dias is the king's small throne chamber. Due to Alegar's somewhat foolish ego it is located immediately above the cesspit on the ground floor. When he came to the throne in 714, Alegar II wanted to emphasize his "regal might". He commissioned an elaborate throne and had one of the two toilets on the first floor modified to provide a chamber with a view of the bailey. Despite ventilation the chamber reeks during warm weather, resulting in many puns on "throne" among the servants.

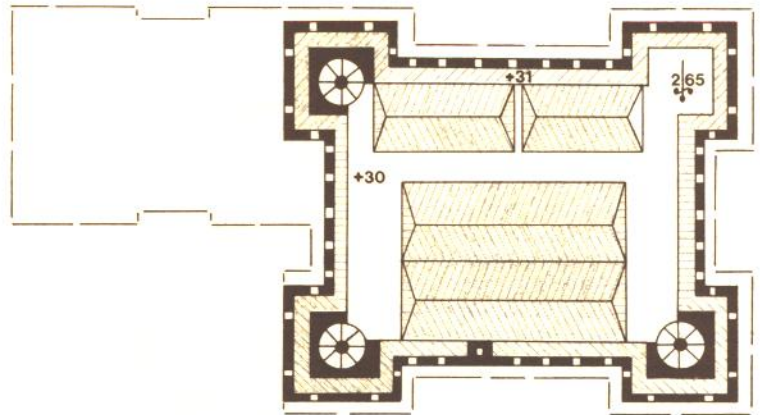
The secret passage to the north of the dias leads to the king's chamber on the second floor. When the original Jarin fortification was rebuilt by Hagined there was a door on the east wall of the keep to allow access from the curtain wall. This door was eliminated when Alegar I added the secret passage in 696.

Above the gatehouse is the porteullis winch and three murder holes. The trap doors over the cells are sometimes used to feed prisoners, and bored guards frequently dump offal on unfortunate inmates.

GROUND FLOOR



ROOF

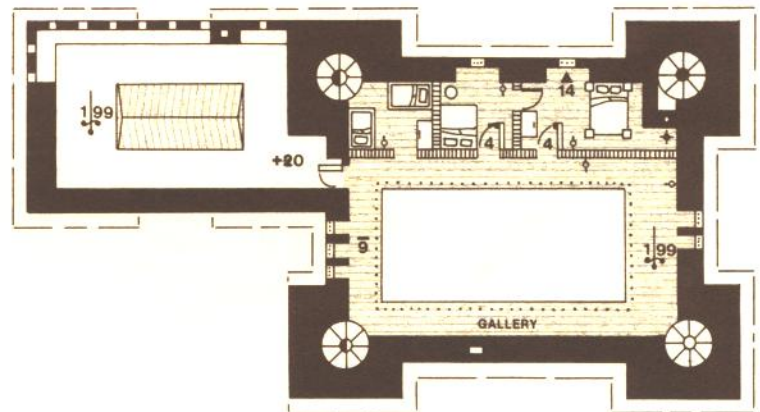


SECOND FLOOR

The king's bedchamber is in the northeast corner of the keep. The secret passage was built by Alegar I, who feared that he might be assassinated by guests in the great hall. An existing stairway was walled up to build the passage. Although the stairway runs down to the ground floor there is no exit there. Alegar II is contemplating adding a secret door in the basement. The room adjoining the king's chamber is presently occupied by his latest and favourite wife, Bryna Telthaal. Alegar's other wives have quarters in the eastern tower of the castle.

The gallery is decorated with tapestries and other works of art, many looted from Thay. Alegar II is fond of examining these stolen treasures and can often be found here.

The roof of the guard house shows signs of the hasty rebuilding of the original Jarin keep. The lack of machicolations on the walls facing the bailey (the result of a desire to finish the defenses quickly) is one of the many minor defensive weaknesses of Geldeheim.



GELDEHEIM 6

CHRONOLOGY

c.300 BT: Jarin first occupy district
c.150 TR: Gargun raids begin
c.160 TR: Building of Annwyn
c.450 TR: Abandonment of Annwyn
458 TR: Building of Lethwyn Tower
667 TR: Fall of Lethwyn/Renamed Geldeheim
673 TR: Geldeheim Castle completed
686 TR: Kingdom of Orbaal proclaimed
701 TR: Jarin Rebellion

GOVERNMENT

Geldeheim is governed by Alegar II and his lieutenants. The King spends most of his time here. There is a small, poorly organized council of wealthier Jarin who act as advocates for their people with the king. Their record of success with Alegar II is not high. The Jarin population is concentrated in the villages of Cieth, Dyrth, and Aberys. The New Town, north of Acieth Stream, is almost entirely Ivinian, and Geldeheim proper is split between the two peoples.

ECONOMICS

Seafaring Ivinian merchants travel in search of trade to Harnic ports as well as Ivinia, Trierzon and beyond. As a result of this activity "exotic" items can often be found in the Geldeheim markets. In addition, there is a flourishing coastal trade among the Ivinian settlements. The conquerors are skillful and energetic traders and they have radically changed the economy since their arrival. Land based trade is much less common, although a caravan is organized at Geldeheim every spring. Furs, copper, amber, whale products, and other exports are shipped south via Leriell to Olokand [see: EH3] in Kaldor where they are traded and sold.

GUILDS/CLAN TRADES

Apothecary:	[32]
Chandlers:	[11] [22]
Charcoalers:	[15]
Clothiers:	[9] [19]
Embalmer:	[34]
Herald:	[4]
Hideworker:	[14]
Innkeepers:	[8] [12] [24] [35]
Lexigrapher:	[20]
Locksmith:	[27]
Mason:	[30]
Mercantylers:	[17] [18]
Metalsmith:	[29]
Miller:	[13]
Ostler:	[36]
Physicians:	[31] [33]
Potter:	[26]
Salter:	[16]
Shipwright:	[23]
Weaponcrafters:	[10] [28]
Woodcrafters:	[25] [37]

TAXES

Although the Jarin villages of Cieth, Dyrth, and Aberys are theoretically independent, they are considered a part of Geldeheim for tax purposes. The Orbaalese tax structure is unsophisticated relative to the southern Harnic kingdoms. Urban residents are assessed a head tax that must be paid for every person over seven years of age. The penalty for hiding during the census is execution of the hidden person. The three fees for pilotage and wharfage reflect the difference for locally registered (least), Orbaalese registered, and foreign registered vessels.

Head Tax:	12d per annum (Jarin)
Head Tax:	8d per annum (Ivinian)
Hawking:	9% of goods value
Bonding:	2% of goods value per month
Pilotage:	25d/40d/80d flat fee
Wharfage:	0.5d/1d/4d per foot per day
Registry:	50d per foot per annum

RELIGION

Almost ninety percent of the Ivinian population worships Sarajin. Since 701 the Agrikan clerical order of the Kukshin has attracted some Ivinian lay worshippers, and many shieldmaidens have found a home in its associated fighting order. Most Jarin are adherents of either Ilvir or Siem. The influence that the Order of the Kukshin has with the Orbaalese throne has resulted in the church of Larani and competing Agrikan orders being proscribed.

TEMPLES

- [2] AGRIK (Order of the Kukshin)
- [3] SARAJIN (Clan Sweyrn)

THE RUIN OF ANNWYN

Although Annwyn is surrounded by cropland, and flocks of sheep graze atop the ancient mounds, the dire legends of its last days have allowed the earthen ramparts to keep whatever secrets they have. The hill fort is surrounded by many barrows, the graves of the lords of Annwyn.

Most tales dwell on the despotism of Annwyn's last king, his Ilviran temple "pillared in gold and ebon stone", and his terrible minions which may have been Ivashu. Some folk have reported that strange, unearthly creatures can be seen lurking near the ruin. Herders and livestock sometimes disappear in the area; many have been found mutilated and half eaten. Whether these events result from the depredations of wolves, gargun, or a less mundane agency is unknown. Most Jarin believe the latter. The disappearance of occasional parties of treasure hunters (the most recent in 718) has only enhanced the grim reputation of Annwyn.

NARIN OF CHATEME

Narin of Chateme was the son of a lexigrapher from Thay. Uninterested in his father's trade, he left home at an early age. By 715 he was travelling throughout Kaldor representing himself as a master of arcane lore, "telling fortunes" for simple folk. While he made extravagant claims, his skills seem to have been those of a confidence trickster.

Joined by his brother Valstin, Narin travelled to Leriell in 718. He was employed for a time by the Prince of Leriell as a court "seer", although the Prince did not take him very seriously. Shortly before leaving Leriell in 719 he claimed to have seen a vision of King Alegar II being stabbed to death in a stairway.

Whatever his motives for going to Geldeheim, it was a poor choice. His usual glibness failed him, and he was slain at the entrance to the keep by an impatient archer as he babbled his vision of the king's murder. Alegar has been troubled by the event, torn between conflicting beliefs that the vision may have been true, or that Narin was part of some as yet undiscovered plot by the Prince of Leriell. Narin's brother nurses his hatred while hiding south of Geldeheim in the village of Fausa.

Orbaal is the name presently given to the region north of the Anoth River and northeast of Himod. The natural vegetation is needleleaf and mixed forest and there are tracts of cropland and pasture. With the exception of the alluvial valley of the Anoth it is a rugged, fjord indented land. The Jahl Mountains cover over two thirds of the region.

Until 686 Orbaal was known as Jara, the name by which most of the indigenous Jarin peoples still refer to it. Orbaal is the name chosen by the first Ivinian king on Harn for his domains and it has come to mean the region as well as the kingdom.

Although dominated by the fractious, tributary Kingdom of Orbaal, the region is home to three human semi-nomadic nations, the Anoa, the Taelda, and the Ymodi, all of which have Jarin blood. While sporadic punitive missions and colonization attempts continue to be made, the tribesmen have successfully withstood all such activity, and frequently bloodied the noses of their would be Orbaalese overlords. The Jahl Mountains are also home to several Gargun nations.

Any understanding of Orbaal must begin with a discussion of the two "civilized" peoples that comprise the kingdom. The Ivinian conquerors number about 8000, hold almost all of the kingdom's fortresses, and rule 65,000 Jarin who make up the vast body of serfs and farmers. There is considerable tension between the two. A major rebellion erupted less than twenty years ago, and the Jarin are restlessly and constantly plotting against their overlords.

