

KALDORIC HISTORY REVISITED

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Introduction

Columbia Games, the original publisher of N. Robin Crossby's *Hårn*, has begun to reedit, renew and republish the classic kingdom modules. Kaldor saw republication in 2004, after the old module had served for almost 20 years (old Kaldor, published in 1986, and available as photocopies for years after the print run was sold out).

There have been some debates on where the new CGI modules are leading *Hårn*, i.e. if they are consistent with the other publications (a supposed hallmark of *Hårn*) and if they add meaningful content to the setting. In this article, we take a look at the Kaldoric history: We compare the old edition Kaldoric history (1986, Kaldor 1–4) to the new edition Kaldoric history (2004, Kaldor 3–7). We are approaching the data from the perspective of an internally consistent constructed world.

Our questions are: Does the new Kaldor module, when compared to the old module, add to our knowledge and understanding of the Kaldoric history? Is a reedited (re)telling of Kaldoric history a service to the audience or not, and in which way? We lay stress on points where the new edition omits, rephrases or adds data. As language is the premium medium used in describing *Hårn*, we shall stress the role of words and expressions used when (re)telling and interpreting the *Hårnic* history.

The region of Kaldor and its neighbours

Refer to Kaldor 1 (OE, old edition) and Kaldor 3 (NE, new edition).

In the new edition, this section seems to have been edited for clarity. Omissions mostly deal with data that is not necessary for understanding the setting at large. However, when the details of the description are brought together, distinct discrepancies between the old and new editions emerge, especially in the relation of Kaldor to her neighbours.

OE: “By *means of ambush and refusal to face open battle*, these hardy tribesmen have been able to withstand and intermittent Kaldoric attempts at conquest?”

NE: “By *avoiding open battle*, these hardy tribesmen...”

The old edition gives a clearer picture of the tactics and sentiments of the tribesmen, useful also to a

games master pondering over possible encounters with the barbarians.

OE: “The lands to the south and west are *the most volatile and contentious*, hence the Kaldoric military districts...”

NE: “The lands to the south and west are *lightly settled and administered as* the military districts...”

Here the old edition stresses the wild and ungovernable nature of the south and west, and gives this as a reason for the Kaldoric presence being military oriented. The new edition instead tells of settlement and administration, and no causality is given for the administration being of military nature. The latter presents a clearly more civilised and peaceful picture of Kaldor's marches.

OE: “Kaldor *hopes to extend its power to Trobridge Inn* and further at the expense of both nations [Chelni and Kath].”

NE: “Kaldor *has a token presence at Trobridge Inn*, but only because the Chelni allow it to survive.”

Is Kaldor hoping to extend its power *to*, or does it already have some sort of a presence *at* Trobridge Inn? The new edition is much more definitive: Kaldorians already are at the Inn, even if they only have a token presence and depend on the goodwill of the Chelni. This is not what the Trobridge Inn article tells us. The old edition is more consistent with both what is said earlier and what is told in other publications. The new edition conflicts data elsewhere, but is internally consistent with the previously noted Kaldoric settlement and administration.

Here we encounter the first discrepancy between the old and new Kaldor editions: according to the old edition, Kaldoric presence towards the west is made of claims and hopes, whereas the new edition suggests settlement, administration at large, and presence at Trobridge Inn. The atmospheres of Chelmarch and Trobridge Inn are different according to different editions.

OE: “This region is also crossed by an important trade route, the Genin Trail.”

NE: “This region, crossed [by] the Genin Trail, is subject to Pagaelin raids.”

In Oselmarch, the old edition speaks of a trade route, whereas the new edition emphasises Pagaelin raids.

OE: “...Chybisa, a kingdom to which *the Kaldoric throne is not likely to forget its claim.*”

NE: “...Chybisa, a kingdom to which *Kaldor occasionally asserts claim.*”

Here, while both editions are mutually compatible, the older one gives us more precise information on the nature of the claim: We are discussing one, old claim, not just any occasional claim.

OE: “While the kingdom is not entirely safe from *the rampages* of her barbaric neighbors, her *colonization* of surrounding lands continues.”

