

**KEY**

- ICE, SNOW, OR ROCKFIELD
- ALPINE VEGETATION
- NEEDLELEAF FOREST
- MIXED FOREST
- MIXED WOODLAND
- HEATH
- CROPLAND & PASTURE
- WATER

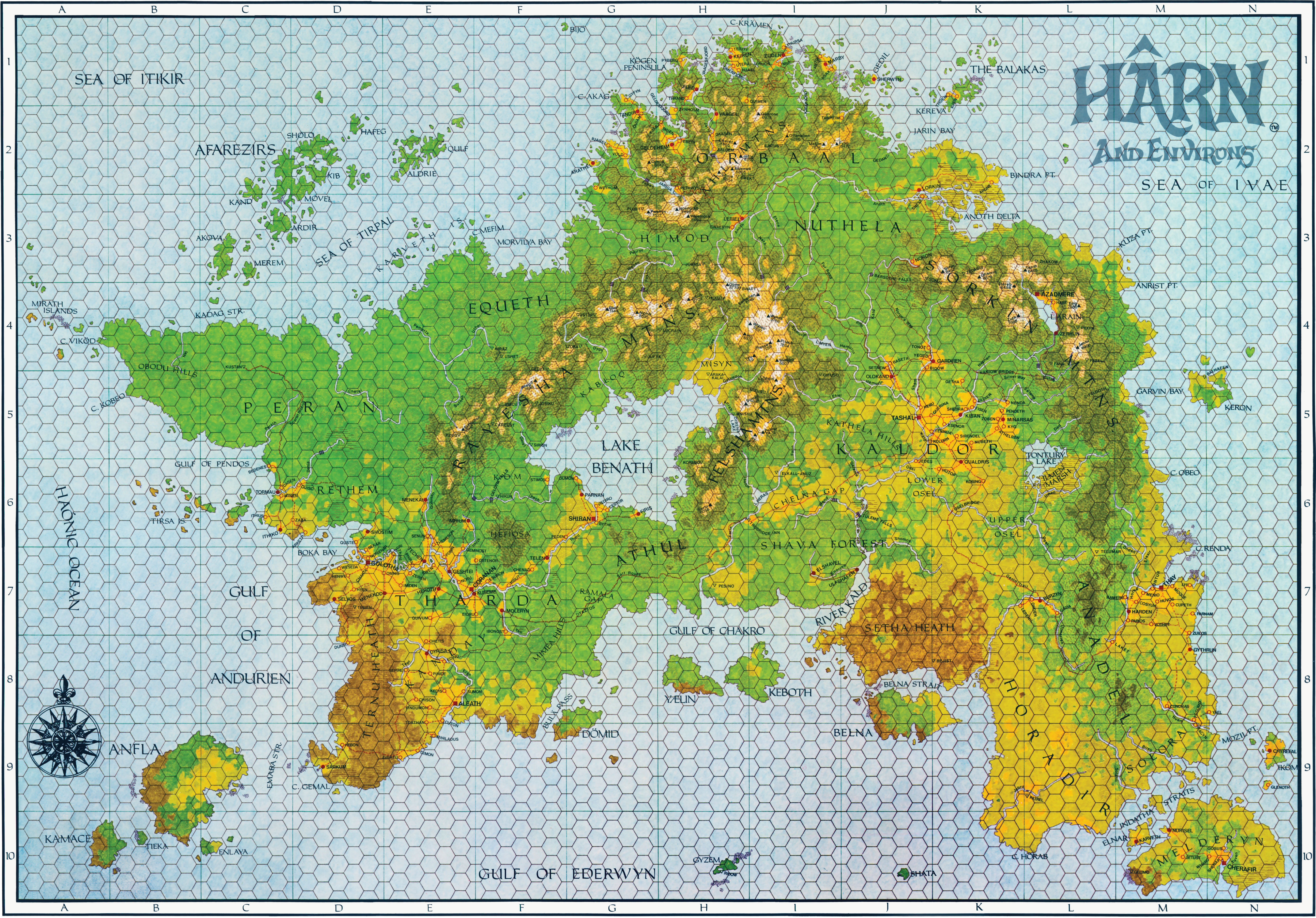
  

- HILLS
- MOUNTAINS
- MARSHLAND
- REEF

- RIVER
- FORD
- RAPIDS
- CATARACT
- BRIDGE
- PEAK
- WALLED TOWN
- CASTLE
- KEEP ETC.
- POINT OF INTEREST
- TRAIL
- UNPAVED ROAD
- ROAD

One Hex (1cm) = 5 Hârnic Leagues or approx. 20km or 12.5 miles



# HÂRN

And Environs

**HÂRN**

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# Hârn

## Medieval Fantasy RPG World

### EXPLORE HÂRNWORLD!

Hârn is a rough, hazy, forested island roughly 100 miles off the northwest coast of the continent of Lythia on the edge of the Haenic Ocean. Compared to other regions of northwest Lythia, Hârn is a wild, barbaric land, where pockets of civilization are surrounded by large tracts of wilderness.

