

WELCOME TO HÂRN

Hârn is a large island off the cost of the continent of Lythia. Lythia is the largest continent on the planet known as Kethira.

The technology of Hârn and Western Lythia has barely progressed beyond the iron age. There are some examples of plate armor — though these tend to be small pieces for arm and leg protection. Leather, scale mail, and chain mail are all common. Agriculture is rudimentary and inefficient.

Hârnic cultures are mostly feudal in nature. The majority of people on Hârn are serfs farming the land for a manor lord. In return, the serfs are given protection. The main exceptions to this are the people of Orbaal in northern Hârn (who follow a viking civilization model) and the various barbarian tribes inhabiting the island.

Magic exists throughout Kethira, though it is weaker than what you would find in Tolkien's Middle Earth. A small percentage of the population have psionic powers (telepathy, precognition, etc.).

Hârn is a polytheistic society. The gods of Kethira often intervene in human matters at the request of their followers. Some of these gods are at war with one another, with the conflict spilling over into Kethira.

There are several non-human intelligent species on Hârn. Elves are known as the Sindarin. The dwarven race is the Khuzdul. These are fairly stereotypical examples of Tolkienesque races (elves are secretive forest dwellers, dwarves are excellent miners and metalsmiths, etc.) The small, malevolent goblins/orcs of Hârn are called Gargun. There are many other strange creatures, from dragons to Vlasta (small creatures that rip out the eyes of their assailants).

TIME

The Kethiran year is 360 days long. This is divided into 12 lunar months of 30 days. A month is defined as one full cycle of Kethira's moon, Yael. The first day of the new year is the 1st of Nuzyael, which marks the beginning of spring. The following chart shows the months by season.

Spring	Summer	Autumn	Winter
1. Nuzyael	4. Nolus	7. Azura	10. Ilvin
2. Peonu	5. Larane	8. Halane	11. Navek
3. Kelen	6. Agrazhar	9. Savor	12. Morgat

Each Kethiran day is 24 hours long. Instead of a week, Lythia uses "tenday", which — as you probably guessed — is ten days long.

The current year is 720 TR. "TR" stands for Tuzyn Reckoning. Year 1 marked the founding of the Kingdom of Melderyn. Years before this event are marked as "BT" or "Before Tuzyn Reckoning".

WEIGHTS AND MEASURES

Weight is measured in ounces and pounds. Volume is measured in ounces, pints, quarts, and gallons. Distance is measured in inches, feet and yards. Longer distances are measured in leagues.

Hârn's Design Philosophy

Hârn was deliberately based on a realistic medieval setting, or at least as realistic a setting as can be achieved in a fantasy roleplaying game.

The basis of Hârn is Western Europe between 1200 and 1300 C.E. Item prices are based on Britain in the same time period, but Hârn is less populated and densely forested than Britain so wood products are cheaper. The detail on Hârn is tremendous. There is a single module dedicated to running manors. There are articles that show wind patterns, currents, and tectonic plates for the entire planet. One article shows the stars and constellations as seen from Hârn. The magic system is based loosely on medieval concepts of magic. At the same time, there are enough fantasy "hooks" to give Hârn the feeling of being "somewhere else".

Hârn/Earth Equivalents

The following table shows rough equivalents between Hârn and Earth.

Hârn	Earth
Hârn	Great Britain
Ivinia	Scandinavia
Lythia	Eurasia
Kethira	Earth
Yael	Luna
Nolomar	Sol

Hârnic Months

The months of the Hârnic calendar are based on the following:

Nuzyael – Yael, the Hârnic moon
Peonu – the goddess Peoni
Kelen – Kelestia, the Hârnic universe
Nolus – Nolomar, the sun
Larane – the goddess Larani
Agrazhar – the god Agrik
Azura – the Azure Bowl, a symbol of the god Siem
Halane – the goddess Halea
Savor – the god Save-K'nor
Ilvin – the god Ivir
Navek – the god Naveh
Morgat – the god Morgath

Tuzyn Reckoning

Tuzyn Reckoning was devised by the court astronomer Tuzyn of Melderyn in 130 TR. He backdated the calendar to the founding of Melderyn by Erebir Pendragon. The calendar is now standard throughout Hârn, though the Sindarin, Khuzdul, and various barbaric tribes have their own calendar.

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ECONOMICS

Most Hârnians are involved in agriculture. Only 5% to 10% of the people of Hârn live in cities. A small percentage of people work in mines. Many of those who work on farms were little better than slaves.

Rural Economy

Farms usually lie on manorial land, either in a manor or a manorial fief. A manorial fief most often consists of a fortified manor house of wood or stone surrounded by an outer wall, at least one village, and probably a mill. The lord of the land is usually a knight, who received the land from his lord (usually a baron or an earl). In return, he becomes the lord's vassal. As a vassal he swears fealty to the lord and owes him military service. Some manors and fiefs are controlled directly by a nobleman. Some manors are held by religious groups or fighting-orders (see **RELIGION**, below). Sometimes a lord may hire agricultural laborers, but usually the land is worked by tenants.

There are two types of tenants: freehold and serfs. Freehold tenants pay rent to a manor lord (in cash or crop shares). In return, they may grow what they please for their own use or profit, they may come and go as they please, and they may sell the land to another (with the lord's permission). Serfs have a plot of land of their own, but they work the lord's land for so many days out of the year in lieu of paying rent. Serfs may not leave the manor lands, or marry, without the lord's permission. They may not sell their land, unless they own some land free and clear (which is quite possible). A yeoman is a freehold tenant who holds land in exchange for military service.

Tenants are required to help the lord in the time of a crisis by forming up into a militia, but this was rarely used as these troops were unreliable and they were needed to tend the crops. In exchange for being a tenant, tenants can not be removed from their land without just cause, and they are entitled to justice and protection. Serfs could buy their "freedom" by paying a stiff manumission fee.

Urban Economy

People living in the cities are, by definition, freemen. They are divided into two classes: guilded and unguilded. Guilded folk belong to a guild.

All significant professional and commercial activities fall within the area of a guild. A guild consists of members of a particular profession. Guilds have a monopoly on a specific profession, and are protected under the law. Some guilds are strong with rigid monopolies, and some are weak with loose monopolies. Every trade has a guild. Unique to the Hârn universe are the guilds of Arcane Lore and the Lia-Kavair. The Lia-Kavair is the thieves guild. The guild of Arcane Lore is described under **MAGIC**, below. The joint association of all the Hârníc guilds is called the Mangai.

The Khuzdul and the Vikings in Orbaal do not have guilds, but they have clans that function much like guilds.

Unguilded city dwellers are mostly the dregs of humanity — they are often escaped serfs — who are forced to work at the most insecure, unfulfilling, and unprofitable occupations. Most unguilded freemen are common laborers. Some become common soldiers. An unguilded worker, though, could become a successful scribe, artist, or toymaker.

