

INTRODUCTION

This download is simply a set of Mappa Hârnica maps of various locations on Hârn. Most are buildings in the City of Aleath, in the Kingdom of Kandy. The reason for my producing these maps is simple. I did not like the maps provided in the Web of the Widow module produced by Auran (hereafter: WotW). My dislike of these maps is due to three simple factors:

1. The Auran building plans look nothing like any other 'official' Hârn building plans.
2. The Auran maps & plans are not consistent within themselves. As an example, the map of the Pesirias Warehouse, from the printed scale on the map, is approximately 90ft wide and 135ft long; on the Aleath map provided with the module it scales at approximately 50ft wide and 100ft long.
3. The Auran maps are not consistent with the CGI maps. As an example, the map of Aleath in Cities of Hârn clearly shows the building which Auran use as the Pesirias Warehouse as three separate buildings. This may of course change when/if CGI republish Cities of Hârn.

I have created new maps for:

Minilaous Keep
The Five Pennies Inn
Danards House
The Pesirias Warehouse
The Palace of Masks
The Widows Lair

Where possible I have tried to retain the rooms for which digital views are provided by Auran as close as possible to the Auran originals. In many cases, because of the scaling errors in the Auran maps, the rooms are similar in layout, but smaller.

WARNING

I realise that these maps probably take Hârnican pedantry to new heights. I have, for various reasons, not mapped several locations.

The following are brief descriptions of the mapped locations. I have, so far as possible, retained the numbering system used in WotW and have not provided any written descriptions for the buildings or their inhabitants. If you don't have them, buy WotW from CGI.

MINILAOUS KEEP

Rather than numbering the rooms, I have named the occupant and/or room, as in the WotW description. I have done this because many rooms have been moved to different floors.

I have assumed that the original building was a square keep, which has been altered & extended over the years. My rough history is:

The outer yard is almost as old as the keep. The semi-circular cliff edge extension is the most recent part of the keep and is less than 50 years old.

I have assumed that the building(s) in the yard contains a bonded weaponcrafter, as well as the stables & bonded ostler. No weaponcrafter is detailed in the Auran write-up, but as I can't recall any Harnic castle or keep without one, it seemed a reasonable change.

Main Changes & Reasons:

Ground Floor

I moved the main entrance to the keep onto the East wall, into the yard rather than having a separate courtyard with no direct access from the castle: The original access is, frankly, daft.

I replaced the well with a cistern: I don't think that a well could be driven down to find good water at this location (on the top of a cliff on the edge of the sea).

I moved all habitable rooms from the square keep on this floor: Increased wall thicknesses forced the move.

First Floor

I added a balcony area to the great hall - all Harnic great halls have balconies.

I moved the Servants Dormitory & Narrides from the ground floor & the Armoury from the second floor - This makes this floor a 'servants & guards' area.

Second Floor

I moved the Guests, Edryn & Kedrach's rooms from the first floor, and the chamberlain from the ground floor. This makes this floor a 'senior servants/family' area.

I also moved the tower room down from the fourth floor. The size, design and layout of the tower room on the Auran map never made any sense to me. (Circular stone walls on the Auran map are completely unsupported on the lower floors, there are huge 'dead' areas, etc.)

WOTW MAPS 2

Third Floor

The four rooms on this floor were here on the third floor of the Auran map (of course, my third floor is their fourth floor – make allowances, I’m British):

I moved armoury to the first floor: It is now next to the barracks. Also, I Lost the store room: This is one of the two ‘rooms’ I have deleted from the WotW description, but there is plenty of storage space in the large hall area.

Fourth Floor

Now simply the battlements, as the tower room has been moved to the second floor. The other room on this floor was described as Battlements (unused room). It was a large, unused, empty area. I deleted it.

THE FIVE PENNIES INN

The Five Pennies on the Auran map is a larger building than on the CGI map. The CGI map shows two buildings surrounded by a stone wall and with a garden area to the rear. The Auran map removes the wall between the buildings and locates the Ostler into a building directly opposite the Sumon Gate.

The overall building size on the Auran building plan scales approximately 130ft x 80 ft on its longest sides. The CGI and Auran Local Maps agree that the overall size is 70ft x 50ft, an error in scale which more than triples the actual floor areas.

I have re-drawn the map to the correct dimensions and have re-introduced the second building shown on the CGI map. I have made this building the inns stable.

Basement

The WotW plans show a large basement, the same size as the ground floor, by some remarkable means this 30ft x 50ft room supports a stone ground floor above it. I have reduced its size and introduced pillars and a vaulted ceiling.

