

# ENCYCLOPEDIA HARNICA

# 16



## ZERHUN

The Khuzdul Castle in the Kingdom of Azadmere

## HABE

The Jarin Keep in the Kingdom of Azadmere



COLUMBIA GAMES INC.

#6016



# ENCYCLOPEDIA HARNICA

## IMPORTANT MESSAGE

EH16 is the last issue of Encyclopedia Harnica in its present form. The success of the Harn world system has created a problem. We originally planned to produce only twelve (12) issues of EH, but this plan evaporated with the success of the product. We then decided to publish 36 issues which would have given coverage to each Harnic kingdom. However, it has now become apparent that the idea has a flaw; we simply are producing too many individual products and this is creating problems for our distributors and retailers who find it difficult to stock all issues of EH.

After much brainstorming we decided the solution was obvious. Continue to publish Encyclopedia Harnica modules, but produce larger issues less frequently. For example, the material scheduled for EH17, EH18, and EH19 will be published in one booklet called the Kingdom of Rethem. Future publications and tentative release dates are:

### RETHEM [Oct/85]

This module will include articles on Shostim and Tormau castles, the intrigue ridden politics of Rethem, the Lia-Kavair "thieves guild", and the violent tribes of the northwest.

### LYTHIA & KETHIRA [Dec/85]

An overview of the planet and the continent that Harn is located on. In our view this information is essential since we find ourselves constantly referring to the continent of Lythia. The module includes extensive maps, detailing such things as topography, political divisions, trade routes, ocean currents, prevailing winds, etc.

### KANDAY [Feb/86]

Kanday will contain Tesien, the earthmaster site on Ternu Heath, Dyrisa castle, and extensive notes on the kingdom.

### ARAKA-KALAI [Apr/86]

A detailed adventure site for all you spelunkers. This module will include extensive plans of Ilvir's home and an article on the Ivashu.

### THARDIC REPUBLIC [Jun/86]

Articles on Moleryn and Telen castles, Taztos fort, the Pamesani Games and an explanation of Thardic politics.

### MELDERYN [Aug/86]

Articles explaining this enigmatic kingdom, details on its secret societies and arcane orders, as well as various castle plans.

### SON OF CITIES [Oct/86]

This is our facetious working title for a module actually called Cities of Harn: Expansion I. It will include interior plans of various buildings in the seven Harnic cities, temples, taverns, and the like.

NOTE: Rethem, Kanday, Thardic Republic and Melderyn will each contain atlas maps of the entire kingdom at a slightly reduced scale than that used in Kaldor or Chybisa. The reduction in scale will not lessen the detail, but allows us to provide more complete atlas maps.

Other possible products include Kiraz, Ridow and some rules modules on piloting, mercantying, etc.

Sometime in the next year we will also publish kingdom modules for Ivnia (Seldenbaal and Menglana at least, and probably Ibanvaal and Govyna/Jarenmark).

Past issues of EH will be combined into larger publications over the next six months. The current sixteen issues will be republished as:

1. Azadinere.
2. Kaldor.
3. Evael.
4. Orbaal.
5. Chybisa.
6. Trobridge Inn.

This new policy has a significant benefit to you. Because the booklets will be larger, there will be considerable savings in production, resulting in lower retail cost. Instead of paying \$18.00 for EH 17, 18, and 19, the Rethem module containing exactly the same material, will sell for only \$12.00. However, the concept of Encyclopedia Harnica is NOT being abandoned. All future booklets will be designed for inclusion in the three-ring binder format of EH.

## SUBSCRIBER NOTE

Many of you have subscribed to Encyclopedia Harnica on the basis of twelve or six issues. Our policy for subscribers will be to replace two former EH issues with one new EH module. That is, if you have eight issues remaining on a sub, you will get the first four new larger modules. Some of you have an odd number of issues left; you get a break because we will round up and send you one new module for the remaining single issue. Keep in mind that the larger modules will mostly be the equivalent of three normal EH issues in content, so everyone will benefit from our new policy.

## SUBSCRIPTIONS

For those wishing to renew subs or subscribe for the first time, the following policy now applies. Subscriptions must start with the next available module. Individual modules, including back issues, cost \$12.00 (\$15.00 Cdn) each, postage included.

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

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LOCATION Kingdom of Azadmere  
 STATUS Seat of the Baron of Habe  
 POPULATION Settlement: 250 - Barony: 4,400

The principal human settlement of the Kingdom of Azadmere. Located on the left bank of the Idain River, Habe keep sits astride the paved road from Azadmere to Zerhun, guarding the ancient Gazhar Bridge. Foreigners are rarely permitted to travel any closer to the city of Azadmere than Habe.

#### HISTORY

Around 1168 BT, the Khuzdul of Azadmere permitted a few hundred Jarin to settle on the south bank of Idain River. The humans named their small community Habe after the man who "had led them across the bright water" from Lythia. The remains of this early settlement is the hill fort now called Ancestor Hill. The Jarin tradition of fishing and farming (trades distasteful to dwarves) resulted in a mutually beneficial relationship between the two peoples, and the humans exchanged the products of their skills for land and security.

During the Atani Wars Kanahul IV allowed other Jarin refugees to settle throughout the dwarven kingdom. These tended to look to the longer established Jarin of Habe for guidance and by 300 BT leadership of the Jarin of Azadmere had been assumed by clan Kophar. The Kophars were initially styled the Bailiffs of Habe, and represented human interests to the Khuzan king.

The first serious threat to Habe began in the second century TR when Gargun began to raid outlying Jarin settlements. As one of several measures to counter this threat King Tarthin granted the Kophars a charter to build a keep at Habe in 142 TR. The barony of Habe was created by King Hazinadul II in 270 TR to reward the loyalty and service of clan Kophar.

#### GOVERNMENT

The current Baron of Habe is Gyndael Kophar, aged thirty-nine. His barony is divided into thirty smaller fiefs (excluding Habe) held by Jarin knights or bailiffs. It is essentially a feudal structure, but long years of relative peace, and the domain's function as a granary to Azadmere, have resulted in the baron's vassal service being paid in kind rather than military service. The baron provides one company of mounted scouts for Zerhun and one company of light infantry for Azadmere on a seasonal basis, but satisfies most of his feudal service to the king with payments of grain for the royal household. The king interferes very little in human affairs and the baron rules what amounts to an independent "kingdom", administering a legal system that is a blend of feudal and vendetta law.

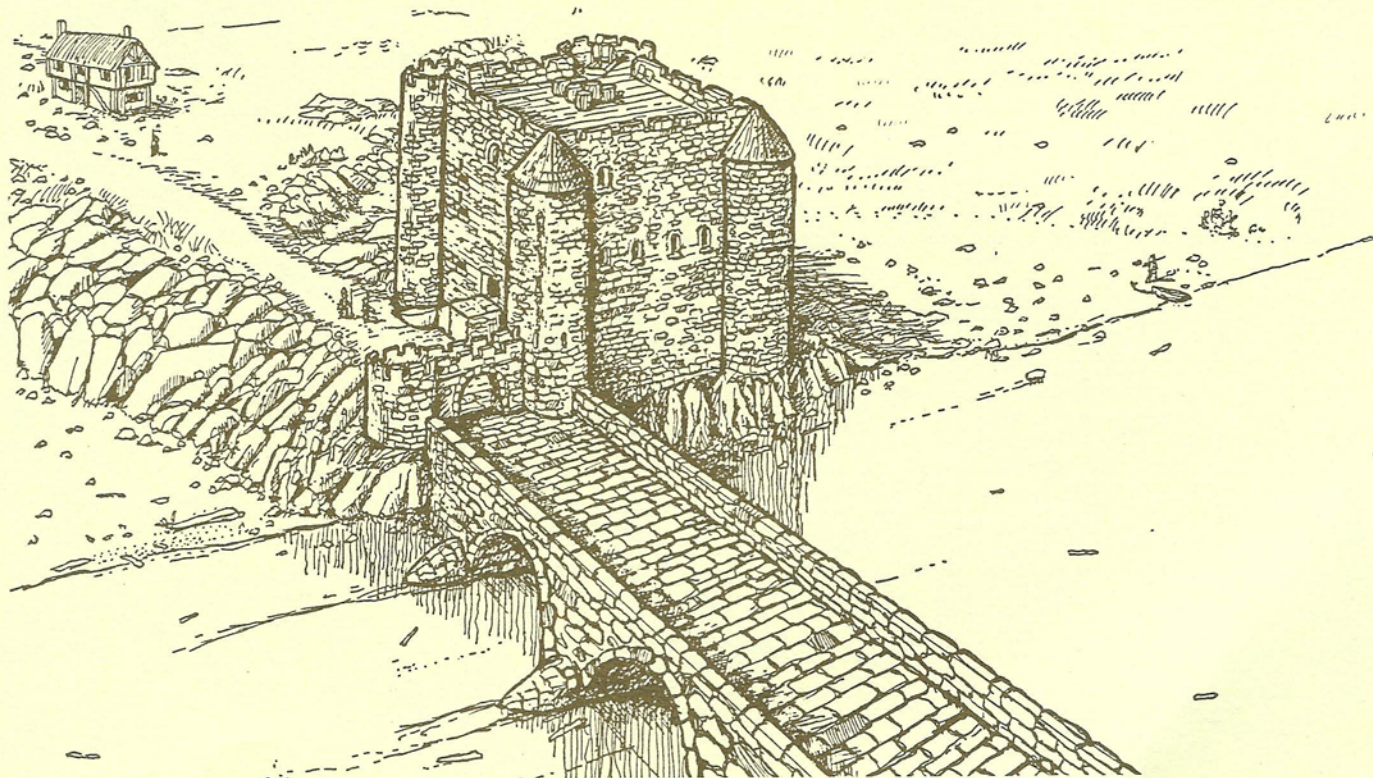
#### ECONOMICS

The Barony of Habe is the main source of food in the kingdom. The land is not very fertile, but sufficient to feed the Jarin population and provide a surplus which is sold in the city of Azadmere. Fish is another major source of food. There is no formal guild structure operating at Habe and most commercial occupations are the preserve of a single Jarin clan.