Hârníc Leagues

A Hârníc league is equivalent to 4 km or about 2.5 miles on Earth.

The Humble Spud

The Hârníc entry about food mentions that there are no root vegetables on Hârn, including carrots, onions, turnips and potatoes. N. Robin Crosby, the creator of Hârn, later admitted that this was due partially to a misunderstanding. Hârn is loosely based on medieval Britain. Potatoes weren't introduced to Britain until the 1150s. It is now considered canon that there are potatoes on Hârn.

Slaves

There are slaves on Hârn. The "good" kingdoms (Kaldor, Kanday, Chybisa, Melderyn) do not allow slaves. Rethem and the Thardic Republic do allow slaves.

A slave is owned outright. A slave owner can do whatever he wants with a slave, while a serf has protections and privileges under the law.

Rethem and the Thardic Republic have the Pamesani Games, a spectacle gladiatorial combat. The Pamesani Games often involve slaves, most of whom do not survive.

Orbaal, the Viking kingdom in northern Hârn, has thralls, which are essentially slaves.

Lia-Kavair

The Lia-Kavair is the thieves and assassins guild. It is not a guild in the regular sense. In most kingdoms the Lia-Kavair are outlawed. Think of them more as an organized crime syndicate than as a guild.

Money

Medieval societies were not heavy users of currencies. Most people bartered instead. Since it's hard to maintain a barter system in a fantasy roleplaying game, Hârn makes more use of currency than would be the case realistically.

Hârn is "money poor", which is plausible giving the setting. If you assume 12 silver pennies in circulation for each Hârnian, you get a total economy of about 1 million pence (or roughly 30,000 gold pieces). This is a bit big for a medieval culture, but is within the realm of reality. This implies that characters are unlikely to find 1,000 gold pieces lying around a cavern somewhere.

Currency and Prices

Hârnic currency is based vaguely on the old British system. The basic unit is the penny. There are 12 pennies to the shilling, 20 shillings to the pound. The smallest unit of currency is the farthing, which is a quarter of a penny. The following table shows the relationship:

4 farthings	=	1 penny
12 pennies	=	1 shilling
20 shillings	=	1 pound

There are no shilling or pound coins, just silver pennies. Some very rare gold coins exist, but most Hârnians will never see one. A farthing is a silver penny cut in quarters. A halfpenny is literally a half penny, as it is created by cutting a penny in half.

MAGIC, MIRACLES, AND WITCHCRAFT

Kethira is a magically weak world, but it does exist in the form of sorcery, alchemy, and psionic ability. An invocation is a miracle performed by a god. Magic requires skill and learning, invocations require faith in a particular deity. Mages and priests alike get upset when someone confuses magic and miracles.

Magic is mostly legal on Hârn, as long as it doesn't involve demons or affect human souls. Those are the areas governed by the evil gods and are illegal in most areas of Hârn. Where they are legal they are closely guarded by the evil churches. Conducting such spells will result in the mage being accused of witchcraft. This accusation can also occur if a person claims they are being harmed by magic. Witchcraft is punishable by execution.

In order to protect magicians from unfounded accusations of witchcraft, the Guild of Arcane Lore was formed. This guild covers all magic, including alchemy, divination, and sorcery. The guild has chantries where members study arcane lore.

The sorcerers of Hârn (and all of Lythia) are known collectively as the Shek-Pvar. They have seven different sub-orders (convocations), each with their own specialty: Lyahvi, Peleahn, Jmorvi, Fyvria, Odivshe, Savorya. They make up the largest portion of the Guild of Arcane Lore, and they have their own chantries dedicated to specific convocations. The Shek-Pvar live by a strict code of conduct. Any sorcerers that do not adhere to that code are declared renegade and are hunted down by other members of the Shek-Pvar.

People with psionics, which includes all manner of paranormal powers, are rare but not unheard of on Hârn. Psionics tend to fall in between magic and miracles. Some religious groups claim psionics to be the divine gift of the gods and thus fall under the control of churches. The Shek-Pvar take the view that psionics require skill for control, thus they are a natural extension of sorcery. Having psionic powers is enough to allow a character entry to a Shek-Pvar chantry.

RELIGIONS

There are ten major gods, and hundreds of minor deities in the Kethiran

Shek-Pvar Convocations

The Shek-Pvar convocations are aligned with one of the six basic elements of Kethira:

Lyahvi – the magic of air, the insubstantial, and the ethereal. Lyahvi mages manipulate reflection, refraction, light, and confusion. The effects of Lyahvi magic are swift and ambiguous. Lyahvi life is bright but sterile.

Peleahn – the magic of heat, smoke, fire, and pyrotechnic effects. This is the most active, destructive, and least thoughtful magical school. Peleahns also deal with ethereal fire, which tends to be less active and less dangerous.

Jmorvi – the magic of minerals, particularly metal. Jmorvi magic tends to be slower acting, and focused on the study, making, and manipulation of metallic artifacts. Jmorvi magic is powerful and unyielding, but sometimes brittle. This is the convocation of smiths and artisans.

Fyvria – the magic of the cycles of growth and decay in the natural world; the green and growing, and the pale and dying. Fyvrian mages use wooden staves, bags of earth, and live familiars as the focus of their magic.

Odivshe – the magic of water, of slow, cool darkness. This is the opposite of fire and action. Odivshe mages manipulate water, ice, darkness and cold. It is said that they manipulate inertia, but the truth is more complex than that.

Savorya – the magic of the mind. They deal in magic of knowledge, aura, spirit, and thought. Savoryans have the greatest knowledge of psionics, and perhaps of Kestelia itself.

Laws of the Shek-Pvar

The Shek-Pvar strictly adhere to the following laws:

I

Bring not the scorn of the Kvikir [ordinary folk] upon thy brothers, nor make with thyne art a place for thyself above them.

II

Spread not thy lore, even among thy brothers, without sanction of thy peers.

III

Keep sacred and free of harm thy house of lore.

IV

Succor not a renegade of the art, but strike him down with thy power, else summon brothers to thyne aid.

V

Make tithe to thine house [chantry] a portion of thyne arcane treasure to thy brother's benefit.

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pantheon. Most Kethirans worship only one of the major gods.

The churches to these deities often consist of several clerical sects. These sects may exist due to philosophical reasons, or for reasons of geography, or both. A clerical sect may sponsor a fighting-order. Fighting-orders are organizations consisting of knights-bachelors and common soldiers. These fighting-orders are committed to a higher goal, like defending a particular temple, or converting a barbarous region to their religion.

The churches are organized into two groups: the clergy and the laity. The clergy consists of priests and priestesses who run the rituals, maintain the church's organization, usually by devoting their lives to their deity. The laity are the non-clergy adherents of the church. Each church has specific holy days, usually with a high mass and a low mass each month. The high mass is for clergy while the low mass is for all adherents.