NE: “While the kingdom is not entirely safe from her barbaric neighbors, *pacification* of surrounding land continues.”

Regarding what is going on with Kaldor and her barbaric neighbours, both editions are consistent with what they have earlier told us, and thus inconsistent

with each other. The old edition emphasises the barbarians’ active opposing of Kaldor’s plans to continued colonisation, whereas according to the new edition the threat of the barbarians seems to be rather smaller, and Kaldor is pacifying the territory – which it seems to have successfully claimed and already settled, even if not densely.

OE: “A few hardy mercantylers go out to trade in the wilderness...”

NE: “...a few hardy miners, trappers, and explorers venture in the wilderness...”

Again, the new edition omits the mention of trading, and thus doesn’t suggest peaceful and mutually productive contacts with the barbarians. Instead, the new edition tells of Kaldorians venturing in the wilderness, apparently to *use its resources for their own good*. Mutually productive contacts with the barbarians are not mentioned.

In summary, it seems that this section was cut shorter because of space problems in the new edition. This hardly justifies omissions and rephrases which flatten and obscure ideas of Kaldoric settlement outside of her settled core areas as presented in the old edition. The general description of Kaldor in the new edition now gives us a picture of a stronger, independent and more active Kaldor than in the old edition.

The new edition Kaldor has definite presence, successful settlements, and even military administration over her vast border regions, which are also used for resources. In contrast, the old edition Kaldor hopes one day to have presence in the border regions, tries to colonise them even if they are very insecure, needs military presence because of that, and trades with her neighbours for resources.

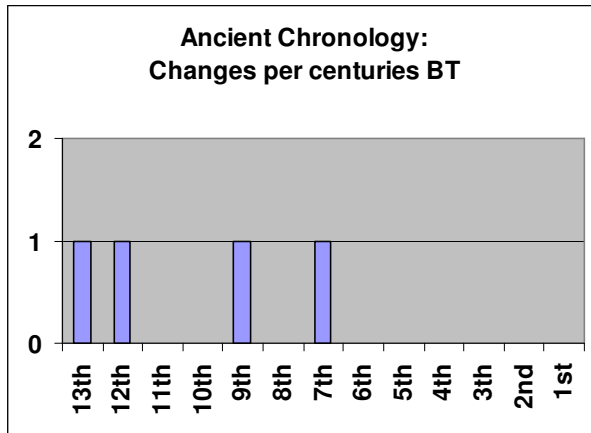
The old edition description of Kaldor is more in accordance with other sources describing Kaldor’s presence beyond her shires (Trobridge Inn, Kath, and Pagaelin articles). Unless CGI plans to rewrite these other sources too, it might have been wise to pay more attention to the tone of details of the general description of the Kaldor region.

The omission of the three-quarters-page Kaldor & her neighbours map (OE, Kaldor 1), with barbarian and Gargun ranges, deprives the reader of the new edition of a superb overview and much information.

Before Kaldor (c. 1300BT to 120TR)

Refer to *Kaldor 2 (OE)* and *Kaldor 4 (NE)*.

Page 4 in the new Kaldor module opens with a general timeline of Kaldor region. If we concentrate on the era before Tuzyn reckoning, we get the following picture:



The new Kaldor module is reproducing some widely known dates connected to Jarin and Lythian migrations and the wars and changes they brought to Hâr and the Kaldor region. As we can see, the changes are few, sporadic and partially disconnected, and there is a long silence in the 6th to 1st centuries BT.

The choice of dates adds nothing to our knowledge of Hârnic history in general (HârWorld). Other, more relevant dates could have been found in the basic HârWorld supplement – dates that would better describe the ongoing processes in the Kald Valley, and bridge the (pre)history with the present era, i.e. the time of Tuzyn reckoning. In addition, information on the periodisation discussed in the actual text could have been added to this general timeline, e.g. Codominium era and the waves and slow assimilation of Lythian barbarians.

Bearing this critique in mind, it should be noted that such a timeline in a kingdom module is very welcome, and a clearly positive addition when compared to the old Kaldor edition. Here, value is added in the form of easy reference, even if all the dates already could be found in the old publications, HârWorld in addition to Kaldor.