HISTORY

Organized Jarin settlement north of the Anoth River began in the fifth century BT. The new settlers moved north to escape the gradually increasing populations of Nuthela and Kaldor. Until that time the north was inhabited by semi-nomadic and largely disorganized Jarin tribesmen, the descendants of whom can be found among the Anoa, Taelda, and Yimodi tribes. The most ancient

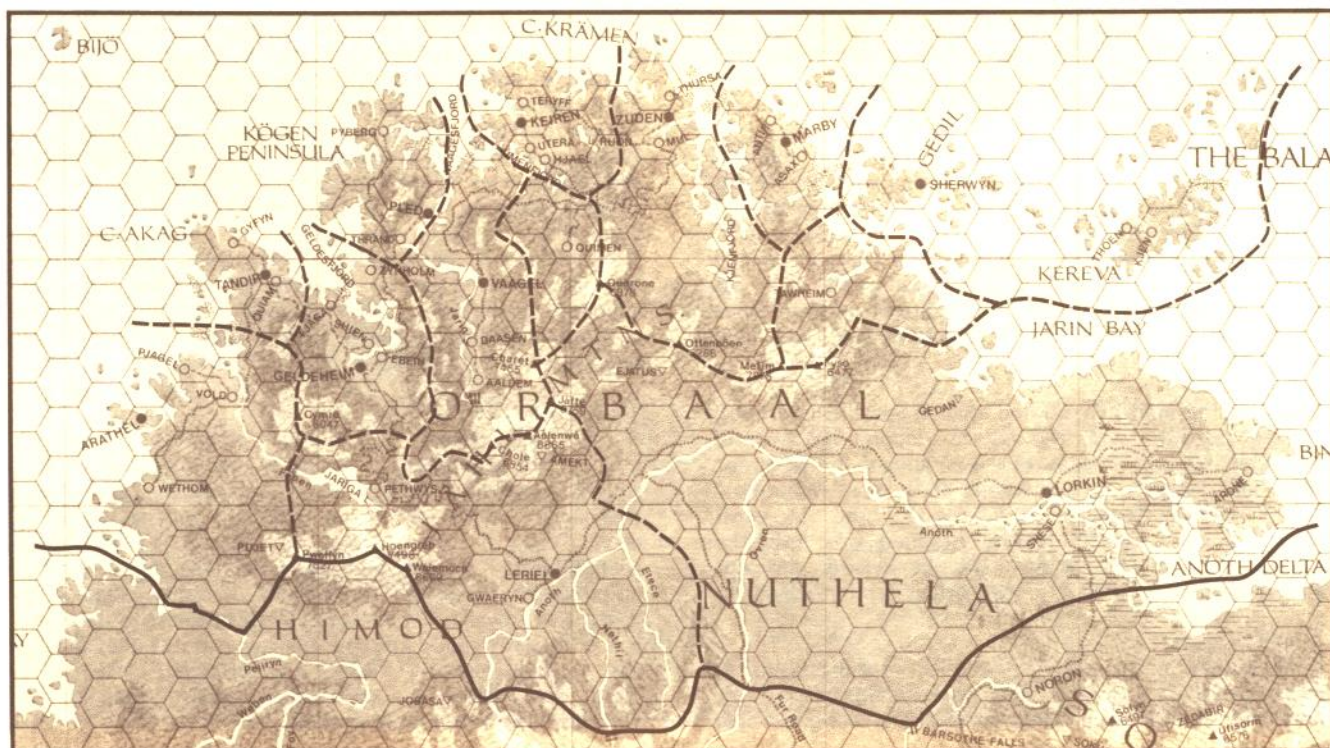
barrow graves at Gedan predate the influx of "civilized" Jarin. The northern Jarin quickly developed a cultural outlook distinct from their southern relatives. Many crossed the Jahl mountains and established settlements along Harn's rugged northern coast. By the first century TR there were Jarin communities scattered from Himod to the Anoth Delta.

The appearance of Gargun in the Jahl mountains in the second century TR resulted in the consolidation of many of the disparate villages and communities. Several Jarin settlements were destroyed before the humans realized the extent of the threat facing them. Initially the Jarin tended to fortify naturally defensive positions (headlands, islands, hills etc.) with earthen ramparts and palisade walls. Most of these later became the site of motte and bailey keeps or later fortifications. Many existing keeps and castles in Orbaal show the remains of the ancient earthworks, and in some cases the ramparts are still an important part of defense.

Many of these ancient hill forts were later abandoned. The best known is Annwyn, near Geldeheim; another is on an island off Cape Akag, there are two more on the Kogen Peninsula, and several on the coast of the Kjenfjord. Some, Annwyn among them, are very extensive and contain ruins from as late as the fifth century TR.

THE KINGDOMS OF JARA

By 400 TR there were more than a dozen petty kingdoms in the region, which had by then become known as Jara. Gradually a crude form of feudalism developed, although in reality it bore greater similarity to a series of tributary states. There was no overking of Jara; no one clan could exert enough influence to hold sway over any but their nearest neighbours. Few even tried. The most powerful Jarin lord was the Prince of Lethwyn (now Geldeheim) although the princes of Leriell, Lorkin, and Fythael (now Keiren) were almost his equals. Relations between the kingdoms were generally peaceful and there was a thriving, if limited, coastal trade.



THE IVINIAN CONQUEST

In 643 the village of Aernal, east of Pentiel (now Marby) was sacked by Ivinian raiders and many of the inhabitants were carried off as captives. No other attacks came for two years, and Aernal seemed to have no major significance. The Jarin began to understand the scope of the danger they faced in 645 when three separate raids were made on northeastern Jara.

At first coming only as raiders in search of booty and captives, the Ivinians grew bolder as they learned more about Jara. By 650 even the larger settlements were no deterrent to the seagoing raiders, whose martial skill and swift ships made them virtually unstoppable. Jara was an alluring target for Ivinian pirates, who judged the Jarin to be weak, cowardly and disorganized.

In 652 a band of outcasts and pirates captured Sherwyn keep. These men, outlaws in Ivinia, chose to remain in Jara instead of returning home. Belonging to no clan, they took the name of their conquest for a clan name, acquired Jarin wives by force, and became the first permanent Ivinian residents of Jara.

The next two decades saw this pattern repeated many times, as junior branches of Ivinian clans, seeing little future (and less land) in their northern homes, sought domains of their own in Jara. Clans, outlaws, and pirates from several Ivinian kingdoms sailed south in an uncoordinated series of attacks that eventually put an end to the Jarin realms. The Jarin were unable, or unwilling, to unify against the threat from the sea, and the Ivinians conquered the coastal holds of Jara with relative ease. The last coastal Jarin keep fell to the invaders in 676; most Jarin were under the dominion of the conquerors. Only Gwaeryn, Leriell, Quimen and Pethwys were held by Jarin lords.

THE KINGDOM OF ORBAAL

The nature of the Ivinian conquest meant that their domains were far from a unified state. Several dozen clans had established as many independent "kingdoms", some little more than large villages. The most powerful of the Ivinian clans was Taareskeld, which had conquered Lethwyn in 667. Renaming their new possession Geldeheim, clan Taareskeld drew considerable wealth from the fertile lands at the south end of Geldesfjord.

Hagined, the Taareskeld valhakar, was a man of ambition and energy. Between 668 and 673 he rebuilt the original Jarin keep, making Geldeheim one of the strongest fortifications in the north. His base secure, Hagined gradually expanded his power by annexation and conquest of neighbouring Ivinian clans. By 685 his policies had given clan Taareskeld control of both sides of the Geldesfjord. The major fortifications were held by relatives and allies of Hagined.

In 686 Hagined proclaimed the Kingdom of Orbaal, declaring lordship over the entire region. The wealth and power of clan Taareskeld was enough of a threat to the independent Ivinian keeps that most submitted and paid tribute. Creation of a "kingdom" did not result in a unified state. Effectively, Hagined was only the wealthiest of several kings, and he wisely did not interfere in the affairs of most other Ivinian clans.

ALEGAR I (692-714)

After Hagined's death in 692, the throne went to Alegar, his eldest son. The early years of his reign were troubled by the growing Jarin unrest. The conquest had

resulted in the death of most of the traditional Jarin nobility, effectively depriving them of leadership. By 690, however, agitators had arisen among the Jarin, and there were numerous disputes and small skirmishes between Ivinian clans and their Jarin serfs. The Jarin lords of Gwaeryn, Leriell, and Pethwys were involved in fomenting discord, although the extent of their activity is unclear. Only Rogryn Cysemet, the Prince of Quimen, openly encouraged discontent.

In 700 Alegar began a liaison with Melkea Akarne, a priestess of the Agrikan order of the Kukshin. This female clerical order, and its sponsored fighting order, The Crimson Dancer, deemed it advisable to leave their traditional base in Tharda because of the disfavour of the King of Rethem. Melkea had been sent to Orbaal by her superiors to explore the possibilities of moving to the northlands. She convinced her royal lover to allow the Agrikan order to move to Orbaal. Alegar, seeking new allies and wishing to deal with the growing Jarin problem, offered the Agrikans Quimen keep.

THE JARIN REBELLION

To lull the Jarin, and to give his actions the semblance of righteousness, Alegar sent messages to the four Jarin lords demanding that they make personal submission to him at Geldeheim or be declared outlaw. Those at Gwaeryn, Leriell and Pethwys were given ample time to respond, but the ultimatum to clan Cysemet was delivered in the dead of winter one week before the ultimatum expired. Whether Rogryn Cysemet intended to make submission (as did the other Jarin lords) is unknown, and probably immaterial. Bad weather ensured his non-compliance.

Crimson Dancer troops attacked Quimen keep in the early spring of 701, possibly aided by a traitor who opened the gate. The Agrikan women were so savage and merciless that the violent Ivinian attacks during the conquest paled in comparison. Clan Cysemet was exterminated, Rogryn himself tortured to death in a three day public ceremony.

If Alegar hoped that this butchery would quell the mutinous Jarin he was mistaken. When news of the massacre spread throughout Orbaal, the smouldering Jarin hatred and resentment burst into open rebellion. Lorkin castle was captured by local Jarin, and many Ivinian clans were besieged in their holds. Although a few areas were nearly untouched by the rebellion, most regions were in turmoil for two years. Had the Jarin been able to unify their sporadic revolts they might have defeated the Ivinians. Rebel leadership, however, was disorganized and often incompetent, and they were subdued piecemeal. The rebellion ended with the recapture of Lorkin castle in 703 after the mysterious decapitation of the Jarin overlord, Gweffryn Seylnes.

THE THAY RAIDS

The suppression of the Jarin rebellion temporarily unified the squabbling, divisive Ivinian clans while they fought a common enemy. Hoping to preserve and extend this unity Alegar planned a bold raid on the Melderyni city of Thay. Keron Island, off Harn's eastern coast, was occupied in 704 and Balhafen was established as an advance base. In 705 a fleet of forty ships sailed south and invested Thay. Unable to breach its defences, the Ivinians ravaged the the nearby countryside, burning and looting manors, keeps, and villages. After three days the frustrated northerners retired carrying off considerable booty and women.

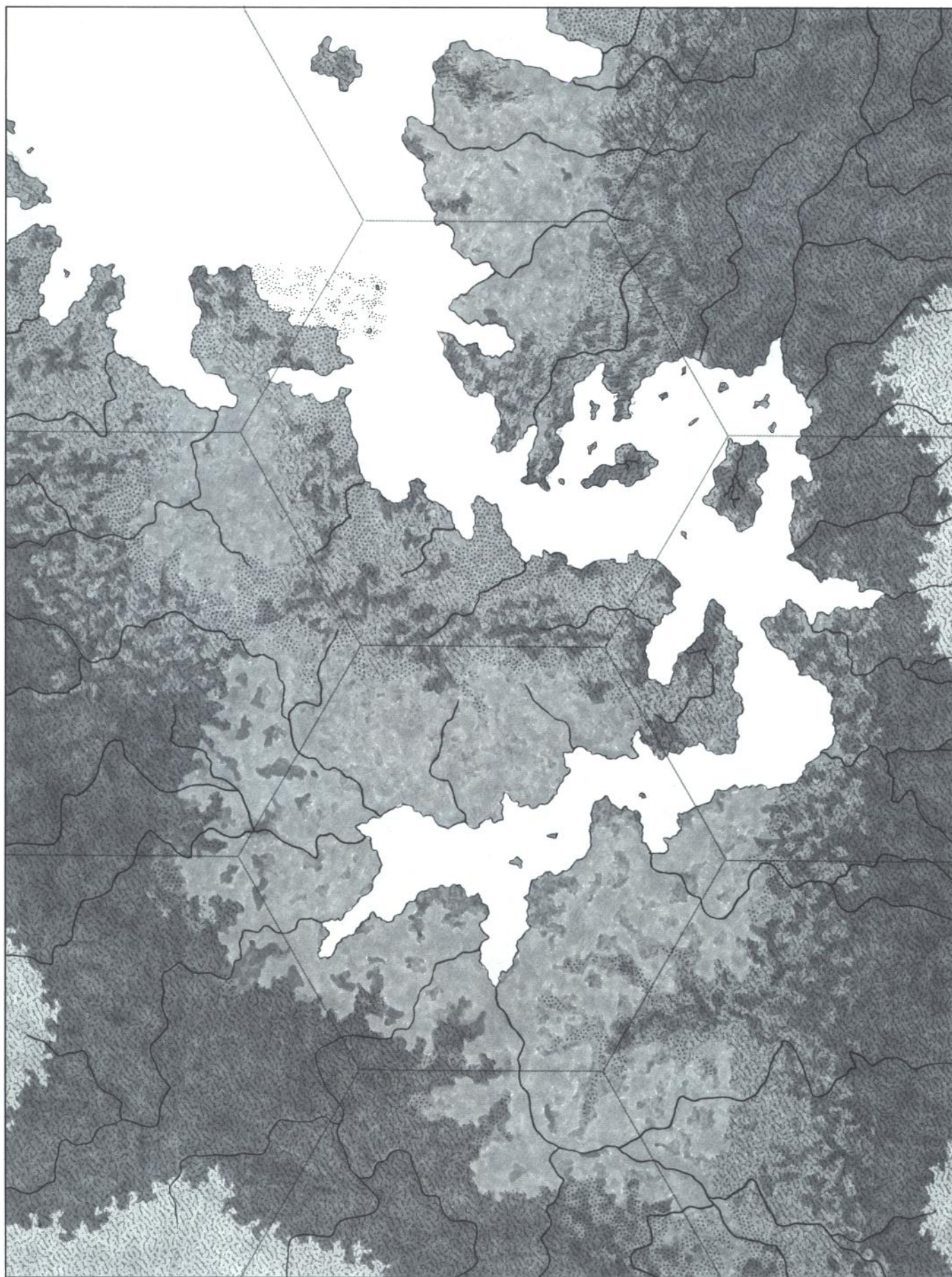
ORBAAL (GELDEHEIM)