The clergy fit into one of seven levels, or circles, depending on their knowledge of the religion and their rank within the church. Lay persons can reach as far as the third circle, but the majority of the laity don't get even as far as the first circle. The levels within the church are:

First Circle – Lay Brother or Clerical Acolyte. The adherent has a basic religious education. Many of the laity don't even belong to this level, having little education in the religion, though they may still be pious adherents.

Second Circle – Friar or Senior Lay Brother. Senior Acolytes reach this level. This is usually the maximum level for laity.

Third Circle – Priest or Lay Grandmaster. This is the level of an ordained priest, who has the authority to grant blessings, hold services, etc. This is the absolute highest level that can be achieved by the laity. Most clergy never get beyond this level.

Fourth Circle – Bishop/High Priest. A cleric in charge of one or more temples, and thus wields considerable power.

Fifth Circle – Archbishop. The senior priest of a church for a large region. on Hârn, the archbishop might cover an entire kingdom.

Sixth Circle – Primate. The senior cleric in charge of all churches on Hârn.

Seventh Circle – Pontiff. The supreme, non-divine head of the church on the planet of Kethira. None reside on Hârn.

The major gods are as follows:

Agrik

Agrik is the evil god of war. Agrik appears as a huge bat-winged, cloven-hoofed demon shrouded in flame. He bears Gashang, a flaming mace, and Sycanus, an ichor-dripping sickle. Agrik loves war for its own sake, and his followers relish the dark side of war: rapine, pillage, cruelty and destruction. Agrik's mortal enemy is Larani, who once cut off two claws from his left hand during combat. Only the Concordat of the Illimitable Tome prevents him from seeking revenge for this humiliation. Agrik resides on Yashain.

Agrik is most often worshiped in Rethem and the Thardic Republic, with some followers in Orbaal. Worship of Agrik is illegal in Kaldor, Kanday, and Melderyn, where it is punishable by death by burning. Agrikan rituals often

Shek-Pvar Ranks

Mavari – Apprentice. Does menial tasks for a master in exchange for (hopefully) learning some magic.

Satia-Mabari – Journeyman. The Satia-Mavari must go about the world for at least 1 year and 1 day (most take 3 to 5 years). When they return with three “original arts” (spells they created themselves), and treasure and artifacts, they become Shenava.

Shenava – Master. Most Shek-Pvar do not exceed this rank. They may have Mavari indentured to them.

Viran – Grandmaster. A Shenava becomes a Viran by having 5 Virans sign a Petition of Excellence.

Kelestia

Kelestia is the Hârn name for “the cosmic all”. This implies that it is the name for the universe. It's actually more than that. Kelestia is the name for the “megaverse”. The Hârn game universe assumes that the speed of light can not be broken and so travel between planets takes a prohibitively long time. What is possible is travel between dimensions.

There are seven dimensions that make up Kelestia. At the center is Kethira, the planet — and dimension — where Hârn resides. Connected to Hârn are the dimensions of Terra, Midgaad, the Blessed Realm, Yashain, Sherem, and Losenor.

Terra is the dimension occupied by the Earth. It is magic poor.

Midgaad is the dimension of Tolkienesque fantasy. Tolkien is said to have chronicled the exploits of Midgaad, but it's unclear if he was writing of the true world or a variation of it. The Sindarin and the Khuzdul come from here.

The Blessed Realm is the destination of the elves. When they left Middle Earth in *The Lord of the Rings*, they were headed for the Blessed Realm. The god Siem is supposed to reside here.

Yashain is the world/dimension most closely connected to Kethira. It is the high magic world where the majority of the Kethiran gods live.

Not much is known about Sherem or Losenor, though the latter is said to be the home of the Earthmasters and has been destroyed.

Add to this the concept of “p-” dimensions, or parallel dimensions. It is impossible to travel backwards in time. You can only travel to a parallel dimension. So, it's possible to travel from Kethira to a parallel dimension of Terra. It is said that Tolkien documented a parallel dimension of Midgaad.

From a metagaming standpoint, this construct allows game masters to bring characters to Hârn from any other setting. It's interesting because it closely ties Hârn to Tolkien or any of the Tolkienesque universes, like *Forgotten Realms*.

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include human sacrifice in the form of combat with the champion of a fighting-order.

The clerical orders with their fighting-orders in parentheses are the Order of Mamaka the Master (Warriors of Mamaka), the Order of Kukshin (Crimson Dancer, which is all female), the Order of the Octagonal Pit (Demon Pameshlu the Insatiable), the Order of Herpa the Mace (Red Shadows of Herpa), the Order of the Pillar of Fire (The Companions of Roving Doom), the Order of the Eight Demons (Cohorts of Gashang), and the Order of the Fuming Gate (Company of the Copper Hook).

Halea

Halea is the amoral goddess of wealth and hedonistic pleasure. Halea usually appears to humans as a beautiful young woman, though her true form is said to be so beautiful that it would drive men mad with passion. Halea is an incredibly accomplished negotiator, who always attempts to bargain from a position of strength. She is often considered empty-headed and shallow by outsiders, but she is, in fact, quite intelligent. Her priestesses have attained high positions in the administration of the Thardic Republic. Halea, herself, lives on Yashain.

The clergy consists entirely of attractive women. The church is found throughout Hâm, except in Azadmere. The main temple is found in Shiran, in the Thardic Republic. The main temple is known for its "rental" of pleasure slaves (of both sexes) and the sale of pleasure slaves is a significant source of the church's income.

The Holean church has a single clerical order, the Order of the Silken Voice, and has no fighting-orders.

Ilvir

Ilvir, known as the "Brooder in the Blasted Plains" is the only god to live on Hâm, residing at Araka-Kalai. He is best known as the creator of the Ivashu, strange life forms that he created for reasons known only to him. His symbol is that of a sundered claw, and it is said that he took the claws of Agrik and used them to make his creatures.

Ilvir is worshiped throughout Hâm, but it is not common. He seems to require little effort on the part of his followers, but he also offers little in return. The church is disorganized and has little political influence, nor does it search such influence. The church's clergy do not take anything very seriously. Perhaps this is explained by the deep mysticism that surrounds the religion's rituals, a mysticism that is so deep that some claim even the clergy don't know what is going on.

There are many, scattered clerical orders for Ilvir, but no fighting-orders. Animal and human sacrifices have been performed during rituals, but these do not appear to be official parts of the ritual. The high priest of the Castle Leriell temple in Orbaal is the closest thing to a Primate within the church. Leriell is close to Misyn, a jumping-off point for pilgrimages to Araka-Kalai.

Larani

Larani is the good goddess of battle, known as the Lady of Paladins. She represents chivalry, courage, and honor. As such she comes into direct

Piety

There are two primary reasons for worshiping a Kethiran god: getting the best possible treatment in the afterlife and receiving help during one's mortal life. The latter occurs in the game courtesy of Piety Points.

A character gains Piety Points through prayer, by attending church services, by adhering to religious dogma, etc.