The actual descriptive text opens with a paragraph on the elder peoples in the Kald Valley. While some of this can be found already in the HârWorld supplement, its inclusion here is welcome, and there are relevant details connected to the human history. The early Jarin settlement is also discussed, again bringing the elder peoples' influence into the picture. With a bit different nuances, this part is adding to the old edition without discrepancies.

When it comes to the period after the Battle of Sorrows (683BT), the new edition has been shortened:

OE: “In Kaldor, and a few other places, the Jarin *were sufficiently numerous to retain much of their heritage. A hybrid culture evolved as successive waves of barbarians were absorbed.*”

NE: “The Jarin of Kaldor assimilated several waves of barbarians.”

The new edition doesn't give a reason as to how the Jarin of Kaldor were able to assimilate the Lythian barbarians. Further, it doesn't discuss the nature of the Kaldoric culture resulting from the assimilations. While these omissions might seem marginal, they nevertheless obscure any and all knowledge we might get of the nature of the historical progress in the Kald Valley between 683BT and 110TR. Also, HârWorld gives some relevant dates to anchor the progress, but these are not added to the new Kaldor edition along with the role and achievements of the elder peoples.

OE: “...Lothrim led his *Chelni horsemen and mercenary foot* across the Hemurin.”

NE: “...Lothrim led his *Chelni mercenaries and Garrgun* across the Hemurin.”

It is interesting to note that the Chelni are now described as mercenaries, whereas the Chelni article describes them as following a charismatic leader in a self-fulfilling adventure (Chelni 1). Also, the mercenary foot of Lothrim, surely men and most probably Tulwyn “made to serve at the other end of Lothrim's domains” (Tulwyn 1), have been turned into Garrgun.

It may indeed be that in modern Kaldor, the storming of Olokand is attributed to mercenaries and Garrgun. In the big picture this makes little difference. But why change a perfectly clear and consistent sentence of the old Kaldor edition at all? It seems rather that the editor of the new edition has wanted to include the Garrgun – who indeed may have been present at this early

date, and who are arguably connected to the legendary fame of Lothrim – and because of lack of space had to melt the *Chelni horsemen* and *mercenary foot* into one phrase, which became *Chelni mercenaries*, which is arguably better than e.g. *Chelni foot*.

The rest of the paragraph uses more economic language than in the old edition, but is fully consistent with it. The accompanying map of the tribal realms of Kaldor Valley and of Lothrim's conquests is clear, but omits the information that the tribal realms in the outskirts of Kaldor were never conquered or under the administration of Lothrim.

In the new edition, CGI had a chance to tell us something interesting of the 800 years of human presence in the Kald Valley before Lothrim. How did the Jarin get over the withdrawal of the elder people? What technological, cultural and social changes this brought? What was the impact of the assimilated Lythians? What does “hybrid culture” in the old edition text mean? How did it differ from other regions, and does it still influence the Kaldoric culture? Where did Lothrim come from, and why “empire builders made little headway until Lothrim” (OE)? Why did Lothrim leave the tribal realms on the fringe of Kald Valley unconquered?

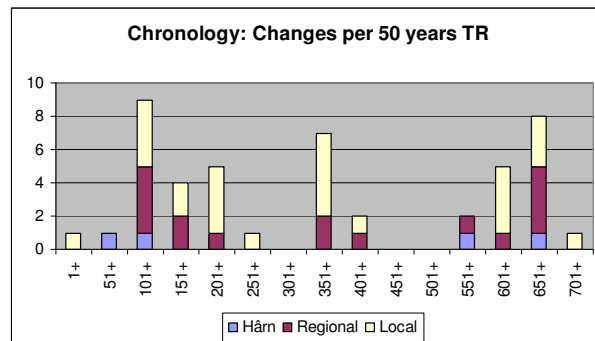
It seems these questions – their importance and their potential for historically oriented scenarios – did not occur to the writers and editors of the new Kaldor edition. In this respect, we get even less than what we got in the old edition. On the other hand, the new writers wanted to emphasise the role of the elder peoples in the early history of the Kald Valley, and have achieved this goal consistently.