Hârn's center is dominated by Lake Benath, a freshwater lake drained by the Thard River. The longest river, the Kald (375 miles), runs through the eastern interior. Much of Hârn is hilly. There are four mountain ranges of note: the Felshas, running north-south in central Hârn and boasting the island's highest peak, Mount Wynan, at 9766'; the Rayeshas, running east-west along the top of Lake Benath; the Sorkins, running north-south along the east coast; and the Jahls in the far north.

### Weather and Climate

Hârn's climate is basically maritime-temperate (damp, with cool summers and mild winters). The prevailing southwesterly winds are moist; fog, drizzle, and overcast skies are common. There is ample precipitation all year round, mostly as rain, although winter snow and sleet occur, especially in the north. The seas around Hârn are notoriously rough; terrible storms are common.

### Vegetation

The moist climate promotes luxurious vegetation, mostly summergreen deciduous forest and woodland. There are some needleleaf forests, alpine tundra, and permanent snowcaps at higher elevations. Heathlands are common along western margins.

### Communications

A lack of good roads and rough terrain combine to make travel difficult, especially in winter. The island is regarded with disdain by continental Lythians and is generally avoided by them. Tales of wild men and fearsome beasts have served to daunt visitors from abroad. A few adventurous seamen ply their trade between Hârn and Lythia. The Hârn guilds maintain good contact with their foreign colleagues.

### Calendar

The Hârn calendar, called Tuzyn Reckoning (TR), has a lunar year of 12 months, each with 30 days:

- Spring:** Nuzayal, Peonu, Kelen
- Summer:** Nulus, Larane, Agrazhar
- Autumn:** Azura, Halane, Savor
- Winter:** Ivin, Navek, Morgat

The current year in all publications is 720 TR.

### Hârn Regional Map

The map of Hârn on the reverse provides a vast amount of information with a unique cartographic system developed specifically for fantasy gaming. The map measures 10 degrees of latitude (250 Hârn Leagues or 1000 km) north/south and approximately 375 Hârn leagues (1500 km) east/west. Although this corresponds to 15 degrees of longitude at the equator, the 14 vertical divisions on the regional map grid do not correspond to lines of longitude, which are necessarily curves rather than straight lines. The colors depicted show various classes of vegetation as noted on the map key.

### Online Hârn Sources

Buy *HârnWorld* and *HârnMaster* publications at [Harn.Columbiagames.com](http://Harn.Columbiagames.com)

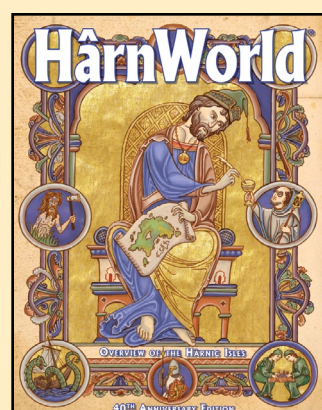


PDFs also available at [DriveThruRPG.com](http://DriveThruRPG.com).  
Join the Hârn fan community and get free downloads at [Lythia.com](http://Lythia.com)!



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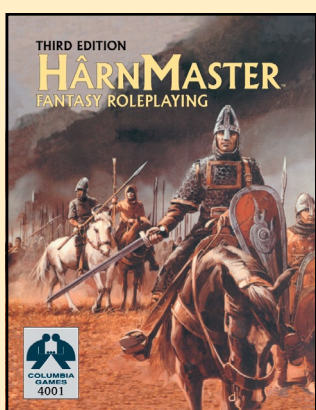
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**HârnWorld Master Module**  
*HârnWorld*, 40th Anniversary Edition, is the primary reference for the Hârn setting. It provides an overview of the setting's cultures, economics, history, politics, and religions. The included *HârnIndex* is an encyclopedic index of the places and geographical features on the regional map as has entries on numerous economic cultural, historical, and religious topics.  
The *Lythia* section describes the civilizations, religions, and trade of the nearby continent, as well as the languages and scripts used by its denizens. It includes maps of political/cultural boundaries, topography and vegetation, trade routes and major exports, and language distribution.