PLAYER MAP



LEAGUES

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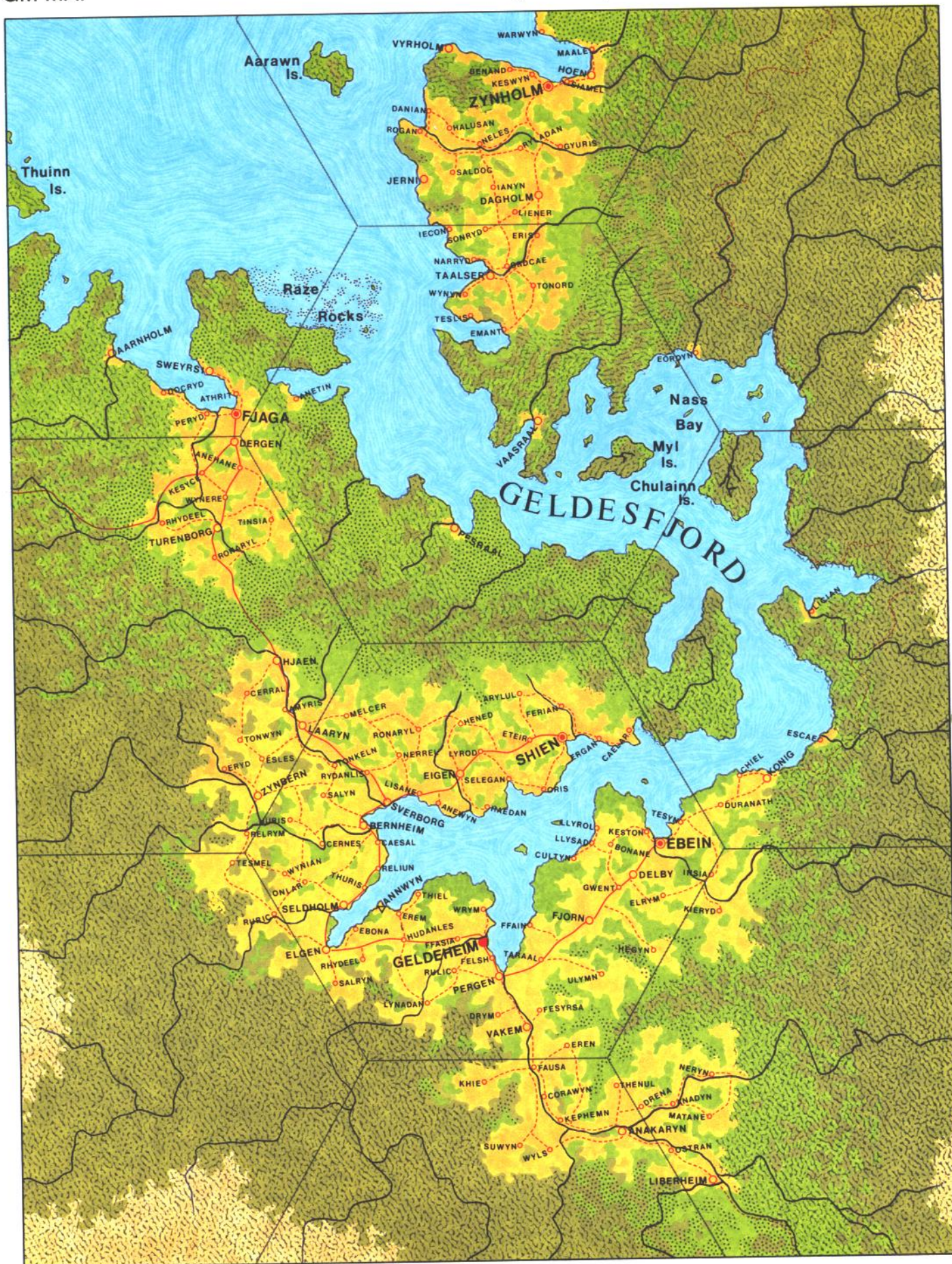


ORBAAL (GELDEHEIM)

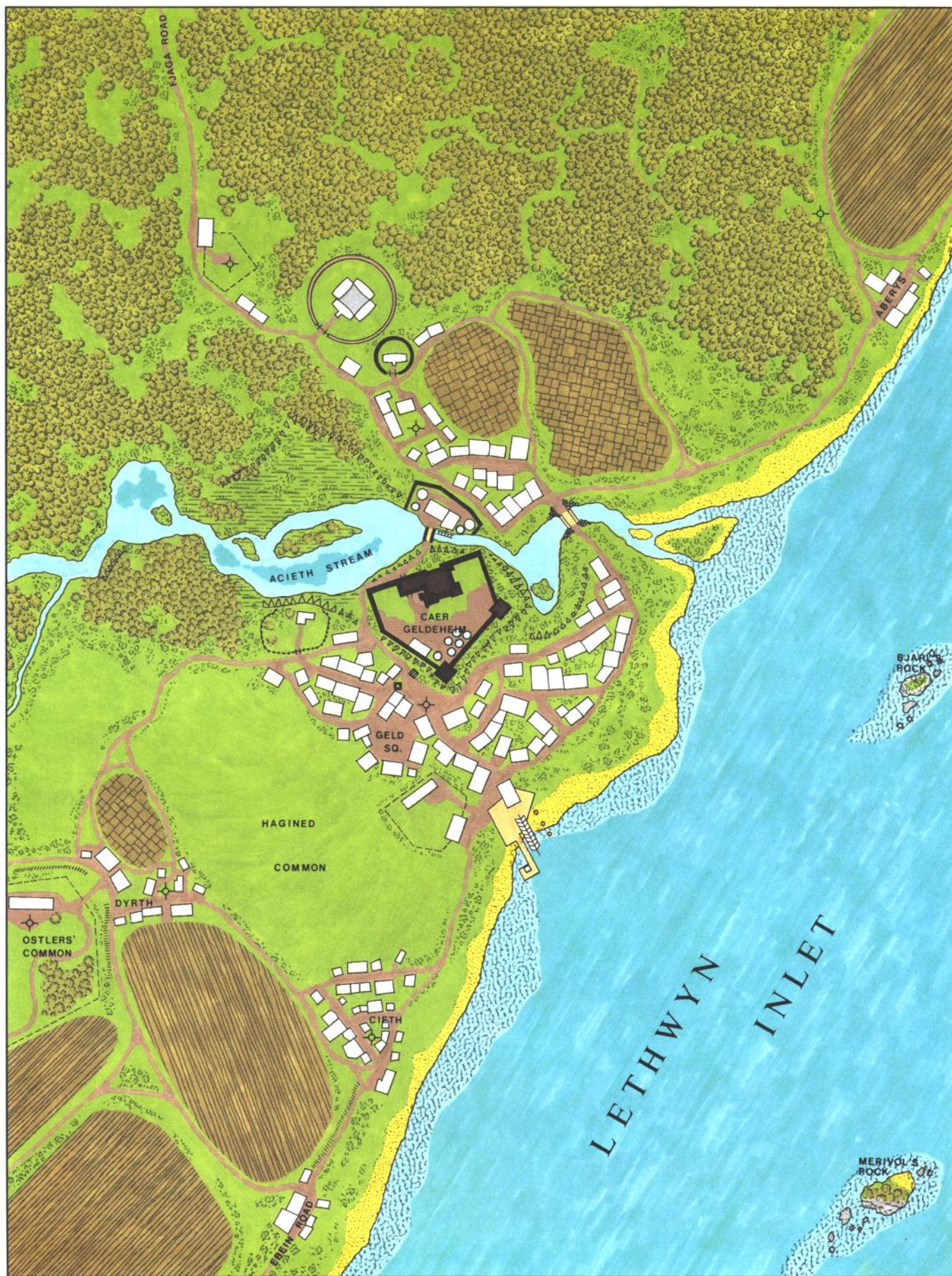
GM MAP



LEAGUES



GELDEHEIM COMMON MAP



GELDEHEIM

PLAYER MAP



Believing that a larger force would succeed, Alegar sent one hundred ships against Thay in 707. The city was spared a second assault when the Ivinian fleet was scattered and destroyed by a freak storm off Cape Renda. The survivors, regrouping at Keron, found that Balhafen had also been destroyed. Demoralized, the Ivinians limped home to Orbaal. Thayans believe that the storm and the coincident destruction of Balhafen were the result of the intervention of Melderyn.

ALEGAR II (714-

Hagined, the eldest son of Alegar I, was lost in the Cape Renda disaster, making Alegar the younger the primary claimant to the throne of Orbaal. Alegar I was not overfond of his younger son, once stating that he "was fit for the marriage bed and little else". Since all but the most recent of Alegar the younger's marriages were arranged by his father and were an important part of the royal policies of alliance and annexation, the comment, whatever its accuracy, seems unfair.

In 714 Alegar the younger became Alegar II. The kingdom he inherited was far from unified, clans warred or allied with each other as they saw fit and many paid tribute to the king with considerable reluctance. The temporary unification that had occurred during the Jarin revolt and the Thay raids had dissipated and Alegar's policies have not changed matters.

Alegar II has a somewhat paranoid personality and tends to see enemies lurking everywhere. He believes, with some reason, that demands for tribute from the various kingdoms of Ivinia may soon become more pressing. He is also aware of the growing discontent among the Jarin. Several Ivinian clans chafe at their tributary status and would be only too willing to supplant clan Taareskeld as Orbaal's rulers. At present Alegar seems to be attempting to deal with these problems by hoping they will go away.

The Jarin situation has worsened since the sudden death of Alegar's fifth wife, Mythyl Weymyss. Mythyl was the younger sister of the Jarin lord of Pethwys keep. The marriage was arranged in 712 by Alegar I as an assurance of peace. Mythyl's body was found at the foot of the eastern tower of Caer Geldeheim in the winter of 719. Although the "official" explanation is accidental death, some believe that she was murdered at the instigation of the king's newest wife, Bryna Telthaal. It is well known the two women hated each other. Mythyl's brother is deeply resentful, and his anger may spark hostilities. The other two Jarin lords of Gwaeryn and Leriell are involved in intrigue, but neither seems eager to take an open role in rebellion. In addition, there has been an increase in Jarin agitators, particularly in eastern Orbaal. The brutal oppression of Jarin peasants by many Ivinian clans has done nothing to ease tensions between the two peoples.