Characters spend Piety Points in two ways. All characters may use Piety Points to call forth a divine intervention. Clerics use Piety Points on invoking religious miracles (the religious version of magical spells).

Invocations and divine interventions must follow the principles within the Concordat of the Illimitable Tome.

Concordat of the Illimitable Tome

This agreement among the gods prevents them from waging war directly against one another. The concordat has the following principles:

Principle of Ineluctability: mortal minds can not comprehend divine purpose.

Principle of Transpotence: the gods are not omnipotent.

Principle of Preservation: the gods can not destroy Kelestia.

Principle of Reaction: divine interventions can be countered by other divine interventions.

Principle of Proxy: the gods can only act against each other through mortals.

Principle of Faith: the gods are reluctant to provide proof of their existence, preferring to act by way of natural forces when possible.

Principle of Interference: the gods are more likely to aid their own followers than act directly against another deity's followers.

Principle of Piety: a divine intervention must be requested by a follower.

Principle of Revelation: the gods can not give unearned knowledge to their followers.

Principle of Force: the gods will use the minimum of force possible.

Principle of Self-interest: the gods are never obliged to act against their own interests

Principle of Temporal Integrity: the gods can not change the past.

Note that the gods are bound by this agreement, but there is some debate over how strongly they are bound to the agreement. Agrik, for instance, may be considering attacking Larani directly, which flies in the face of the Concordat's Principle of Proxy.

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conflict with Agrik. She cut off two claws from Agrik's left hand, making him her mortal enemy and bringing the adherents of the two churches into conflict. Her followers are allowed to enter into combat for the sake of honor or to protect the downtrodden, but her knights and warriors are to enter into mortal combat only with reluctance. Larani lives on Yashain. When she appears to humans she is in the form of an armored woman.

Almost all of her laity and many of her clerics are accomplished warriors. There are only two sects, each with their own fighting-order: the Order of Hyvrik (sponsors the Checkered Shield fighting-order) and the Order of the Spear of Shattered Sorrow (sponsors the Lady of Paladins fighting-order). There are no philosophical differences between the orders. They exist for geographic reasons and to foster healthy competition for honor.

The church is found throughout Hârn, though it is particularly strong in Kanday. The seat of the Laranian primate of Hârn is in the Kandian city of Thay.

Morgath

Morgath is the evil lord of the undead and chaos. He is the god of retribution and revenge, but he cares nothing for justice. He hates all that is fair and noble. When he appears to humans, it is in the form of an ethereal as his true form is so awful to behold. Morgath lives on Yashain.

This is not a popular religion. It preaches that all are doomed to eternal torment in the afterlife. Followers offset this by living to excess until they die. In Kaldor, Chybisa, and Melderyn the worship of Morgath is punishable by death. The only place on Hârn where Morgath is worshiped openly is in Tharda, with the most prominent following in the city of Golotha. The seat of the primate on Hârn is in Golotha. Even there, followers are not numerous. There is a single clerical sect known as the Order of the Lord of Chaos, with temples in Golotha and Coranan. There are no fighting-orders.

Naveh

Naveh is the evil god of nightmares, thieves, and assassins. He and his invisible minions, the Gytevesha, are said to be powerless during daylight, but they may just be weakened. Naveh lives on Yashain.

Even where the church is legal it tends to be hidden from view. The primate for Hârn is in Coranan. There are hidden temples in Golotha, Shiran, and Tashal. Rituals often involve human sacrifice and ceremonial suicide. The clerics have little regard for the laity. Children of good and noble birth have been known to be kidnapped by priests in order to become clerics and servants. Stories tell of clerics ordering adherents to commit suicide for no apparent reason. Clerics carry razor-sharp daggers.

There is a close affinity between the church of Naveh and the Lia-Kavair. The Lia-Kavair give tribute to the church and pass on contracts for assassinations deemed too difficult for the thief and assassin guild. When an assassination is performed, a certain level of "artistry" is considered pleasing to Naveh. One of the most feared rituals on Hârnic religion is the Herth-akan. The miscreant cleric or outsider marked for death is given a one hour head start. He must then survive for three consecutive days being hunted by seven temple brothers. If he does survive, he is forgiven by the church and the seven brothers must commit ritual suicide.

Peoni

Peoni is the patron god of healing, the poor, agriculture and lovers. She is the most popular deity among those who work with their hands, and among peasants. She admires those who use knowledge to help the poor and downtrodden. She rewards virtue and hard work and forgives transgressions. Peoni is, by far, the kindest and gentlest of Kethiran gods. She takes the form of a young girl with hands worn red from hard work. She lives on Yashain.

Peoni is worshiped throughout Hârn. The countryside is dotted with peasant-made shrines where clerics are welcomed with shelter and hospitality. Temples are found across the land, often with houses of healing on the grounds. The Church of Peoni is always on the verge of bankruptcy as most of the wealth goes to help the sick and the poor.

There are two celibate clerical orders, one for men and one for women. The men's order is the Irreproachable Order, and the women's order is the Balm of Joy. The primate of Peoni for Hârn is the grandmistress of the female order, whose seat is in Thay. The church makes a point of staying out of political intrigues, though liege lords often

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show respect for the church due to its influence among peasants. It's been rumored that the church has been supporting the "underground" movement among the Jarin of Orbaal.

Sarajin

Sarajin is the Lythian viking god of battlelust and the "sport" of war. He particularly approves of courage, strength and combat skill. He most often appears as a giant, yellow-haired warrior in leather and furs, carrying Fakang, his double-bladed axe. Sarajin lives in his ice castle at Talagaad.

The religion came to Hârn by way of the Ivinians, and so it is a major religion in Orbaal. It is not particularly popular throughout the rest of Hârn, perhaps because of its focus on battle and death. Adherents believe that they will go to Talagaad when they die. Once there, they will fight a huge battle. All involved, including those newly killed in the battle, will go to the castle at dusk where they will feast into the night. The next day, the battle begins anew.

This is a loosely organized religion. It falls to a single clan to provide the religious needs for a community. There are few rituals and frills.

Save-K'nor

Save-K'nor is an intellectual snob. He will only accept followers of genius level. Needless to say, he has few adherents, most of them residing in Melderyn. When he appears to humans, he takes on the guise of a beggar in rags, a minstrel, a bard, or a jester. In spite of its exclusive nature, Save-K'nor's followers can be found in influential positions throughout Hârn.

There is little interest among adherents for internal politics. Each temple is left to itself. There are weekly services, but the temple is mostly a hostel for clerics. There are three orders which can be thought of more as "schools of thought." The Rydequelyn, the Order of the Fool, is the most prominent because of its public acts of esoteric comedy. The largest order is the Hyn-Aelori, the Order of the Sage of Heaven. It concentrates on the collection of large amounts of literature and artifacts. The smallest and most exclusive order is the Shea-al-Aecor (the Order of the Lost Guide). This is a group of scholars that believes in using their knowledge for the good of society, though their idea of "the good of society" may be hard to understand except to them. To enter this order you have to be a proven member of another order. The Shea-al-Aecor are found behind the scenes throughout Hârn. The primate is the grandmaster of the Shea-al-Aecor, who operates from his seat in Cherafir.