The *Kethira* section includes maps and descriptions of the planet's vegetation, winds, ocean currents, and tectonics. It includes details of the Nolornar solar system and has charts of the stars and constellations of Kethira's skies.

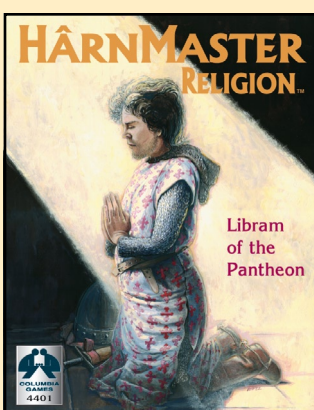
The *HârnWorld* book is supported by an extensive series of publications that detail kingdoms, cities, castles, organizations, lore, and other topics, available in PDF and modular loose-leaf formats.



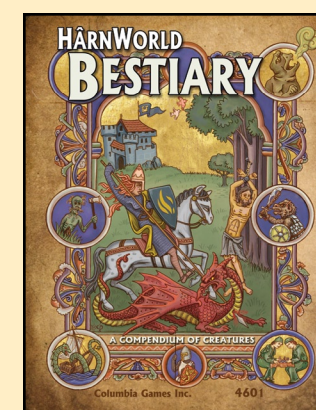
**HârnMaster, 3rd Edition**  
The HârnWorld setting may be used with any RPG system, but the *HârnMaster* set of rules is designed specifically for it. Emphasizing character background and combat realism, *HârnMaster* has rules for character generation, skills, combat, treasure, and much more.  
The *HârnMaster* character generation system gives players a rich Hârn experience. Characters may start the game with a wide variety of interesting occupations—including military, religious, magical, and craft—and at various levels of experience. Character contacts with (potentially) influential people can be generated, allowing players to explore relationships and advance their social standing.  
*HârnMaster* uses a realistic interactive combat system that gives players many tactical options to control their combat destiny. The system is elegant, simple, and easy to use.  
*HârnMaster* is supported by many rule expansions including those shown here.



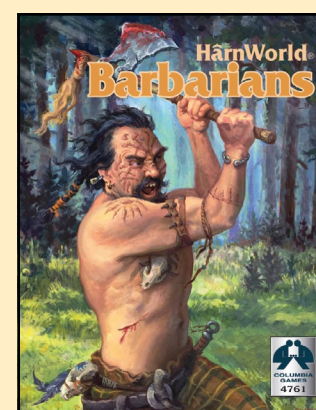
**HârnMaster Magic**  
Characters with the interest and natural ability to practice the "hidden arts" have the option to enter an elite vocation that demands skill and dedication to prosper.  
**Magical Character Generation:** Extensive rules and background for generating and running a Shek-Pvar (mage) character.  
**Enchantments and Spells:** A broad selection of enchantments and spells is given for each convocation. The convocation skills and fatigue systems make spellcasting entertaining and rewarding.  
**Enriched Magic:** Optional advanced spellcasting rules are included for Cants, Gestures, Detection, Spellbinding, Memorization, Astrological Timing, etc.



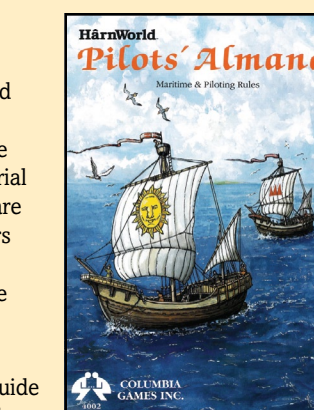
**HârnMaster Religion**  
Religion is pervasive in all levels of Hârn society. The churches are very powerful and influential. No roleplaying campaign is complete without them.  
**Cleric Character Generation:** Extensive rules and background for generating and running a cleric character for each of Hârn's ten major religions.  
**Ritual Inventions:** A selection of rituals (miracles) is given for each religion, as well as common rituals known to clergy of all churches.  
**Libram of the Pantheon:** Each of the ten major deities is explained, with details on their myths, churches, temple hierarchies, rituals, and much more. Each section also discusses how a deity's followers view the other churches.



