

## INTRODUCTION

What follows is a brief summary of what Berina knows about the world around her. Most of this material has been taken from “HârnPlayer: A Player’s Guide to HârnWorld” by Columbia Games.

## FEUDAL NOBILITY

The distinction between gentle (noble) and simple (common) birth is the most significant in Hârn society. The exclusive rights and privileges of the gentry include the right to bear arms, ride war-horses, 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 Hârn; *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.

## 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.

# PELEAHN SATIA MAVARI 2

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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 Freeman

The gray area 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 does, 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 PEONI

*The Bringer of Life Renewed*

*Maker of Balms*

*Lady of Truth*

*Everliving Daughter of White Virtue*

*Guardian of the Meek*

## *Lady of Industrious Labors and the Ripe Harvest Confidant of Lovers*

Peoni is the kindest and most gentle of the gods. She will accept into her fold any with an honest heart. She demands that her followers be gentle and kind, but is forgiving of those who transgress. Peoni is most often represented as a young girl with hands worn red from her labors and is symbolized by spring flowers or by the fruits of agriculture.

## Calendar

The most important days of the Peonian year are the *Restoration Festival* on the fourth day of Peonu, and the *Harvest Home* on the fourth of Azura.

## ASTROLOGY

FENIRI: The Smith

Kelen 3<sup>rd</sup> – Nulus 3<sup>rd</sup>

The smith is symbolic of enterprise that wrests artifact from nature, particularly from metals that lay deep in earth's breast. This is the sign of forgiving and tempering, of the kind of ordeal that may be unpleasant to experience, but one that will make the victim stronger. It is symbolic of transformation; as spring changes to summer, so may the potential within a man be brought to fruition through strife.

Fenirians are manipulators. They make good craftsmen and derive pleasure from working with their hands. Their lives are, however, often difficult as they often journey from one test to another. They must learn to cast aside their failures and proceed to the next ordeal. It is not enough for them to recognize the beauty of the world, they must try to improve it.

## SHEK-PVAR

### Peleahn (Peh-lay-ANN) Convocation

Hue: orange, Element: Fire, Principles: Heat / Energy / Dryness

Peleahn manipulate heat, smoke, and fire to produce pyrotechnic effects. Peleahn is, perhaps, the most active, destructive, and least thoughtful school of magic. The Peleahn also deal in *Ethereal Fire*, which requires no mundane seed, tends to be more transparent and less active, and is somewhat less dangerous.

### 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.

### 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

# PELEAHN SATIA MAVARI 3

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 fulfils 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 POWERS OF PELEAHN

### Berina’s Ward (IV)

A passive enchantment to protect an object from physical interference. Ward is fully effective; once in place, its object cannot be touched physically by any person or creature other than the caster until the Ward is removed. When triggered, a mundane fireball explodes around the object for SI yards with burn impact of 2d6/3d6 (MS/CS) to anyone or anything within the area (including the warded object). Except in the event of a misfire when the Ward is created, the caster is immune to the fire. A spark or other seed fire is needed to create the Ward.

### Bonus Effect

ML51+ Spark or seed fire no longer required.

ML61+ The Ward can be set to trigger by command of the caster (specified when the Ward is created).

ML71+ The Ward can be set to trigger when a non-immune person comes within SI yards (specified when the Ward is created).

ML81+ Up to SI people, who can approach and handle the object without triggering the Ward, can be specified when the Ward is created.

Fatigue: (15-SI) x 2.5

Time: (15-SI) seconds

Range: Touch

Duration: MS:SI Days., CS: Indefinite (see above)

### Caress of Pelena

An enchantment which causes the temperature of its object to gently increase by a few degrees. The effect is rarely harmful to its object.

Caress is mainly used to treat frost injury. It may be used only once on each frost injury to instantly heal 1d3/1d6 (MS/CS) injury points.

Fatigue: 6

Time: 13 seconds

Range: Touch

Duration: Instantaneous

### Feel of Pelena

A spell to identify the presence of an enchantment of equal or lower complexity level. A convocational Feel can only detect enchantment(s) of its own convocation.

A successful Feel also reveals the presence of raw power (principle) of its own convocation.

