

INTRODUCTION

What follows is a brief summary of what your character knows about the world around them. Most of this material has been taken from “HårnPlayer: A Player’s Guide to HårnWorld” by Columbia Games. Do not share this material with other players. While most of this material is common knowledge, part of it is specific knowledge of your character and others may have a different point of view.

FEUDAL NOBILITY

The distinction between gentle (noble) and simple (common) birth is the most significant in Hårnic society. The exclusive rights and privileges of the gentry include the right to bear arms, ride warhorses, organize military forces, hold fortifications, and dispense justice at feudal courts. Any simpleman who trespasses on these rights can expect harsh punishment.

TASHAL

Town Charters

There are two different kinds of town on Hårn; *freetowns* and *feudal* towns. Tashal is a feudal town held directly by the king. All towns tax their citizens and pay aids / taxes to the king or state.

The street names are not posted and they tend to be a matter of oral rather than written tradition so they change from time to time. Houses are not numbered. There is no official post office and mail is carried privately at considerable expense. At night, the streets are dark and dangerous. Policing is in the hands of a corrupt and incompetent garrison. Riding horses or carrying weapons (other than a dagger) on town streets is illegal except to gentlefolk and those known to the authorities.

Town Market (Mangai Square)

The heart of the town is the marketplace, the place where money and goods are exchanged more or less freely. It is illegal to sell anything within five leagues of the town except within the marketplace. Impromptu highway sales within this zone are forbidden by royal laws – the minimum penalty is confiscation. The market itself is administered by the *Mangai* who rent space for a penny per day. Vendors can sell from their own carts, tents or stalls, or rent them from tentmakers or woodcrafters.

Local guildsmen are the only ones permitted to freely sell their goods within the town. Goods imported into the town are subject to payment of hawking fees and, if they are covered by a local guild monopoly, they must first be offered to local guildsmen handling such wares, to be marked up and resold.

Alderman

An alderman is a custodian and expounder of the law and member of the town court. The sovereign (or his representative) must invest alderman in their office, but the office is often inherited, since this is the way that knowledge of customary law is passed from one generation to the next. Tashal has twelve aldermen; Seperlyne of Kail (physician), Rosak of Kass (innkeeper of the Iron Bell), Kuvel of Charin (weaponcrafter), Lorin of Lorinsen (apothecary), Haber of Sarlis (clothier), Bae of Rysten (glassworker), Chymel of Veriel (potter), Iame of Sediell (embalmer), Saryse of Naradas (lexigrapher), Korin of Merlyme

(perfumer), Lasar of Taldirien (jeweller) and Horidon of Tabral (mason).

Mayor

Only freetowns have mayors, as such, but all others have some official who is responsible for administering civil and financial affairs. Mayors are usually appointed by the aldermen, often from a short list of candidates supplied by the crown. This official will run a sizeable bureaucracy, including tax assessors and collectors. In Tashal, Shotro of Quiribor (litigant) holds this position.

Warden

The warden is the officer commanding the city garrison and responsible for maintaining civic law and order. A major expense for any city is its military budget. In Tashal, Karsin Ubael (son of the baron of Kobe) is warden by appointment of the crown.

Harbormaster

The harbormaster is the officer in charge of the port appointed by the mayor. He is either a retired member of the pilots’ guild or a political appointee who hires a master pilot as an assistant. Duties of a harbormaster include supervising port maintenance, providing pilotage services, and collecting maritime taxes such as pilotage, wharfage and vessel registration fees. Irian of Kephis (shipwright) is the harbormaster for Tashal.

Bondmaster

The official responsible for the administration of the city bonding house and the collection of hawking taxes and import duties is called the bondmaster. Appointed by the mayor, the bondmaster is usually a member of an important guild and may have assistants. The Warden will provide guards. Jere of Merlim (locksmith) is the bondmaster for Tashal.