Ground Floor

Added the small stables building, and altered the layout of the kitchen & common room. The common room is a lot smaller than the one in WotW but is still a decent size. I also removed the external stairs leading onto Eriel Way. I did this because the external staircase used as a ‘discreet’ is clearly visible from the Sumon Gate. If I noticed this, then so would my players.

First Floor

I have added a ‘store room’ with a secret door leading into the room used by the courtesans as an alternative to the external stairs. I have reduced the length of redundant corridor and given the meeting room a window. Hårn is not Greyhawk. The possibility

of someone levitating outside a window to eavesdrop is extremely remote. I have retained the balcony in the murder room.

DANARDS HOUSE

The Auran map of Aleath introduces an alley on the west side of this building. The alley is not on the original CGI map in Cities of Hårn, however, it was shown on the new map by Patrick Nilsson which was (briefly) on the now defunct S&S web site. Therefore, the alley may, or may not exist. Without the alley there can be no windows on the west side of the building. This building is the closest of all the Auran maps to the correct scale. I have tried to retain as much of the original layout as possible, even retaining the direct access from the street into the main hall. I have introduced supporting pillars to the great hall. I have assumed that the alley exists but if it doesn’t on your p-Hårn then only two rooms will become windowless.

THE PESIRIAS WAREHOUSE

This is another building which completely changes the size and layout of buildings on the Aleath map. I have returned the block into three separate buildings (though again Patrick’s map shows only one building) the largest of which is the warehouse. This warehouse is a lot smaller than the Auran version, but still, I think, big enough. After all this is a private warehouse for one clan holding one keep. Why don’t clan Pesirias use the Bonded Warehouse? They have a special agreement with the King.

THE PHYSICIANS HOUSE

This building is not mapped by Auran, however, it plays an important part in the plot, so here it is.

THE PALACE OF MASKS

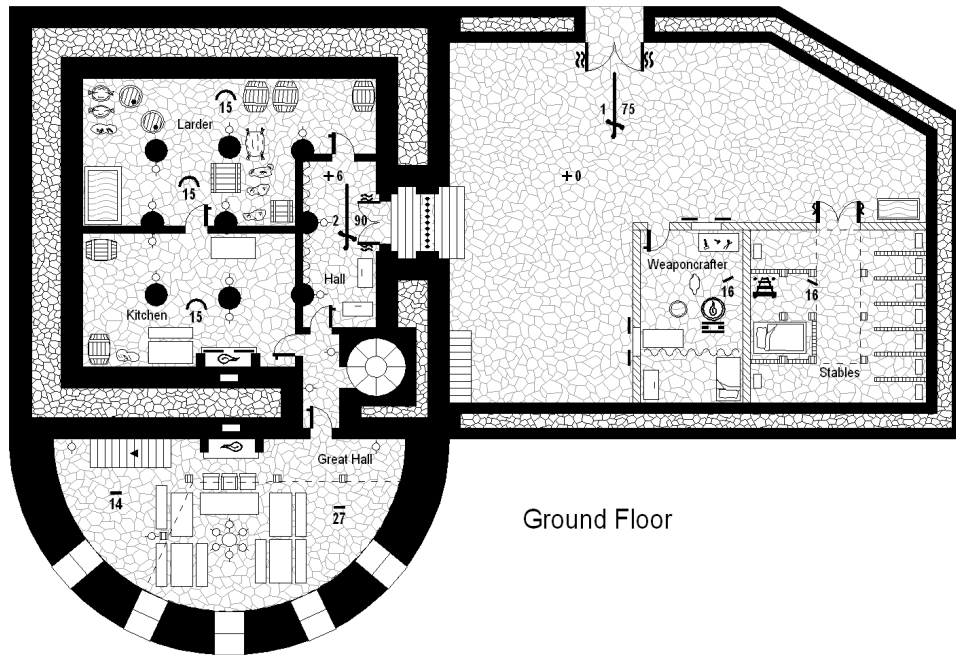
This building too is close to the correct scale.