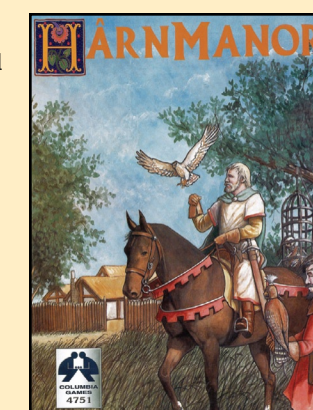
**HârnWorld Bestiary**  
Hârn is home to all manner of creatures, from the mundane and useful to the exotic and deadly. This collection of bestiary articles is a useful source of creatures to help or hinder player characters. Each richly illustrated article includes information on biology, habitat, folklore and superstition, and more. Full *HârnMaster* statistics are provided.  
Creatures included: Aquatics, Bats, Bears, Chimerae, Deer, Dragons, Ghosts, Gravewights, Horses, Ilme, Lycanthropes, Morvvin (Undead), Rabbits, Rodents, Snakes, Swine, Tawedog (Old Ones), Weasels, Yelgr, Zhura (Fungi).  
Additional creatures are also available to expand your bestiary.



**HârnWorld Barbarians**  
The deep forests of Hârn are home to 18 tribal nations. Although civilized Hârnians look down on them as backward, most tribesmen have more freedom and leisure time than manorial peasants. However, much of that spare time must be spent sharpening spears and fletching arrows because the wilderness is a more dangerous place than the manor.  
**Barbarians:** An overview of tribal culture, economics, and religion. A guide to *HârnMaster* character generation for tribal characters is also included.  
**Tribal Nations:** A separate article for each of the 18 tribal nations. Each article includes a tribal range map, occupations, weapons and armour data, history, culture, and specific shaman rituals.



**Pilots' Almanac**  
This supplement contains maritime and piloting rules.  
**Pilots:** The Pilots' Guild, information on the Vessel Profile, and navigation and sailing rules.  
**Crew:** The Seamen's Guild, maritime ranks and jobs, crewing a vessel, and handling the Crew List.  
**Shipwright:** The Shipwrights' Guild, shipwrights, details and illustrations of vessels, and rules for shipbuilding.  
**Maritime Trade:** Information on filling out a cargo manifest and rules for handling maritime trade and cargoes.  
**Port Almanac:** A glossary of about 400 ports, listing shipwright facilities, guildhalls, port fees, market size, loading facilities and costs, and tides.



**HârnManor**  
*HârnManor* provides rules to create your own manor and includes four sample ones. It is fully compatible with *HârnMaster* or any rules system.  
**Villages:** Rules to generate realistic Hârn villages populated with a variety of serfs, freeholders, and craftsmen.  
**Household:** Rules to populate the lord's household. For most lords, a rich household carries prestige and a penny saved is a penny wasted.  
**Manor Budget:** Rules to operate realistic medieval manors.  
**Manors of Hârn:** Four manors that illustrate the diverse politics and economics of rural Hârn are included. Each has a color local map and data on each villager and retainer of the lord's household.



### THE KUBORA

The Kubora are a powerful tribal nation in Peran, the densely forested wilderness of northwest Hârn. Led by Arlun the Barbarian, the Kubora conquered northwest Tharda and founded the Kingdom of Rethem 85 years ago. When Arlun died, his federation collapsed and most Kubora withdrew once again to Peran. The 26 Kubora tribes range in size from 240 to 1,200 people. They wear heavy hides of bear and wolf as well as woven fabrics that they make or trade for. They deem women inferior but treat them well. Their main export is the wild beasts—mostly bear, wild cats, and wolf—transported down the Scarlet Ribbon to the Pamesani Games in Rethem and the Thardic Republic. Some Kubora find employment in the arenas as gladiators and beast handlers or as mercenaries in Rethem and elsewhere. Some are kidnapped by slavers, who value their fierce strength.



### ORBAAL

A pre-feudal state in northeast Hârn. The region was formerly called Jara until the Kingdom of Orbaal was proclaimed 35 years ago after the Ivinian conquest of the indigenous Jarin. It is a very unstable realm, where fewer than 8,000 rowdy and ungovernable Ivinians have subjugated about 65,000 rebellious Jarin. Orbaal is really a host of semi-independent squabbling clan domains. The few remaining Jarin landholders are a significant divisive faction, with some promoting unrest and plotting the expulsion of the hated "barbarians" from their native soil. A major rebellion erupted less than 20 years ago and considerable tension still smolders between the two cultures, encouraged by an active but disorganized Jarin resistance.