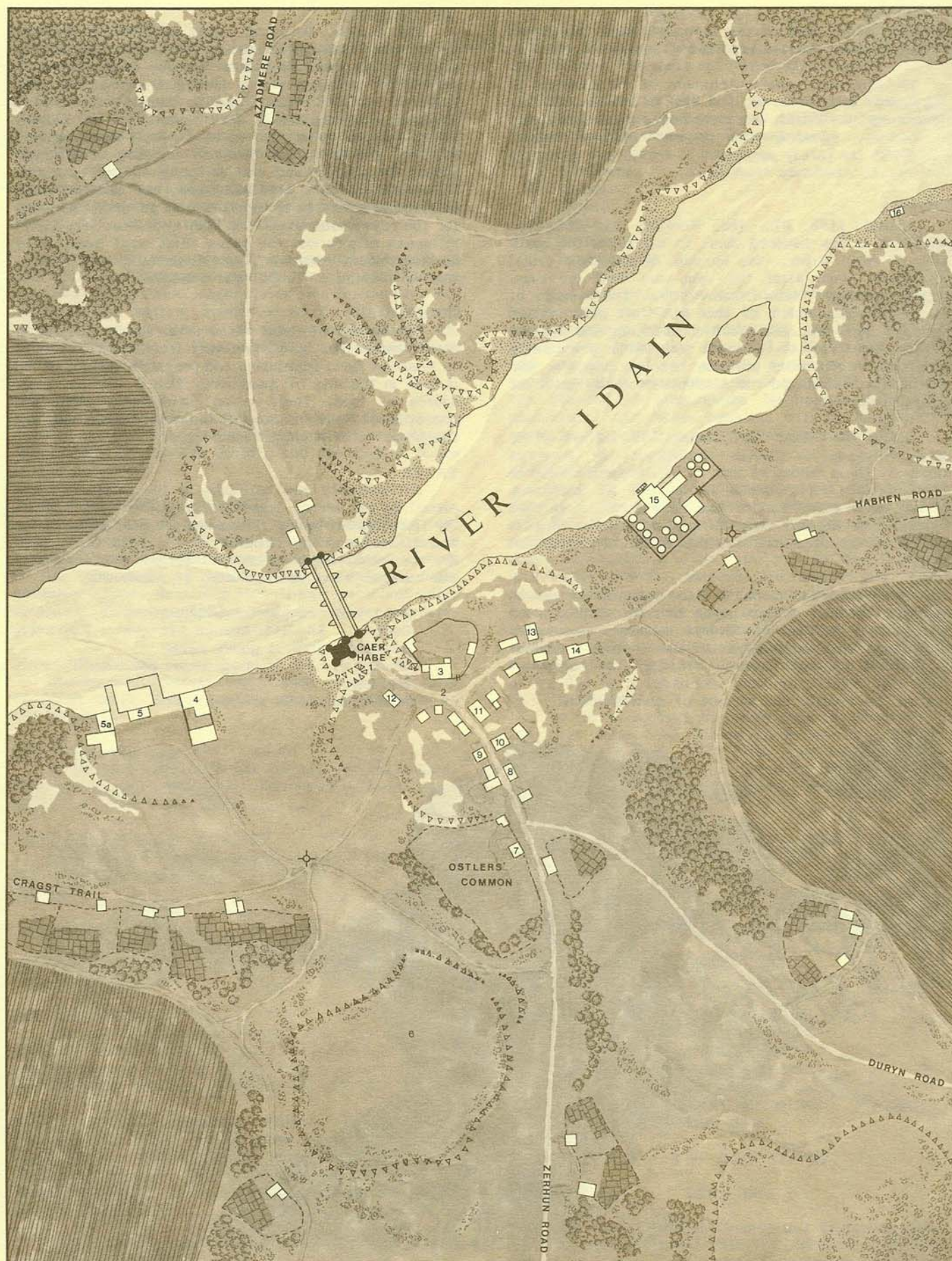
#### TAXES

All property and buildings in the settlement are owned by the baron, leased for periods of seven years for fixed annual rents. Businesses are also licensed for annual fees and all residents pay a head tax. There are no vessel registration fees levied; all vessels in the kingdom must be registered at Azadmere.

Head Tax: 6d per head/annum  
 Rents: 50d-100d/annum  
 Hawking: 10% of goods value  
 Bonding: 3% of goods value per month  
 Piloting: Free  
 Wharfage: 1d/ft per day.









1. CAER HABE  
Built in 142 TR, Habe keep is one of the oldest human fortifications on Harn. Certainly the Kophars are among the eldest of human noble families. Although small, Habe Keep is a sturdy fortification with round towers, direct evidence of Khuzan aid in its construction. The stone bridge it guards, named after an early Khuzdul lord is more than three thousand years old. Plans of the keep appear on the following pages.
2. MARKET SQUARE  
The right to display and sell wares in the Habe market costs 1d per day to unlicensed pedlars, payable to Clan Tynath [12]. The market is open daily from dawn to dusk.
3. ESIG'S HAMMER (Clan Tynnan)  
Size: 6    Quality: \*\*\*\*    Prices: high  
Plans of this inn are on page six.
4. BONDING HOUSE  
All goods imported into Habe must be stored here until the hawking tax (10%) is paid, or until the goods leave to another jurisdiction. Storage fees are 3% goods value per month (or part thereof).
5. JYNGARTH'S WHARF (Clan Jyngarth)  
Size: 5    Quality: \*\*\*    Prices: low  
Clan Jyngarth have the exclusive right to operate the Habe wharf, charging for wharfage and longshoreman services. They formerly operated a shipwright's yard in the building (5a), but abandoned the effort in 705 due to lack of business. Building (5a) is now used for storage. Their license requires them to offer pilotage services and to keep the port in good repair.
6. ANCESTOR HILL  
The site of the original Jarin settlement at Habe, built on a natural hill some sixty feet high. Sometime around 1100 BT the settlement was enclosed by a wooden palisade and surrounded by a dry ditch. This hill fort was abandoned in 304 TR, but remains as a grassy knoll that is sometimes used as a human burial site. It is also where the annual "Festival of the Fathers", a celebration of the founding of Habe, is held on the seventh day of Nulus.
7. TIMBERWRIGHT (Clan Foraen)  
Size: 9    Quality: \*\*\*    Prices: average  
Clan Foraen is licensed by the baron as exclusive suppliers of timber to the settlement for an annual fee of 40d.
8. WEAPONCRAFTER (Clan Hormyth)  
Size: 5    Quality: \*\*\*    Prices: average  
The only human weaponcrafting clan in the kingdom. The Hormyth's are very wealthy and lease two large clanhouses directly opposite. Compared to the Khuzdul, their weaponcrafting skills are poor. They supplement their income by selling slightly defective Khuzan weapons (of unknown source) at reasonable prices.
9. CHANDLER (Clan Yarwale)  
Size: 4    Quality: \*\*\*\*    Prices: high  
A junior branch of Clan Yarwyn who hold Sork village a few miles north of Habe. The Yarwales operate a stall in Habe market where a variety of general wares can be purchased.
10. WOODCRAFTER (Clan Dargyn)  
Size: 7    Quality: \*\*\*    Prices: average
11. AVARYN HALL (Mercantylers' Hall)  
The meeting place and social club for mercantylers. The Mangai, which normally operates Mercantylers Halls elsewhere on Harn, is not active in the Kingdom of Azadmere. This building and various other exclusive mercantile rights are leased to Clan Tynath [12] for an annual fee of 400d. Licensed mercantylers may use the facility and may exhibit their wares in the Habe market at no charge. A license can be obtained by almost anyone from Clan Tynath for a monthly fee of 12d.
12. MERCANTYLER/USERER (Clan Tynath)  
Size: 15    Quality: \*\*\*    Prices: average  
The Tynaths are related to the Kophars by marriage. This wealthy and powerful clan operates a usury business at this location. They also manage the Mercantylers' Hall [11] and Habe market [2].
13. POTTER (Clan Stangath)  
Size: 7    Quality: \*\*\*    Prices: average  
The Stangath's pottery is not of the highest quality since local clays are inferior but their glazing and decorative art is very good.
14. CLOTHIER (Clan Marath)  
Size: 8    Quality: \*\*\*\*    Prices: high  
Most patrons of the Maraths are gentlefolk. Finely embroidered tunics and surcoats made of imported linen are a specialty and are eagerly sought after by wealthy residents of the city of Azadmere.
15. MILLER (Clan Burwyn)  
Size: 13    Quality: \*\*\*    Prices: average  
The Habe granary and mill. The Burwyn's have operated this facility for several generations. They lease the property and hold exclusive milling rights in return for grinding and storing the lord's grain, maintenance of the mill, and an annual rent of 100d.
16. JYNDAR'S BEND  
The hovel of Jyndar the hermit. His origin and clan are unknown and the superstitious Jarin credit him with mystical powers. Habeans generally claim that Jyndar has lived here for generations and is at least 130 years old. This is highly unlikely, but his appearance is that of a very elderly man. He has a shuffling gait and a flowing white beard of impressive length. Habean mothers often restrict the wanderings of their younger children with nonsense tales of Jyndar's fondness for "head soup", "jellied eyes", and similar delicacies.



## Caer Habe

### Ground Floor

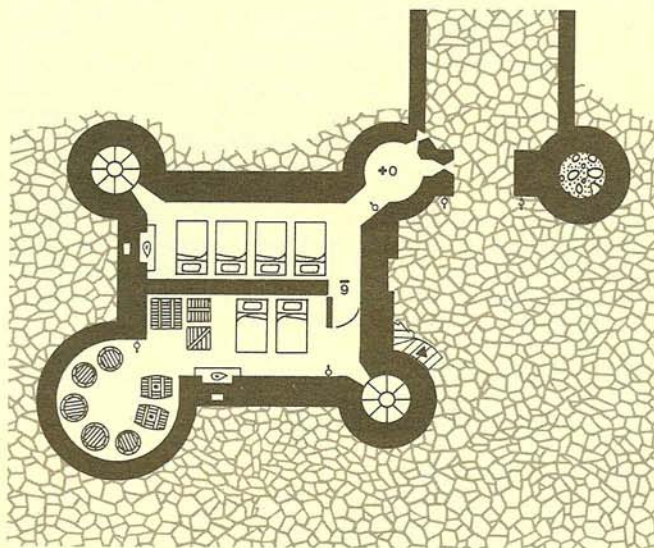
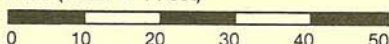
The base level for all spot heights. The site was levelled by Khuzan masons. There is no external access to this floor; entry is by two stairways in the northwest and southeast towers, from the first floor. This level contains water storage in the southwest tower, general storage, and sleeping quarters for the garrison. There are two arrow slits in the northeast tower. The southwest tower, larger than the others, was built in 714.

This level also shows the gatehouse and gate tower guarding the Gazhar bridge. Note the rubble fill in the tower.

All surfaces stone unless otherwise indicated.

