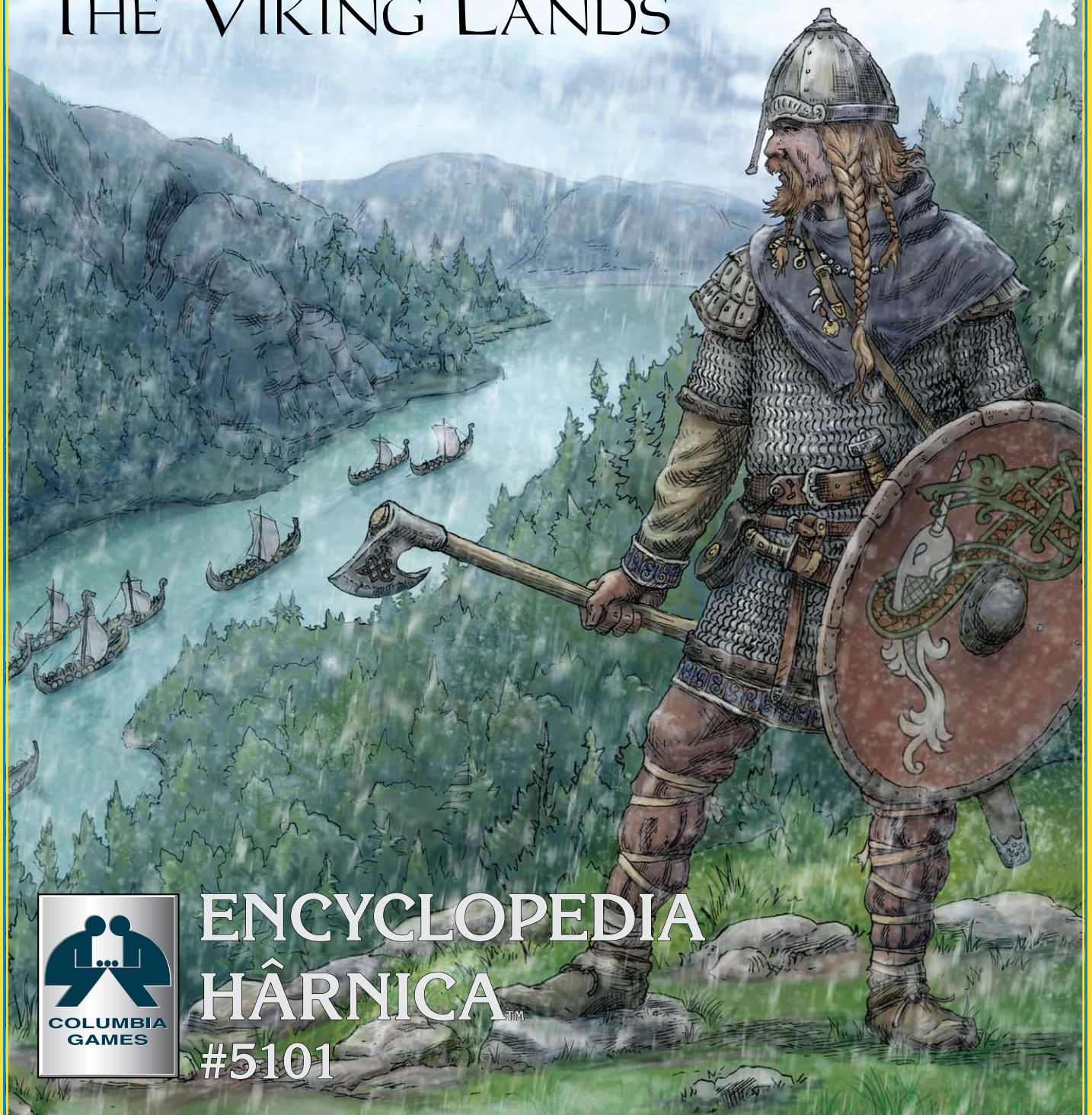


IVINIA

THE VIKING LANDS



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#5101



Ivinia is a group of several hundred islands lying off the northwest coast of Lythia, across the Sea of Ivae from Hårn. The largest islands are Ivae, Evolyn, Hutheng, Langia, Rosel, Vabna, Zweigin, Ysling, Heg, and Lokem. The region is mountainous and heavily forested, with fjord-indented coasts and numerous offshore islands and reefs. The term Ivinia is sometimes also applied to areas with predominantly Ivinian populations, including parts of the Lythian mainland such as Harbaal and Altland.

The people of Ivinia are seen as fierce warriors, slavers, and barbaric marauders. They have conquered many kingdoms, including Harbaal and Orbaal, and demand tribute from the subjugated populations. They are coastal raiders who carry off treasure, livestock, and slaves. At home, they are skilled hunters and fishermen and are able to cultivate low-quality arable lands profitably. The Ivinians are masters of certain crafts, including bone carving, weaving, and ship building. Through their accomplishments as traders, explorers, and mercenaries, they have spread their influence throughout Lythia and beyond.

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VEGETATION AND TOPOGRAPHY

The moist climate in southern and western Ivinia promotes rich mixed and needleleaf forests; the latter tend to be boggy. There are heathlands along some windward coasts and alpine vegetation is common in the mountains. Cold woodland, arctic tundra, and similar vegetation may be found in the north and east. Glaciers have left their mark on the terrain—fjords abound and there are thousands of lakes. Ivinian rivers tend to be short and swift, especially in the west. The longest is the Skelt, which rises near Mount Konigspel and, including lakes Temis and Skelt, is more than 95 leagues in length.

There are 103 mountains taller than 6,000 feet on Ivae itself. The greatest is Mount Ilbengaad at 12,720 feet. Four mountain ranges run generally from northeast to southwest; the Megeleburins are the greatest. The Ivinian Shield, located on either side of the Chazarian Sea, is a region scoured clean by glaciers. It is a hilly and swampy forest with thousands of lakes and relatively accessible mineral deposits, many of which are still undiscovered.

Geologically, Ivinia varies greatly in age. The Ivinian Shield has the oldest rocks. Although most of the mountains are old-fold ranges, vulcanism is also common in the west, particularly on Hutheng Island. Ivinia is subject to periodic mild earth tremors and the occasional severe earthquake.

WEATHER AND CLIMATE

The Ivinian climate ranges from cool maritime-temperate (like Hårn) along the southern and southwestern coasts to cold subarctic in the north and at high elevations. There is ample precipitation all year round in most regions; it is somewhat less inland and at high elevations and falls mostly as snow in the winter months.

COMMUNICATIONS

Most traffic in Ivinia is waterborne. Ships and boats ply the offshore and inland waterways but mostly avoid the high wind and waves of the open sea. Thousands of offshore islands offer sheltered routes to those who know the numerous reefs and maelstroms but sudden storms can still drive vessels aground. While the Ivinian dragonships are seaworthy, Ivinian roads are terrible. Huge tracts of inland wilderness are uncrossed even by trails. In winter, when the seas are too risky even for the Ivinians, most people stay in their lodges rather than try their luck in the treacherous wilderness.