Alegar II is generally viewed as weak, vain, and untrustworthy by most Ivinian clans. Clan Verakaar of Tandir are the most hostile, but the tributary allegiance of the Cyeens of Arathel, the Galbarts of Keiren, and the Geldestaars of Lorkin is wavering. None of these wealthy clans would hesitate to seize the throne given an opportunity. Only the distrust they have for each other prevents them from uniting to overthrow Alegar.

Within clan Taareskeld there is no serious opposition to Alegar. The king is thirty seven, and barring accident, he is likely to rule for many years. His children are

young, the eldest male only twelve. The only conceivable familial problem might be his half brother, Methgar Akarne, the product of Alegar I's liaison with the Agrikan priestess Melkea. He is nineteen, and presumed to be living at Quimen, although no one but the Agrikans really knows. Melkea herself is the high priestess of the Geldeheim temple of Agrik.

IVINIAN SOCIETY

The pressures of space preclude giving a definitive view of Ivinian culture here. Those GMs who wish to broaden their knowledge of this important facet of Orbaal are referred to the IVINIA Regional Module.

The basic unit of Ivinian society is the clan. In the Ivinian sense the word "clan" has a much broader meaning than "family", although it certainly includes it. Admission to the clan is by birth or adoption. The latter is common. Almost all economic and social activity devolves from clans which vary greatly in size and status. The clanhead is called the "valhakar", who is assisted by a council of males with three or more wives, known as the "thrangaad". Any member of the thrangaad has the right to challenge for the leadership by combat, but in practice the valhakar is elected for life. Usually, only members of the thrangaad have a say in clan affairs. Other clan members do as they are told or opt out of the clan. Clan wealth is held in common, controlled by the valhakar and thrangaad.

In Orbaal most of the arable land is held by great clans, which have as many as several hundred members. The domain of a great clan is called a "thranaal" and contains several clanholds in addition to the castle, keep, or "thran" (large Ivinian clanhold). Minor clans resemble great clans in every way except size. In Orbaal, such clans tend to be clustered near major settlements and generally control the business activity.

Ivinian society is polygamous, and marriage is integral to male status; three or more wives are necessary for admission to the thrangaad. Women generally take subservient roles; unmarried daughters are a valuable commodity of the clan. Brideprices (the amount of money paid by the husband to the woman's clan) are generally high and many men cannot afford to marry. This has the effect of encouraging viking (raiding) activity since war brides may be taken, and pillaged loot may be used to purchase brides. A woman can claim the rights of a warrior for as long as she remains a virgin and undefeated in combat. The Agrikan Order of the Crimson Dancer has attracted many martially inclined women.

Many clans in Orbaal are related to great clans in Ivinia. This causes some Ivinian kingdoms to make periodic claims for tribute from Orbaal. The Ivinian kingdoms of Rogna, Menglana, and Seldenbaal are the most interested in Orbaal.

Ivinian religion is centred around the worship of Sarajin. Although a few northmen follow other deities, the number is almost inconsequential.

JARIN SOCIETY

Superficially, there are many similarities between Jarin culture and society and that of the Ivinians. The clan is a fundamental unit of both, although Jarin clans are smaller and tend not to have the overwhelming power of their Ivinian counterparts. Jarin clan chiefs are often called princes.

Jarin warriors are honoured, but their society does not have the martial impetus of Ivinian culture. As a result, Jarin troops lack the high degree of disciplined ferocity that has contributed so heavily to Ivinian success. Jarin songs and tales reflect this; tragic warriors fighting against impossible odds and failing heroically are a standard motif in their oral traditions.

Although women are deemed inferior in Jarin society, they are not regarded as chattels as in Ivinian culture. The practice of brideprice exists concurrent with dowry; each is used as the situation demands. It is rare, but not unheard of, for a Jarin woman to hold land, or to be accorded traditional male rights.

Most Jarin worship Ilvir or Siem, although their view of the latter is corrupted compared to that of the Khuzdul or the Sindarin. The elaborate mysticism of Ilviran theology is very attractive to the Jarin psyche.

ORBAALESE ECONOMICS

Ivinians are the dominant traders of the northern world, and those living in Orbaal are no exception. Their ships range long distances in search of markets and products, and they are clever and ruthless traders with a good appreciation of value. Most Ivinian clans who go to sea (almost all of them) are traders of sorts, although a few minor clans specialize as mercantylers and usurers. Few Ivinian mercantylers are averse to piracy if opportunity presents itself. The mercantile activity in Orbaal does much to compensate for the generally poor land quality of northern Harn.

Most cargos are transported by water in Orbaal, giving rise to a healthy internal balance of trade between the major settlements. Traders use vessels ranging from large merchantmen to one man rowboats.

ORBAALESE GOVERNMENT

Compared to the kingdoms of southern Harn, the politics of Orbaal lack definition. Most Ivinian valhakars style themselves kings, although all pay some tribute to Alegar II. The feudal network does not exist; rather, there is a pyramidal structure of alliance and tribute. Within his domain, the local lord is supreme; internal

administration is usually a matter of indifference to the overlord who is interested only in the monies, goods and services owed in tribute.

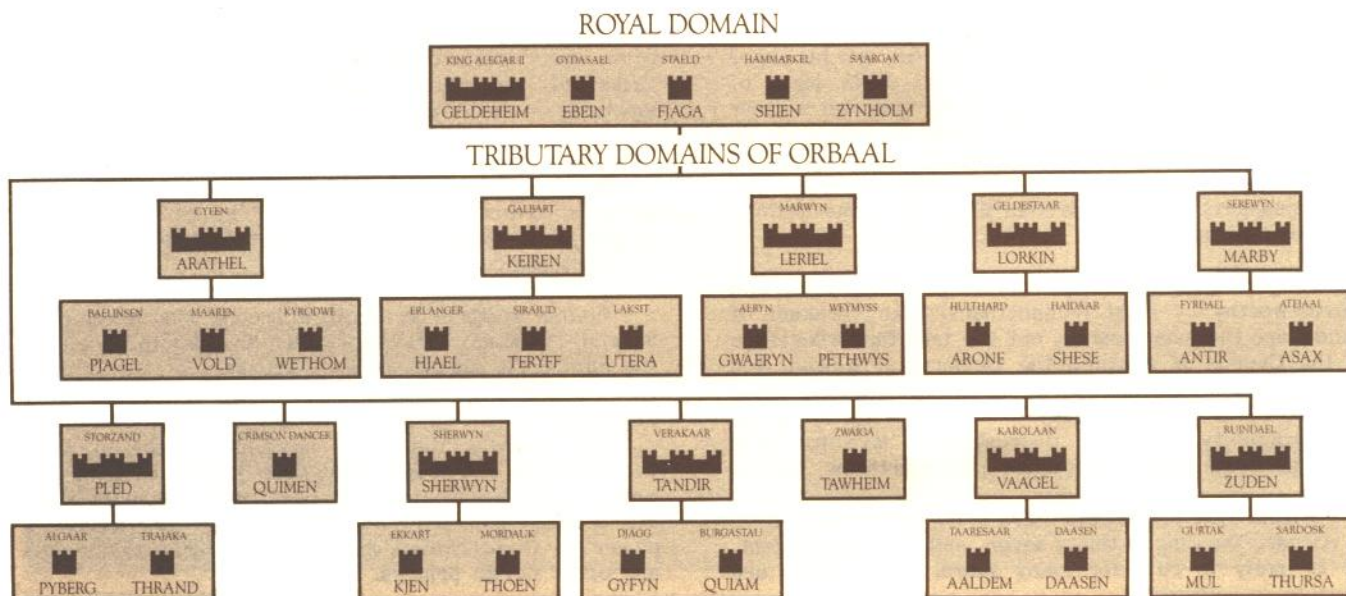
In most Orbaalese domains the tribute organization devolves from the major clanhold. There are usually several minor clanholds held by the ruling clan located throughout the domain; each of these is responsible for collecting taxes and tribute from Jarin villages and paying it to the major clanhold. The ruling branch of the clan demands an arbitrary amount out of each minor clanhold area; they are generally disinterested in how much is collected above that amount.

In many Orbaalese domains tribute owed by a village is determined by head tax. This is normally assessed every person over seven years of age. Attempting to evade tax by hiding or lying about the age of children is punished by death of the "non-person". The amount of tax, age level, and the means and frequency of collection varies in Orbaal. Some lords have been known to collect several times in the same year from the same village, declare pregnant women two people, or burn villages (or villagers) for incomplete payment. Head tax in Orbaal averages 12d per annum per person. In addition to head tax, many lords require tribute from the village as a whole. This amount often equals to the total tax collected from individuals.

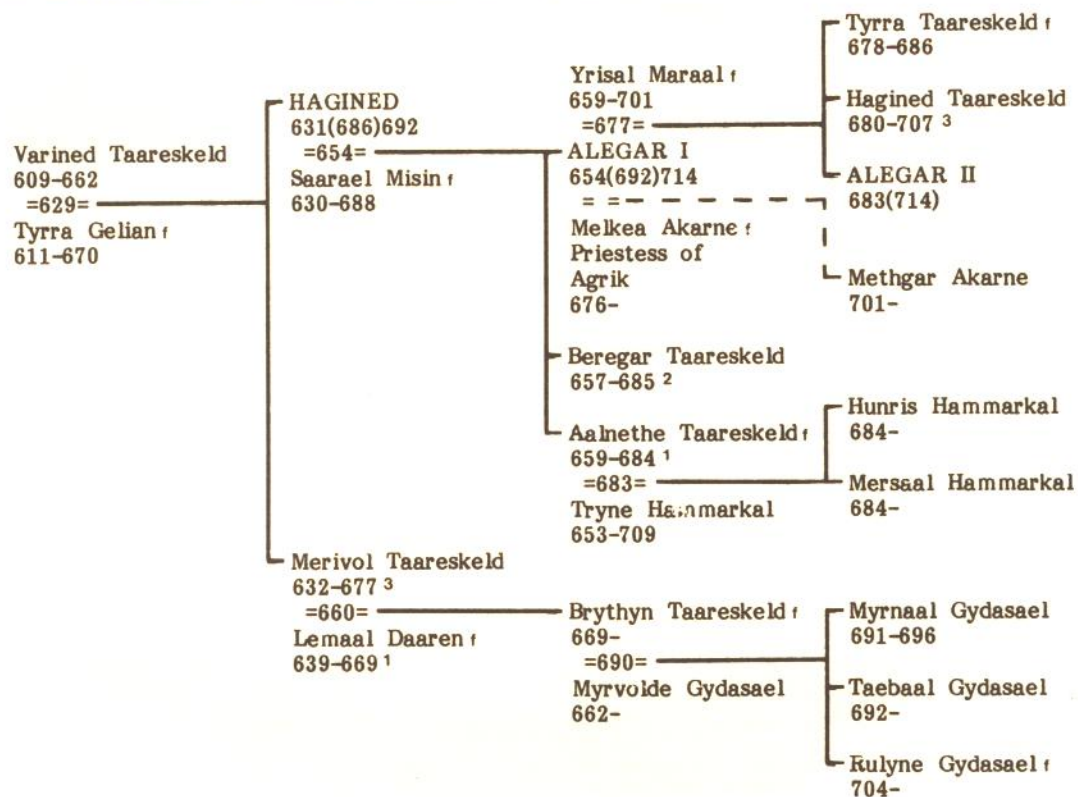
The legal system in Orbaal is vendetta law (see "Law" [EH2]). Disputes are settled between clans and individuals as they see fit. Understandably, this practice is not always amicable. If blood is spilled, the victim's clan may be too proud or wrathful to accept wergild (compensation). The search for vengeance often results in blood feud, and can last for generations. Vendettas proceed by honourable duel and craven murder, by battle in the sunlight, and arson in the dark of night. Few bloodfeuds end as quickly as they begin.