MS identifies the Level, and convocation of the lowest level eligible enchantment present (if any). However, if there are Wards present, they are revealed first. CS reveals the convocation and complexity level of all eligible enchantments.

Fatigue: 7

Time: 13 minutes

Range: Touch

Duration: none

### Finger of Marlas

This spell is used to enhance or ignite small (mundane) fires; flame and fuel must be used as the seed/object. The spell cannot create fire without fuel, but can help inferior fuel burn. One use is to start a fire with wet wood. An existing fire can be made to flare or burn more rapidly until the fuel is exhausted. In general, the rate of energy conversion can be doubled with MS or quintupled with CS. Adding new fuel terminates the spell, but not necessarily the fire.

Fatigue: 13

Time: 13 seconds

Range: 20 feet

Duration: MS: 2 minutes, CS: 6 minutes (or until fuel exhausts)

### Sphere of Shanakar

Creates a sphere of *ethereal fire*, two inches in diameter, in the caster’s hand. The caster cannot release the sphere. The fireball illuminates a spherical area of radius 10 feet, with orange/red, gently flickering light. No seed fire or spark is required.

The sphere is primarily used as a light source, but inflicts an ethereal burn of 2d6, and disappears, if it contacts any mundane/ethereal creature other than the caster.

Fatigue: 13

Time: 13 seconds

Range: Self

Duration: MS: 40 seconds, CS: 2 minutes

### Zyrgin’s Heat

Enchants an existing fire to consume more of its fuel, produce more heat, and leave fewer residues. The basic spell allows the object fire to burn up to 50% (MS) or 100% (CS) longer, while leaving far less unburned fuel and ash than normal. The caster must pass his hands/focus through the flames if fuel is added to the fire.

Fatigue: 13

Time: 130 seconds

# PELEAHN SATIA MAVARI 4

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Range: Touch

Duration: MS: 20 minutes, CS: 60 minutes

## Cloak of Yavaris

An enchantment which protects an object entity from cold. The basic spell can only be laid on the caster. The effect of the enchantment is to reduce Frost impact by 1 (MS) or 2(CS). The spell protects the caster's entire body, and lies dormant until triggered by Frost Impact, or until its *Duration* expires. It works only once (the first triggering).

Fatigue: 13

Time: 26 seconds

Range: Self / Touch

Duration: MS: 2 minutes, CS: 6 minutes

## Skin of Lexesh

An enchantment which enhances the casters attunement to his element, and allows him to handle mundane fire, without burning himself. The basic spell enchants only the caster's hands or focus. It halves (MS) or eliminates (CS) Burn Impact to the enchanted body parts. The spell prevents / reduces new burns; it cannot heal existing injuries.

Fatigue: 19

Time: 39 seconds

Range: Self / Touch

Duration: MS: 2 minutes, CS: 6 minutes

## Orb of Zatará

Creates a six inch (mundane) fireball in the caster's hand or focus, which may be thrown in a straight line. Except in the event of a misfire, the caster is immune to the fire. A spark or other seed fire is needed. The fireball is accurate, but fairly slow. It can, therefore, be *dodged*. The maximum traverse of the orb is 22 yards. If it reaches this limit without encountering an *obstruction* (any solid object, enchantment, or magical residue) the fireball blinks out of existance. But upon striking an obstruction the orb explodes. The explosion has a radius of 2 yards, with burn impact of 2d6/3d6 (MS/CS).

Fatigue: 32

Time: 13 seconds

Range: Self

Duration: Variable

## Sea of Fire

Causes fuel over a large area to ignite and burn rapidly. The spell may be cast over a field of dry grass, or on a pool of oil, etc. The quantity and amount of fuel may (GM discretion) limit *Duration*. When the spell dissipates, the fire may spread depending on the availability of fuel adjacent to yhe target area. The caster is well advised to take note of the wind and topography.

The ground area of the effect is centered on a predesignated (in range) spot. The area is circular and has a maximum radius of 20 yards. The caster is *not* immune to the fire, so he should mind his toes.

Creatures in the sea of fire are subject (usually from the waist down) to burns of impact 2d6+2 (MS) or 2d6+4 with CS, per ten seconds spent in the area. Victims must hold their breaths to avoid inhaling smoke.