Siem

Siem is the benign god of magic, shadow, mysteries, and dreams. Siem is considered the eldest of the gods. He lived on Kethira, where he was the most powerful of all the deities. However, sometime in the past he left Hârn to move to the Blessed Realm, at which time worship of Siem fell off. Now worship of him is mostly among the Sindarin and the Khuzdul.

The church of Siem is the most loosely formed of all the churches. There are no high level church leaders on Kethira. The names of the various clerical orders are no longer known. There are few, if any, formal temples, with worship of Siem taking place mostly under bare skies. While there are times of communal worship, in general each individual makes their own personal approach to Siem.

Siem's most important symbol is the Azure Bowl, which is used for seeing visions. There are two principal demigods under Siem. Sereniel is believed to have invented the Khuzdul, and he intercedes for them on Siem's behalf. Sweldre intercedes for the elves. Both of these demigods are worshiped in their own right.

Minor Deities

There are hundreds of other deities worshiped or acknowledged on Kethira. Some of them are related to the ten major gods, some have no connection whatsoever. Some nations and regions have entirely different religious beliefs. The barbarian tribes of Hârn, for instance, possess their own mythologies. It is not required for a god to exist in order for it to have worshippers. A god does not require adherents in order for it to exist.

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Demigods fall into two categories: those that serve one of the gods and those that are independent. There are religions devoted to the worship of a particular demigod. A demon is simply an evil demigod.

CULTURES

Civilized Human Cultures

The Kingdom of Chybisa

The smallest kingdom on Hârn is ruled by King Verlid VII from its capital of Burzyn. Chybisa was once much larger than it is, but for the past 500 years it has survived in roughly its current size despite twice coming under the control of foreign powers for short periods of time. Chybisians are known for their skill at diplomacy and their skill in building fortifications. Chybisa has a population of 8,000.

The Kingdom of Kaldor

This kingdom is ruled by King Miganath from his castle in the city of Tashal. The 500 year old kingdom is stable and well governed, however a succession crisis is looming. The sickly King Miganath has no clear heir, with two or three illegitimate sons and 14 nieces and nephews vying for the throne. The traditional values of feudalism and chivalry apply. Tashal is the second largest city on Hârn, and is an important trade center. Kaldor has a population of 104,000.

The Kingdom of Kanday

Kanday has the islands most enlightened government. It has tried to maintain peaceful relations with its neighbors but circumstances resulted in three wars over the last 60 years. Kanday's liberal policies bring it into direct confrontation with Rethem and Tharda; further bloodshed is inevitable. The kingdom is ruled by King Andasin IV in Dyrisa, but the city of Aleath is the kingdom's largest. Kanday's population is 96,000.

The Kingdom of Melderyn

Melderyn consists of an island off the southeast coast of Hârn and a substantial chunk of land on the Hârn mainland. Melderyn is dominated by mages, and is known as the "Wizard's Isle," though that title is somewhat melodramatic. Although it appears to be ruled by King Chunnel in the city of Cherafir, it is actually a constitutional monarchy with the real power held by the Regent's Council of eleven mages. Melderyn has never sought to control its neighbors, maintaining a benign tradition of non-interference. Melderyn's population is 160,000, the largest on Hârn.

The Kingdom of Orbaal

Orbaal was once known as Jara, the land of the Jarin, Hârn's indigenous people. It was conquered by the vikings of Ivinia. Now 8,000 Ivinians enslave 65,000 Jarin, with the Jarin constantly plotting the overthrow of their conquerors. Technically a kingdom ruled by King Alegar II from his seat in Geldeheim, it is more accurately a loose organization of squabbling, independent clans. Like Ivinia, Orbaal has Thralls, which are a slave class.

Chronology

This is a chronology of important Hârn events.

~20,000 BT -- Earthmasters arrive on Kethira.

~15,000 BT -- the Earthmasters depart Hârn, leaving behind the remnants of their empire.

~10,000 BT -- the Sindarin arrived on Hârn from "the east". Their god, Siem, was personally present. They decided to "stay a while".

The Khuzdul appear sometime within the next 3,000 years, reportedly by Siem's hand.

~7,000 BT -- Siem departs Hârn for the Blessed Realm. Most, but not all, of the Sindarin decide to go with him.

~1,300 BT -- massive barbarian migrations in Lythia drive humans to Hârn. These people, who came to be known as the Jarin, swore fealty to the Elven king, Daelda, and were granted land on the coastal regions. They gradually moved inland over the next 300 years.

~900 BT -- Lythian barbarians begin to raid the Hârn coast. King Daelda orders the coast fortified, and sends Sindarin to help in the defense.

This marks the beginning of 300 years of conflict known as the Atani Wars.

~683 BT -- the Battle of Sorrows. The Lythians were routed, but elven King Daelda was mortally wounded. Aranath, Daelda's successor, abdicated his sovereignty over Hârn and pulled the elves back to Shava Forest. The Khuzdul saw this as a betrayal and retreated to their mountain strongholds.

The Jarin soon came under the domination of the invading tribes.

~500 BT -- the Jarin were assimilated into the invading tribes, or were driven to north and northeast Hârn. The invaders now consider themselves Hârnians. Except for the Jarin, Orbaalese, and a few tribal nations, all human cultures on Hârn descend from these Hârnians.

1 TR -- the Kingdom of Melderyn is established, bringing the "five kingdom" period to an end.

~100 TR -- the tyranny of Lothrim the Fowlspawner begins. Lothrim forged an empire in central Hârn.

~110 TR -- Lothrim created the Gargun at Elkall-Anuz. He set them against neighboring tribes who opposed him, earning him the name "the Fowlspawner".

120 TR -- Lothrim became obsessed with "the Penultimate Tome", a book of magic owned by the Khuzdul in the fortress of Kiraz. He attacked and pillaged the fortress, killing all inhabitants in the Carnage of Kiraz. Instead of wintering in Kiraz, he began marching home.

The Khuzdul army defeated him at the Battle of Sirion. He was captured and buried alive in a tomb with his book and a dozen starving Gargun. His empire dissolved and the Gargun spread throughout Hârn.

The Kingdom of Rethem

This feudal kingdom is Hâm's most unstable and treacherous state. Slavery is legal in Rethem, and gladiatorial combat exists in the form of the Pamesani Games. Its history is dominated by intrigue and assassination. The kings of Rethem have never been very popular, but it is believed that King Chafin III could unite Rethem and start another war with the hated Kanday. King Chafin rules from his seat in Shostim. The city of Golotha is the largest in the kingdom, in spite of its reputation as a dark and dangerous place, where the theocratic council is dominated by the evil religions of Agrik, Naveh, and Morgath. Rethem's population is 95,000.