Outside their own domains in southwestern Orbaal the Jarin have few rights and little power to enforce those they have. Within the lands ruled by Jarin lords the tributary, tax, and legal systems are similar to those described above.

TRIBUTARY DOMAINS

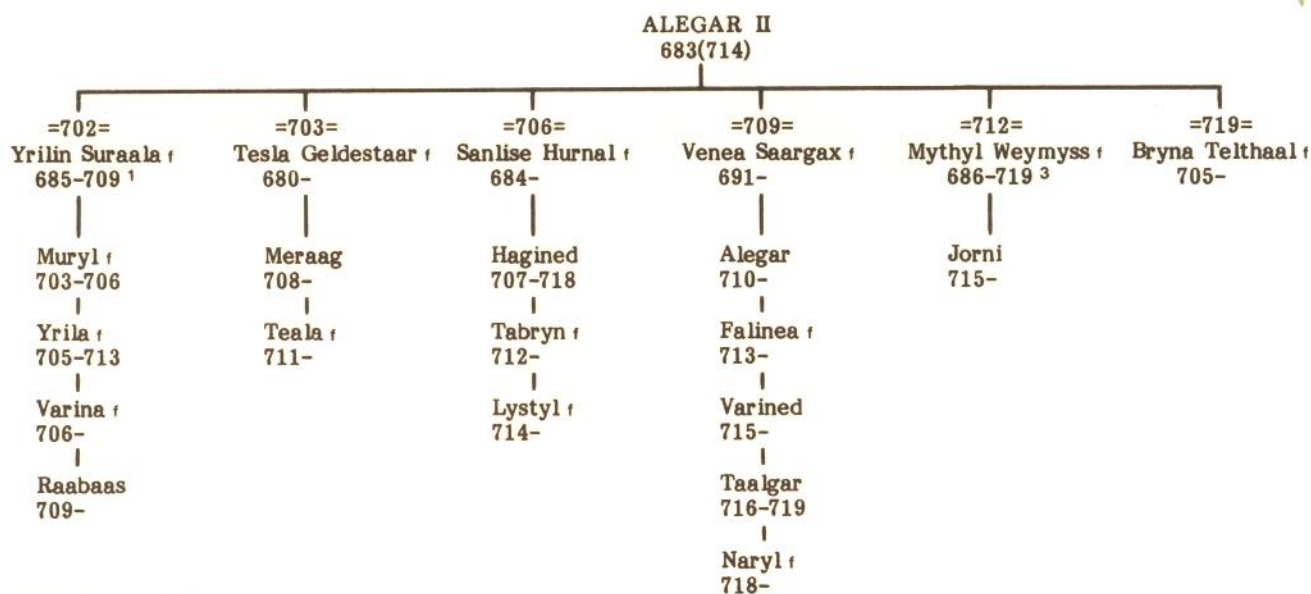


GENEOLOGY OF CLAN TAARESKELD



Note: Due to the polygamous nature of Ivinian society it is only possible to show significant marriages.

WIVES OF ALEGAR II



=719= Date of Marriage

= = Other Relationship

(714) Succession date

† Female

1 Died in childbirth

2 Died in battle

3 Other violent death

The following is a list of the major settlements of the Kingdom of Orbaal, their key political and economic data, and some notes on the appropriate clan, valhakar, and history. Where the clan is related to a great clan in Ivinia it is indicated in the notes.

The first line indicates the name of the settlement. The name in brackets is its original Jarin name. In the case of settlements built by Ivinians or bearing names which have not changed since the conquest, the present name is repeated [ie. SHERWYN (Sherwyn)].

The CLAN line indicates the Ivinian or Jarin clan that holds the settlement. In the case of Quimen, this line is given as HOLDER rather than clan to reflect the fact that it is held by a religious fighting order.

The TRIBUTE line indicates the clan to whom tribute is paid. Amount of tribute, and the form it takes varies, but as a general rule will amount to ten percent of the clan's total revenue.

The POPULATION line indicates the number of residents in the settlement itself and can be regarded as urban population. As such it represents between eight and twelve percent of the total population of the domain.

[U] URBAN revenue gained from urban head tax, tolls, fees, rents, etc.

[R] RURAL revenue gained from tribute from subject villages, rural head tax etc. It does not include tribute paid from other great clans (ie. the revenue figure for Arathel does not include tribute from clans Baelinsen, Maaren, or Kyrodwe). Although the amount is given in pence it is actually paid in forms varying from cash to labour to kind to martial levy. Lords generally do not try to adjust the amount of tribute upwards without expecting armed dissent. None of the revenue figures include such "extraordinary" incomes derived from viking, direct mercantile activity, or clan monopolies.

No figures are given for garrison strength because the nature of Ivinian clans are such that every able bodied man is usually trained to arms. Also, since all potential "garrison" troops are members of the same clan they are not usually subject to lack of enthusiasm due to non payment. While mercenary troops exist they are somewhat rare. It should be noted that all of the Ivinian clans listed here have several hundred members. The three Jarin clans are somewhat smaller.

AALDEM (Mathwyn)
CLAN: Taaresaar
TRIBUTE TO: Clan Karolaan
POPULATION: 190
[U] 2,750d [R] 13,760d

Built in 430, captured in 674. Burlni Taaresaar is a porcine young man of twenty five, and one of the more intelligent Valhakars. The Taaresaars are a branch of clan Taares from Menglana. They are very distant cousins of the Taareskelds, the two clans having divided long before coming to Orbaal.

ANTIR (Symys)
CLAN: Fyrdael
TRIBUTE TO: Clan Serewyn
POPULATION: 160
[U] 2,310d [R] 14,210d

Built in 562, captured in 658. Arlaas Fyrdael is thirty three and believed to be on his death bed with pneumonia. The Fyrdaels are a branch of clan Fyrda from Seldenbaal.

ARATHEL (Arathel)
CLAN: Cyeen
TRIBUTE TO: King Alegar II
POPULATION: 310
[U] 3,210d [R] 27,130d

Built in 530 and captured in 673, the original keep was expanded into a castle between 685-690. Tursi Cyeen is an energetic forty six. The Cyeens have some Jarin blood which may account for their relative gentleness to their Jarin subjects. They are related to the Kyrodwes of Wethom. The Cyeens have made several unsuccessful, attempts to found colonies to the east. In 710, a small colony on the shore of Morvilya Bay was annihilated by Equani tribesmen. Bjarl, Tursi's youngest son, was slain in the massacre.

ARONE (Bwasyn)
CLAN: Hulthard
TRIBUTE TO: Clan Geldestaar
POPULATION: 170
[U] 3,170d [R] 22,760d

Built in 495, captured in 663. Zaarli Hulthard is an elderly man in poor health. The clan is a branch of clan Hulthard from Rogna and there is still friendly contact between the clans. The Arone docks offer cheap refuge to seafarers. Clan Hulthard has covert dealings with the pirates of the Anoth Delta.

ASAX (Rymaen)
CLAN: Atejaal
TRIBUTE TO: Clan Serewyn
POPULATION: 180
[U] 2,510d [R] 14,190d

Built in 609, captured in 659. Hjarn Atejaal is fifty one, a survivor of the Cape Renda disaster. He is coarse, violent, and prone to insane bursts of temper. The Atejaals are a branch of clan Tejaal from Menglana.

DAASEN (Kyloryn)
CLAN: Daasen
TRIBUTE TO: Clan Karolaan
POPULATION: 220
[U] 3,020d [R] 18,790d

Built in 487, captured in 673. Harsin Daasen is twenty eight and something of a fool. The intrigue within clan Daasen may result in his death. The Daasens are a branch of clan Daas from Menglana.

EBEIN (Alyne)
CLAN: Gydasael
TRIBUTE TO: King Alegar II
POPULATION: 180
[U] 2,280d [R] 16,200d

Built in 528, captured in 665. Myrvolde Gydasael toadies heavily to the king, much to the disgust of some of his clan. Myrvolde

is fifty eight. Because he was careful to avoid the raids on Thay, some stories have questioned his courage. Taebaal, his son, seems more promising, and some members of the Gydasael thrangaad would not be saddened by Myrevolve's death. His daughter, Rulyne, would normally be considered one of the most desirable brides in Orbaal were it not for her expressed intention to join the Agrikan fighting order of the Crimson Dancer. Nonetheless, her many suitors are seemingly undeterred by this or by the exorbitant brideprice set by Myrvolde.

FJAGA (Cwessyl)
CLAN: Staeld
TRIBUTE TO: King Alegar II
POPULATION: 200
[U] 2,850d [R] 15,400d

Built in 512, captured in 666. Albyn Staeld succeeded his father Poraan as Valhakar after the latter's demise at the Cape Renda disaster. Albyne is a clever and vigorous thirty. The Staelds are loyal cousins of the Taareskelds and hold Fjaga at the pleasure of Alegar II.

GELDEHEIM (Lethwyn)
CLAN: Taareskeld
TRIBUTE TO: Clan Stahler (Ivinia)
POPULATION: 640
[U] 9,120d [R] 57,300d

The royal castle of Orbaal, and clan seat of the Taareskelds. Built in 458, captured in 667. Although tribute is theoretically paid to Clan Stahler of Menglana in Ivinia, such tribute has not been paid for thirty two years.

GWAERYN (Gwaeryn)
CLAN: Aeryn
TRIBUTE TO: Clan Marwyn
POPULATION: 180
[U] 1,950d [R] 12,480d

Built in 388. At present wooden motte and bailey keep, Symael Aeryn recently began upgrading it to stone. Clan Aeryn is one of the few remnants of the disparate kingdoms of Jara. Symael is thirty seven, a soft spoken and seemingly gentle man, whose manner disguises a shrewd politician. He is a moderate who believes that, given time, the Ivinians will be assimilated into Jarin culture, and he has little respect for the more fanatical Jarin rebels.

GYFYN (Gyfyfyn)
CLAN: Djagg
TRIBUTE TO: Clan Verakaar
POPULATION: 240
[U] 3,140d [R] 23,760d

Built in 561, captured in 671. Jurri Djagg is a heavy set aggressive man of forty three who has been Valhakar since 696. He is a skillful warrior who distinguished himself during the Jarin Rebellion and the Thay raids. The Djaggs are a junior branch of clan Dagen, the rulers of the kingdom of Ibanvaal in Ivinia. They chafe at their subservient status in Orbaal and are seeking to expand their domains. They attempted to found a colony on the Movel Island in the Afarezirs in 714. It failed due to poor weather and insufficient support. Jurri plans another attempt in the near future.

HJAEL (Powythys)
CLAN: Erlanger
TRIBUTE TO: Clan Galbart
POPULATION: 190
[U] 2,360d [R] 18,020d

Built in 502, captured in 674. Sweyn Erlanger is over sixty, but still a powerful man. He is very fond of roistering with his warband. The Erlangers are a junior branch of clan Erlang from Seldenbaal.

KEIREN (Fythael)
CLAN: Galbart
TRIBUTE TO: King Alegar II
POPULATION: 430
[U] 7,690d [R] 51,780d

Built in 518, captured in 664. The original keep was upgraded into a castle in 698. Pjersi Galbart is thirty one and is heavily influenced by his younger and cleverer brother Raalir.