Calendar

Ivinians have adopted the calendar in use throughout much of western Lythia, known as Tuzyn Reckoning. The year consists of twelve 30-day lunar months and begins and ends with the vernal equinox. A new moon, Yaelmor, occurs on the 30th of each month and a full moon, Yaelah, on the 15th. Dates with no abbreviation or followed by the abbreviation “TR” are those that have occurred since the institution of Tuzyn Reckoning. The abbreviation “BT” indicates dates before Year One. All published material assumes that it is the beginning of 720 TR.

The Cultural Model

Ivinia is loosely based on Viking-Age Scandinavia but there are some marked differences. Ivinian society is simpler and more uniform. Ivinians are less likely to form large kingdoms and they fortify their settlements more than the Scandinavians did. Like the Scandinavians, the Ivinians have experienced an increase in population and suffer from a chronic shortage of arable land; many are pressured by economic circumstances to seek wealth abroad. A short growing season gives farming clans the time to embark on voyages of trade or pillage and their dragonships are feared for thousands of leagues along the coasts and waterways of Lythia. Ivinian ships range far inland along navigable rivers, portaging where necessary, in search of trade or plunder. Trading posts may be found deep in the heart of Lythia as well as on hundreds of islands. Ivinian colonies dot the Lythian coasts. In some places they are so numerous that the descendents of the original colonists have established new kingdoms, combining the Ivinian flair for organization with local customs to create strong prefeudal or feudal hybrid states. For the most part, however, the Ivinians are in the minority where they colonize.

Pronunciation

Most pronunciation of Ivinian words is phonetic and obvious. The letter J is usually pronounced as Y, and the letter Y as a double E as in “lovely”. Dialect varies from one locale to another. The correct pronunciation of words may be learned from the locals.

CHRONOLOGY

- BT 20,000 Earthmasters arrive in Ivinia.
 15,000 Earthmasters depart (Lost Years begin).
 7,000 Khuzdul "awake" in Ivinia.
 1,400 First humans (the Yarili) arrive.
 1,000 Yarili widely settled.
 900 First Ivinians arrive.
 644 Jaren Cerethys defeats Ivinian invaders.
 500 Last Ivinian immigrations.
 400 Ivinian settlements throughout islands.
 TR 106 Fuhreling founded.
 290 Kingdom of Jarenmark founded.
 310 Rosby founded on Rosel.
 344 Vullenheim and Menglana founded.
 382 Kingdom of Ibanvaal founded.
 428 Harhakeim and Kondasgel seal their gates.
 480 Rogna Rebellion.
 500 Rogna begins conquest of mainland kingdoms.
 510 Rogna completes conquest of mainland kingdoms.
 558 Murkri Dagen takes Ibanvaal.
 572 Death of Murkri Dagen.
 598 Ujan Stahler made king of Menglana.
 599 Ujan Stahler conquers Sulubin.
 621 Menglana annexes Trondis and Stimby.
 639 Isselsen comes to power in Ibanvaal.
 643 Conquest of Leripor completed by Isselsen.
 645 First Council of Beleka.
 647 Isselsen attacks Bilun.
 650 Fall of Bilun to Isselsen.
 651 Second Council of Beleka.
 652 Battle of Mergim.
 Ibanvaal annexes Harlmark.
 Third Council of Beleka
 Unification of Seldenbaal.
 653 Gildaar and Pergenmark join Govyna.
 654 Jarenmark and Seldenheim conquer Chezaheim.
 669 Isselsen assassinated. Ijels elected.
 682 Defection of Rogna's mainland possessions.
 701 Ijels assassinated. Osidar comes to throne of Ibanvaal.
 717 Osidar besieges Menglanan keep of Froyby.
 718 Fall of Froyby.
 720 The Present.

HISTORY

The Earthmasters

The first inhabitants of Ivinia, and of Kethira, were the enigmatic Earthmasters who appeared around 20,000 BT and vanished about 5,000 years later. Their origin, purpose, and even their appearance are unknown. The Earthmasters seem to have established only four sites in western Ivinia. After their departure, the region was uninhabited for several millennia.

The Sindarin

Ivinian legends identify two kinds of "elves." The "light elves" are said to dwell in the enchanted realm of Alfheim and to have visited Ivinia at various times in the past. It is likely that this legend is based on the Hârníc Sindarin but there is no clear evidence that the Sindarin ever inhabited the northlands on a permanent basis.

The Khuzdul

The Khuzdul, called "dark elves" by Ivinians, appeared on the island of Hârn around 7000 BT. This is also the rough date of their arrival in Ivinia, since Kondasgel was founded circa 6700 BT. Harhakeim, a colony of Kondasgel, was built much later, in 3728 BT. Although the Khuzdul had all of Ivae to themselves, they did not expand their numbers much above 10,000 and appear to have restricted their settlement to Kuzjera.

The Yarili: The First Humans

Between 1400 and 1100 BT, a migration of barbarians from the east displaced the inhabitants of western Lythia. One of these peoples, the Yarili, reached Ivinia around 1200 BT. The Yarili settled throughout the islands on lands left vacant by the Khuzdul. The Yarili benefitted from trade with the Khuzdul and learned new skills from them, including metalwork and the Runic alphabet.



CLAN STRUCTURE

The fundamental unit of Ivinian society is the extended, polygamous clan, which is the focus of virtually all economic and social activity. Clans vary in size and status. The clanhead is termed the *valhakar*. He is usually called by the clan name; for example, the valhakar of Clan Dagen will simply be called “The Dagen.”

The valhakar is assisted in government by the *thrangaad*, a council made up of all adult males with three or more wives. Smaller clans, of course, have no need for a thrangaad. The valhakar is usually elected for life by the clan council but any member of the thrangaad has the right to challenge for the leadership by combat. There are no other rules of succession; any clan member may be elected. Admission to the clan can be by birth or adoption; the latter is common. Under usual circumstances, only members of the thrangaad have a say in clan affairs, although a particularly strong valhakar may ignore even them. Other members of the clan must do as they are commanded or opt out of the clan; they may be adopted by another clan or become clanless.

The clan’s wealth is held in common and controlled by the valhakar and the thrangaad. Clansmen who leave the clan may attempt to claim a share but most assets are not easily portable.

Social stratification is relatively fluid in Ivinia. Personal status is derived from one’s clan and from one’s standing therein. The principal measure of respect is wealth and power.

Pendragon Freeclans

At the top of the pyramid are the pendragon freeclans, those that owe tribute to no one. They exact tribute from scores of lesser clans, possess fortifications, and can muster fleets and the crews to man them. There are ten such independent kingdoms in Ivinia. The economic speciality of these clans is government and warfare and they maintain standing warrior bands made up of royal clan members, men hired from or sent in tribute by subject clans, and mercenaries adopted into special retainer clans. The latter, although technically thralls, are of high status.

Great Freeclans

Great or royal clans are those wealthy enough to build stone keeps and castles. They receive tribute from lesser freeclans but also owe tribute to a pendragon. The valhakars of such clans generally call themselves kings and their thrangaads are sometimes called royal councils.

Most of the good land in Ivinia is held by 83 greatclans that have between 1,000 and 20,000 members.