THE GUILDS

A guild is a brotherhood of craftsmen banded together to control economic activity in specific trades or professions. Throughout Hårn virtually all significant commercial and professional activities are within the monopolies of powerful international guilds whose rights are protected by law. Towns are dominated by the activities of the guilds.

The Mangai

The Mangai is the association of all guilds. The Mangai’s principle function is to regulate guilds, settle disputes between them, organize and regulate town markets and fairs, and lobby with governments concerning guild rights and privileges. The Mangai operates under the Charter of the Mangai, a law enacted by most civilized governments, which fosters and protects the monopolies of guilds.

A Mangai chapter is comprised of (at least) one representative of each local guild. This assembly generally elects an executive council. Although it wields enormous power, the Mangai stays out of politics. Governments respond by limiting their involvement in guild affairs to taxation. In Tashal, the executive council includes all the aldermen plus representatives of the seventeen other guilds.

ORIENTATION 2

Guild Franchises

Guilds have one prime purpose: to provide economic security for their members. To achieve this objective they employ their legal monopolies to limit competition. This is done mainly by restricting the number of *franchises* in a specific market. A franchise is a license granted by a guild to own and operate a business within a specific area.

GUILD RANKS

Apprentice

Apprenticeship is a privilege, most often granted to the eldest child of a master. The guild may also permit (or sell) additional apprenticeships to the younger offspring of Masters, or to non-guildsmen able to pay the most. An apprenticeship in the Innkeepers' Guild lasts five years and the equivalent training in the Lia-Kavair lasts three years. To ensure strict discipline, apprentices are rarely permitted to serve under their own parents. Typically, two masters in nearby settlements exchange their apprentice children. Wealthy guildsmen often try to place their children with highly skilled masters, paying such mentors a fee for this privilege. The treatment received by apprentices varies; frequent beatings and long hours of menial labor are normal and are only avoided by the influence of a large or powerful clan. Apprentices receive only room and board; some get pocket money from generous masters.

Journeyman

The rules governing promotion from apprentice to journeyman vary from guild to guild. The candidate may have to pass a practical and / or oral examination before the guild's Board of Syndics, but the simple vouching of a master is generally sufficient. The professional guilds have the most stringent requirements. Some masters intentionally deny advancement to their apprentices because of the cheap labor they represent, but the guild usually prevents this from going on too long.

Journeyman, in addition to room and board, are entitled to a small wage, ranging from one third to two thirds of the Bonded Master rate depending on experience. They are expected to travel from one location to another, working for different masters of their guild. After a proscribed period (3-5 years) the journeyman may apply to and Board of Syndics for promotion to the rank of master. This requires the recommendations of at least three masters under whom the journeyman has served, and often some kind of oral / written examination.

Masters

There are two kinds of master within most guilds, *Freemaster* and *Bonded Master*. A Freemaster is one who holds a *franchise*, which is simply a license granted by the guild to operate a business in a particular location. A Bonded Master works under contract for a wealthy person or institution. Unemployed masters who do not hold franchises are called simply masters. All masters tithe 10% of their incomes to the guild as dues.

Newly created masters are not automatically granted a franchise; these must be inherited or purchased. Many new masters return home to work alongside their parent until they inherit the family franchise, while others seek employment as bonded masters until they can afford to purchase a new franchise. The fees to buy a

new franchise are stiff, ranging from two to ten years' income of a master, plus the customary bribes. Some masters, by choice or poverty, never obtain a franchise.

Most guilds seek to preserve the security of their Masters by limiting the number of franchisees and establishing "fair price" guidelines for wares of specific qualities. A master who sells high quality wares cheap, or low quality wares dear, will receive a visit from guild officials. They will, politely at first, be reminded that fines can be imposed, and ultimately, a franchise can be revoked.

HÂRNIC COINS

Coins are struck at official government mints, or freemaster jewelers are awarded a license to strike coins for a fixed period. The penalty for making coins without such a license is death.