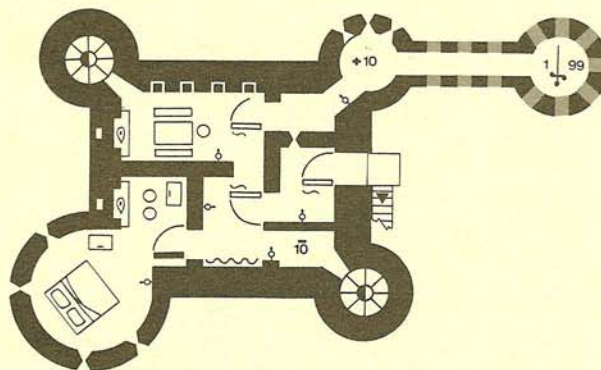
INTERIOR SCALE

FEET (1 mm = 1 Foot)



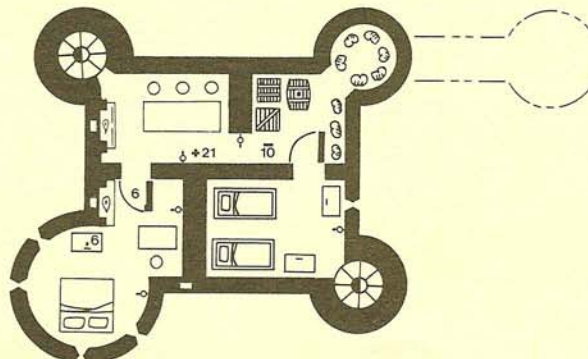
### First Floor

The only entry to the keep is via the stairway along the east wall which enters into a small foyer. The stairway is new; formerly, access was via a removable wooden ladder but the baron's new wife insisted that a more suitable stairway be built. Hostile intruders who manage to gain access to the foyer must cope with missile fire through the arrow slit in the north wall. The first floor contains an armoury and messroom, plus accommodation for the knight commander of the garrison. Spiral staircases in the northwest and southeast towers provide access up to the second floor and down to the ground floor. The gatehouse rampart and tower are accessed from this level.



### Second Floor

This level contains the kitchen, pantry, and accommodations for the cook (southwest tower) and domestic servants. The very generous cook's quarters were once an apartment for the baron's mistress (now his second wife) Mythiel of Sorsyn; his first wife died in 712 during the birth of his youngest son. The southwest tower was built mainly to provide accommodation for Mythiel.

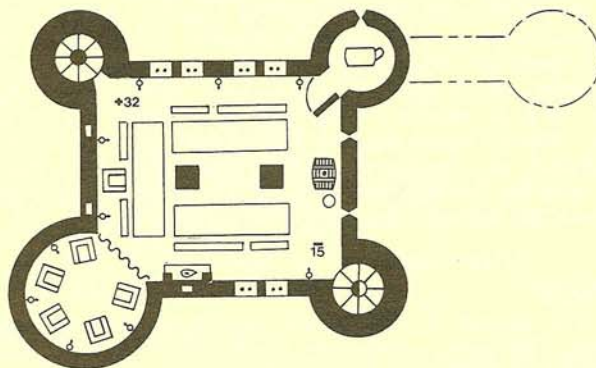




## Caer Habe

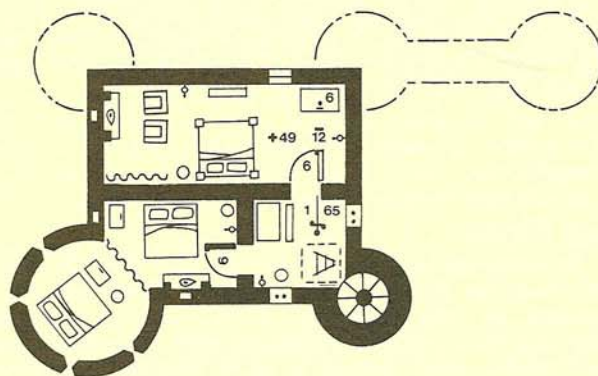
## Third Floor

The great hall occupies most of this floor. The ceiling is fifteen feet high on this level and the hall is illuminated by windows in the north and south. There is a council room in the southwest tower, and the keep's only lavatory in the northeast. The council room has mounted game heads on the wall, one of which has an amusing history. When the new southwest tower was built, the baron charged his eldest son to fetch a trophy for display. The "prize catch" was the head of a bull from the fief of clan Jurit at Llan. Deciding that a complaint to the baron, who was very fond of his son, was not politic, the vassal knight petitioned the Crown Prince at Zerhun for relief. The Khuzan prince responded by offering the offended knight a valuable Khuzan gold ring as compensation, which was eagerly accepted. The baron soon learned of his son's deed and its resolution. Angered and shamed by the fact the Crown Prince had been asked to make amends on his behalf, the Baron insisted the bull's head be hung in the council room as a reminder to all of the misdeed.



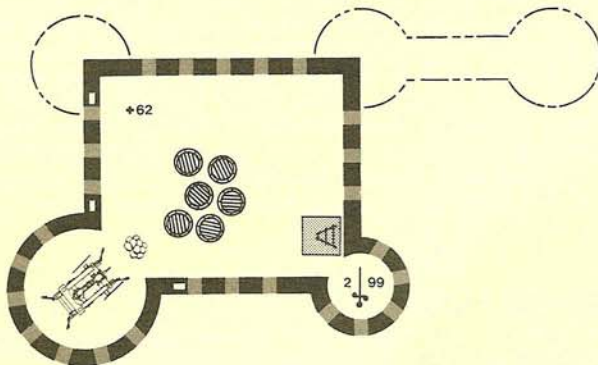
## Fourth Floor

This floor is devoted entirely to private suites for the baron and his family, the only access being via the spiral stair in the southeast tower. The baron and his spouse occupy the large north room; his three sons occupy the other suites, the eldest son having the suite in the southwest tower. Access to the roof is via the ladder in the southeast room.



## Roof

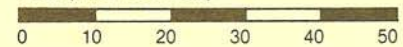
A typical battlemented flat roof, with a timbered floor covered with flagstones (to resist fire) and well sealed against the weather. Snow removal is a tedious job in winter. Note the barrels to collect rainwater; there is no interior well in Habe Keep. There is usually at least one guard stationed on the roof. The catapult, something of a "toy" for the baron's amusement, was assembled on the roof.





## Esig's Hammer

INTERIOR SCALE  
FEET (1 mm = 1 Foot)



### ESIG'S HAMMER (Inn)

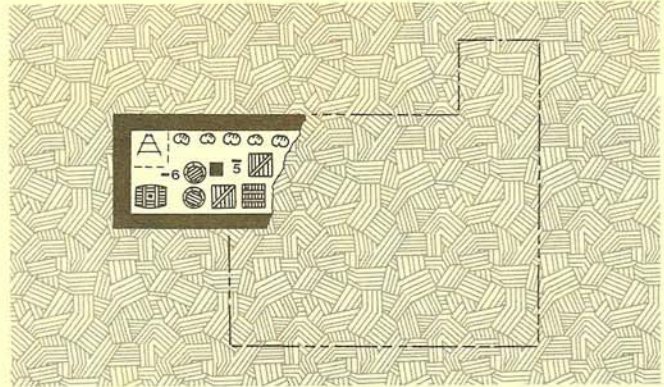
The only tavern in Habe, rented by the baron to Clan Tynnan for 240d annually. The Tynnan's are a junior branch of the powerful Clan Tynath [12]. The inn is named after Mount Esig, a majestic snowy peak visible to the east of Habe, rumoured to be the abode of a bearded Khuzan ghost. Giagan Tynnan is the clanhead. He is tall and stout, aged forty-three, and well able to handle rowdy patrons. Giagan has three sons, two of whom operate the ostler's yard, and two daughters who assist in serving customers. His third son runs the brewery and also supplements the family's income by fishing. Giagan's wife died in 718.

### Cellar

The cellar is dug below ground to provide cool storage for meat and other provisions. The east wall is rammed earth.

### Ground Floor

Entrance to the inn is through a door off the ostler's yard. To the rear of the room is a stairway leading up to private rooms. On the wall behind the barrel are hung the tankards for Giagan's customers. The small room behind the barrel is used as a brewery and contains a ladder to the cellar.



All surfaces wood unless otherwise indicated.

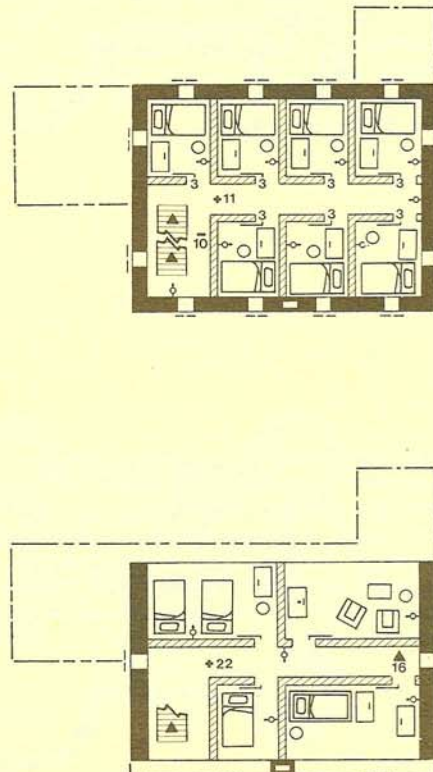
### First Floor

Devoted entirely to private rooms. The price of accommodations is negotiable between 2d-4d per day, depending on how busy the inn is, and on Giagan's assessment of a patron's ability to pay. The rooms are comfortable, each having a good bed and wardrobe chest. They are also airy and well-lit, with a view of the river or the market crossroads. Cheaper accommodations (1d per day) are available in a stable on the east wall of the ostler's yard.

Giagan Tynnan, like most Jarin, is very superstitious. Well aware of the legend of the bearded ghost of Mount Esig, he claims that the northeastern room is occupied by this spectre when it "visits" his establishment. He claims the bed has been slept in on several occasions, and various patrons have reported inexplicable noises. The gesture of reserving a room for the ghost is popular with Habeans and good for business. Giagan will rent the room to travellers when the inn is full, usually for a lower than normal rate. He has, however, been known to charge exorbitant rates to sleep there, the extra amount being required to "appease the spirit". Unsurprisingly, many cynics claim the room is simply a ruse to attract custom.

### Second Floor

This floor serves as the Tynnan clanhouse, with accommodation for Giagan and his five offspring.





LOCATION	Kingdom of Azadmere
STATUS	Royal Stronghold
GOVERNMENT	Crown Prince of Azadmere
POPULATION	Zerhun 130 - Pedwar 65
GARRISON	Four Companies (80)

A stronghold of the dwarven Kingdom of Azadmere and the seat of the Khuzan crown prince, Khazar Tarazakh. Zerhun is strategically placed to guard the southern approaches to the kingdom and is one of Harn's most impressive engineering achievements. The human Jarin village of Pedwar lies just north of the fortress.