The land of a greatclan is called a *thranaal* (clan domain) and this territory contains at least one fortified settlement or town, as well as a number of lesser clanholds.

Minor Freeclans

Minor clans range from a few dozen to several hundred members in size and resemble greatclans in social structure. They will have a valhakar and, depending on their size, a thrangaad. A few minor clans exist in isolated regions. They may also hold tributary land within the thranaal of a greatclan, but virtually all such clans are related by blood or marriage.

Urban Clans

Around towns and fortifications, freeclans are less likely to practice agriculture, although they usually fish and hunt. “Urban” freeclans generally specialize in trades that are guilded in other parts of Lythia. These clans maintain monopolistic rights within their fields by the simple expedient of beating or killing any clanless competitor. The freeclan’s clanhouse will incorporate the workshops of its trade. Foreign guildsmen and Ivinian clan members recognize each others’ rights when trading. Guildsmen will treat clan members as guildsmen and Ivinian trading clans will only deal with foreigners who are accredited guildsmen.



MILITARY CAPABILITIES

Ivinia is rightfully feared for its great military power, with large numbers of well-trained and highly motivated warriors who can be delivered by their ships of war around the coast of Lythia with no warning. Even when the resources of a kingdom are not brought to bear, individual warship crews are raiders and pirates without compare.

Fighting Men

Valhakars of greatclans can theoretically field impressive armies. Most Ivinians are trained warriors. Virtually every adult male, perhaps 25 percent of the total population, can be mustered for action abroad. The remainder of the population are not an ineffective fighting force but are generally committed to the defense of the thranaal. Although not common, paid mercenaries do exist.

Powerful Ivinian clans may own a special kind of thrall clan of skilled warriors, with a high proportion of adoptees. These “retainer clans” exist as standing armies and are accorded a high degree of respect. They are proficient in the arts of warfare and usually are fanatically loyal to the warrior code, the *Ljarl* (see page 9).

Ivinian warriors are equipped as several different classes of combatant with different roles to play in a battle or raid. The valhakar and his personal guard are usually *huscarls*, the most heavily armoured and best-equipped troops. They mostly wear mail armour and carry swords or battleaxes, some of which are family heirlooms of almost legendary status, decorated in gold and inscribed with runes of “magical” power. Huscarls are usually close clansmen of the valhakar or have sworn allegiance to him. In return for fighting for and protecting the valhakar, huscarls are treated to the

best accommodation and board, as well as valuable gifts of weapons, jewelry, and clothes. The best fighting men in Ivinia are generally huscarls. In battle, huscarls are used to exploit any breakthrough in their opponent’s line and to reinforce any weakness in their own.

The bulk of the valhakar’s forces make up the shield wall. These men are generally equipped with a large round shield, spear and sidearm, and whatever armour they buy, take, or inherit. The youngest men and unarmored youths are equipped with javelins, slings, and other skirmish weapons; they are used to harass and slow the enemy and pursue any who break and run. Although a very few warriors, generally huntsmen, are equipped with bows that they can use to devastating effect, Ivinia does not have the same units of massed archers that some of the other Lythian armies enjoy.

Warships

The Ivinian people have a tradition of shipbuilding. Their vessels are mostly based on open-deck, clinker-built designs, generally pointed at both prow and stern, are long and thin (compared to many southern merchantmen) with low freeboard and draft, and have a side-mounted steering oar. These ships have a single mast with a square sail; most can be rowed, although only the warships have the crew to do so at speed.

A warboat is the smallest type of warship, with a length of around 60’, a beam of under 10’, 12 oars on each side, and a crew of 24–36. A longship has a length of perhaps 90’, a beam of 15’, and a crew of 50–60. Dragonships may exceed 120’ in length, have a beam of more than 20’, and a crew of 200. Such ships are very expensive and rare.

All greatclans own one or more warships and some valhakars command fleets of six or more. Only the greatest of valhakars and kings have a dragonship crewed by their huscarls and other picked warriors.



KINGDOMS

There are 14 kingdoms in Ivinia today. Settlements within their borders pay tribute, directly or indirectly, to the pendragon or overking of that kingdom. Most of the land is wilderness, even within civilized borders. Colonial states elsewhere, including Orbaal and Harbaal, are effectively independent. The table below is a summary of the kingdoms of Ivinia as of 720 TR. The populations given are approximate; there is no official census. With rare exceptions, the clan seat is the location of the king's household.

Kingdom	Population	Clan	Seat
Beshea	4,400	Hibjarl	Beshea
Eldeskaal	6,000	Beldesa	Molima
Govyna	103,000*	Ulfesen	Rosby
Ibanvaal	158,000	Dagen	Dagenborg
Jarenmark	52,000	Klabesel	Jarehm
Lokis	1,400	Thoryn	Lokis
Menglana	107,000	Stahler	Pelyn
Rogna	22,000	Turensyn	Coselin
Seldenbaal†			
Balisheim	60,000	Dangeld	Beleka
Gelemaar	26,000	Gelem	Endelby
Gilbenmark	33,000	Ivyrsen	Gilben
Lokemheim	54,000	Hargelsen	Suteling
Seldenbaal	72,000	Ulandsen	Fuhreling
Tavu	1,200	Aalden	Ulrin Keep
Total	700,000		

* Includes about 8,400 in Altland (off map to the east).

† The five kingdoms of Balisheim, Gelemaar, Gilbenmark, Lokemheim, and Seldenbaal are loosely united into the Great Kingdom of Seldenbaal. Clan Hargelsen of Lokemheim currently holds the pendragonship.

The Political System

The rules of statecraft lack definition in Ivinia, where virtually anyone who controls a keep, castle, or town may style himself a king. Most such lords, however, pay tribute to one of the great pendragons. Instead of a feudal network of obligations and subinfeudation, the Ivinian kingdoms are interconnected by a pyramidal structure of alliance and tribute. Ivinian kings may demand tribute but can make no legal claim to the lands of their vassal clans. Ivinian clans are considered to own their land, as opposed to being tenants as in feudal kingdoms.

A pendragon may take up arms to enforce his right to tribute but will probably receive little aid from his other tributary vassals. Under the Ivinian legal system, lords and vassals have such rights as their families can enforce. Nevertheless, the Ivinians respect their institutions and, for the most part, violence is kept within the law.

Within his district, the local lord is supreme; internal administration is generally a matter of indifference to an overlord who is interested only in the money, goods, and services that he is owed in tribute. The exception is Ibanvaal, which, consequently, has a relatively powerful royal house.