### GARGUN

Gargun are a race of malevolent and intelligent small humanoid, also known as Foulspawn, orcs, and goblins. There are five sub-species. Gargun are the most aggressive and barbaric of the intelligent, culture-forming Hârn species. It is rare for a culture to have no redeeming features, but that of the Gargun comes close.

### AZADMERE

Azadmere is the mountainous kingdom of the Hârnic Khuzdul (dwarves). Azadmere is isolated and has minimal contact with outsiders, although the kingdom does import some of its food from Kaldor in exchange for cunningly wrought artifacts.

The dwarves of Hârn bear a superficial resemblance to humans but average under five feet in height. They are stocky and possess strength out of proportion to their size. They have a reputation for being secretive, acquisitive, jealous, stubborn, and very clanish. They are also polite and have a strong sense of racial and personal honor. Dwarves may live 200 to 300 years and will rarely, if ever, forget friend or foe.



### HÂRNIC CULTURES

While Hârn contains unique cultures and creatures, its closest historical equivalent is 9th–14th century Britain. Elements from this entire period may be found and, with the exception of the unique elements described, the GM may use this historical era as a model. The Hârn Cultural-Political map shown here gives the general locations of the various cultures of Hârn.

### KINGDOMS OF HÂRN

There are seven human civilized states on Hârn and two demi-human kingdoms. Five of the human states are feudal, one is pre-feudal (Orbaal) and the other (Tharda) is a plutocratic republic. The two demi-human states are Azadmere, kingdom of the Khuzdul (dwarves), and Eael, kingdom of the Sindarin (elves). The influence of both races far outweighs their numbers.

Kingdom	Population	Royal Clan	Royal Seat
Azadmere	11,000	Tarazakh	Azadmere
Chybisa	8,000	Geledoth	Burzyn
Evail	5,000	Halinen	Eishah
Kaldor	105,000	Elendisa	Tashal
Kanday	98,000	Kand	Dytsia
Melderyn	160,000	Toron	Cheraif
Orbaal	73,000	Taarskeld	Geldheim
Rethem	95,000	Araku	Shostan
Tharda	104,000	(Senate)	Coranin

*Population figures are approximate since no formal census has ever been undertaken.*

### UNIQUE CULTURES

Two unique "cultures" exist on Hârn: the Ivashu of Misyn, a diverse group of creatures spawned by the god Ilvir; and the Ilme of Ilmen Marsh, a race of intelligent meredragons.

### GARGUN NATIONS

Gargun is the name for Hârn's orcs, sometimes called Foulspawn. They live mainly in the mountains of Hârn, either in cave complexes or as wandering nomadic bands. Hârn may have as many as 50,000 gargun.

### Nomadic Tribes

Chindra	Moym	Pryeh	Toset
Diafia	Nuthuk	Ruthuba	Wurokin

### Gargun Colonies

Amekt	Gedyf	Korego	Qustup
Bwaft	Gifuso	Lucrain	Ushet
Carcust	Huxuth	Nizus	Yzug
Ejatus	Jobasa	Pazel	Zedabir
Fana	Jufyx	Pujet	Zedabir
Felgoth	Jusiko	Pyxyn	Zhakom

### BARBARIAN NATIONS

Hârn's 18 barbarian nations have a total population exceeding 100,000. Each nation has a fairly well-defined homeland in the wilderness areas of Hârn as noted on the Cultural-Political map. For the most part, the tribal nations are of the same racial stock as the civilized human cultures but, for one reason or another, have remained barbaric or semi-civilized. They are mostly semi-nomadic and move from one location to another within their range seasonally or every few years. Some are hunter-gatherers who do not practice more than rudimentary agriculture. Each tribal nation is divided into several dozen tribes of 30 to 1,200 persons, although few tribes exceed 200 members.

Adaenum	Gozyda	Pagaelin
Hodiri	Soloh	Soloh
Bujoc	Kabloqui	Taelia
Chelni	Kamaki	Tulwyn
Chymak	Kath	Urdu
Equani	Kubora	Ymodi

### HÂRNIC RELIGION

The inhabitants of Hârn and most of Lythia are pantheistic; they believe in the existence of ten major deities (and hundreds of minor ones), but most worship primarily one of these.