#### HISTORY

Zerhun was founded in 2510 BT as an outpost of Azadmere on the present site of Adhal Tower. From this humble beginning, a small network of underground passages was gradually developed. During the Atani Wars (900-683 BT) the complex was rapidly expanded, particularly its defensive works. The impressive Zerhun Barbican (gatehouse) dates from 690 BT. Some say the dwarves built it in expectation of the Sindarin abdication of kingship after the Battle of Sorrows. This is barely credible, but construction of the barbican was certainly timely. The crown prince of Azadmere adopted Zerhun as his seat in 380 BT, a tradition now eleven hundred years old. Other than Adhal Tower, built between 436-439 TR, little has changed at Zerhun for the past thousand years, although the defences have been continually refined and improved to counter the Gargun threat.

#### FANA

Fana is a cave complex eight leagues south of Zerhun. Now held by the Gargu-viasal, it was originally a Khuzan settlement founded in 108 BT by clan Dyrak (weaponcrafters) of Zerhun. Fana contained sizable deposits of high grade iron ore, and there may have been precious stones in its deeper reaches, since the Dyraks incorporated various gemstones into most of their work during this period.

The Gargun made several unsuccessful raids on Fana in the decade following the Carnage of Kiraz in 120. In the winter of 135, after a six year respite from raiding, a massive swarm by Gargu-viasal surprised the defenders. Fana was quickly taken and most of its small garrison murdered. Several attempts to retake Fana have failed (the Khuzdul claim the Gargun have supernatural aid) but clan Dyrak has not forgotten the "Fana Massacre" (or the Fana mines).

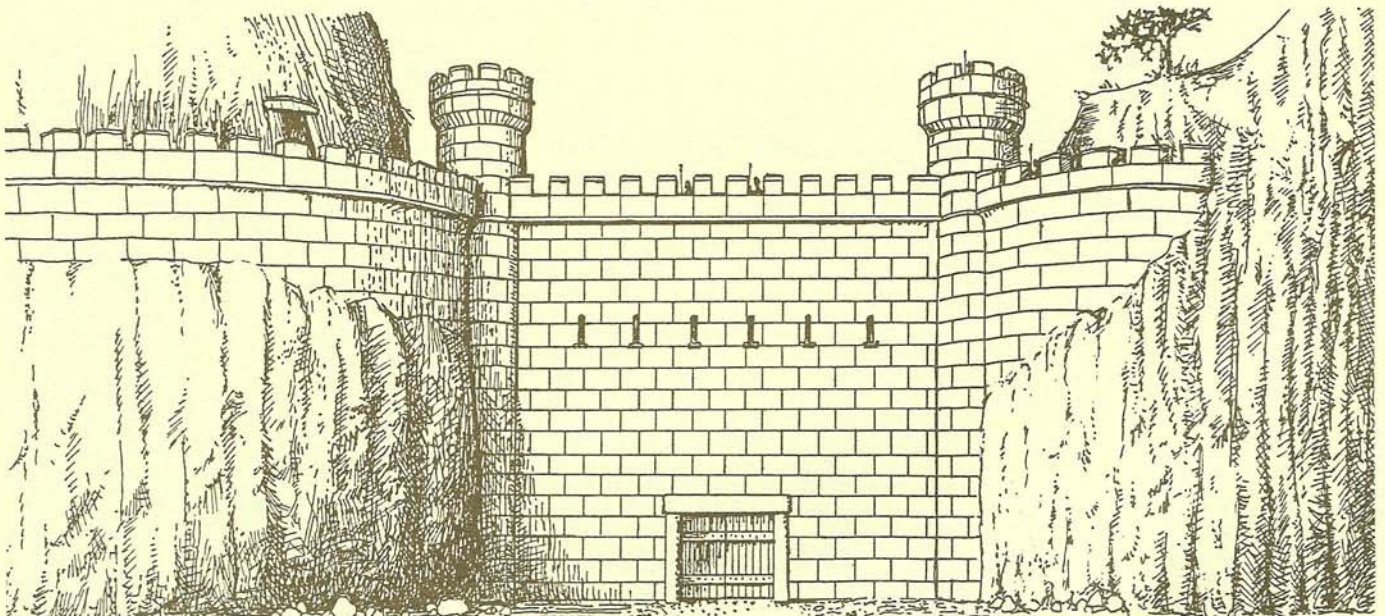
#### CHRONOLOGY

6894 BT: Azadmere founded.  
 2510 BT: Zerhun founded.  
 900 BT: Atani Wars begin.  
 690 BT: Zerhun Barbican constructed.  
 683 BT: Battle of Sorrows.  
 108 BT: Foundation of Fana.  
 135 TR: Fall of Fana to the Gargu-viasal.  
 439 TR: Adhal Tower built.

#### MILITARY GARRISON

Four dwarven companies are stationed at Zerhun; one company of High Guard and three companies of Low Guard. Each company (called Hurdaka in the Khuzan tongue) contains sixteen Juka, four Jukin (sergeants), and one Jukhar (commanding officer). The High Guard are members of the military clan Hurenfal; most are of noble blood. They are elite superheavy foot, bearing both heavy armour and weapons, and are probably the best infantry on Harn. The three Low Guard companies are members of the military clan Kuhrdin. They are heavy foot, bearing lighter armour, but all are skilled in the use of javelins and composite bows. Garrison duty rotates among these three companies, one watch (four hours) on, two watches off. Thus at any time, one company of Low Guard will be on duty, with two companies in reserve. The High Guard serves mainly as a royal guard/reserve; they consider the use of missile weapons beneath them.

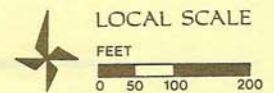
Continued on page 10.





# ZERHUN

GM MAP



## LAKE ARAIN

### SPECIAL FEATURES

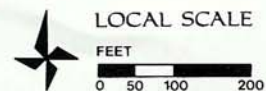
- ✧ Access to second (+40') level
- ✧ Access to surface (secret)
- ★ Heavily guarded area
- ★ Heavily booby-trapped area
- Tunnel at lower level
- ↓ Down slope