Fatigue: 39

Time: 13 seconds

Range: 20 yards

Duration: MS: 20 seconds, CS: 60 seconds

## Immolation

Enchants the caster into a creature of *ethereal* flame and smoke. Items entirely within 1 inch of his body are similarly affected; any other items become ungraspable and are dropped. The fiery creature is able to squeeze through narrow openings, and is immune to most physical damage; if he encounters mundane or ethereal fire, he is treated as an ethereal. He is able to fly upward to a maximum altitude of 18 feet, but if he leaves the ground, he has no control and s at the mercy of the wind. The natural tendency is to float upward; the caster must make a conscious effort to remain near the ground.

In ethereal form the caster can work Peleahn magic normally, and hs touch inflicts ethereal burns: 2d6+2 (MS) or 2d6+4 with CS. Other effects/abilities are at GM discretion.

Fatigue: 45

Time: 45 seconds

Range: Self/Touch

Duration: MS: 2 minutes, CS: 6 minutes

## KALDOR COOKING

### STUFFED CHICKEN

*Servings: four as main dish @ 7d 3f*

#### Ingredients

3½ lb. Chicken (7d)	2 ½ Tbs. Sheep's fat
4 hard-boiled eggs (10d)	salt
8 oz grapes (2f)	pepper (1d 1f)
½ pt. Chicken stock	¼ tsp. Ginger (2d 2f)
small bunch parsley (6d)	¼ tsp. Cinnamon (3d 3f)

Prepare the chicken for stuffing and for spit roasting. Separate the egg whites and yolks. Slice the grapes thinly. Bring the stock to the boil, and blanch the grapes and parsley for 2-3 minutes. Remove the parsley and drain, reserving the remaining stock, cool. Cut off the parsley stalks and chop the leaves with the egg yolks, sheep's fat, seasoning and spices. Add the grapes. Stuff the chicken with the mixture, then truss it. Roast the chicken in the usual way, with the reserve stock in a drip-tray. Use it to baste the chicken and to make a thin or slightly thickened gravy with the pan juices and some extra stock. If wished, garnish the chicken with the egg whites, chopped and a little extra parsley.

*"The best broth is made from the jowl of an ox, rinsed two or three times in water and then boiled and well skimmed."*

### BEEF AND VEGETABLE POTTAGE

*Servings: four as main dish @ 3d*

#### Ingredients

2 lb. Shin of beef (4d)	4 stalks green onions (1f)
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4-6 pieces of marrow bone	¼ firm white cabbage (1f)
4 pt. Water	4 oz. Breadcrumbs (1f)
2 leeks (1f)	a few saffron strands (5d)
2 sticks celery (1f)	2 tsp. Salt
	ground black pepper (1d 1f)

Cut the meat into two inch cubes. Put in a stewpan with the bones and water. Bring to the boil and skim well. Reduce the heat and simmer, uncovered, for about 2-2½ hours. Meanwhile, prepare the vegetables and boil in a separate pan, whole or in large pieces, for about 10 minutes. Drain and cut into thick slices. When the beef is just about ready, remove the marrow bones and add the vegetables. Continue simmering until the vegetables are soft. Stir in the breadcrumbs, saffron and plenty of seasonings. Bring back to the boil and cook for 2-3 minutes. Skim off any excess fat before serving.

*“Thou must not lick thy fingers. He who thrusts his fingers into his mouth cleans them nastily...The fingers are none the cleaner, but rather the nastier.”*

## DRIED PEA PUREE WITH SPROUTS

*Servings: four as side dish @ 1d 2f*

### *Ingredients*

1¼ lb. Yellow peas (2f)	1 carton bean sprouts
1 bottle white wine (5d)	pepper (1d 1f)
salt	

Soak the peas in the wine overnight, with water to cover if needed. Simmer in the same liquid, with a little salt, for 2-2½ hours or until mushy, adding extra water if needed. (There should be almost no free liquid at the end and the peas should be reduced to a puree.) Add the bean sprouts, stir in and simmer until tender. Season with salt and pepper before serving.

*“Peas, beans, or other stews won’t stick to the bottom of the pot if the pieces of burning wood don’t touch the base of the pot when it is over the fire.”*