- Agrik:** "The Reasonless Reaper." Deity of fire and warriors who enjoy the dark side of war: rapine, pillage, cruelty, and destruction.
- Halea:** "Mistress of Hearts and Loins." Amoral goddess of wealth, commerce, luck, and pleasure.
- Ilvir:** "Prince of the Fatherless Multitude." Creator of the Ivashu, the many species of strange creatures native to Hârn. Principal deity of the native Jarin people of northern Hârn. Also favored by some craftsmen.
- Larani:** "The Lady of Paladins." The good goddess of battle, the deity of chivalry and the reluctant warrior.
- Morghath:** "Lord of Chaos." Master of chaos and evil, lord of the undead.
- Naveh:** "Lord of the Pitch Shadows." The bringer of nightmares and lord of secrets. The deity favored by assassins and thieves.
- Peoni:** "Lady of Truth and White Virtue." Patron goddess of healing, agriculture, the poor, and lovers. Worshiped by most of Hârn's peasant class.
- Sarajin:** "King of the Icy Wind." God of battle lust. Principal deity of the Ivinian invaders of Hârn.
- Save-K'nor:** "Sage of the Gods." God of knowledge and subtle, discreet power.
- Siem:** "Lord of the Blessed Realm." Benign god of mystery and shadow, magic and dreams, and the natural world. A wielder of esoteric powers and a knower of secrets. Principal deity of the Sindarin and Khuzdul, but also some Jarin and other humans.



■	Civilized Cultures
▲	Gargun Cave Complexes
▲	Nomadic Gargun Nations
■	Nomadic Human Nations
■	Unique Cultures

### GUILDS

Throughout Hârn and western Lythia, virtually all significant commercial and professional activities are within the control of powerful international guilds whose monopolistic rights are protected by law. The guilds tend to take in large groups of related businesses. Most guilds are urban, some are rural, a few are both. Some guilds may be weak, with loosely defined monopolies, but most are strong and have rigid monopolies.

The guilded professions are Apothecaries, Arcane Lore, Chandlers, Charcoalers, Clothiers, Courtesans, Embalmers, Glassworkers, Harpers, Herald, Hideworkers, Innkeepers, Jewelers, Lexigraphers, Litigants, Locksmiths, Masons, Mercantiles, Metalsmiths, Millers and Millwrights, Miners, Ostlers, Perfumers, Physicians, Pilots, Potters, Salters, Seamen, Shipwrights, Tentmakers, Thespians, Timberwrights, Weaponcrafters, and Woodcrafters.



Badge of the Weaponcrafters' Guild

### THARDIC REPUBLIC

Tharda is a republic state governed by a republican senate. The Thardic Senate is controlled by 66 wealthy patrician families who control nearly 90 percent of the land. It is often deadlocked because of the rivalry between five powerful factions, including an imperialist party that intrigues for a revival of the one-mighty Corani Empire. The republic has won a war with Kanday within the last decade and relations with Rethem are tense; the present state of affairs is a watchful peace.



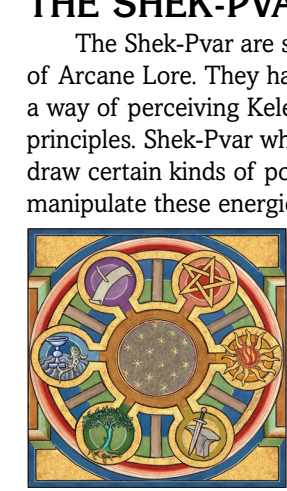
### EVAEL

Evail is the last remnant of the Sindarin (elfen) kingdom that once covered all of Hârn. Most of Evail's Sindarin population live in isolated clanhouses scattered throughout the Shava Forest; there are only two large settlements. The Shava Forest has a reputation for all manner of strange enchantments; few non-Sindarin are permitted within. The kingdom takes little notice of the rest of Hârn, although some trade is conducted through the port of Ulifshafn.



### MELDERYN

Evail is the oldest of Hârn's human kingdoms. The many strange goings-on and mystical persons attributed to the island have given the realm a reputation as "The Wizards' Isle," a place of mystery and enchantment. Melderyn is ruled by King Chnel Toron, who is advised by a secret assembly of scholars, wizards, and priests called the Council of Eleven.



Convocation	Hue	Element	Principles
Lyvalhi	Red	Air	Light/Illusion
Peelahn	Orange	Fire	Pyrotechnics
Jmorvi	Yellow	Metal	Artifice
Fyuria	Green	Earth	Life Cycles
Odivshe	Blue	Water	Hydrotechnics
Savorya	Violet	Spirit	Knowledge/Mind