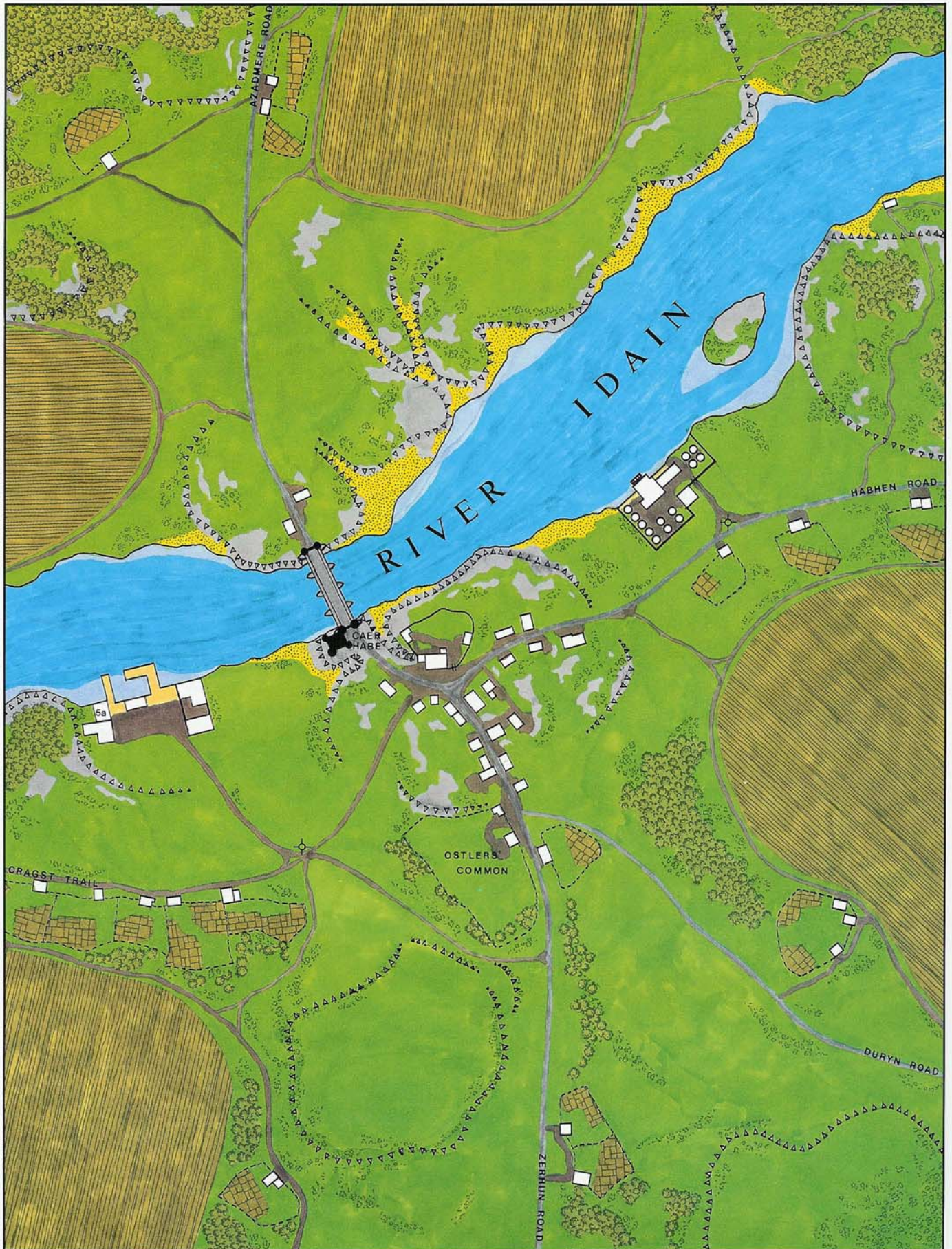
# HABE

PLAYER MAP



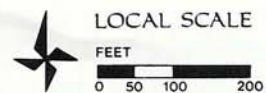


# HABE COMMON MAP





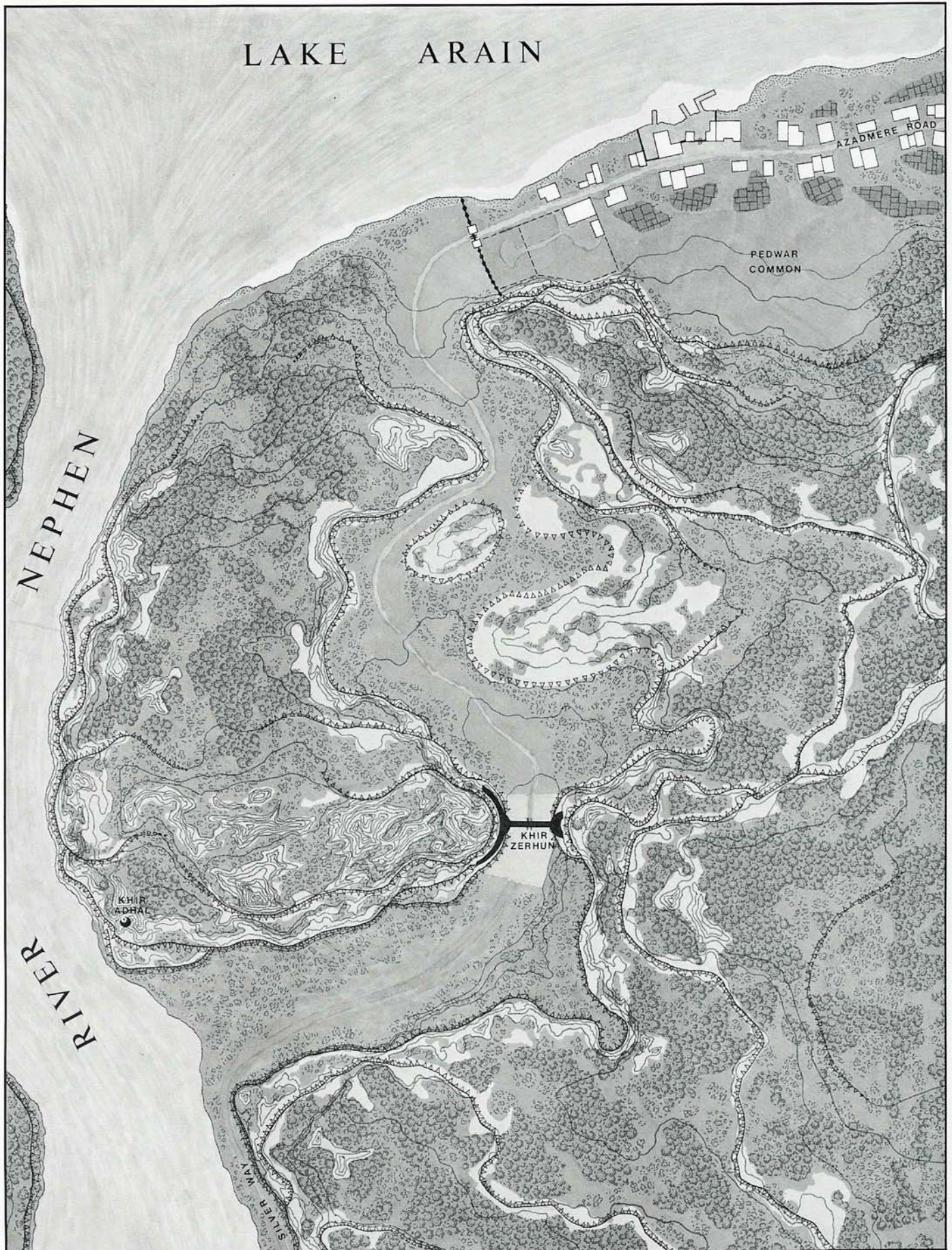
# ZERHUN COMMON MAP





# ZERHUN

PLAYER MAP





## 1. KHIR ZERHUN

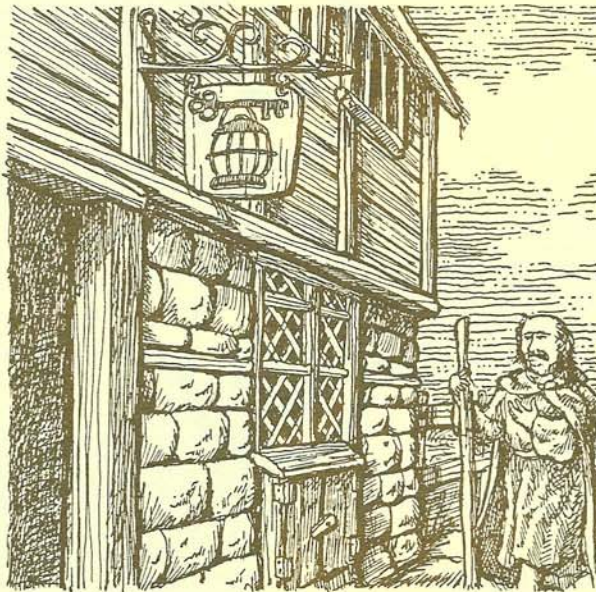
The Khuzan spelling of Caer is Khir. Most of the stronghold is hidden inside the rugged cliffs above Judral's Cut, as the narrow pass below is called. Only the impressive barbican (gatehouse) and Adhal Tower of the upper works can be seen from below. Plans of the barbican, interior, and tunnel complexes are shown on the following pages.

## 2. ADHAL TOWER

The original site of the Khuzan outpost from which the Zerhun fortress complex was developed. The present tower was built between 436-39 TR. Additional information and plans of the tower will be found on the next page.

## 3. THE LOCK AND LANTERN (Clan Pythaen)

Size: 10 Quality: \*\*\*\* Prices: high  
The clanhouse and establishment of Arthelar Pythaen. A three story structure (clanhouse on top floor, guest rooms on second floor, and tavern on the ground floor) the inn is well patronized by locals and visitors. Accommodations are expensive (4-8d per day) as are ostler services. Caravans are permitted to layover in the Pedwar Common (adjacent to the inn) for fees of 1d per pack animal and 2d per tent daily. Arthelar is responsible for collecting this revenue on behalf of the clan.



## 4. THE SCOUTS

Formerly a hostel for boatmen and fishermen, this building is now the seasonal headquarters for the Jarin company of mounted scouts provided by the Baron of Habe for service at Zerhun. The men sleep at this location, but the knight commander has a room in the Lock and Lantern. The company's horses are kept in the western enclosure (4a) of the ostler's common of this inn. Anxious not to give the Baron cause for offence (he resents the status of the village) these services are provided at minimal cost by Pedwar's clanhead. Relations between the troops and Pedwar's residents are usually cordial. Some scouts have taken daughters of clan Pythaen as wives; a few have been adopted into this wealthy clan.

## 5. METALSMITH/CHANDLER (Clan Pythaen)

Size: 5 Quality: \*\*\* Prices: high  
The clanhouse and establishment of Mykael Pythaen. He supplements a traditional metalsmith's business by selling a variety of general goods at exorbitant prices.

## 6. SALTER (Clan Pythaen)

Size: 4 Quality: \*\*\* Prices: high  
The clanhouse and establishment of Turwan Pythaen. He imports salt from Kaldor and operates what amounts to a fishmarket. Fresh, smoked, salted, and dried Arain trout and pike (among other species) can be purchased.

## 7. WOODCRAFTER (Clan Pythaen)

Size: 8 Quality: \*\*\* Prices: high  
The clanhouse and establishment of Horda Pythaen. Horda can provide emergency repairs to boats if needed.

Horda's son, Athaed, who recently returned to Pedwar after an absence of four years, is the subject of considerable speculation among the residents of the village. Local gossip has it that Athaed, who was never on good terms with his father, left home to travel, eventually finding himself among low companions in western Harn. There, it is said, he was enslaved for a time, as a combatant in the Shiran Pamesani Games. Others suggest that he was employed, or enslaved, by the church of Halea. Supporters of the latter story usually point to the Athaed's handsomeness, as well as the fact that he seems to be suffering from wasting disease, which unkind tongues suggest has a sexual origin. The fact that Athaed's sarcastic wit has made him unpopular with most clansmen since his early adolescence has sharpened the tongues of local gossips.

## 8. WAREHOUSE (Clan Pythaen)

Covered storage for goods awaiting transshipment or sale. The warehouse is operated by Darwyn Pythaen [9]. Storage fees are one percent of goods value per month (or part thereof). Many mercantylers have complained that this is tantamount to a bonding tax (technically illegal) but such are ignored. Darwyn also operates the Pedwar wharf charging wharfage at 1d per foot per day and longshoreman services as necessary. Plans of the warehouse are on page nine.

## 9. THANID HALL (Clan Pythaen)

Size 12 Quality \*\*\* Prices: high  
The Pedwar Mercantylers' Hall operated by Darwyn Pythaen, the head of clan Pythaen. Mercantylers wishing to conduct business in the hall must purchase a permit from Darwyn for an annual fee of 30d. Spacious private accommodations are also available within the hall for 3d-6d per day. Plans of Thanid Hall are on page nine.

## 10 THE AZADMERE ROAD

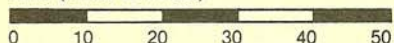
The paved road leading north to Habe and Azadmere. Croplands held and worked by clan Pythaen in common, lie along the road, off map to the east.



# ZERHUN 4

## INTERIOR SCALE

FEET (1 mm = 1 Foot)



## Adhal tower

### ADHAL TOWER

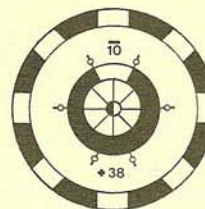
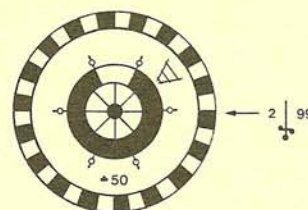
A watchtower with a commanding view of the road approaching Zerhun, the Nephren River, and Judral's Cut. This was the original site of Zerhun. A stone fort was built here in 2510 BT, more than three thousand years ago. From this humble beginning, the Zerhun complex was gradually excavated, beginning with the tunnel that is now the only access to the tower. The original fort was demolished and replaced with the present tower between 436-439 TR.

The base of the tower is 140 feet above the Nephren River. The tower is over fifty feet high and twenty-five feet in diameter and is constructed from double-tongue granite blocks. There is a spiral stairway in the center of the tower providing access to all tower levels.

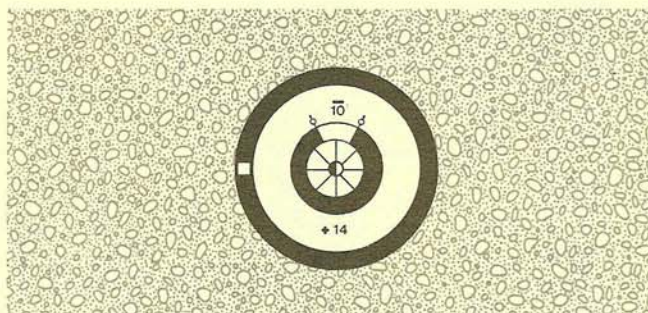
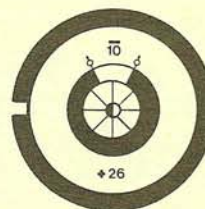
The subterranean room, called the Dakan, serves as a foundation for the tower and quarters for the garrison. The tower is staffed day and night by one Daka (four Juka and one Jukin) of whichever company of Low Guard is on duty. Normally there are two Juka on watch on the tower rampart, and two below in the Dakan, alternating positions every hour. Duty at the Adhal Tower is considered a "plum", granted on the basis of merit by the Jukhar.