THE WIDOWS LAIR

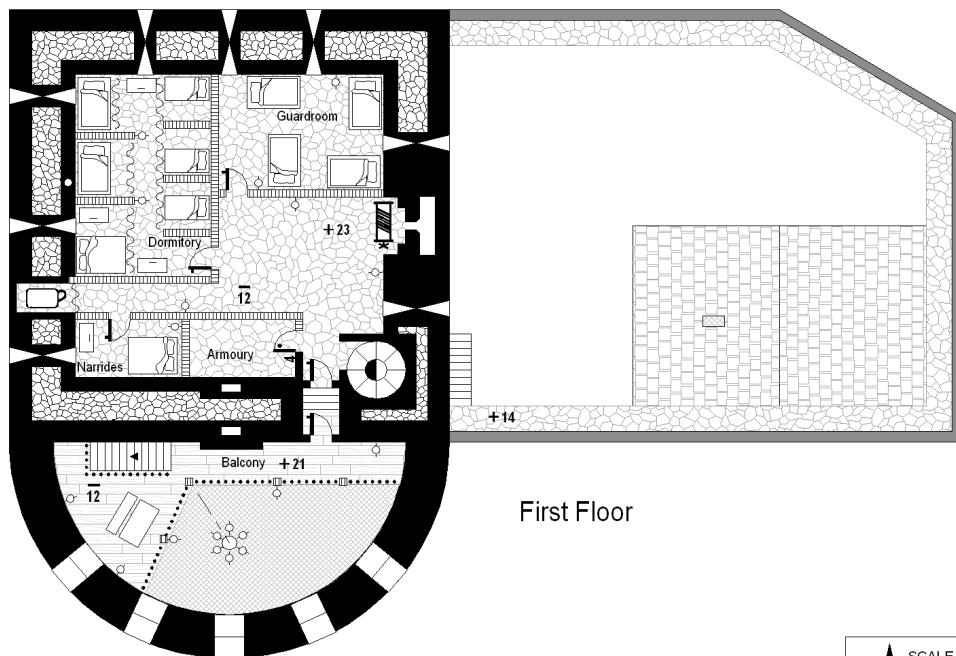
I am unconvinced by the history of this secret underground layer. As Aleath is a tidal port, I am not certain that the village of Kurnil could actually have an underground lair 45 feet below ground level. I have therefore reduced the depths considerably.

The pdf map of the Widows Lair gives the rooms letters, from (a) to (i), but the write up numbers the locations. I have numbered the locations to accord with the write-ups.

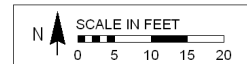
The door to Elgars House is shown on the north wall. This is the only wall which cannot have a door as the local map shows a second building to the north. Also, a stone walled peasant cottage? My version is wattle & daub.

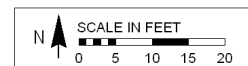
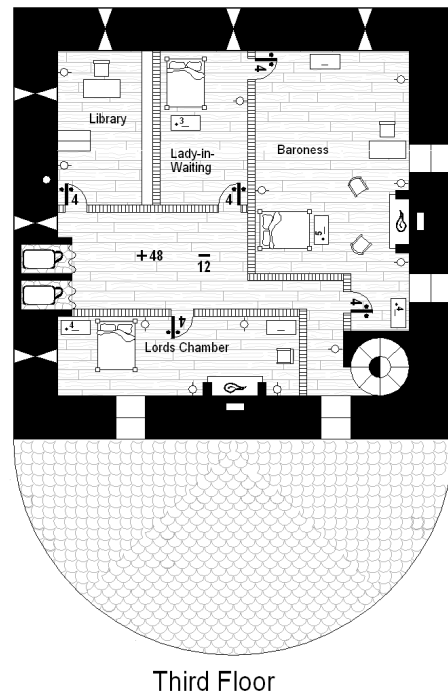
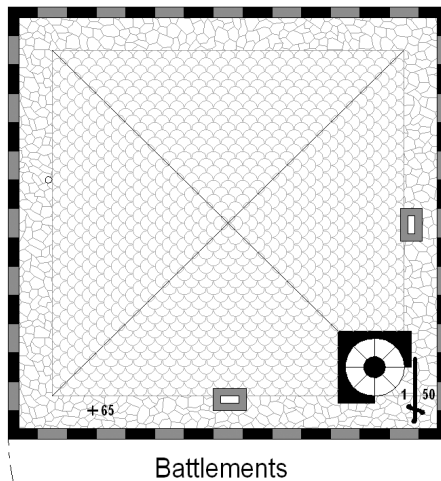
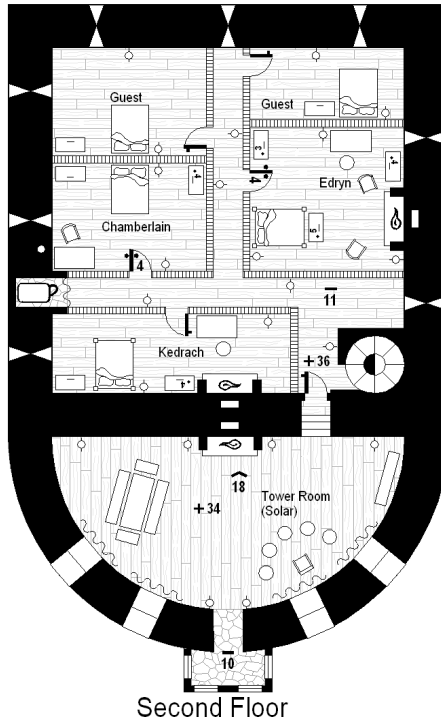