The Thardic Republic

The Thardic Republic (also known as Tharda) is the remnant of the once mighty Corani Empire. The state is a plutocratic democracy ruled by a republican senate. The senate is dominated by seventy wealthy families who, combined, own 90% of the land. These families have managed to paralyze the government of Tharda. Among the various factions is an imperialist "party" that wants to restore the Corani empire. Coranan is the largest city on Hâm, and the capital of Tharda. Two of the three cities that hold the Pamesani Games, Coranan and Shiran, are in Tharda (the third city is Golotha, in Rethem). Slavery is legal in the Thardic Republic. The population of the Thardic Republic is 104,000.

Uncivilized Human Nations

There are 17 barbarian nations throughout Hâm. These are the Chelni, Tulwyn, and Gozyda nations in south central Hâm; the Taelda, Kath, and Pagaelin surrounding Kaldor; the Ymodi and Anoa flanking Orbaal; the Kubora, Urdu, and Equani north of Rethem and Tharda; the Bujoc and Hodiri bordering Chybisa; the Solori on the coast across from Melderyn. The nations of Chymak, Adaenum, and Kamaki inhabit three of the larger islands around Hâm.

These nations are from the same racial stock as the civilized human cultures on Hâm. They are generally nomadic and practice only rudimentary agriculture. They range from the incredibly fierce and xenophobic to the almost peaceful; most fall on the violent end of the spectrum. Inter tribal competition is common. Some tribes come into near constant conflict with neighboring kingdoms and barbarian nations, requiring traders to travel in caravans for self-defense. They generally comprise of several dozen tribes of between 60 and 240 people per tribe.

Civilized Demi-Human Nations

There are two demi-human civilized nations on Hâm, each numbering about 5,000: the Sindarin and the Khuzdul. The Sindarin are elves who came to Hâm almost 11,000 years ago from the world of Midgaad. Their god is Siem, who lived on Hâm until about 7,000 BT, when he departed for the Blessed Realm with most of the elves. The Khuzdul, the dwarves, were created by Siem just before he departed Hâm, though they may also have come from Midgaad.

The Khuzdul and the Sindarin had a close relationship for thousands of years. When the Jarin came to Hâm, the Sindarin granted them land on the

128 TR – the city of Tashal is founded in the Kingdom of Kephira.

160 TR – the Kingdom of Chybisa is founded in eastern Hâm.

178 TR – barbarian tribes raid The Seven Kingdoms, the remnants of Lothrim's empire, beginning a 60 year period known as The Migration Wars.

188 TR – Four kingdoms, which had merged under the leadership of the Kingdom of Serelind, are forged into the Kingdom of Kaldor under King Medrik I.

225 TR – Chybisa was almost totally wiped off the map by barbarian invasions. Brilliant generalship saved the remnant of the kingdom at the gates of Burzyn.

Melderyn sent emissaries to the Bujoc. The bloodthirsty Bujoc agreed to the Peace of Anadel, and became (relatively) peaceful tribespeople. How this was accomplished is a mystery.

238 TR – King Kalabin put down the dissenting nobles and secured Nurelia for Kaldor after winning the Battle of Olokand.

238 TR – Kalabin put down the dissenting nobles and secured Nurelia for Kaldor after winning the Battle of Olokand.

301 TR – Corani tribes in the Thard valley unite as the Corani Empire.

356 TR – City of Aleath founded by the Aleta tribes. They formed the Kingdom of Aleathia, named after their capital city.

362 TR – King Maranos of Kaldor dies. The legitimate successor, Aidrik II, is not popular among barons who saw their power diminish. They backed a rival claimant, Fierth of Qualdris, sparking the Kaldoric Civil War.

377 TR – the army of Aidrik II, due to treacherously bad information, is caught in the open near Kiban. The rebels win the Battle of Kiban and kill Aidrik. The Kaldoric Civil War ends. Fierth proclaimed king, Fierth would turn on his barons, executing several for treason.

388 TR – City of Merethos founded in the Corani Empire.

391 TR – The Corani city of Shiran founded

406 TR – King Fierth died of natural causes and, his son Uthred gained the throne. He was as unpopular with the nobility as Fierth, and was killed by a band of knights in 406. Aidrik's son was restored to the throne as King Aidrik III.

437 TR – A succession crisis erupts in the Corani Empire when Emperor Laketta died without an heir.

443 TR – Aleathia attempts to capitalize on the Corani Empire and invades. Corani responds by proclaiming Mejenes emperor. War rages between the empire and Aleathia.

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coast in exchange for fealty. The Jarin gradually moved inland, putting pressure on the elder races. This may have resulted in conflict if a massive influx of Lythian barbarians hadn't resulted in the Atani Wars. King Daelda of the elves was mortally wounded at the Battle of the Sorrows around 683 BT. King Aranath, Daelda's successor, realized that the Sindarin could win most battles but only by dangerously depleting their limited numbers. He abdicated his sovereignty over Hârn and pulled the elves back to Shava Forest where they founded the Kingdom of Evael. The Khuzdul saw this as a betrayal. They retreated to their mountain strongholds while the Jarin came under the domination of the invading tribes. When Lothrim created the Gargun and devastated the Khuzdul stronghold of Kiraz, the Khuzdul blamed the Sindarin for not getting involved. They have yet to forgive the Sindarin.

The Sindarin continue to live within the Kingdom of Evael within the bounds of Shava Forest. Few outsiders are allowed within the forest. There are two cities, the capital of Elshavel and the port of Ulfshafen. Humans can be found in the two cities as traders, but exorbitant prices are set to discourage visitors. King Aranath continues to reign over a land that is more elven sanctuary than kingdom.

The Kingdom of Azadmere in the Sorkin Mountains is the home of the Khuzdul. They live there with a sizable Jarin population. Most of the dwarves live below ground, though there are above ground pastures. Only the rare human is allowed into the Khuzdul city itself, while the Jarin live in nearby Habe.

Gargun Nations

The Gargun are the creation of Lothrim the Fowlspawner. Lothrim, the chieftain of a semi-civilized tribe in the Chelna Gap, seized power and forged an empire in central Hârn. He was so interested in the Earthmasters that he made his capital at the Earthmaster site of Elkall-Anuz. There he immersed himself in the study of magic. He came to the decision that the Earthmasters ruled with a race of soldier/slaves. This prompted him to create his created his own race, which became known as the Gargun — Hârn's orcs.

These short-lived, fast breeding, violent creatures needed to be occupied with constant wars, so Lothrim set them against neighboring tribes who opposed him. This earned him the name “the Fowlspawner”.