Facilities in the Dakan include a small kitchen, lounge, Jukin office, and lavatory. There are no beds; any guard caught sleeping here (or anywhere else while on duty) is subject to a severe public flogging and his Jukin will probably be demoted. The entrance to the tunnel which connects Adhal Tower to the rest of the Zerhun is on the north wall of this room.

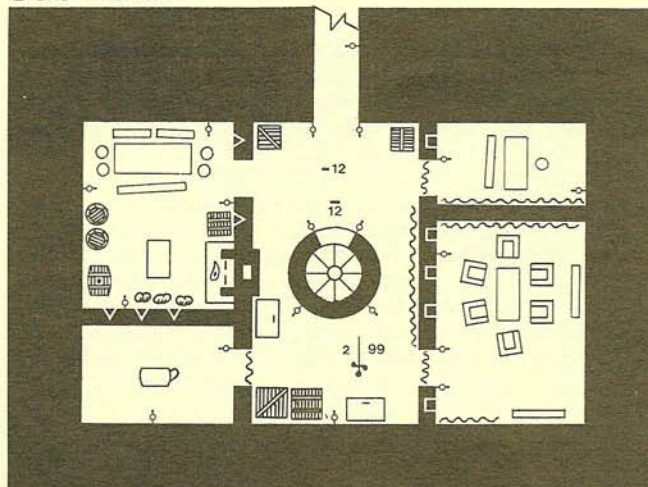
The first and second floors of the tower are used for weapons storage. There are racks mounted around the interior walls holding javelins, bows, arrows, and other projectiles. The third floor is essentially a covered rampart, patrolled by guards when the weather is too foul. The top level is an open rampart except for a six foot high stone housing which covers the stairway. On top of this housing is a beacon, lit from dusk to dawn, and protected from the weather. This landmark is visible for more than twenty miles on a clear night. It has also become something of a symbol for the Zerhun garrison; woe betide the Daka who neglect it.



All surfaces stone unless otherwise indicated.



### Sub Level



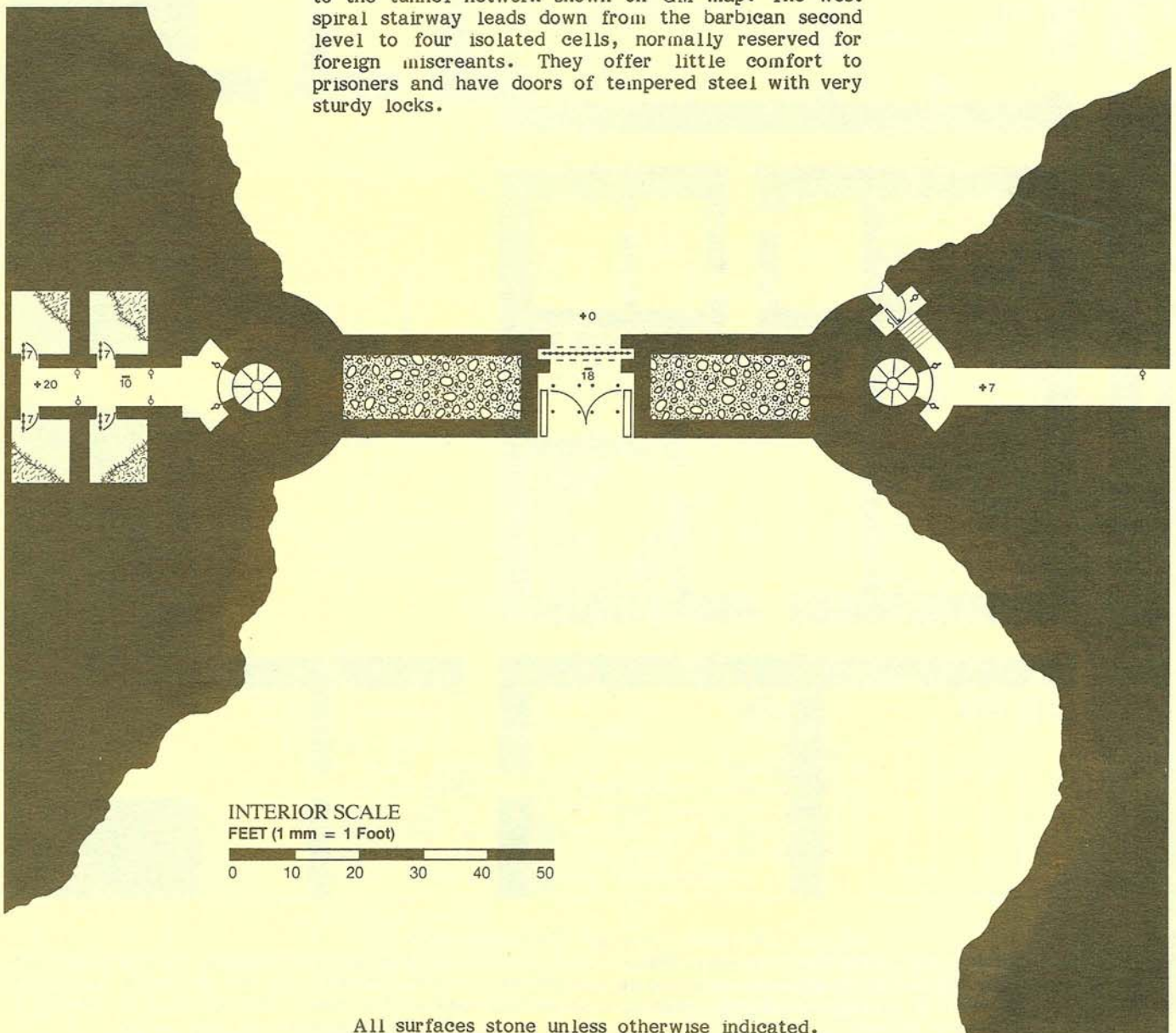


## Khir Zerhun 1st level

## FIRST LEVEL

This is the base level for all spot heights. The barbican wall, constructed of interlocking stone (double tongue) with a wood and rubble core, is seventy feet high and twenty-one feet thick. The gate, some fourteen feet high, has twelve inch thick beams of iron bound oak, weighs more than a ton, but has marvellous balance and can be opened by a single guard. The gate is secured by three horizontal steel crossbars. Behind the gate is an equally sturdy portcullis of tempered steel. Any intruders who manage to breach the gate (none actually have) must cope with missile fire through trapdoors from above as they seek to penetrate the portcullis.

The only access to the upper wall (and interior of Zerhun) from ground level is the door and passage leading to the east spiral stairway which also connects to the tunnel network shown on GM map. The west spiral stairway leads down from the barbican second level to four isolated cells, normally reserved for foreign miscreants. They offer little comfort to prisoners and have doors of tempered steel with very sturdy locks.



All surfaces stone unless otherwise indicated.



## Khír Zerhun 2nd level fortress

There are two primary levels inside Zerhun. A small upper level which houses the crown prince, his royal household, and the High Guard; and an extensive lower level housing the three hurdaka of Low Guard, the two commercial clans, and a few other residents. Approximately one third of the lower level is shown above. The upper level is shown on the GM map.

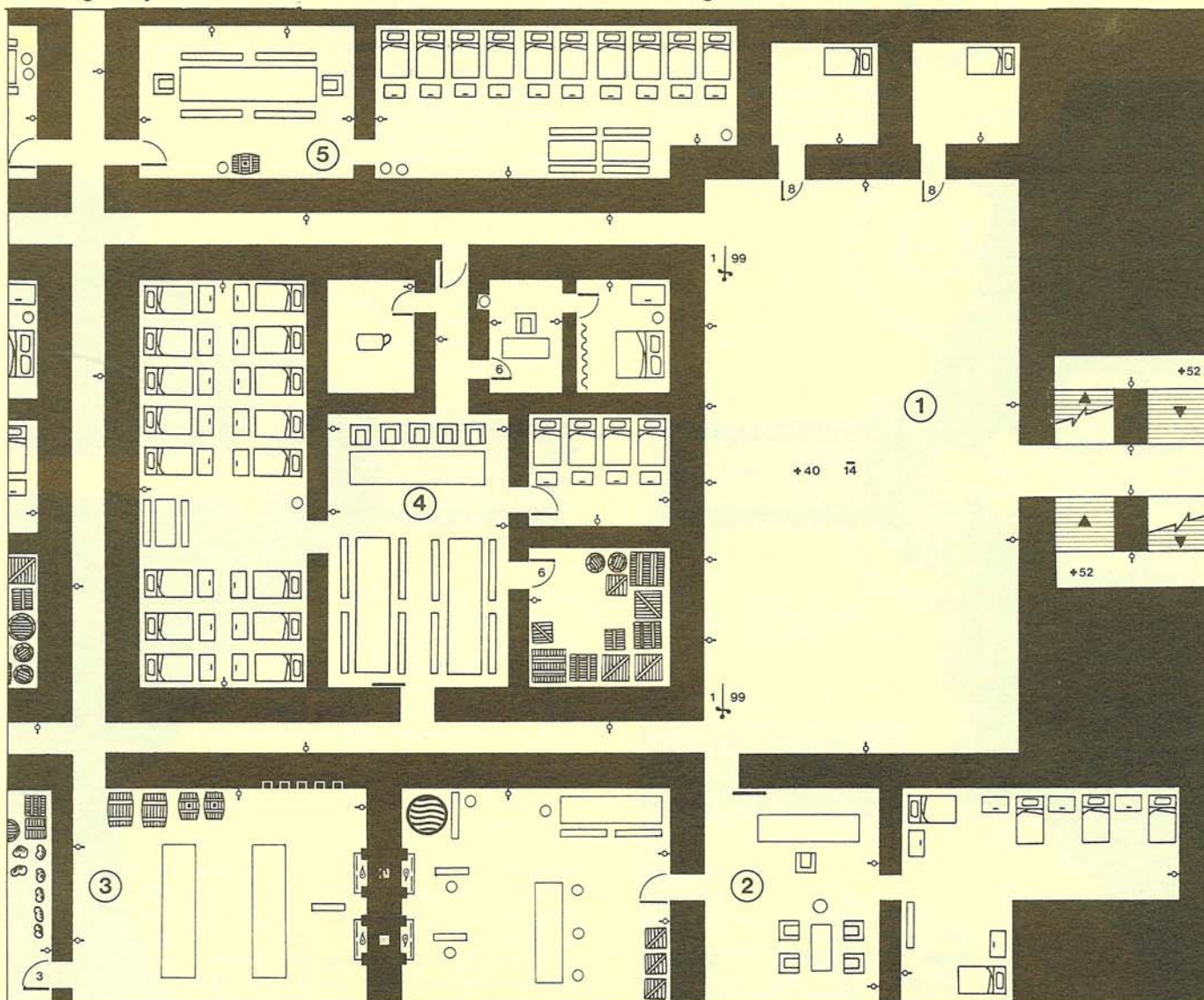
### [1] Gallery

An open marshalling chamber. The hall is the scene of a formal "changing of the guard" ceremony every four hours. The Prince of Zerhun also inspects his garrison here most days, usually one hour before noon. At other times the gallery serves as an exercise, training, and punishment area. The two cells on the north of the chamber are used to house Khuzan prisoners; public floggings and executions take place in the gallery. Both events are rare.