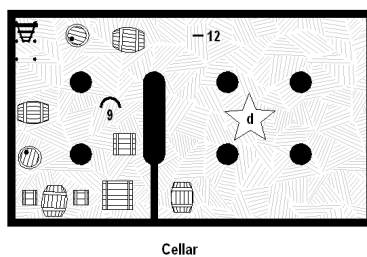
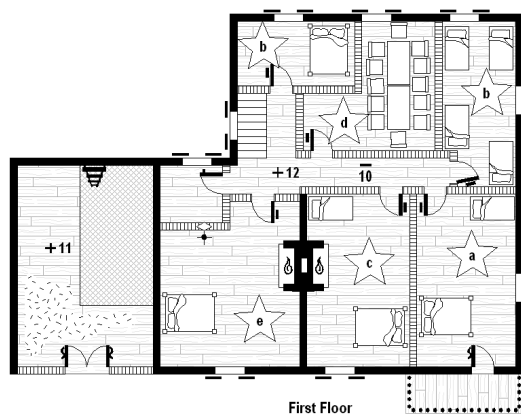
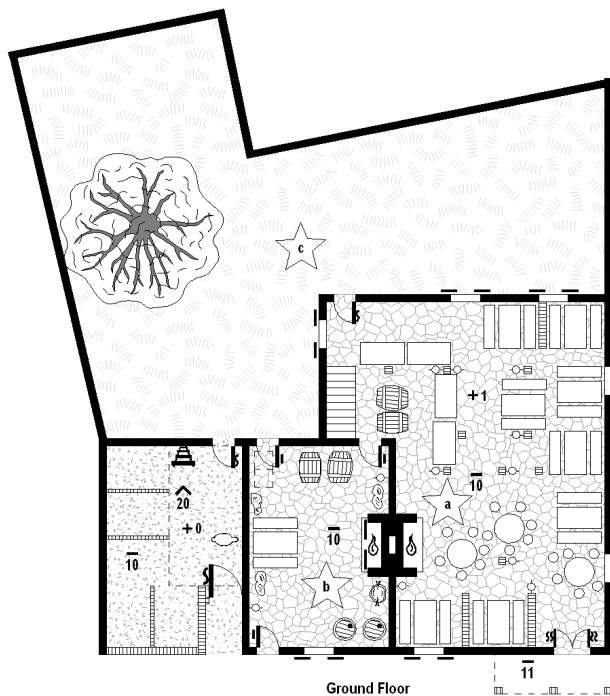
Ground Floor

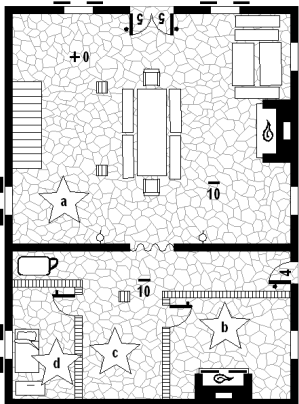


First Floor

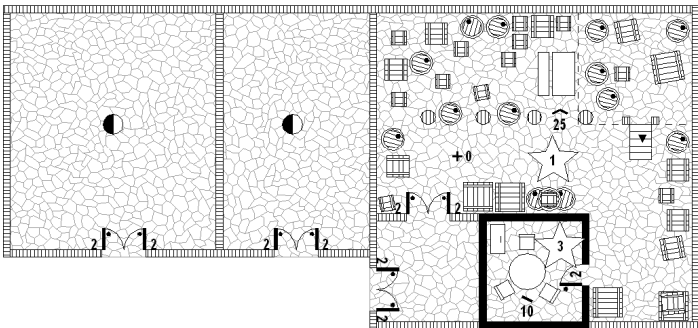
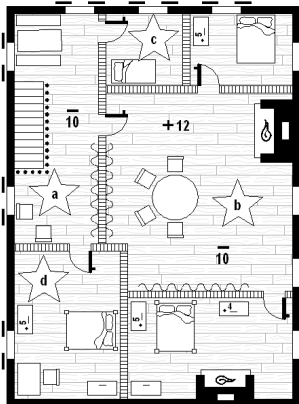




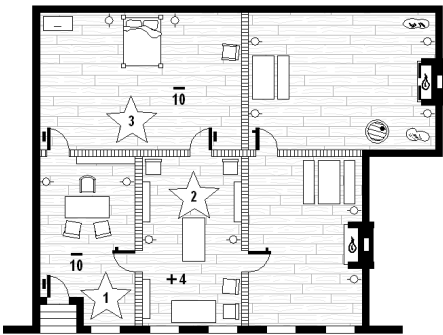




Pesirias Townhouse
(Danards House)



Pesirias Warehouse



Physicians House