Kuzjera: Khuzdul of Ivinia

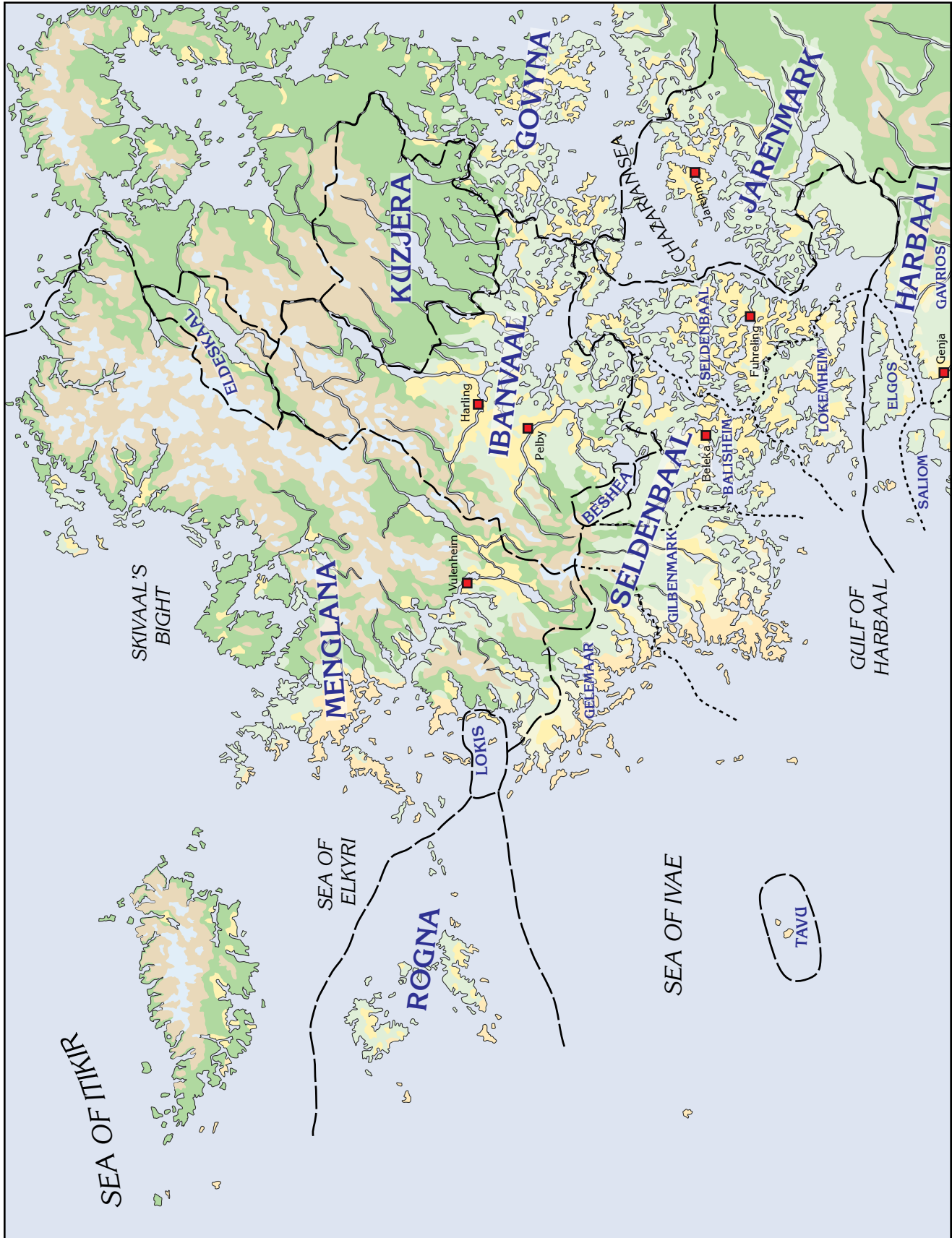
Most non-Ivinian scholars believe that a major part of Ivinian culture was borrowed from the Khuzdul, who preceded men into the northlands. Although the Ivinians claim the Runic alphabet as their own creation, it is clearly derived from the Khruni script of the Khuzdul, who have taught Runic to many peoples with whom they trade. In Ivinia particularly, the human clan system is reminiscent of that of the Khuzdul and it is hard to escape the conclusion that such similarities are more than coincidence. The two Khuzan cities in Ivinia, Harhakeim and Kondasgel, are still inhabited. Relations between the races are poor and humans tend to give Kuzjera, the Khuzan kingdom, a wide berth. The Khuzdul do, however, still trade with the Yarili.

The Yarili: Dwellers in the Wilderness

The Ivinian wilderness is one of the least populated areas on Kethira. Alpine and arctic tundra offer little sustenance, especially inland where fishing is more difficult. The Yarili, the remnants of Ivinia's earliest human settlers, are related to the Jarin of Hårn. The Yarili live on land no one else wants. They travel in small clan-bands and follow herds of wild reindeer and other game. The wilderness is not the exclusive domain of the Yarili, however. Strange beasts have made their homes there away from the predations of man.

The Political Map

The map on page 14 shows the approximate boundaries of Ivinian realms. Most of the region is wilderness, even within the borders of the kingdoms. The map on page 82 shows the general range of Yarili clan-tribes who interpenetrate the wilderness regions of the kingdoms.



MENGLANA

Although Menglana has the largest area of the Ivinian kingdoms, most of the territory it claims is thinly settled or uninhabited. The kingdom's geography is dominated by fjords, mountains, and the sea. It is largely isolated from the rest of Ivae by the inhospitable Megeleburin and Kejelrian mountains, natural barriers with few passes.

Rich lowlands form irregular fringes around the shores of deep fjords that penetrate far inland. Fully 70 percent of Menglanans live along these fjords, mostly the majestic Leimenfjord and the Leim and Froya valleys at its head. The harsh upland regions have few inhabitants, mostly assorted hunters and trappers and wandering Yarili tribal groups.

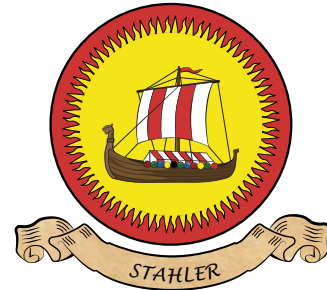
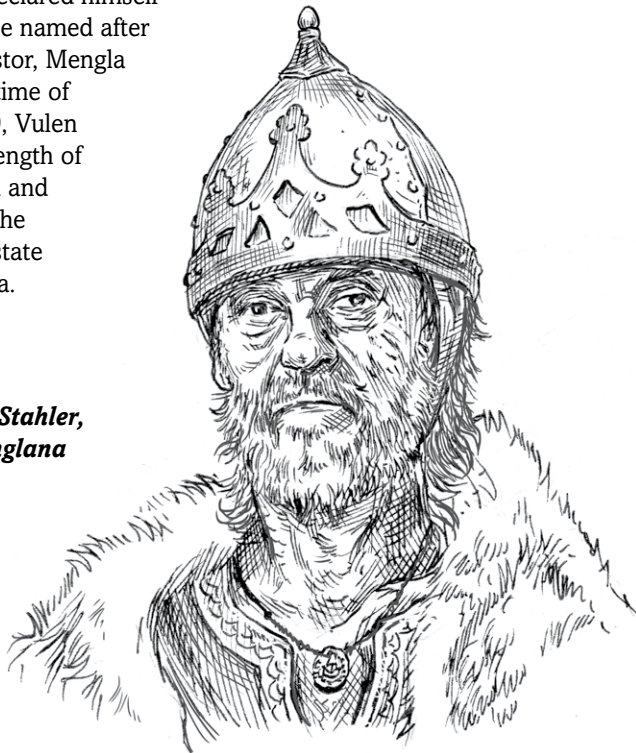
Despite its natural wealth and beauty, Menglana is clearly a kingdom in decline. There are many factions at work that are destructive to the kingdom and the royal clan. The kingdom seems destined to diminish and may even come to an end if the wars with Ibanvaal and Rogna escalate.