KJEN (Asamyn)
CLAN: Ekkart
TRIBUTE TO: Clan Sherwyn
POPULATION: 150
[U] 1,700d [R] 14,120d

Built in 633, captured in 659. Avaarl Ekkart is fifty six, loves the sea and hates clan Sherwyn. Clan Ekkart pays its tribute to Sherwyn with considerable (and growing) reluctance. They are scheming with clan Mordauk of Thoen to rebel against their mutual overlords.

LERIEL (Leriel)
CLAN: Marwyn
TRIBUTE TO: King Alegar II
POPULATION: 430
[U] 7,960d [R] 44,640d

Built in 234, expanded to a castle in 563. It is the only castle in the hands of a Jarin family. Its inland position has made it secure against Ivinian interest. Eamonn Marwyn, who styles himself Prince of Leriel, is a wily, manipulative man of sixty three. Clan Marwyn pays reluctant tribute to Alegar II. Leriel is the centre of the smouldering Jarin intrigue against the Ivinians. Leriel is also the seat of the Ilviran primate of Harn.

LORKIN (Lorkin)
CLAN: Geldestaar
TRIBUTE TO: King Alegar II
POPULATION: 520
[U] 8,240d [R] 62,750d

Built in 302, expanded to a castle in 603, captured in 665. Taarbri Geldestaar is an ugly, violent, and depraved man of thirty four. He is very oppressive to his Jarin serfs. Clan Geldestaar is a junior branch of clan Geldest from Rogna. The castle commands the head of the Anoth Delta and was built in 665, expanding on an older Jarin fortress. The castle was captured by Jarin in 701 during the Jarin rebellion. Until 703 it was the symbol of Jarin resistance, when the mysterious decapitation of the Jarin overlord, Gweffryn, led to the recapture of the castle by Ivinians. Periodically, guards and relatives of clan Geldestaar are found headless, giving rise to belief in the "Spectre of Lorkin".

MARBY (Pentiel)
CLAN: Serewyn
TRIBUTE TO: King Alegar II
POPULATION: 530
[U] 7,890d [R] 50,220d

Built in 587, captured in 658. Mikkaar Serewyn is a surprisingly gentle man of twenty seven. He is fond of music and art and there are a few Kaldoric and Meldryni artisans at his court. There has been a vendetta between clan Serewyn and clan Sherwyn of Sherwyn castle since 683. Each claims the other's lands. The two clans are distantly related and both have Jarin blood. Neither clan is willing to admit either of these facts.

MUL (Susyln)
CLAN: Gurtak
TRIBUTE TO: Clan Ruindael
POPULATION: 210
[U] 2,250d [R] 13,630

Built in 559, captured in 671. Osaar Gurtak, thirty four, is a considerable braggart, who has many times publicly declared his intention to raid Cherafir and Melderyn. Clan Gurtak is a junior branch of clan Gurta from Seldenbaal.

PETHWYS (Pethwys)
CLAN: Weymyss
TRIBUTE TO: Clan Marwyn
POPULATION: 240
[U] 2,930d [R] 21,150d

Built in 461. Felan Weymyss is forty one, and given to fits of sullen moodiness. His younger sister was Mythyl, who was married to Alegar II as an assurance of peace in 712 and died under suspicious circumstances in 719. Felan believes, and not without cause, that her death was plotted by Bryna Telthaal, Alegar's newest wife. Felan's resentment is deepening, and he is contemplating revenge. This may precipitate a second Jarin Revolt.

PJAGEL (Teslyn)
CLAN: Baelinsen
TRIBUTE TO: Clan Cyeen
POPULATION: 250
[U] 2,460d [R] 25,620d

Built in 602, captured in 675. Skudrin Baelinsen is twenty two and drinks more than is wise. He is fond of wenching and has taken many Jarin women to his bed against their will. Many of his subjects are bitterly angry at his behaviour. Clan Baelinsen are a junior branch of clan Baelin from Menglana.

PLED (Cythael)
CLAN: Storzand
TRIBUTE TO: King Alegar II
POPULATION: 320
[U] 4,170d [R] 25,630d

Built in 512, expanded to a motte and bailey castle in 596, and captured in 665. Knurri Storzand is a stubborn and brutal man of forty. The Storzands are a branch of clan Storz from Menglana. Their kinfolk in Ivinia are presently facing attack and sent an appeal for aid to clan Storzand last year. Any likelihood of help being sent to Ivinia is lessened by the ongoing feud between clans

Storzand and Karolaan. This began in 716 when Ustrin, one of Knurri's sons was crippled in a hunting accident while visiting Vaagel, the Karolaan hold. Although the Karolaans have offered compensation, Knurri presses the feud.

PYBERG (Gythryl)
CLAN: Algaar
TRIBUTE TO: Clan Storzand
POPULATION: 230
[U] 3,240d [R] 26,100d

Built in 584, captured in 657. Tuzrin Algaar is forty four. For the last two years he has been troubled by cataracts, and is steadily losing his sight. This fact has made him irritable, short tempered and prone to fits of morbid depression. Vjaldin, Tuzrin's younger brother, is fomenting discord in the Algaar thrangaad in an attempt to displace him. Clan Algaar is a branch of the clan of the same name from Menglana.

QUIAM (Areloren)
CLAN: Burgastau
TRIBUTE TO: Clan Verakaar
POPULATION: 150
[U] 1,810d [R] 12,280d

Built in 549, captured in 663. Hudraas Verakaar, twenty five, is the youngest Valhakar of the Orbaalese great clans. He is a skilled warrior and loves nothing better than viking. He is presently contemplating a raid somewhere in western Harn, possibly on the northern coast of Rethem.

QUIMEN (Quimen)
HOLDER: Order of the Crimson Dancer
TRIBUTE TO: King Alegar II
POPULATION: 220
[U] 960d [R] 23,710d

Built in 584. The only orderial fief in Orbaal, Quimen is held by the Agrikan Order of the Crimson Dancer. Quimen was a Jarin keep until 701 when it was seized by the order with the complicity of King Alegar I. The brutal methods used by these violent women to subdue their opposition sparked the Jarin Rebellion. The Grandmistress of the Order is Baeliela Shernath. She is fifty three, a resilient and merciless survivor of temple intrigue. Her influence with Alegar II is considerable. The Jarin serfs at Quimen are probably the most oppressed in Orbaal. The walls of Quimen are usually "decorated" with the bodies of Jarin executed as "examples".

SHERWYN (Sherwyn)
CLAN: Sherwyn
TRIBUTE TO: King Alegar II
POPULATION: 290
[U] 6,370d [R] 24,290d

Built by Jarin as a keep in 503. Sherwyn was the first Jarin fortification to fall to the Ivinians, being sacked in 652. The conquerors, an unruly assortment of outcasts and pirates, named themselves after their new home. Since then they have acquired considerable Jarin blood. Venril Sherwyn is a violent and ill tempered man of forty three. Clan Sherwyn is presently involved in bloodfeud with clan Serewyn of Marby castle, their distant relations.

SHESE (Shenesel)

CLAN: Haidaar
 TRIBUTE TO: Clan Geldestaar
 POPULATION: 160
 [U] 1,040d [R] 14,890d

Built in 498, captured in 663. Saafrin Haidaar is over seventy but still in excellent health. Saafrin is widely known for his generosity, as well as his love of strong drink and raucous entertainment. He has a crude sense of humour that often manifests in practical jokes. The Haidaars are a branch of clan Haid from Seldenbaal.

SHIEN (Shien)

CLAN: Hammarkel
 TRIBUTE TO: King Alegar II
 POPULATION: 200
 [U] 2,230d [R] 17,060d

A typical thran built in 679 by Ivinians, with earth redoubts and several clanhouses. Hunris Hammarkel is a capable if quick tempered man of thirty six. His temper led to him declaring his twin brother Mersaal outlaw in 718, an act which Hunris regrets and seeks a means to retract without losing face. The Hammarkels are cousins of the king and hold Shien at his pleasure.

TANDIR (Tyrallyr)

CLAN: Verakaar
 TRIBUTE TO: King Alegar II
 POPULATION: 410
 [U] 7,830d [R] 44,770d

Built in 556, captured in 665. From 698-700 clan Verakaar added to the fortifications, upgrading Tandir to a castle, although one of the smallest in Orbaal. Bjan Verakaar is forty six, a sullen and vicious man given to ungovernable rages. He has killed several thralls in fits of anger. Bjan bears a deep hatred for Alegar II and may be plotting rebellion. He seems to have no motive for his dislike of the king. The Verakaars are related to clan Verak in Menglana.

TAWHEIM (Merylom)

CLAN: Zwaiga
 TRIBUTE TO: King Alegar II
 POPULATION: 260
 [U] 3,670d [R] 32,430d

Built in 422 on a more ancient ruin. Dagaas Zwaiga, thirty two, is a well travelled and intelligent man who has brought the customs of many lands to his court. Foreigners from as far away as Trierzon or Azeryan can sometimes be found here. In general, clan Zwaiga is outside of the mainstream intrigue of Orbaalese politics, preferring to maintain an independent course. Clan Zwaiga is a branch of clan Zwaig from Seldenbaal. There is a small Ilviran shrine near Tawheim maintained by a group of Jarin calling themselves The Enclave of the Verdant Pool. Some claim that they are connected with an outlandish creature that is occasionally reported by outlying farmers. The creature may be imaginary, but several recent disappearances have been blamed on it. Others have suggested that the cult is attempting to stir up Jarin unrest. To date, Dagaas has been tolerant of the Ilvirans' activities, whatever they may be.

TERYFF (Teryff)

CLAN: Sirajud
 TRIBUTE TO: Clan Galbart
 POPULATION: 190
 [U] 2,760d [R] 16,710d

Built in 606, captured in 660. Ragnaar Sirajud is sixty eight and still relatively vigorous, although lame from a wound suffered in the Rape of Thay. He has recently married his ninth wife, Freyta Haidaar, the seventeen year old granddaughter of the Lord of Shese.

THOEN (Thoen)

CLAN: Mordauk
 TRIBUTE TO: Clan Sherwyn
 POPULATION: 190
 [U] 1,980d [R] 15,630d

Built in 609, captured in 657. Turvald Mordauk, 26, is too well aware of his intellectual limitations and is easily influenced. He is gradually being persuaded by the Lord of Kjen to rebel against clan Sherwyn.

THRAND (Loenel)

CLAN: Trajaka
 TRIBUTE TO: Clan Storzand
 POPULATION: 200
 [U] 2,940d [R] 19,820d

Built in 490, captured in 670. Maalni Trajaka is forty five years old and often befuddled by drink. Members of the Trajaka thrangaad are considering replacing him.

THURSA (Clymyn)

CLAN: Sardosk
 TRIBUTE TO: Clan Ruinael
 POPULATION: 190
 [U] 2,670d [R] 24,320d

Built in 538, captured in 653. Caadern Sardosk, thirty one, was elected Valhakar in 719 after his uncle choked to death on a piece of meat. Caadern's election was primarily due to the sudden and violent deaths of most of the other potential candidates. Although Caadern professes to be a devoted adherent of Sarajin, he has encouraged the building of a small Agrikan temple near Thursa.

UTERA (Vithiel)

CLAN: Laksit
 TRIBUTE TO: Clan Galbart
 POPULATION: 210
 [U] 3,240d [R] 25,770d

Built in 564, captured in 672 after a three year seige. Horvald Laksit, who conquered Utera, is nearly eighty and growing senile. He is not expected to live through 720.

VAAGEL (Twaelar)

CLAN: Karolaan
 TRIBUTE TO: King Alegar II
 POPULATION: 380
 [U] 4,030d [R] 39,600d

Built in 461, captured in 670. The Karolaans expanded the original keep into a castle between 681-690. Halvor Karolaan, 48, is an epileptic, although this is not widely known. He is a brilliant man, and he had much to do with planning the first raid on Thay. He very much wishes to see a united Orbaal, a

sentiment not shared by most other clans. Clan Karolaan is a branch of clan Karol from Jarenmark in Ivinia. Since 716 there has been a feud between the Karolaans and the Storzands of Pled.

