

HÂRBÁALER KINGDOM OF LÉDENHEIM

Module Preview

Keléstia Productions is pleased to announce the publication of *Hârbáaler Kingdom of Lédenheim*, a HârnWorld roleplaying background source module.

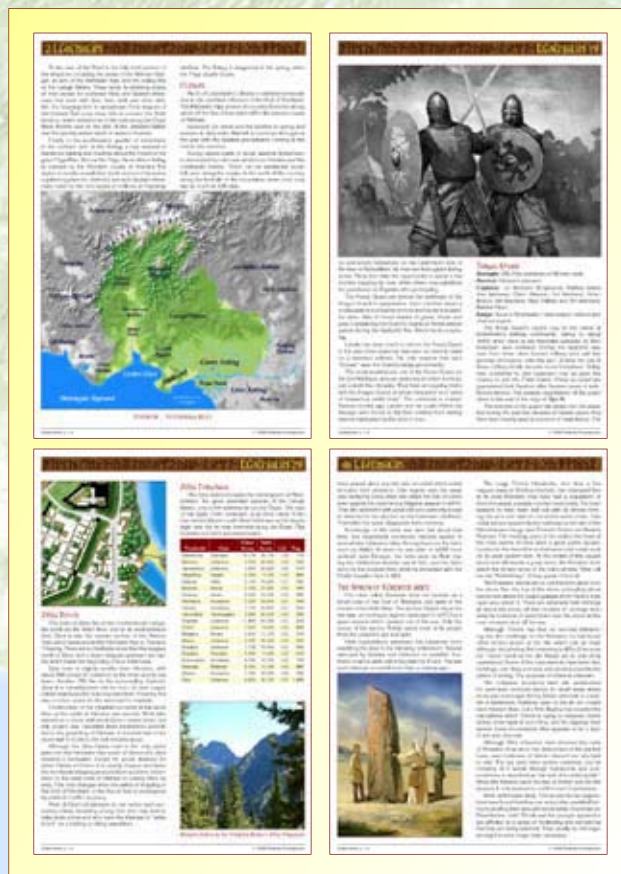
One of the largest and wealthiest sub-kingdoms of Hârbáal, Lédenheim has long been conservatively governed, but new blood in its Royal Council presages a new era of expansion eastward into the wilderness and the disorganised states of Huriséa beyond. Such promise could turn to turmoil, however, should the royal succession be disputed. The threat of outright war in the east looms should Shôrkýnî Aneóla make a countermove, Quârphic tribesmen resist, or the Huriséan princes unite in opposition.

Hârbáaler Kingdom of Lédenheim includes 58 full-colour pages, with over three dozen illustrations and maps. Major sections describe the Geography & Climate, History, Current Affairs, Government, Law, Military Forces, Towns & Settlements, Flora & Fauna, Economy, Society, Religion, Culture, and Folklore of this realm lying between sea and wilderness. In addition to the politics of the royal succession and the dangers of settling the wilderness, gamemasters and players can explore the centuries-old curse on the royal family, the mysteries of an ancient henge, the search for a magic helm and spear, the perpetual intrigue and diplomacy of dealing with the neighbouring Hârbáaler and Shôrkýnî lands, the rumours of a sea monster and of a witch who supposedly live at opposite ends of Lédenheim's chief river, and much more.

Hârbáaler Kingdom of Lédenheim is on sale as a PDF download from Kelestia.com.

Hârbáaler Kingdom of Lédenheim was written by Robert B. Schmunk with Jeremy Baker. Original illustrations and cartography by Ganbat Badamkhand, Marc Grunert, Jan Mangels, and N. Robin Crossby.

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To the east of the Shârl is the hilly third portion of the kingdom, including the peaks of the Wânden Bjêrget, an arm of the Hârbáaler Alps, and the rolling hills of the Længè Báken. These lands lie relatively empty of man except for scattered Yârla and Quârph tribesmen, but teem with deer, bear, wolf, and other wildlife. Fur trapping here is exceptional. Forty leagues of the Huriséa Trail cross these hills to connect the Shârl lands to newer settlements in the east along the Ôrget River. Farther east lie the hills of the Jârinnden Báken and the spottily settled lands of western Huriséa.

