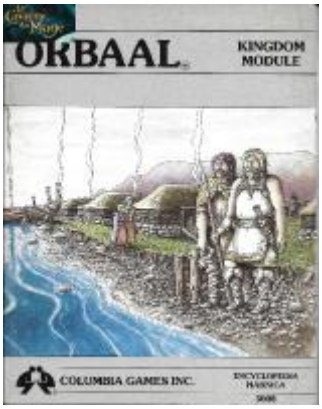
HÂRN - Encyclopedia Harnica, Kingdom of Orbaal

OCCASION / Anglais



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Descriptif :
Etat : Bon +
ORBAAL: This fragmented and unruly northern kingdom, was a Jarin realm before being conquered by Ivinian vikings. Includes notes on the history and culture of Orbaal, geneological data on the royal clan, and a colour page of heraldry for thirty-eight great clans.

Geldeheim: The royal castle and major settlement of the Kingdom of Orbaal, a hybrid community of Ivinian masters and Jarin peasantry. Included is a colour site map and interior plans of the castle.

Jarin: The history and culture of the Jarin, Hârn's first human race. They are now a conquered people, but are hostile to their Ivinian masters, and have recently rebelled against them.

Leriel: The only Jarin castle in southern Orbaal, and home of the Primate of Ilvir, one

of Hârn's unique religions. Includes a colour site map, and interior plans of the motte and bailey castle and Ilviran temple.

Gedan: The "Lodge of a Thousand Souls", a traditional Jarin burial site and the main base of the Jarin resistance to Ivinian rule. Included is a colour site map and interior plans of the Jarin "underground" and a secret Ilviran temple.

Noron's Keep: The isolated stronghold and settlement of Noron, one of Hârn's most enigmatic inhabitants, who guards the trail between Orbaal and Kaldor. Includes a colour site map and interior plans of the keep.

Anoa: The primitive Jarin tribesmen of Orbaal, inhabiting the forests of the Anoth valley abd delta.

Taelda: The nomadic tribesmen south of Orbaal, hostile to most intruders but friendly with the lord of Noron's Keep.

Ymodi: The wild hillmen of Himod, a region on the western fringes of Orbaal.

Yelgri: Cultural notes and habits of the Hârnic harpy, a mysterious winged creature inhabiting the mountains of Hârn.

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