History

The Earthmasters left few remnants of their time in the region and little is known of the area until the Yarili, a tribe of Jarin, came to the Leimenfjord between 1400 and 1100 BT. After almost a century of isolation, the Ivinians came from the sea. By 400 BT, they had pushed the Yarili away from the coast.

The Ivinians who settled the shores of the Leimenfjord were a patchwork of fractious clans until the 3rd century TR, when the Stahlers arrived from Seldenbaal. Over the next century, the Stahlers came to dominate the politics and commerce of the Leimenfjord. In 344, their control was solid enough that Vulen Stahler declared himself king of a land he named after his famed ancestor, Mengla Stahler. By the time of his death in 369, Vulen controlled the length of the Leimenfjord and Menglana was the most powerful state in western Ivinia.

***Hlanakar III Stahler,
King of Menglana***



Location: Western Ivinia

King: Hlanakar Stahler

Population: 107,000

Settlements

Settlement	Map	Clan
PELYN	H6	Stahler
Altenhus	H6	Baelin
Amavik	G3	Durgym
Froyaheim	H6	Storzar
Hilm	G5	Stahler
Horko	G6	Taaren
Inlevik	C3	Beren
Yafors	D3	Daasel
Myna	H6	Daas
Pasila	H6	Maar
Ygesdram	H6	Daas
Orgund	I2	Algaar
Wulfenheim	H1	Forseth
Stimby	G7	Rald
Luthby	G7	Rald
Sulubin	I5	Idain
Trond	H6	Tejaal
Isenwich	H7	Tejaal
Thegholm	H7	Tejaal
Visoloy	H4	Uthersen
Vulenheim	H6	Stahler

Kings of Menglana

344–369	Vulen I
369–405	Larleif
405–429	Vulen II
429–451	Nyerid
451–498	Lonn
498–540	Odislin
540–598	Hlanakar I
598–599	Ujan I
599–618	Ujan II
618–634	Hlanakar II
634–688	Jansen
688–	Hlanakar III



The Stahlers' power spread over the next two centuries, and colonies and tribute states enriched the kingdom's coffers. Only the rise of Clan Storzar as capable opponents blunted the Stahler's power.

The kingdom is now afflicted with internal divisions and faces a substantial threat from Ibanvaal. The fall of Froyby to the Ibanvaalers in 718 caused many of Menglana's tributaries to waver in their loyalty; tribute has been slow to reach the Stalhers, who are forced to fight a defensive war. Emissaries have been sent to Seldenbaal, Jarenmark, and Orbaal to negotiate for aid. These kingdoms have yet to decide whether to give assistance and Menglanan prospects look bleak.

Government

Hlanakar III, valhakar of Clan Stahler, is the King of Menglana. He has legal rights and obligations within Stahlerlund but none beyond this thranaal except by tradition and custom. The right to the kingship depends largely on the ability of the king to enforce his will on other greatclans, to demand and receive their loyalty and tribute. In return for this, the weaker greatclans have the right to govern their own thranaals and the right to protection from the king.

Before 680, the King of Menglana had, largely by default, sole authority over external affairs, defense of the realm, coinage, and so on. He now reluctantly shares this authority with the *Kronraad*, or crown council. The *Kronraad* may be attended by the valhakar of each

greatclan or his appointed clansman; it has 15 members in all. King Hlanakar III has not called the *Kronraad* to session since 717. He fears they would vote to aid the Storzars of Froyaheim against Ibanvaal and that ignoring that vote could have serious implications for future Stahler rule.

At 61, Hlanakar's age prevents him from effectively taking the field against his enemies, a fact noticed by his tributaries. Several of them are wavering in their loyalty and tribute has been slow to reach Pelyn. Lack of confidence has infused the royal clan and the Stahlers may encourage the old king to die in battle so a new valhakar can be chosen.

Military and Current Situation

The kingdom's fleet has traditionally been its major defense but the strength of its warships has not deterred pirates from Rogna from attacking Stahler ships. The Rognans have also grown bolder in their raids against outlying Menglanan settlements. Even settlements on Hutheng Island are vulnerable and may be tested soon.

At the same time, Menglanan kings have always regarded the mountains as a virtually impenetrable shield against overland attack. However, Osidar Dagen of Ibanvaal marched through Beneta Pass and took Froyby in 718. Osidar has considerably more men and money at his disposal and has used them to strengthen his garrison at Froyby. An attack, most likely against Froyaheim, is expected in the next two years.

Trade

The Ivinians are the dominant traders of the northern world. No people range further. This is mainly because they possess a significant number of craft seaworthy enough to brave the notoriously rough northern and western seas. Ivinian traders do not merely exchange the products of Ivinia for those of foreign lands, although Ivinian goods are well received abroad. The bulk of their wealth comes from their near monopoly of maritime trade in the north and by their readiness to seize goods by piracy. Although sophisticated Lythians often mistakenly see the northmen as naive barbarians, they are clever, often ruthless, traders and well able to appreciate value. Melderyni mercantylers often tell the story of three Ivinians who were shipwrecked on a remote island for five years. When rescued, they were each fabulously wealthy as a result of repeatedly trading their boots back and forth. This tale describes the feelings many a trader has had in retrospect after making what he thought was a good deal with an Ivinian.

A typical trading expedition might set out from Ivinia with a cargo of amber, iron goods, and furs. Slaves might be obtained from the tribes of northern Lythia and tin, pottery, or glasswares from the Hârníc ports of Thay or Cherafir. The ship might sail for Trierzon or the Azeryan Empire, where the products of the north are exchanged for silver, wine, perfume, and other luxury items. En route, the traders will be alert for the kind of “bargain” that can be driven by a crew of sturdy, well-armed northmen. The voyage may last a month or a year and may have turned over its cargo a dozen times before arriving home. Ivinians are fond of silver but also bring home many luxury goods and captives, usually women.

In Ivinia itself, most cargoes are transported by water. Traders use vessels ranging from large merchantmen with dozens of crewmen to one-man rowing boats. Most land traffic is carried by small groups or individuals with a few pack animals. They are generally left the dregs to trade and few grow wealthy.

Although Ivinia has fewer barbarians and dangerous creatures than Hârn, the weather is at least as hazardous.



Foreign Trade

One area of Ivinian life where there is virtually unlimited competition is that of foreign trade. There are hundreds of clans who mount trading and raiding expeditions down the coast or halfway across the world. Such clans may practice other occupations or may be wholly or in part dependent on their maritime adventures. Between its members, most trading clans have all the necessary skills and do not have to hire specialists from other families. A trading clan will generally contain at least one master pilot and one master mercantylar and any number of qualified, experienced seamen. These skills are passed directly from father to son, uncle to nephew, etc. If a trading clan should find itself bereft of a necessary crewmember, it will adopt a replacement.