Finally, in the southeastern quarter of Lédenheim is the northern arm of the Ántiag, a vast wetland of hardwood swamp and marshes about the mouth of the great Tîrga River. (Across the Tîrga, the southern Ántiag is claimed by the Shôrkýnî county of Aneóla.) The region is mostly unexploited, but in autumn it becomes a gathering place for *Jáskvârf*, nomadic Quârph tribesmen, lured by the rich supply of millions of migrating

wildfowl. The Ántiag is dangerous in the spring, when the Tîrga usually floods.

CLIMATE

Much of Lédenheim's climate is relatively temperate due to the maritime influence of the Gulf of Shôrkýnè. The Hârbáaler Alps protect the country from the strong winds off the Sea of Iváe which afflict the western coasts of Hârbáal.

Summers are warm and the weather in spring and autumn is fairly mild. Rainfall is common throughout the year with the heaviest precipitation coming in the mid to late summer.

During severe spells of winter weather, Lédenheim is dominated by cold east winds from Huriséa and the continental interior. There can be substantial snowfall, even along the coasts. In the north of the country, along the foothills of the mountains, snow cover may last as much as 120 days.



LÉDENHEIM — VEGETATION & RELIEF



ZÝNA TOWN

The town of Zýna lies at the northernmost navigable point on the Shârl River and at its southernmost ford. Zýna is also the eastern anchor of the Médren Trail, which leads across the Hârbáaler Alps to Tázela in Tónanby. There are no freeholds more than five leagues north of Zýna, and a dozen leagues upstream are rapids which mark the beginning of true wilderness.

Zýna town is slightly smaller than Héredon, with about 660 people in residence at the thran and its low town. Another 700 live in the surrounding freehold. Zýna is a transshipment site for iron, tin and copper mined nearby and for iron imported from Tónanby. It is also a minor centre for the wool and fur markets.

Construction of the Zýnakíkè occurred at the same time as the castle at Héredon was erected. Work later started on a stone wall about Zýna's central thran, but this project was cancelled when Lédenheim submitted to the great king of Hârbáal. A hundred feet of the stone wall is in place; the rest remains wood.

Although the Zýna-Tázela road is the only useful pass over the Hârbáaler Alps south of Járenmark, Zýna remains a backwater. Except for goods destined for either Tázela or Onéon, it is usually cheaper and faster for merchants shipping products from southern Lédenheim to the west coast of Hârbáal to convey them by ship. This only changes when the safety of shipping in the Gulf of Shôrkýnè or the Sea of Iváe is endangered by political conflict or piracy.

Most of Zýna's inhabitants do not notice such secondary status, excepting young men who may look to raise bride prices and who leave the thranáal to "strike it rich" on a trading or viking expedition.

ZÝNA THRANÁAL

The Zýna district includes the old kingdom of Médrenheim, the great unsettled expanse of the Længè Bâken, and a few settlements on the Ôrget. The seat of the élgâr, Còèn Lédensen, is at Zýna castle. Còèn has named distant cousin Álvar Lédensen as his deputy élgâr over the far east freeholds along the Ôrget. Ôlja Grýnden is Còèn's secretary-herald.

Freehold	Clan	Clear Acres	Total Acres	LQ	Pop.
Edârdshem	Edârdsen	10,130	39,730	1.04	750
Élpethus	Lédensen	5,510	26,460	1.04	520
Gareshârlus	Lédensen	5,810	25,520	1.04	610
Hâgêrthus	Hâgêrt	4,390	5,530	1.03	450
Kâldnes	Kâldy	6,110	76,260	1.01	520
Kinúlem	Kinúlè	5,790	23,400	1.03	590
Límensy	Límen	6,520	23,250	1.04	680
Médrilsten	Armédren	5,320	24,970	1.01	540
Númed	Armédren	7,130	36,850	1.01	520
Númenflod	Númengalen	3,660	20,330	1.03	380
Ôrgetkín	Lédensen	11,860	63,250	1.01	910
Ôridril	Lédensen	3,910	8,430	1.02	400
Rísbaken	Rísnen	5,010	11,170	1.02	510
Rúinsy	Lédensen	5,700	38,760	1.03	590
Sérisisyn	Lédensen	7,730	76,410	1.01	680
Shârgilvy	Shârgilvy	5,550	6,420	1.03	570
Skórmedren	Armédren	8,760	18,750	1.02	790
Sténekin	Rélstrom	8,500	15,340	1.04	880
Sýlasby	Armédren	7,760	20,050	1.02	590
Zýna	Lédensen	9,620	30,120	1.03	1,460