There are no bronze or copper coins minted on Hârn. The Khuzdul (dwarves) of Azadmere mint a gold coin called the Khuzan Crown, but most people have never seen one. The coinage system in use throughout Hârn is based on a single coin, the silver penny.

The farthing (f) is a silver penny divided (literally) into four quarters. The shilling (12d) and the pound (240d) are not coins, merely quantities of silver pennies. Coins contain about 75% of metal value, the difference due to the cost of minting and the addition of 10% tin for strength.

BEARING ARMS

The Right

In the strictest sense, only those explicitly granted the right or those who can trace their right to a grant of arms from the sovereign, through his vassals, have the right to bear arms. The practice, however, is more liberal. Like knighthood, the right to bear arms may be delegated by anyone who possesses it, so that a gentleman can arm his retainers, as long as they are in his employ

Towns charged with their own defense are usually given charter rights to organize militia and / or hire mercenaries. To assure themselves of legality, however, they nearly always hire knights to take charge.

Defining Weapons

One of the main difficulties is in defining weapons and armor. What constitutes a weapon and what a tool? Which is clothing and which armor? There are two subclasses of weapon, chivalric weapons which may only be used by gentlefolk and common weapons which can be used by everyone else.

The Unfree

The unfree have no right to bear arms or wear armor, except as granted by their liege-lord and gentlefolk are extremely hesitant to grant this right. The unfree have certain rights in exchange for their servitude. The most important of these is the right to the protection of their lords. A lord who conscripted his unfree tenants for onerous military service would probably be violating the contract between his family and theirs.

Simple Freemen

The gray areas has always been for simple freemen. Most gentlefolk acknowledge that it is appropriate for simple freemen to bear common (not chivalric) weapons. A modestly armed

freeman will rarely be challenged. Many freemen make a point of carrying some visible symbol of their right to bear arms, a shortsword for example, on the theory that asserting a right is the best way to retain it.

The Gentry

The right to bear arms is most easily defined for the nobility. They can bear whatever weapons and armor they please. The social elite do, however, have social restraints. Nobles prefer to express their class, in part, with the weapons they bear, namely chivalric weapons, and woe betide any simple man who bears such weapons.

THE GODS OF HÂRN

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

Agrik (AG-rik): *Lord of the Four Horsemen*

Halea (ha-LEE-uh): *Mistress of Hearts and Loins*

Ilvir (il-VEER): *Prince of the Fatherless Multitude*

Larani (la-RAH-nee): *The Lady of Paladins*

Morgath (MOR-gath): *Lord of Chaos*

Naveh (NAH-vay): *Lord of the Pitch Shadows*

Peoni (pee-OH-nee): *Lady of Truth and White Virtue*

Sarajin (sah-rah-YEEN): *King of the Icy Wind*

Save K'nor (SAH-vay-kuh-NOR): *Keeper of the Var-Hyvrak*

Siem (see-EMM): *Lord of the Blessed Realm*

THE CHURCH OF SAVE K'NOR

Sage of the Gods

Lord of Puzzles, Conundrums and Mazes

Lord of Jesters

Mixer of Potions

Knower of Many Things

Keeper of the Var-Hyvrak

The Lost Guide

Save-K'nor is most commonly depicted as the Lost Guide, an aged sage bearing Uhla, the lantern that gives no light. He is symbolic of the interminable nature of the quest for knowledge and the futility of the search for absolute truth. His other aspects include Redira the whimsical and sometimes musical jester, and Omono, the beggar who seeks enlightenment, but receives only common alms.

Ablution

Adherents begin each day with a ritual ablution designed to "wipe clean the slate for the day to write new mysteries". The common ablution consists of anointing with blessed water six points of the body, the forehead, each eyelid, the mouth, throat, and heart. The holy water is allowed to dry as the supplicant meditates. In the temple, the Seven preaches a "lesson", some philosophical observations on mathematics, ethics, metaphysics, or some parable or story designed to aid the congregation in daily life.