Pilots and Mercantylers

The fact that the Ivinians deal so often with foreign guildsmen has forced them to make some concessions to the guild system. Each major Ivinian port has a small clan that presents itself to foreigners as the local pilots' guild. This clan operates a hostel for foreign pilots and provides the services typical of a harbormaster, the source of much of its revenue. It also registers and issues papers to apprentice and master pilots. As a sideline, it may operate a hostel for unemployed seamen and can often organize longshoremen. Nevertheless, its function is purely administrative and the trading clans are essentially autonomous with regard to pilots.

The chief mercantylar of an Ivinian trading clan is usually the senior clan member and the captain of the vessel. He is often also the pilot. As a concession to foreign trading practices, major Ivinian settlements have a mercantile clan that is responsible for the registration of mercantylers. It maintains the mercantylers' hall and may derive revenue from warehousing. Such clans are generally active in trade and will buy cargoes or dispose of goods on consignment for other mercantylers. Ivinian traders who travel abroad must present credentials at each foreign port they use. This is the principal reason for mercantylar and pilot clans in Ivinia.

REGIONAL MAP

The full-color map of Ivinia provides a vast amount of information with a unique cartographic system developed specifically for fantasy gaming. The system allows easy perception of both terrain and topography. For example, a forest area may be depicted as flat, swampy, hilly, or mountainous. The hex grid helps the plotting of movement and distance. The numbered and lettered square grid is a handy reference to locate features described in the index.

VEGETATION

The regional map has seven principal vegetation classes. Each is identified on the map key.

Ice, Snow, Rockfield: Permanent mountain snow-pack, precipitous rocky cliffs, and the like. Little but moss, lichen, and the occasional stunted shrub can grow here.

Alpine and Arctic Vegetation: Found in mountains and the far north between the treeline and snowcap. On the Ivinia regional map, it includes Arctic and Subarctic vegetation such as cold woodland and arctic tundra. Permafrost is prevalent. Soil moisture is frozen except during summer, when the top few feet thaw. The frozen ground prevents the drainage of melt water except where surface runoff is possible, causing marshy conditions in early summer. Permafrost promotes an essentially treeless region covered with short-rooted plants, sedges, grasses, mosses, and lichens. In midsummer, some plants flower for a few weeks, providing a carpet of color (alpine meadow).

Needleleaf Forest: Mostly evergreen forest of tall, straight-trunked, conical trees with numerous short branches, small needle-like leaves, and seed cones. Needleleaf forest occurs in Ivinia in the highlands above 2,000 feet and in the north and east. Undergrowth tends to be sparse.

Mixed Forest: Forests containing needleleaf evergreens, needleleaf deciduous, or summergreen deciduous trees, two of which must be present. Needleleaf deciduous trees are similar to their evergreen cousins but shed their leaves in winter. Broadleaf trees tend to have short to medium stubby trunks, a few long branches, and a generous canopy of deciduous leaves that provide good shade in summer but shed completely in winter.

Mixed Woodland: Areas with a tree canopy between 15% and 50% are considered woodland; those with greater than 50% coverage are considered forest. Woodland areas contain mainly summergreen deciduous trees growing in clumps or copses interspersed with open grassy areas. The open areas may be natural, fire induced, or the result of human or animal intervention. Ivinia's climate makes extensive natural prairie grassland impossible.

Heath: Sometimes called moor, heathland is found along windward western margins when a combination of poor soils and high winds exist. Heathland is mainly treeless

although a few stunted birches, willows, and various large shrubs can be found. The dominant vegetation is a dense layer of sturdy low-lying plants such as heather. Poor drainage creates bogs and peatmoss in depressions and low-lying areas.

Cropland and Pasture: Cropland and pasture occurs where agriculture is practiced. It is dotted with clanholds, farms, and rural tracks too small or numerous to be shown on the regional map. Only about 20–40% of the land will actually be arable land under cultivation. Trees account for no more than 10% of the total area.

Water: No distinction is made on the map between salt and fresh water. There are no true salt lakes in Ivinia although there are hundreds of brackish tidal inlets. Maelstroms may occasionally occur in narrow straits or in the lee of headlands.

TOPOGRAPHY

Textures overlay the vegetation colors to provide landform data. This system allows you to distinguish between, for example, mountainous forests and flat forests. The absence of any texture implies that the land is fairly flat with, at most, gentle rolling hills.

Hills: Rough or hilly terrain. A band of foothills often exists between mountains and plains. Glaciation can produce U-shaped or flat-bottomed valleys in the midst of mountainous terrain.

Mountains: Terrain difficult to cross and likely impassable in winter. Mounted travel is especially difficult if not impossible. Climbing gear may be necessary. Peaks higher than 6,000 feet are named on the map.

Marshland: Swampy terrain can occur anywhere there is poor drainage. Marshland should not be thought of as impenetrable swamp but is likely to contain deep bogs, quicksands, and the like, which may not be readily visible.

Reefs: Shoals or rocks definitely hazardous to seafarers.

Rivers: The rivers shown are sufficiently deep (10'–20') to be navigable. They are fordable only at marked fords and only then when the weather has been reasonably dry over the last few days. There may be dozens of smaller streams in each hex not shown; these will occasionally dry up or swell to the size of a river. Waterfalls and rapids are indicated by blue slashes.

SETTLEMENTS

The only settlements shown on the regional map are thrans, vathrans, and walled towns.

ROADS AND TRAILS

Roads are quite uncommon outside cropland and are likely to be muddy when it rains. The trails shown are those that even a tenderfoot would have difficulty wandering off. Not shown are thousands of game and other minor trails.