VOLD (Nemeryn)

CLAN: Maaren
 TRIBUTE TO: Clan Cyeeen
 POPULATION: 240
 [U] 3,630d [R] 33,470d

Built in 593, Vold was the last Jarin keep captured by Ivinians, falling in 676. Thurri Maaren, thirty nine, is a man of limited vision and intelligence. He has the stubbornness typical of an ignorant man. The Maarens are a branch of clan Maar from Menglana.

WETHOM (Wethom)

CLAN: Kyrodwe
 TRIBUTE TO: Clan Cyeeen
 POPULATION: 270
 [U] 2,010d [R] 25,880d

Built in 705, Wethom is an Ivinian thran, although there is strong Jarin and Harnic architectural influence. Ydraan Kyrodwe is fifty one, a bold and adventurous man. He is a second cousin of the Lord of Arathel. The Kyrodwes were founded when Ydraan parted peacefully with the Cyeeens of Arathel and led a group of settlers to begin the colony at Wethom. Both clans have some Jarin blood.

ZUDEN (Abaymyr)

CLAN: Ruindael
 TRIBUTE TO: King Alegar II
 POPULATION: 360
 [U] 3,920d [R] 37,640d

Built in 526, captured in 657, and expanded into a motte and bailey castle in 688. Bjaal Ruindael is forty three, a master seafarer who is often absent from Zuden. The Ruindaels are a branch of clan Ruinda from Seldenbaal.

ZYNHOLM (Zynholm)

CLAN: Saargax
 TRIBUTE TO: King Alegar II
 POPULATION: 240
 [U] 4,360d [R] 33,100d

Zynholm was built by the Ivinians in 677 to guard the entrance to Geldesfjord. It is a typical Ivinian thran with earth and wood ramparts and several clanhouses. Melvold Saargax is twenty six, and is a ruthless and manipulative man whose policies have gained him the nickname "the Viper". Clan Saargax are related to Alegar II by marriage.

PLACE	THRANAAL	HOLDER ¹	TRIBUTE TO	GROSS ACRES	LAND ² QUAL.	HOUSEHOLDS ³			
						JS	JF	IC	
AARNHOLM	FJAGA	STAELD	FJAGA	110	0.79	0	0	1	
AMYRIS	GELDEHEIM	Reeve	LAARYN	810	0.91	7	2	0	
ANADYN	GELDEHEIM	Reeve	ANAKARYN	740	0.93	9	1	0	
ANAKARYN	GELDEHEIM	TAARESKELD	GELDEHEIM	490	0.93	5	0	6	
ANEHANE	FJAGA	Reeve	DERGEN	900	0.88	8	3	0	
ANETIN	FJAGA	Reeve	SWEYRSI	210	0.83	9	1	0	
ANEWYN	SHIEN	Reeve	SVERBORG	260	0.91	11	0	0	
ANNWYN	N/A	N/A	N/A	N/A	N/A	0	0	0	ABANDONED HILL FORT
ARYLUL	SHIEN	Reeve	EIGEN	1170	0.90	12	2	0	
ATHRIT	FJAGA	Reeve	SWEYRSI	260	0.85	11	0	0	
BENAND	ZYNHOLM	Reeve	HOEN	120	0.87	11	0	0	
BERNHEIM	GELDEHEIM	TAARESKELD	GELDEHEIM	320	0.91	10	0	4	
BONANE	EBEIN	Reeve	DELBY	830	0.91	8	2	0	
CAELAR	SHIEN	Reeve	EIGEN	270	0.87	10	0	0	
CAESAL	GELDEHEIM	Reeve	BERNHEIM	400	0.91	11	0	0	
CERNES	GELDEHEIM	Reeve	BERNHEIM	780	0.93	9	2	0	
CERRAL	GELDEHEIM	Reeve	LAARYN	990	0.90	10	3	0	
CHIEL	EBEIN	Reeve	KONIG	220	0.87	14	0	0	
CORAWYN	GELDEHEIM	Reeve	VAKEM	1170	0.94	12	2	0	
CULTYN	EBEIN	Reeve	DELBY	90	0.89	14	0	0	
DAGHOLM	ZYNHOLM	SAARGAX	ZYNHOLM	810	0.92	8	0	5	
DANIAN	ZYNHOLM	Reeve	JERNI	210	0.86	10	0	0	
DELBY	EBEIN	GYDASAEI	EBEIN	930	0.92	10	0	7	
DERGEN	FJAGA	STAELD	FJAGA	540	0.87	1	0	5	
DOCRYD	FJAGA	Reeve	SWEYRSI	160	0.86	10	0	0	
DRENA	GELDEHEIM	Reeve	ANAKARYN	830	0.94	9	1	0	
DRYM	GELDEHEIM	Reeve	VAKEM	620	0.92	9	1	0	
DURANATH	EBEIN	Reeve	KONIG	920	0.90	10	2	0	
EBEIN	EBEIN	GYDASAEI	GELDEHEIM	840	0.90	8	13	19	LORD GYDASAEI
EBONA	GELDEHEIM	Reeve	ELGEN	80	0.91	14	0	0	
EIGEN	SHIEN	HAMMARKEL	SHIEN	920	0.93	4	0	7	
ELGEN	GELDEHEIM	TAARESKELD	GELDEHEIM	1250	0.91	13	0	8	
ELRYM	EBEIN	Reeve	DELBY	1290	0.93	13	3	0	
EMANT	ZYNHOLM	Reeve	TAALSER	440	0.87	10	0	0	
EORDYN	ZYNHOLM	Reeve	VAASRAAL	60	0.79	9	1	0	
EREM	GELDEHEIM	Reeve	PERGEN	210	0.91	13	1	0	
EREN	GELDEHEIM	Reeve	VAKEM	710	0.92	8	2	0	
ERGAN	SHIEN	Reeve	EIGEN	390	0.89	10	0	0	
ERIS	ZYNHOLM	Reeve	TAALSER	1020	0.93	10	3	0	
ERYD	GELDEHEIM	Reeve	ZYNBERN	1120	0.90	12	2	0	
ESCAE	EBEIN	Reeve	KONIG	230	0.82	13	0	0	
ESLES	GELDEHEIM	Reeve	LAARYN	830	0.91	9	2	0	
ETEIR	SHIEN	Reeve	EIGEN	1050	0.92	11	2	0	
FAUSA	GELDEHEIM	Reeve	VAKEM	770	0.94	8	2	0	
FELSH	GELDEHEIM	Reeve	PERGEN	50	0.91	10	1	0	
FERIAN	SHIEN	Reeve	EIGEN	960	0.91	10	2	0	
FESYRSA	GELDEHEIM	Reeve	VAKEM	720	0.93	8	2	0	
FFAIN	EBEIN	Reeve	FJORN	330	0.90	14	0	0	
FFASIA	GELDEHEIM	Reeve	PERGEN	1370	0.92	16	3	0	
FJAGA	FJAGA	STAELD	GELDEHEIM	680	0.85	7	11	14	LORD STAELD
FJORN	EBEIN	GYDASAEI	EBEIN	1320	0.92	14	0	8	
GELDEHEIM	GELDEHEIM	TAARESKELD	N/A	950	0.91	13	35	67	ROYAL SEAT
GWENT	EBEIN	Reeve	FJORN	1080	0.92	11	3	0	
GYURIS	ZYNHOLM	Reeve	DAGHOLM	1160	0.90	12	2	0	
HAEDAN	SHIEN	Reeve	EIGEN	230	0.91	10	0	0	
HALUSAN	ZYNHOLM	Reeve	DAGHOLM	920	0.88	9	1	0	
HEGYN	EBEIN	Reeve	FJORN	690	0.89	9	1	0	
HENED	SHIEN	Reeve	EIGEN	1200	0.91	12	3	0	
HJAEN	GELDEHEIM	TAARESKELD	GELDEHEIM	660	0.89	5	0	5	
HOEN	ZYNHOLM	SAARGAX	ZYNHOLM	660	0.88	7	0	2	
HUDANLES	GELDEHEIM	Reeve	PERGEN	1320	0.93	15	2	0	
HURIS	GELDEHEIM	Reeve	ZYNBERN	840	0.93	8	2	0	
IANYN	ZYNHOLM	Reeve	DAGHOLM	770	0.91	8	1	0	
IECON	ZYNHOLM	Reeve	JERNI	270	0.86	12	0	0	
INSIA	EBEIN	Reeve	KONIG	1680	0.93	17	4	0	
JERNI	ZYNHOLM	SAARGAX	ZYNHOLM	240	0.86	2	0	3	
KEPHEMN	GELDEHEIM	Reeve	ANAKARYN	1080	0.93	11	2	0	
KESTON	EBEIN	Reeve	DELBY	270	0.90	11	0	0	
KESWYN	ZYNHOLM	Reeve	HOEN	170	0.87	10	0	0	
KESYCE	FJAGA	Reeve	DERGEN	1460	0.89	15	4	0	
KHIE	GELDEHEIM	Reeve	VAKEM	810	0.91	9	3	0	
KIERYD	EBEIN	Reeve	DELBY	1590	0.92	17	3	0	
KONIG	EBEIN	GYDASAEI	EBEIN	660	0.87	7	1	6	
LAARYN	GELDEHEIM	TAARESKELD	GELDEHEIM	710	0.92	8	0	4	
LIBERHEIM	GELDEHEIM	TARRESKELD	GELDEHEIM	710	0.90	7	0	3	