K'norins own personal ablution bowls. These are used to carry water to the priests for blessing, and to convey the water after it is blessed. The most common designs are the cube and the hexagon, but this is mostly a matter of personal taste and wealth.

All ablution bowls can be sealed. Boys of K'norian families are presented with personal bowls on their eleventh birthdays. The church blesses each bowl made and collects a tax called "pure pence" whenever one is sold.

ASTROLOGY

TARAE: THE PENTICLE

Halane 5th – Savor 3rd

The major sign of air (the most esoteric principle of the four) and of autumn. Penticles are the key sign of magic, but they are also symbolic of wealth and its intangibility. The penticle is a principle that can achieve results with slight, seemingly unrelated, action. The penticle is also symbolic of bondage, or enclosure, or intangible constraints that encircle and bind but may not be seen.

Those born under the penticle rarely approach problems directly, they circle and approach in a spiral along the path of least resistance, causing confusion in more direct-minded observers. But they also tend to procrastinate and take unnecessarily long to reach a conclusion. If they are impatient, they may suffer frustration as goals always seem out of reach until they are actually attained.

PSIONICS TALENTS

PSYCHOMETRY [13]

The ability to divine information about persons by touching an object with which they have been in contact. Psychometry requires a trance for 15–index minutes. One use is to determine a person's location from a piece of clothing. Psychometry may also be used to divine the history / properties of an object held by the talent user, perhaps to learn the identity of the artifact's maker or owner(s), the age or powers of an artifact, and so on. Psychometry can NEVER be used to divine the future. It works best when queries concern the present or recent past. EML should be reduced for inquiries in the distant past, or if knowledge of the artifact is magically hidden. MS will usually answer any reasonable yes/no question. CS tends to provide bonus information.

SHEK-PVAR

FYVRIA (FIV-REE-AH) CONVOCATION

Hue: green, Element: earth, Principles: Life / Growth / Decay

Fyvria is the magic of the green and growing, and of the pale and dying – the cycles of growth and decay that underlie the natural world. The base of Fyvria is fertile earth where life swarms. Fyvrian mages use life-symbols as foci: wooden staves, bags of earth, even live familiars.

LAWS OF THE SHEK-PVAR

- 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 from 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 thy house [chantry] a portion of thyne arcane treasure to thy brothers' benefit.

ORIENTATION 4

ORGANIZATION AND RANKS: SATIA-MAVARI (SENIOR APPRENTICE)

One of the few universal rules of apprenticeship is that when an apprentice reaches a certain level of competence, he must leave his master and/or chantry and go out into the world as a *Satia-Mavari*, a rank between apprentice and journeyman. It is hoped that the Satia-Mavari will test and refine his art. He is also expected to gather some treasures for the chantry, items of value to aid in its upkeep, or items of esoteric interest to aid its members studies.

The custom is for the Satia-Mavari to submit three items, and three "original" spells, but the decision to promote or not promote a Satia-Mavari is made by men and, therefore, is not uniform from one master or chantry to another.

If the Satia Mavari fails to return, so be it. The custom is intended to weed out the weak and incompetent. If the Satia Mavari survives in the outside world for a year and a day, and fulfills his duty to enrich his chantry, he may call himself Shenava.

ENRICHED MAGIC

Unless otherwise specified by the caster (with associated modifiers), each spell casting has the following elements: Cant in normal speech, gestures using hand / arm / head movements, no modelling, and no focus.

TOME OF THE ANCIENT AND ESOTERIC MYSTERIES OF THE FORCES OF FYVRIA

Balm of Gresan

Allows a single patient touched by the caster to make one additional Healing roll for a caster-designated injury / ailment / etc. The caster must be aware of the nature of the object injury ailment. The basic spell cannot restore blood loss, and will not work on infected wounds. The spell does not remove fatigue.

Fatigue: 7

Time: 56 seconds

Range: Touch

Duration: N/A

Putrid Hand

Speeds the decay of rotting organic matter touched by the caster. The spell affects up to a pound of dead material. The rate of decay is multiplied by 300 with Critical Success and by 100 with Marginal Success, until the process is complete or the spell is removed.