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COOL TEMPERATE							
	Spring		Summer		Autumn		Winter
1	COLD N 1-3 **	☀	COOL N 0-2	☀	COOL (Cold) N 0-2	☀	COLD (Frzg) N 0-2 *
2	COOL NE 1-3	☀	WARM NE 0-2	☀	WARM (Cool) N 0-2	☀	FRZG NW 1-3 **
3	WARM (Cool) SE 0-2	☀	HOT (Cool) SE 0-2	☀	WARM (Cool) NE 0-2	☀	COLD N 2-4
4	WARM SW 1-3	☀	HOT (Warm) S 0-2	☀	HOT (Warm) SE 0-2	☀	COOL (Cold) NE 1-3
5	COOL NW 2-4	☀	WARM SW 0-2	☀	HOT (Warm) S 0-2	☀	WARM (Cold) SE 0-2
6	COLD NW 2-4	☀	WARM (Cool) S 0-2	☀	WARM SW 0-2	☀	COOL (Frzg) S 0-2
7	COLD (Frzg) SW 1-3	☀	COOL SW 1-3	☀	COOL NW 1-3	☀	COLD SW 1-3
8	COOL SW 1-3	☀	COOL NW 2-4	☀	COLD SW 1-3	☀	COLD NW 0-2 **
9	COLD NW 1-3	☀	WARM (Cool) SW 1-3	☀	COLD NW 2-4	☀	COOL SW 1-3
10	FRZG N 0-2	☀	WARM (Cool) NW 1-3	☀	COLD N 1-3	☀	COLD NW 1-3 **
11	COLD (Frzg) N 1-3	☀	WARM (Cool) N 1-3	☀	COLD N 2-4	☀	COLD N 2-4 *
12	COOL (Frzg) NE 1-3	☀	HOT (Cool) NE 0-2	☀	COOL NE 1-3	☀	FRZG N 1-3
13	WARM (Cool) SE 0-2	☀	HOT (Warm) SE 0-2	☀	WARM (Cool) SE 0-2	☀	COOL (Frzg) NE 2-4
14	HOT (Warm) S 0-2	☀	WARM (Cool) S 0-2	☀	COOL S 1-3	☀	COOL (Cold) SE 1-3
15	WARM SW 0-2	☀	WARM SW 0-2	☀	COOL SW 2-4	☀	COOL (Frzg) S 1-3
16	COOL (Cold) NW 1-3	☀	WARM (Cool) SW 1-3	☀	WARM (Cool) S 1-3	☀	COOL (Cold) SW 2-4
17	COOL SW 2-4	☀	COOL SW 2-4	☀	WARM (Cool) SW 1-3	☀	COLD (Frzg) NW 1-3 *
18	COOL SW 2-4	☀	COOL SW 1-3	☀	COOL (Cold) NW 2-4	☀	COLD SW 2-4 **
19	COLD NW 2-4 **	☀	COOL SW 1-3	☀	COLD (Frzg) SW 2-4 **	☀	COLD SW 1-3
20	COLD NW 1-3	☀	COLD NW 0-2	☀	FRZG NW 1-3	☀	COLD NW 1-3

SUBARCTIC							
	Spring		Summer		Autumn		Winter
1	COLD (Frzg) N 1-3	☀	COOL (Cold) N 0-2	☀	COOL (Cold) N 0-2	☀	COLD (Frzg) N 0-2
2	COOL (Cold) NE 1-3	☀	WARM (Cool) NE 0-2	☀	COOL (Cold) N 0-2	☀	FRZG NW 1-3
3	WARM SE 0-2	☀	HOT (Warm) SE 0-2	☀	WARM (Cool) NE 0-2	☀	FRZG N 2-4
4	COOL SW 1-3	☀	WARM S 0-2	☀	HOT (Warm) SE 0-2	☀	COLD (Frzg) NE 1-3
5	COLD NW 2-4	☀	COOL SW 0-2	☀	HOT (Cool) S 0-2	☀	FRZG SE 0-2
6	COLD (Frzg) NW 2-4	☀	COOL S 0-2	☀	WARM (Cool) SW 0-2	☀	COLD (Cool) S 0-2
7	COLD (Frzg) SW 1-3	☀	COOL SW 1-3	☀	COOL (Cold) NW 1-3	☀	COOL (Cold) SW 1-3
8	COOL (Cold) SW 1-3	☀	WARM (Cool) SW 2-4	☀	COOL SW 1-3	☀	COLD (Frzg) NW 0-2 *
9	COLD (Frzg) NW 1-3	☀	COOL SW 1-3	☀	COLD NW 2-4	☀	COLD (Frzg) SW 1-3 **
10	FRZG N 0-2	☀	WARM (Cool) NW 1-3	☀	COLD N 1-3	☀	COLD (Frzg) NW 1-3 *
11	COLD (Frzg) N 1-3	☀	WARM (Cold) N 1-3	☀	COLD (Frzg) N 2-4	☀	COLD (Frzg) N 2-4
12	COOL (Frzg) NE 1-3	☀	COOL (Cold) NE 0-2	☀	COOL (Cold) NE 1-3	☀	FRZG N 1-3
13	WARM (Cool) SE 0-2	☀	WARM (Cool) SE 0-2	☀	WARM (Cool) SE 0-2	☀	COLD (Frzg) NE 2-4 **
14	WARM (Cool) S 0-2	☀	HOT (Warm) S 0-2	☀	WARM (Cool) S 1-3	☀	COLD (Frzg) SE 1-3
15	WARM (Cool) SW 0-2	☀	WARM SW 0-2	☀	COOL (Cold) SW 2-4	☀	COOL (Cold) S 1-3
16	COOL NW 1-3	☀	WARM (Cool) SW 1-3	☀	COOL S 1-3	☀	WARM (Cool) SW 2-4
17	COOL (Cold) SW 2-4	☀	COOL SW 2-4	☀	WARM (Cool) SW 1-3	☀	COOL (Cold) NW 1-3
18	COLD (Frzg) SW 2-4	☀	COOL SW 1-3	☀	COOL (Cold) NW 2-4	☀	COOL (Cold) SW 2-4
19	COLD (Frzg) NW 2-4	☀	COOL SW 1-3	☀	COLD (Frzg) SW 2-4	☀	COLD (Frzg) SW 1-3 *
20	COLD NW 1-3	☀	COLD NW 0-2	☀	FRZG NW 1-3	☀	COLD (Frzg) NW 1-3 **

Temperature (Day) → COLD
 Temperature (Night) → (Frzg)
 Wind Direction → SW 2-4
 Cloud Cover → ☀
 Precipitation, etc. → **
 Wind Force → *

INDEX

This index is an alphabetical general reference source for gamemasters using *Ivinia*. The objective is to provide ready access to words and information unique or important to Ivinia. It cannot, however, be comprehensive and omissions have been reluctantly made. Much additional information about the world in which Ivinia is situated can be found in *HårnWorld* and *Hårndex*.

Geographical Entries

All features named on the regional map can be found in the index, including settlements, rivers, lakes, mountain ranges, etc. The grid location of all geographical features is given to aid locating them on the map.

Political and Cultural Entries

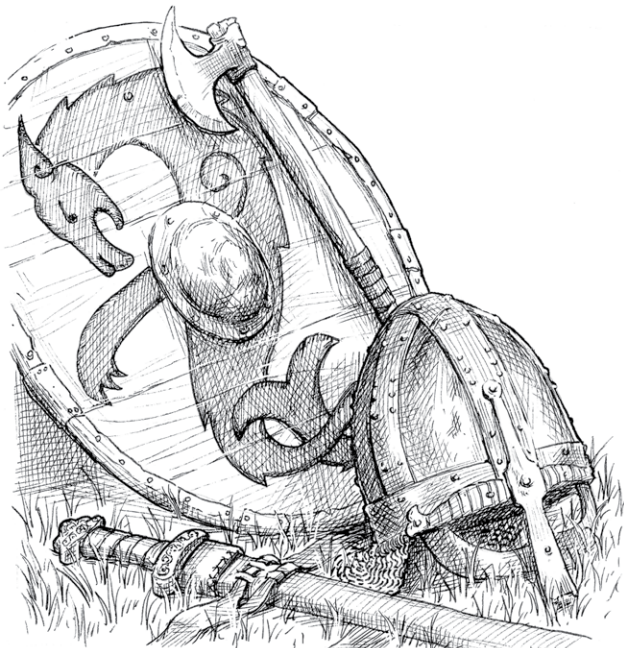
The index includes entries for the cultures and states named on the Cultural-Political Map. Details about the major political entities of Ivinia can be found at the beginning of this module.