In 120 TR, Lothrim became obsessed with “the Penultimate Tome”, a book of magic owned by the Khuzdul in the fortress of Kiraz. Lothrim attacked and pillaged the fortress, killing all inhabitants. Instead of wintering in Kiraz, he began marching home with his army. The Khuzdul discovered the carnage and set an army against Lothrim. They caught him unawares on the shore of Lake Benath. Lothrim was defeated in the Battle of Sirion. He was captured and buried alive in a tomb with his book and a dozen starving Gargun. His empire dissolved and the Gargun spread throughout Hârn.

Today the Gargun are a blight on Hârn's wilderness. They live in mostly-underground complexes. Their reproductive systems are similar to those of insects. The tribe has a reproductive female (the queen) and a reproductive male (the king). When population pressure gets too great, they engage in a bloody civil war (that may last as little as one hour), or in a “swarming”. A “swarming” is where a large group of Gargun males grab a fertile female (a princess) and charge off in an attempt to form a new tribe. Being anywhere near a Gargun civil war, or in the path of a “swarming” can be most

447 TR – Aleathia comes to terms with Mejenes, becoming a province of the Corani Empire 6 years later.

Town of Kustan in the Peran province of the Corani Empire captured by members of the Kubora tribe. The garrison is massacred.

493 TR – Charter of the Mangai is created, giving rights to guilds.

521 TR – Great flood of Tharda.

558 TR – Balsha, a charismatic prophet of Morgath with a large following, was impaled by Emperor Merdak. Triggering the Balshan Jihad.

559 TR – A plague of spotted fever known as the Red Death hit Hârn over the course of two years. In Tharda, the Red Death helped propagate the Balshan Jihad.

562 TR – Balshans capture the city of Merethos, renaming it Golotha.

564 TR – The city of Shiran voluntarily joins the Balshan Jihad

565 TR – Emperor Merdak and his followers were captured by the Balshans while trying to escape from Coranan to Aleath. They were impaled before the gates of Coranan. The city fell soon after, signaling the end of the Corani Empire

568 TR – After bringing down the Corani Empire, the Balshans began fighting among themselves. In 568, Horahram of clan Thekos seized control, founding the Theocracy of Thekos.

572 TR – Thekosian forces laid siege to Aleath. Four hundred adults and most children fled Aleath in 50 boats in what was known as the Aleathian Odyssey. Most of those who left behind committed suicide. The Thekosians stormed the city, and conducted an orgy of rape, pillage and murder known as the Agony of Aleath.

573 TR – After a sea voyage that saw the loss of half the fleet, the Aleathian Odyssey arrived at the Sindarin island of Keboth. They met the Genin, a Melderyn mage, and set sail once more. When they landed, they founded the city of Thay.

588 TR – Horahram's violent and repressive dictatorship collapsed after his assassination.

589 TR – The Kingdom of Kandy is founded.

598 TR – Kandy captures Edino Keep from a vicious warlord.

612 TR – The second Aleath Republic founded.

620 TR – Kandy captures Dyrisa castle from its Morgathian overlord.

621 TR – The Coranan Republic is founded.

625 TR – The Shiran Republic is founded.

629 TR – Arlun leads the Kubora tribe of Peran in an invasion of Rethem. They take and hold Shostim.

unpleasant. There are five sub-species of orc, each with their own unique physical and social traits. A hatred of the Gargun unite all human cultures, the Sindarin and the Khuzdul. There is a special mutual hatred between the Gargun and the Khuzdul, dating back to the Carnage of Kiraz.

Unique Cultures

The Ivashu originate at Araka-Kalai, near Misyn on the northeast corner of Lake Benath. The Ivashu are the creation of the god Ilvir. The term "Ivashu" is applied to all of Ilvir's creations, which are many and varied. The most common are the Aklash (semi-intelligent hulking creature with fowl breath), Hru (placid intelligent giants), the Nolah (intelligent Hârníc troll, with rubbery hide and the ability to charm victims), the Umbathri (ugly, squat, highly intelligent Hârníc gargoyle) and the Vlasta (small, beaked, fast-moving creature feared for its propensity for snatching a victim's eyes).

The Ilme live in the Ilmen Marsh on Kaldor's eastern boundary. They are a race of reptiles that often reach 12 feet in length and two tons in height. In spite of their size and high intelligence, they are somewhat cowardly. They prefer to hunt from ambush or feed off carrion. The Ilme are frequently bullied and robbed by nearby Gargun and barbarians.

The Ivashu are not the only creatures on Hârn. There are rumors of dragons, fairies, and other mythical creatures. The Gulmorvrin are not mythical. They are the undead converted from the ranks of mortals and controlled by the evil god Morgath. Morgath may grant them special powers. They are among the most feared and dangerous entities on Hârn.

The Earthmasters

The Earthmasters arrived on Kethira around 20,000 BT and departed about 15,000 BT. Little is known of these creatures, or why they left Hârn, except that they were expert mages and engineers. They left behind several building sites and magical artifacts. Their buildings were constructed of an impervious dark-gray stone material known as pseudostone.

The most important Earthmaster artifacts are the Godstones. Godstones are monolithic blocks five feet wide, three feet thick, tapering to ten feet tall, and made of pseudostone. One side has an opening. The stones give off powerful auras and are strongly associated with weird, and often fatal, events. Godstones are generally treated with religious awe or avoided completely. Some human mages have discovered that they are, in fact, teleportation devices, and have spent some time studying them.

LANGUAGES AND SCRIPTS

Languages

There are over 80 distinct human languages spoken in Lythia, with 47 of them spoken in large numbers. Obviously not all of these are spoken on Hârn.

The major human Hârníc languages are Hârníc, Jarinese, and Orbaalese. These languages are all in the Jarind family of languages. Hârníc is spoken by most humans on Hârn. Jarinese is spoken by the Jarin in northern and northwestern Hârn. Orbaalese is spoken by the Ivinian descendants in the

633 TR – Aleath votes to join Kanday as a freetown.

635 TR – Arlun captures Golotha, and founds the Kingdom of Rethem as its first king.

636 TR – Coranan Republic and Shiran Republic join together as the Thardic League in response to Arlun and the Kingdom of Rethem.

645 TR – Ivinians begin raiding the coast of Jara. **652 TR** – Ivinians capture Sherwyn Keep on Gedil Island, marking the start of the Ivinian conquest.

661 TR – Five Year War begins **661 TR** – The Thardic League annexes the petty state of Moleryn. Moleryn was allied with Kanday. Queen Arelora issued an ultimatum to the league but it was ignored, sparking the Five Year War.

663 TR – Kanday was defeated in the Battle of the Teb Marshes, losing the royal keep of Ibonost in the process. As a result, Queen Arelora took over the army.

665 TR – The Kandian army defeated the league at the Battle of Eirdu. Kanday captured Eidru and Kuseme. They were checked only by the Thard River.

666 TR – Kanday and the Thardic League negotiate the Peace of Quivum ending the Five Year War. The Thardic League gained Moleryn. Kanday received Ibonost, Eidru, and Kuseme.