PLACE	THRANAAL	HOLDER ¹	TRIBUTE TO	GROSS ACRES	LAND ² QUAL.	HOUSEHOLDS ³			
						JS	JF	IC	
LICIAN	EBEIN	Reeve	KONIG	210	0.79	12	0	0	
LIENER	ZYNHOLM	Reeve	DAGHOLM	900	0.92	9	1	0	
LISANE	SHIEN	Reeve	SVERBORG	390	0.91	9	1	0	
LLYROL	EBEIN	Reeve	DELBY	120	0.89	12	0	0	
LLYSAD	EBEIN	Reeve	DELBY	150	0.89	13	0	0	
LYNADAN	GELDEHEIM	Reeve	PERGEN	840	0.91	9	1	0	
LYROD	SHIEN	Reeve	EIGEN	900	0.92	8	2	0	
MAALE	ZYNHOLM	Reeve	HOEN	170	0.88	11	0	0	
MATANE	GELDEHEIM	Reeve	ANAKARYN	1040	0.92	11	2	0	
MELCER	GELDEHEIM	Reeve	LAARYN	1130	0.91	12	3	0	
NARRYD	ZYNHOLM	Reeve	JERNI	120	0.88	10	0	0	
NELES	ZYNHOLM	Reeve	DAGHOLM	930	0.89	9	1	0	
NERREL	SHIEN	Reeve	SVERBORG	750	0.92	9	1	0	
NERYN	GELDEHEIM	Reeve	ANAKARYN	1650	0.91	17	4	0	
ONLAR	GELDEHEIM	Reeve	SELDHOLM	1010	0.93	12	3	0	
ORDCAE	ZYNHOLM	Reeve	TAALSER	530	0.90	5	1	0	
ORIS	SHIEN	Reeve	EIGEN	180	0.88	10	0	0	
OSTRAN	GELDEHEIM	Reeve	ANAKARYN	830	0.92	9	2	0	
PERGEN	GELDEHEIM	TAARESKELD	GELDEHEIM	920	0.92	12	0	7	
PERYD	FJAGA	Reeve	DERGEN	700	0.85	7	2	0	
PESRAAL	ZYNHOLM	SAARGAX	ZYNHOLM	150	0.78	2	0	1	
RELIUN	GELDEHEIM	Reeve	SELDHOLM	330	0.91	12	0	0	
RELRYM	GELDEHEIM	Reeve	ZYNBERN	780	0.92	10	0	0	
RHYDEEL	FJAGA	Reeve	TURENBORG	1260	0.89	13	4	0	
RHYDEEL	GELDEHEIM	Reeve	ELGEN	920	0.92	10	1	0	
ROGAN	ZYNHOLM	Reeve	JERNI	230	0.86	12	0	0	
RONARYL	FJAGA	Reeve	TURENBORG	780	0.90	8	2	0	
RONARYL	SHIEN	Reeve	SVERBORG	1310	0.91	13	4	0	
RULIC	GELDEHEIM	Reeve	PERGEN	1160	0.93	13	2	0	
RURIC	GELDEHEIM	Reeve	ELGEN	1050	0.92	11	2	0	
RYDANLIS	SHIEN	Reeve	SVERBORG	990	0.93	9	2	0	
RYLADAN	ZYNHOLM	Reeve	DAGHOLM	1430	0.89	14	3	0	
SALDOC	ZYNHOLM	Reeve	DAGHOLM	1190	0.89	12	2	0	
SALRYN	GELDEHEIM	Reeve	ELGEN	800	0.90	9	2	0	
SALYN	GELDEHEIM	Reeve	ZYNBERN	830	0.92	10	1	0	
SELDHOLM	GELDEHEIM	TAARESKELD	GELDEHEIM	960	0.91	10	0	6	
SELEGAN	SHIEN	Reeve	EIGEN	530	0.91	8	2	0	
SHIEN	SHIEN	HAMMARKEL	GELDEHEIM	1280	0.91	13	12	20	LORD HAMMARKEL
SIAMEL	ZYNHOLM	Reeve	HOEN	130	0.89	10	0	0	
SONRYD	ZYNHOLM	Reeve	DAGHOLM	750	0.90	7	2	0	
SUWYN	GELDEHEIM	Reeve	ANAKARYN	1250	0.91	13	3	0	
SVERBORG	SHIEN	HAMMARKEL	SHIEN	540	0.91	5	0	6	
SWEYRSI	FJAGA	STAELD	FJAGA	240	0.85	0	0	3	
TAALSER	ZYNHOLM	SAARGAX	ZYNHOLM	470	0.88	5	0	4	
TARAAL	EBEIN	Reeve	FJORN	1130	0.92	12	2	0	
TESLIS	ZYNHOLM	Reeve	TAALSER	210	0.86	10	0	0	
TESMEL	GELDEHEIM	Reeve	ELGEN	1430	0.92	16	2	0	
TESYN	EBEIN	Reeve	KONIG	200	0.89	11	0	0	
THENUL	GELDEHEIM	Reeve	ANAKARYN	1230	0.93	13	2	0	
THIEL	GELDEHEIM	Reeve	PERGEN	80	0.91	11	0	0	
THURIS	GELDEHEIM	Reeve	SELDHOLM	90	0.91	10	0	0	
TINSIA	FJAGA	Reeve	TURENBORG	1290	0.90	13	3	0	
TONKELN	GELDEHEIM	Reeve	LAARYN	690	0.93	10	0	0	
TONORD	ZYNHOLM	Reeve	TAALSER	1200	0.90	12	2	0	
TONWYN	GELDEHEIM	Reeve	LAARYN	800	0.90	10	0	0	
TURENBORG	FJAGA	STAELD	FJAGA	1310	0.91	13	0	5	
ULYMN	EBEIN	Reeve	FJORN	1260	0.92	13	2	0	
VAASRAAL	ZYNHOLM	SAARGAX	ZYNHOLM	190	0.80	2	0	2	
VAKEM	GELDEHEIM	TAARESKELD	GELDEHEIM	680	0.93	7	0	5	
VYRHOLM	ZYNHOLM	SAARGAX	ZYNHOLM	260	0.84	3	0	3	
WARWYN	ZYNHOLM	Reeve	HOEN	120	0.88	10	0	0	
WRYM	GELDEHEIM	Reeve	PERGEN	240	0.91	15	0	0	
WYLS	GELDEHEIM	Reeve	ANAKARYN	1160	0.91	12	3	0	
WYNERE	FJAGA	Reeve	TURENBORG	660	0.90	7	1	0	
WYNIAN	GELDEHEIM	Reeve	SELDHOLM	1140	0.93	12	0	0	
WYNYN	ZYNHOLM	Reeve	TAALSER	120	0.88	10	0	0	
ZYNBERN	GELDEHEIM	TAARESKELD	GELDEHEIM	1430	0.92	15	0	9	
ZYNHOLM	ZYNHOLM	SAARGAX	GELDEHEIM	840	0.89	8	13	16	LORD SAARGAX

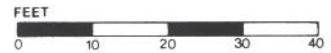
1. Clans (capitalized) hold their lands in tribute.

Reeves are elected by villagers.

2. Average land quality for Harn is 1.00.

3. JS: Jarin Serf RF: Jarin Freeman IC: Ivinian Clansmen
Average of 4.5 persons per household, including children.

INTERIOR KEY



	PAVED SURFACE <small>(STONE FLOOR)</small>
	WOODEN SURFACE
	EARTH/MUD SURFACE
	SANDY SURFACE
	GRASS/LAWN /MEADOW
	WATER

	TREE
	BUSHES/ HEDGE
	HAY/FODDER /Etc.
	RUBBLE

	RUBBLE WALL
	STONE WALL
	LOW STONE WALL <small>UNDER FIVE FEET</small>
	DAUB AND WATTLE WALL
	LOW DAUB & WATTLE WALL <small>UNDER FIVE FEET</small>
	WOODEN WALL
	LOW WOODEN WALL/FENCE <small>UNDER FIVE FEET</small>
	RAMMED EARTH WALL
	IRON BARS
	RAILING OR BALUSTRADE
	POST & RAIL FENCE
	LATTICE PARTITION
	TAPESTRY OR CURTAIN

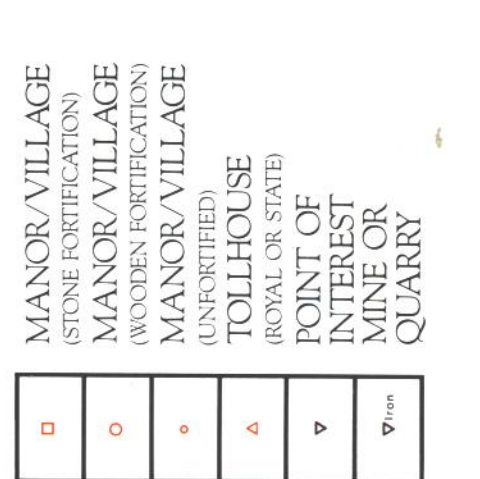
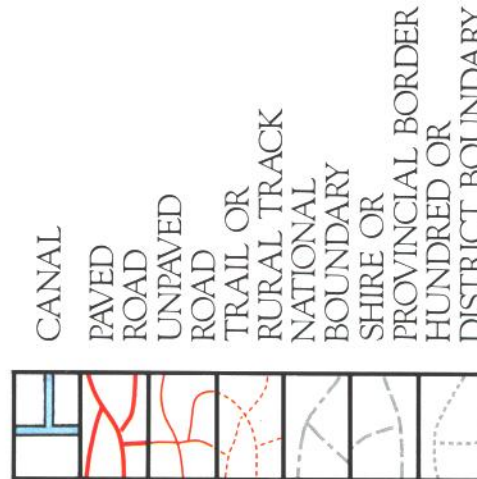
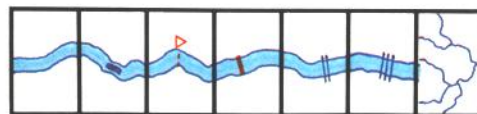
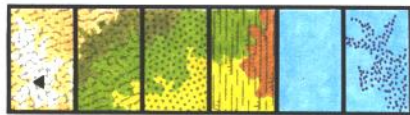
	DOORLESS PORTAL
	WOODEN SWING DOOR
	IRON BOUND DOOR
	IRON GATE
	FALSE DOOR
	SLIDING DOOR
	POCKET DOOR
	PORTCULLIS
	SECRET DOOR <small>MECHANICALLY HIDDEN SYMBOL ON SIDE FROM WHICH DOOR IS INVISIBLE</small>
	SECRET DOOR <small>MAGICALLY HIDDEN SYMBOL ON SIDE FROM WHICH DOOR IS INVISIBLE</small>
	TRAPDOOR IN FLOOR
	TRAPDOOR IN CEILING
	IRREGULAR HOLE IN WALL
	ARROWSLIT
	PEEPHOLE
	WINDOW
	GLAZED WINDOW
	BARRED WINDOW
	WINDOW SHUTTERS

LOCKING DEVICES	
<small>USED ON DOORS, WINDOWS, TRUNKS, ETC. ALL SHOWN ON THE SIDE(S) THEY ARE ON, OR CAN BE OPERATED FROM</small>	
	Latch
	Wooden Bar
	Iron Bar
	Iron Bolt
	Lock <small>RATED FROM 1 (WORST) TO 9 (BEST)</small>

	STAIRS <small>ARROWS ALWAYS POINT DOWN</small>
	SPIRAL STAIRCASE <small>UP ONLY</small>
	SPIRAL STAIRCASE <small>DOWN ONLY</small>
	SPIRAL STAIRCASE <small>UP AND DOWN</small>
	LADDER <small>LADDER UP ONLY</small>
	LADDER <small>LADDER DOWN ONLY</small>
	LADDER <small>LADDER UP AND DOWN</small>
	SLOPING SURFACE <small>ARROWS ALWAYS POINT DOWN</small>
	SPOT ELEVATION <small>HEIGHT ABOVE "0" LEVEL</small>
	CEILING HEIGHT <small>(SHAPE OF CEILING MAY BE INDICATED)</small>
	OPENING IN CEILING
	OPENING TO LOWER LEVEL <small>(HOLE IN FLOOR)</small>
	OPEN FLOOR & CEILING
	BUILDING OUTLINE <small>MAIN FLOOR/LEVEL, FOR REFERENCE</small>
	MECHANICAL CONNECTION
	BROKEN ITEM
	MECHANICALLY HIDDEN ITEM
	MAGICALLY HIDDEN ITEM
	LAVATORY <small>RELIEF ROOM</small>
	STORAGE AREA
	GUARD POST <small>FIRST NUMBER INDICATES THE NUMBER OF GUARDS (IF MORE THAN 1) SECOND NUMBER IS THE PERCENTAGE CHANCE OF THEIR BEING PRESENT</small>
	SPECIAL FEATURE
	UNSTABLE FLOOR
	UNSTABLE CEILING

	FIREPLACE
	OVEN OR KILN
	BRAZIER
	WELL
	WATER TANK /RESERVOIR
	WINCH
	LEVER
	TORCH/LAMP BRACKET
	MACHI-COLATION
	CUPBOARD OR ALCOVE
	DRAIN/VENT IN FLOOR
	DRAIN/VENT IN CEILING
	WALL VENT
	HANGING ITEM <small>(MEAT, FISH ETC.)</small>
	REFUSE PILE
	PODIUM
	CRATES/ BARRELS/Etc.
	CHEST /TRUNK <small>(SEE LOCKING DEVICES)</small>
	TABLE BENCHES Etc.
	CHAIR/ THRONE
	PALLET OR CRUDE BED
	GOOD BED
	GOOD FOUR POSTER BED
	BUNK BEDS

ATLAS HARNICA KEY



LOCAL KEY