### [2] Clan Dyrak

Most of the workshop and clanhouse of the Dyraks (weaponcrafters) is shown. The center of the clanhouse is a common room for eating and leisure. To the right is sleeping accommodation, extending south off the illustration. To the left is the clan workshop containing a double forge, dip tank (for tempering steel) and appropriate work benches. The forges are ventilated via a chimney which exits high above the barbican ramparts. Weapons are stored in the small room north of the workshop.

Note: Zerhun chimneys and vents are no more than one foot in diameter at their exits, although they are often wider lower down. All vents are sealed by sturdy steel grates imbedded in the rock.



### [3] Kitchen

A common kitchen and pantry for this level. Three cooks, employed by the prince, prepare all food; each company/clan provides a messboy to deliver food to the appropriate common rooms.

### [4] Low Guard

The facilities for one company of low guard are shown; similar chambers for the two other companies lie off map to the west. The tradition at Zerhun is

Continued bottom of page seven

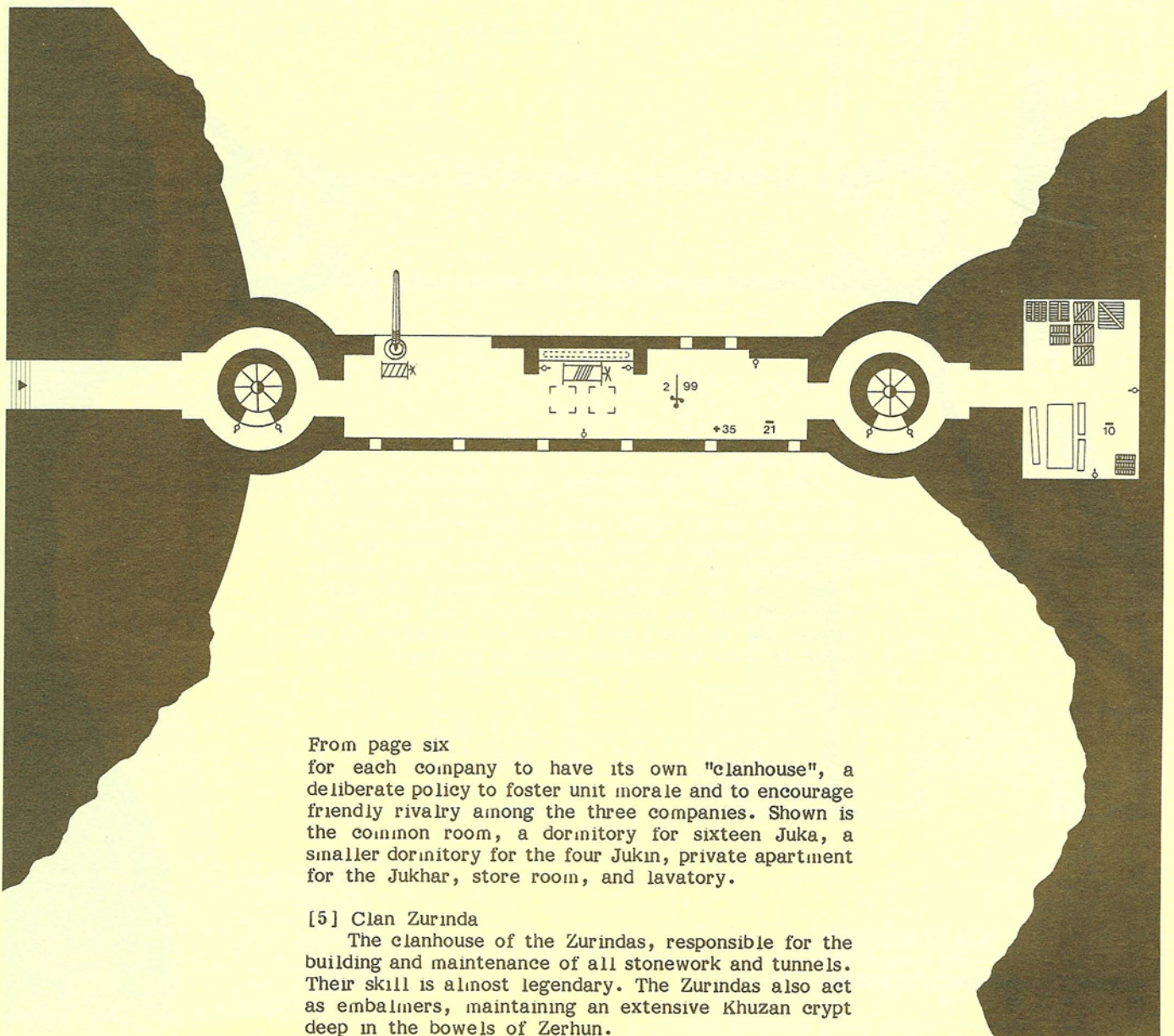
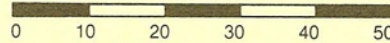


## Khir Zerhun 2nd level

## SECOND LEVEL

This covered level houses the winch for the portcullis. Note the portcullis guideway, the arrow slots for defence and illumination, and the trapdoors to defend the portcullis. The derrick and cargo winch are used for bringing goods into the fortress which are too large or heavy to use the ground level entrance. This level provides direct access to the interior of Zerhun, shown on the opposite page, and is patrolled by at least two guards day and night.

INTERIOR SCALE  
FEET (1 mm = 1 Foot)



From page six

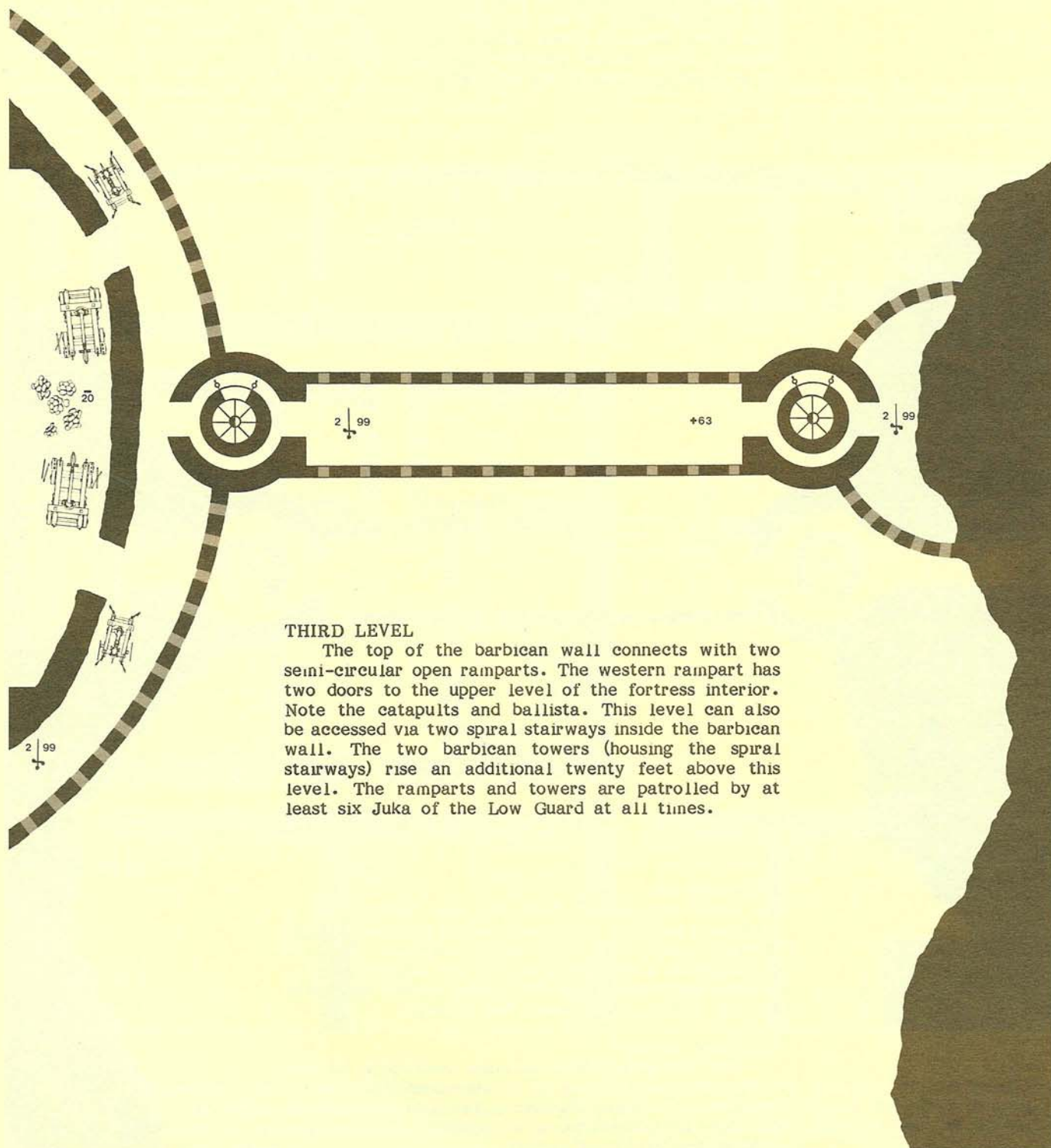
for each company to have its own "clanhouse", a deliberate policy to foster unit morale and to encourage friendly rivalry among the three companies. Shown is the common room, a dormitory for sixteen Juka, a smaller dormitory for the four Jukin, private apartment for the Jukhar, store room, and lavatory.