672 TR – Aglir, Autarch of the Thardic League, dragged the league into a war with Kaldor over the salt trade. The first battle of the Salt War was the Battle of Chelna Gap, a League victory.

673 TR – The League was routed at the Battle of Ramala Gap, leading to an embarrassing peace with Kaldor, ending the Salt War.

674 TR – Aglir purged his officer corps in the wake of the Salt War. He, in turn, was assassinated. Coranan and Shiran proclaimed the Thardic Republic three months later.

675 TR – Thieves stole a jewel-encrusted, allegedly magical, sword from the Kaldoran treasury. King Torastra, fresh off a victory in the Salt War, discovered the sword was sold in Burzyn. He ordered the King of Chybisa to return the sword. King Balesir either couldn't or wouldn't return the sword. This triggered the Treasure War.

678 TR – The Chybisian army was forced back to Burzyn. Plagues and rebellion forced King Balesir to surrender. He went into exile, and Chybisa became a Kaldoric fief. The sword was never recovered.

682 TR – The Order of the Copper Hook invaded Kanday without provocation and laid siege to Imiden. The Order of the Checkered Shield sent a relief force. Grandmaster Ezar of the Copper Hook requested aid from Rethem. The conflict became known as Ezar's War.

686 TR – Hagined of Clan Taareskeld conquered neighboring Ivinian clans, and proclaimed the Kingdom of Orbaal.

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Kingdom of Orbaal.

Each barbarian tribe of Hârn has its own language. These languages are based, for the most part, on Hârníc and Jarinese. Chelni, Gozyda, Hodiri, Kath, Pagaelin, and Tulwyn are based on Hârníc. Adaenum, Anoa, Bujoc, Chymak, Equani, Kabloqui, Kamakin, Kubora, Taelda, Urdu, and Ymodi are based on Jarinese. The Solori speak a language that is part of the Azeri family of languages.

The next most common languages are those spoken in the areas of Lythia closest to Hârn. These include the Jarind languages of Altish, Emela, and Yarili, and the Pharic language family, which consists of Harbaalese, Ivinian, Shorka, Tierzi, Palathanian and Quarph. Altish is spoken by the people of Altland, who inhabit the northern coast of Lythia. Emela is spoken in the northwestern Lythian kingdom of Emelrene, in the area closest to Hârn. It is related to Jarinese, suggesting the Jarin came from Emelrene. Yarili is the tongue of the Yarili, who are now confined to northern Ivinia. Ivinian is the principal language of civilized Ivinia, and is something of a trade language throughout western Lythia. Harbaalese is spoken in the Harbaal area of Ivinia. It is so close to Ivinian that some believe it is a dialect of Ivinia rather than a separate language. Shorka, Tierzi, Palathanian, and Quarph are all spoken in areas of western Lythia that have coastal areas along the Sea of Ivae (Shorkyne, Tierzon, Palithane, and Quaphor, respectively). Palathanian, like Harbaalese, is descended from Ivinian. Hârníc travelers are likely to come in contact with at least a couple of Pharic languages if they travel to the Lythian mainland, and more than one of these tongues is spoken on Hârníc ports.

Of the other Lythian languages, High and Low Azeryani are probably the most likely to be known by a Hârnian. This is due to the Azeryan Empire being the largest in Lythia. These belong to the Azeri language family.

Some Hârníc scholars have studied ancient languages. Jarinese is descended from Old Jarinese, which is itself descended from Jarind. Hârníc comes from Old Hârníc, which descends from Phari. High and Low Azeryani descends from Azeryani, which evolved from Azeri. There are other ancient languages, too. Players interested in ancient languages should discuss them with their game master.

There are a number of non-human languages spoken on Hârn. The Sindarin have their own language, though it's rarely spoken by humans due to the reclusive nature of the elves. The Khuzdul do not trust outsiders. They closely guard their Khuzan language from outsiders. The Ivashu have their own language, which is rarely spoken by humans except for followers of Ilvir. There are five related but separate Gargun languages, one for each Gargun sub-species.

Scripts

A script is a system for symbolizing a language's sounds in writing. English, for instance, is written in the Roman script. It's also possible to write the same sounds in Cyrillic. Another example is Japanese, which can be written in at least three different scripts.

The three most common scripts are Lakise, Runic, and Selenian. Lakise is the script most used on Hârn by scholars, guildsmen and nobles. Runic is the script of the Ivinians and the Khuzdul. Selenian is the Sindarin script.

687 TR – Citizens of Melderyn were prevented from helping Balesir until 687, when he promised fealty to Melderyn if he regained his throne. King Chunel of Melderyn allowed him to build an army. Balesir's army retook Burzyn, but he reneged on his promise. King Chunel was reportedly not surprised at the broken promise.

688 TR – Hebon fell to Rethem.

689 TR – Sarkum fell to Rethem, but King Puril of Rethem was mortally wounded. He was succeeded by his son Kabe.

690 TR – Kandy liberates Hebon from Rethem, but King Andasin III was killed in the attack. Young Queen Eriel gained the throne of Kandy.

692 TR – Kandy liberates Sarkum. During the liberation, the castle caught fire with Kabe still inside. The King of Rethem was killed. Chafin I became king.

694 TR – Chafin I directed the Order of the Crimson Dander to assassinate Queen Eriel. The assassin was caught, and she implicated Rethem in the murder. This enraged all of Kandy. Mirelael was crowned queen of Kandy.

695 TR – The Rethem fortresses of Menekod and Selvos were captured by Kandy.

697 TR – Fearing he would lose some of his personal land, Chafin I sues for peace with Kandy. The Peace of Selvos ends Ezar's War. Chafin has Ezar assassinated the following year.

701 TR – The Order of the Crimson Dancer left Rethem for Orbaal with permission of King Alegar. The order was allowed to take the Jarin keep at Quimen. They did it with such savagery that they ignited the resentment of the Jarin. The poorly led Jarin rebellion was eventually put down in 703.

703 TR – Chafin I of Rethem is assassinated.

705 TR – The newly united Ivinians of Orbaal raided down the coast of Hârn in a fleet of 40 ships. They landed at Thay. They could not penetrate the town's walls, so they attacked nearby villages, keeps and manors, carrying off many women and much booty. This event became known as the Rape of Thay.

707 TR – The Orbaalese put together a huge raiding force of 100 ships for a return to Thay. While rounding Cape Renda a freak storm rose up, sinking many ships and scattering the others. The Orbaalese limped home. Many in Thay believe the Cape Renda Disaster was the result of an intervention by Melderyn.

712 TR – The Kandian Earl of Kuseme sent a band of knights to assert control over a few disputed villages east of Eirdu. The Thardic Republic used this as a pretense for war. Eirdu Keep was captured and Kuseme was besieged by forces under Kronas, Marshal of Ramala Province. The 22 year old King Andasin IV of Kandy sued for peace, and the Thardic senate was quick to accept, ending the short Kuseme War.

720 TR – The campaign begins.