HÂRADWÂNDER IN THE WÂNDER BIÉRGET, ZÝNA THRANÁAL

have passed since any tale was recorded which surely included their presence. Clan legend says the spear was carried by Lîrely when she rallied the folk of Léden town against the treacherous Dágenar assault in TR541. That she wielded it with great skill and authority is said to have led to her election as the Lédensen clanhead. Thereafter the spear disappears from memory.

Knowledge of the helm was also lost about that time, but purportedly enchanted helmets appear in several later Lédensen tales. Among them are the helm worn by Kâldin III when he was slain in TR595 from ambush near Kénasyn, the helm worn by Álvâr during the Géltheimer-Ánvâller war in 621, and the helm worn by the doomed Írlon when he embarked with the Chéler invasion fleet in 683.

THE SPIRITS OF KÔRESTEN ANÚZ

The ruins called Kôresten Anúz are located on a small cove of the Gulf of Shôrkýnè, just west of the mouth of the Shârl River. The ancient Yârynè city at the site was, according to legend, destroyed in BT973 by a great serpent which crawled out of the sea. Only the valour of the warrior Ánthyr saved most of its people from the serpent's spit and spite.

Yârla superstitions prevented the tribesmen from resettling the area in the following millennium. Several attempts by Ivínians and Lédeners to establish freeholds close by were uniformly beset by ill luck. The last such attempt occurred more than a century ago.



The mage Tôrmis Hlanéndès, who lives a few leagues away at Dhélhus freehold, has estimated that at its peak Kôresten may have had a population of three thousand, a sizable number even today. The town appears to have been laid out with its streets forming the arcs and radii of concentric semi-circles. One radial avenue apparently led northeast to the site of the Héredhstene henge (see *STANDING STONES AND BARROW MOUNDS*). The meeting point of the radii at the heart of the ruins seems to have been a great public square, located on the shore line so that water craft could dock on its open eastern side. At the centre of this square stood and still stands a great stone, the Kôresten from which the Ivínian name of the ruins derives. Yârla call the site "Gehódhivys", if they speak of it at all.

The Kôresten stands about one hundred yards from the shore line, the top of the stone protruding about twenty feet above the beach grasses which form a wide open area about it. There are extremely faint etchings all about the stone, all that remains of carvings worn away by centuries of sand blown over the stone by the near constant wind off the sea.

Although Tôrmis has had no success interpreting the dim markings on the Kôresten, he has found other etched stones at the site which can be read, although deciphering their meaning is difficult because the "runes" used by the old Yârynè are at only dimly understood. Some of the ruins seem to have been civic buildings, one likely a temple and another possibly the palace of a king. The purpose of others is unknown.

The collapsed structures have lain undisturbed for seventeen centuries except for small areas where stone was scavenged during Ivínian attempts to establish a settlement. Surfaces open to the air are mostly sand-blasted clean, but a little digging has revealed the inscriptions which Tôrmis is trying to interpret. Some stones show signs of scorching, and his diggings have several times encountered what appears to be a layer of ash and charcoal.

Although Yârla tribesmen have shunned the ruins of Kôresten Anúz since the destruction of the ancient town, even Lédeners of Ivínian descent are reluctant to visit. The sea wind there seems ceaseless, and its moaning as it wends through hummocks and scattered trees is described as "the wail of troubled spirits". When the Ivínians learnt the tale of Ánthyr and the fire serpent, it only seemed to confirm such impressions.

While at Kôresten Anúz, Tôrmis and his two apprentices have found that they can reduce the unsettled feeling by stuffing their ears with small wads of lambswool. Nevertheless, both Tôrmis and the younger apprentice are afflicted by a sense of foreboding and sometimes feel they are being watched. They usually do not linger among the ruins longer than necessary.