## [5] Clan Zurinda

The clanhouse of the Zurindas, responsible for the building and maintenance of all stonework and tunnels. Their skill is almost legendary. The Zurindas also act as embalmers, maintaining an extensive Khuzan crypt deep in the bowels of Zerhun.



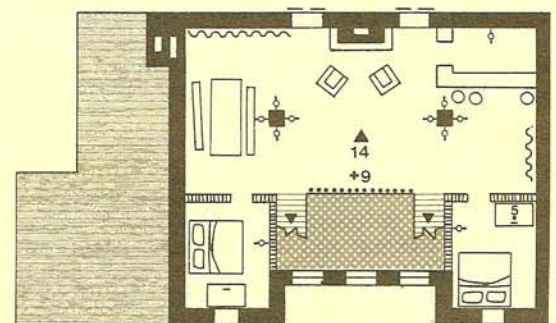
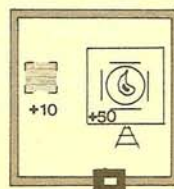
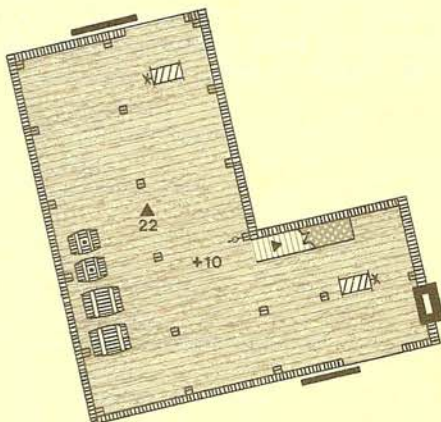
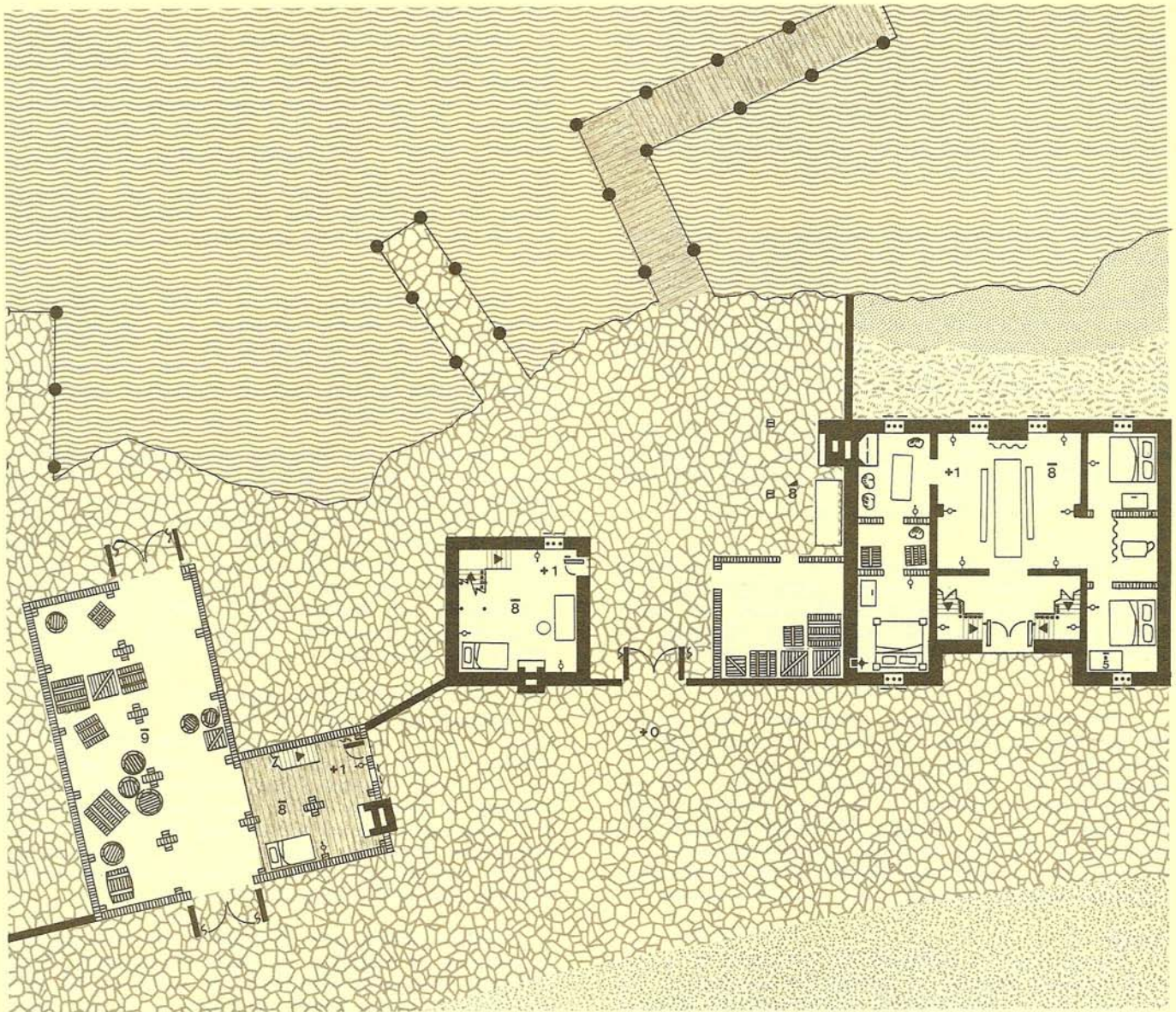
## Khiri Zerhun 3rd level



### THIRD LEVEL

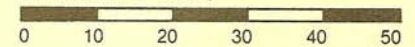
The top of the barbican wall connects with two semi-circular open ramparts. The western rampart has two doors to the upper level of the fortress interior. Note the catapults and ballista. This level can also be accessed via two spiral stairways inside the barbican wall. The two barbican towers (housing the spiral stairways) rise an additional twenty feet above this level. The ramparts and towers are patrolled by at least six Juka of the Low Guard at all times.





Port of Pedwar

INTERIOR SCALE  
FEET (1 mm = 1 Foot)



All surfaces stone unless otherwise indicated.



# ZERHUN 10

As part of his feudal levy, the Baron of Habe provides a company of mounted scouts quartered at Pedwar, and commanded by a Jarin knight. They are lightly armed with short swords and round shields, although bows or short lances are not uncommon. The Jarin are mainly employed to patrol the Silver Way as far south as the Guthe River ford and are a welcome sight to caravan masters on the road to Zerhun.

## GOVERNMENT

Zerhun is governed under military law. Traditional dwarven law, essentially clan vendetta law, does not apply at Zerhun. The crown prince is the supreme authority in all matters, but he usually permits his officers and the clanheads of the two commercial clans to handle discipline for minor offences. Serious offenders and all foreigners who violate the law at Zerhun are brought before the prince.

The Jarin village of Pedwar is governed by a Jarin bailiff, appointed by the crown prince. The heads of Clan Pythae (the only clan in the village) have held the office for centuries.

## ECONOMICS

Except for the collection of tolls (below) economic activity at Zerhun is minimal. There are only two commercial clans: Zurinda (stonemasons) and Dyrak (weaponcrafters); both are exclusively employed by internal activities. Other goods are imported as necessary.

Clan Pythae of Pedwar is required to help support the garrison at Zerhun, providing sufficient food for most needs. In return they have been granted a monopoly on all commercial activity (except mercantiling) at Pedwar, a lucrative activity that is the envy of many, including the Baron of Habe. His petitions to the king to bring Pedwar under his own authority have always been opposed by the crown prince (claiming military necessity) and politely rejected.

## TAXES

The only tax at Zerhun is the collection of a toll from caravans entering or leaving the kingdom. A list of import tolls is shown below, export tolls are assessed at 50% this amount. Only Khuzan coinage is acceptable for payment of tolls. In both cases (import/export) the tolls shown are for residents of the kingdom; foreigners pay double this amount unless they hold a special charter from the King of Azadmere, a rare privilege cherished by a few Kaldoran mercantylers.

Per Man/Woman on foot	6d
Per Horse/donkey/oxen	12d

Pedwar is something of a tax haven. By royal decree, hawking and bonding taxes may not be levied at Pedwar; most goods are in transit and are subject to payment of these taxes at their destination. Pilotage is free and all vessel registration is reserved for the City of Azadmere. Wharfage is charged (1d per foot per day) payable to Clan Pythae. The crown prince of Zerhun claims no revenue from Pedwar other than food. Naturally, clan Pythae does not assess itself property and head taxes, but visitors are subject to various forms of indirect taxation.

## THE SILVER WAY

Zerhun guards the terminus of the Silver Way, the trail running from Zerhun to Tashal. Although the Nephren River is free of waterfalls and cataracts, river traffic in its upper reaches is not practical due to the swiftness of the river flow between Zerhun and the Naniom Bridge. There are several stretches of extremely rapid current, created by narrow gorges. Of late the Kaldoran town of Kiban has organized barge/boat traffic up river to the Naniom Bridge, but beyond this caravans must journey by land on the Silver Way.

The trail between Naniom Bridge and Zerhun is torturous and steep; passage by cart/wagon is impossible. It is also dangerous since the trail traverses the range of the Gargu-viasal of Fana. Most caravans consist of pack animals, usually donkeys or mules, and are always well-guarded.

Caravans to the Kingdom of Azadmere generally terminate at Pedwar. The dwarves do not encourage caravan traffic within their kingdom, charging very high tolls and taxes at Habe and Azadmere, but encouraging trade at Pedwar by forbidding hawking and bonding taxes. Some mercantylers journey on to Habe seeking better prices, but most trade with Khuzan and Jarin mercantylers at Pedwar. As a result of this, the facilities for commerce are unusually good for a settlement of its size.

## THE LEGEND OF THE DARANOG

Legend has it that the depths of Lake Arain are home to a one or more strange beasts. Tales of this creature, commonly called the Daranog, have been told for many centuries. Most stories suggest that the Daranog is unnerving rather than dangerous, although it is sometimes blamed for the loss of livestock or an occasional drowning. Most tales are ambiguous and highly fanciful and speak of "waves without wind", "islands that float", and "finless coils".

History records that sightings of the Daranog tend to increase at intervals of about thirty years. Since 718 there have been more than fifty sightings of a large serpentine creature, usually on nights of the full moon. Although it is likely that many of these reports are the result of indulgence in fermented grain, it is difficult to discredit them entirely given their number.

Most folk believe that seeing the Daranog brings the worst sort of luck, and that increased activity by the creature is a sign of widespread trouble to come. Such persons usually point to the disasters (crop failures, flooding, and disease) that befell the village of Urelt in 691 after numerous Daranog sightings in the area. The residents of Urelt suffered so badly that they abandoned the village in 692.



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