Under reasonably typical circumstances, meat rots in 2-4 days. MS with Putrid Hand might reduce this period to 10-30 minutes..

Fatigue: 13

Time: 26 seconds

Range: Touch

Duration: Indefinite

Verdant Hand

Accelerates the natural growth of a living thing touched by the caster. The rate of increase depends on success: MS = 100 times normal; CS = 300 times normal. The basic spell does not induce growth in things which are not already growing (e.g. adults).

Removing the enchantment stops growth, but does not return the object to its original size.

Fatigue: 13

Time: 26 seconds

Range: Touch

Duration: MS: 2 days, CS: 6 days

Eye of Perfection

A spell to analyze the health of a single living creature. The basic spell determines either the number of physical injuries / ailments, or the nature of the worst injury / ailment. The caster declares which analysis he is attempting before casting. The caster must touch the patient.

Fatigue: 14

Time: 56 seconds

Range: Touch

Duration: none

Hand of Iliam

An enchantment which prevents a caster-designated disease, wound or ailment from worsening. The caster must be aware of the nature and extent of the object ailment / etc., and must touch it for the Time to Cast. The spell does not heal in any way, it only prevents the object from getting worse (eg. From getting infected). The basic spell cannot halt blood loss.

Hand of Iliam is generally used to stabilize a patient when proper care is likely to be delayed.

Fatigue: 14

Time: 28 seconds

Range: Touch

Duration: MS: 80 secs., CS: 240 seconds.

Syncope of Shalor

Causes a single anima / person touched by the caster to grow drowsy or fall asleep. The victim may test his Will to determine whether he succumbs. With Marginal Success (on Syncope) test 4 x Will, with Critical Success, test 2 x Will. The effect on the victim is determined by his success as follows:

CS Victim is unaffected

MS Victim accrues 3d6 fatigue points.

MF Victim sleeps for 1 minute x caster's SI (1)

CF Victim sleeps for 3 minutes x caster's SI (3)

Fatigue: 28

Time: 48 seconds

Range: Touch

Duration: see above

Balm of Herl

A spell to transfer a disease, infection or other natural ailment (not a wound) from one living creature (object) to another living creature (target). The spell may be used, for example, to move a disease from a human heart into the heart of an animal, leaving the patient from whom the ailment is removed in good (or better)

health. The caster must touch both object and target while casting.

Fatigue: 28

Time: 56 minutes

Range: Touch (object and target)

Duration: N/A

Favrin's Bar

An enchantment which causes wood to temporarily expand, primarily across its grain. The effect is most dramatic with green or living wood. The amount of expansion is expressed as a percentage of overall volume and depends on the success level achieved by the caster and his Skill Index for the spell. With the basic spell, the amount of expansion is randomly determined within the range given. Higher ML brings more control.

Age of Wood	MS	CS
Living Wood	2%	4%
Green Wood	1%	3%
Seasoned Wood	0.3%	1%

Expansion of confined wood (a closed door for example) can cause considerable stress. The spell is often used to seal or to open doors. A small expansion jams a door solidly, and a large one can destroy the door or its frame. When the wood returns to its normal size, it has usually been weakened.

Fatigue: 21

Time: 28 seconds

Range: Touch

Duration: MS: 1 / CS: 3 minutes

Nurture of Isla

A spell to increase the healing rate of a single ailment suffered by a living creature (eg. From H3 to H4). With CS the healing rate is increased by 2. The basic spell will not work on a target wound still bleeding or infected, or if the patient is in shock. The spell causes the patient to enter a deep comatose state for 4d6 minutes per casting. See Combat (29). If the spell increases healing rate to more than H5 (only possible after ML81+) any infection is defeated..

Fatigue: 28

Time: 49 seconds

Range: Touch

Duration: Permanent (see above)