Economic Entries

General information about the guilds of *HårnWorld* are listed in *Hårndex*, although this index does include entries of those that have some aspect unique to Ivinia.

Religious Entries

Gods and religions are detailed in *HårnWorld*, *Hårndex*, and *HårnMaster Religion*. Entries in this index focus on the Ivinian branches of the various churches, including the clerical and fighting orders active there.



ALYSO, Mount (6,189') [I7]
A peak in the Kejelrian Mountains.

ACHEL, Mount (11,334') [J4]

A peak of the central Megeleburin mountain range. Its snows and streams are said to have healing properties under the full moon. Also believed to be the home/prison of Achelea, one of the more benevolent Pradeyalkri, a patron of herbs and medicines.

AFIM River [N8]

A river rising in Wubena and emptying into Kujima Pass. Ligen controls access to the river.

AGRIK

Agrik is the god of fire and war for its own sake. For details, see *HårnMaster Religion*.



Although the Church of Agrik is proscribed in many western Lythian kingdoms, it is not banned in Ivinia and is the second most popular religion in the region. Its support is small (5%) but the religion appeals to those who have found disfavor with the dominant Sarajinian church or are too violent and treacherous to be comfortable with its moral code. Agrikanism also has some appeal to shieldmaidens, as the *Order of the Kukshin* and *Order of the Crimson Dancer* are open only to women. The clerical orders found in Ivinia and their sponsored fighting orders are:

V'hirahn	Sable Claw
Kukshin	Crimson Dancer
Pillar of Fire	Companions of Roving Doom

AJEL, Mount (8,964') [I6]

A peak in the Kejelrian Mountains.

ALDEBY Thran [M6]

A stronghold of Clan Gilsen, who owe tribute to the Gilsen of Gildin, King of Gildaar, now part of Govyna.

ALETREHEIM Thran [J6]

The stronghold of Clan Horvaal, who owe tribute to the Dagen of Dagenborg, King of Ibanvaal.

ALFHEIM

The land from which Ivinians believe the "Light Elves" (Sindarin) come. The Sindarin actually came from Midgaad but there is some confusion in Ivinian myth between this world and the Blessed Realm. The Sindarin have never played a major role in Ivinian affairs.

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YARILI, The

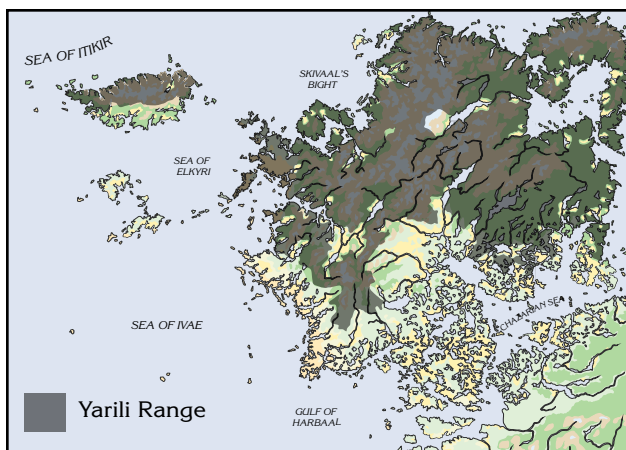
The first human inhabitants of Ivinia, the Yarili are related to the Jarin of Hårn and the Alts of Altland. They were displaced by the general migration of barbarians from the east and reached Ivinia around 1200 BT. They benefited from trade with the Khuzdul, from whom they learned new skills and with whom they remain on fairly friendly terms. However, the Yarili were no match for the more warlike Ivinians that followed them.



The Yarili are nomadic and travel in small clan groups to follow the reindeer herds. The shaded area on the map below indicates the usual extent of their range. Clans are composed of 10–60 individuals. All Yarili clans and individuals are roughly equal in status. Clan members will generally practice a variety of skills, although all will have some skill at arms and herding abilities. There seems to be no well-defined division of labor between men and women, and both sexes participate in whatever task is at hand. The Yarili make wooden skis and snowshoes that they utilize with great skill. The Yarili have their own language (Yarili) but many also speak Ivinian.

Religion does not play an overwhelmingly significant role in Yarili culture and is a confusing meld of several theologies. Some worship a corrupted version of the Sarajinian mythos, while others practice animism and totemism, worship an entity known as Husraal that bears some resemblance to Siem, or even worship Ilvir and build woodland shrines to him. In general, religion and the means of worship vary by clan group, often by individual. There are shamans in each clan but their roles and influence vary considerably.

Relations between Yarili clans and Ivinians vary by individual. Most Yarili are peaceful and willing to trade but a few clans are hostile to outsiders and may



ambush intruders. Yarili of eastern Ivae enjoy a unique relationship with the Khuzdul in Kuzjera and are the only humans the Khuzdul will deal with on any terms. A transient Yarili population in Kuzjera trades with the Khuzdul settlements of Harhakeim and Kondasgel.

YGESDRAM, Thran [H6]

A stronghold of Clan Daas, who pay tribute to the Daas of Myna, in the Kingdom of Menglana.

YGGYSSOR River [M5]

A river rising in the foothills of the Purna Mountains and emptying into Lake Fjega.

YPOK, Mount (7,268') [J5]

A peak in the Kejelrian Mountains.

YSGRIN, Mount (11,121') [I4]

A high peak in the Megeleburin Mountains.

YSLING Island [C5]

An island in the Sea of Elkyri and the site of Coselin.

YSLING Strait [C4+]

The body of water that separates Hutheng and Ysling islands.



ZHOL, Mount (7,881') [H6]

A peak in the southern Megeleburin Mountains.

ZORGI Islands [F3+]

An archipelago off the northwestern coast of Ivae. The islands are small and generally uninhabited. A few Yarili clans visit periodically to fish and gather bird eggs.

ZWEIGIN Pass [L1+]

The body of water that divides Ivae from Evolyn Island and Evolyn Island from Zweigin Island.

ZWEIGIN, Isle of [M2+]

An island situated in the Sea of Skajek. Zweigin is the site of Felden thran.

ZYGENFEL, Mount (6,550') [M2]

A high peak on Zweigin Island. The eastern slopes of the mountain are the haunt of a spectral figure of a wounded, battle-weary warrior. Known locally as "Maradek's Shade," he sometimes appears to travelers in need and guides them to aid. The origin of this phenomenon is unknown; the name derives from the first person to report it.

IVINIA

REGION MODULE



The *Ivinia Region Module* is a HårnWorld supplement that provides a detailed, realistic, flexible, and system-neutral setting for fantasy role-playing games with a Norse or Viking flavor.

Ivinia Overview: An overview of Ivinian culture, governments, economics, history, and more. Also includes campaign aids for generating character backgrounds and weather conditions.

Ivinia Index: An alphabetical general reference of the geographical, political, cultural, economic, and religious entities in Ivinia.

Ivinia Region Map: Full-color 22×34-inch map showing vegetation, terrain, settlements, and trails.

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