The four kingdoms and the emergence of Kaldor (c. 120TR–250TR)

Refer to *Kaldor 2* & *3* (OE) and *Kaldor 5* (NE).

We again begin with a brief look at the timeline, in this case the era of Tuzyn reckoning. The period encompassing the emergence of the Kingdom of Kaldor is one of the best described parts of Kaldoric history, and has been from the very beginning of Hårn publications. With clearly dated changes, this period is also

easy to represent as a timeline, and the timeline thus compresses the data as an easy reference.



Looking at the timeline more generally, in regard of the following periods of Kaldoric history discussed below, we can see that the timeline is less useful. There are two long gaps, the latter of them a full 150 years (between 407TR and 559TR). All the dates given between 362TR and 407TR are connected to the Kaldoric Civil War, leaving any other changes in the Kald river valley and Kingdom of Kaldor out of the picture for a period of over 300 years (between 238TR and 559TR).

It could have been relatively easy to compress the Civil War dates and use the space for something else. For example, it would have been genuinely interesting to see some new ideas and developments for Kaldoric history, i.e. new content in a new edition.

In the new Kaldor edition, establishment of the Four Kingdoms and the Migration Wars have been beautifully and clearly edited into three parts: a general text, a discussion of each kingdom, and an encompassing map. The price of separating the discussion is that an excellent general description of the evolvement of the Migration Wars in the old edition is omitted: “While Medrik I of Serelind was able to hold his own, ... few of his contemporaries were able to deal with barbarian armies that became more and more ambitious.”

Also, the notion on the style of Medrik annexing Tashal and Kephria, and Nurelia managing on its own against the Western Taelda for over 50 years, are omitted. Neither of these omissions was necessary regarding the space left unused in the new edition. On the other hand, the emergence of the Kingdom of Kaldor and its first ruling house, Tane from Serelind, is handled in clarity.

There is one unnecessary and illogical change regarding the Migration Wars:

OE: "...Kaldoric peasants desperately tried to bring more *tribal land* under cultivation."

NE: "...Kaldoric peasants desperately tried to bring more *virgin land* under cultivation."

Here, the logic of the Migration Wars is distorted. In the old edition, the Kaldoric peasants are shown in conflict with the tribes, whereas the new edition suggests that there was virgin land available, i.e. that there was land in the Kald Valley no-one was using. The latter would suggest that there was not that much reason for conflict in the end, as people could find new lands to cultivate and new territory to hunt and gather in.

The editor of the new edition probably means that tribal land is virgin, i.e. not cultivated, from the peasants' point of view. But the change he has made implicitly suggests that tribal land is not at all used, even if the barbarians definitely have parcelled their territories and use the land fully – according to their customs and technology. The change is perhaps irrelevant, but it is also the more unnecessary: Why fix something if it isn't broken?

In summary, the new edition handles the period of the Four Kingdoms, the Migration Wars and the emergence of the Kingdom of Kaldor in clarity when compared to the old edition, albeit with a little less style and with some unnecessary omissions and changes. This period was in general well handled in the old edition, and we don't learn anything new in the new edition, perhaps but one detail: All rulers of the Four Kingdoms are now given names and exact years of rule.

The ruling houses (c. 250TR–603TR)

Refer to *Kaldor 2–4* (OE) and *Kaldor 6* (NE).

The ruling houses of Kaldor are handled in a separate section in the new edition. This adds clarity, but it has also forced the editor to cut out parts of the text in order to fit the section on one page. These omissions are more crucial than they seem to be, although there is at least one important addition in the new edition.

Let us have a look at the omissions and the descriptive history lost with them. The first two omissions concern the Kaldoric Civil War:

OE: "...the *clearly legitimate* successor was Aidrik II..."

NE: "...the *clear* successor was Aidrik II..."

The omitted words "clearly legitimate" would have shown that already in the 4th century there was an accepted legislation in Kaldor that royal bastards are not legitimate successors to the throne. The word "clear" alone, in the new edition, is the more dubious, as we are then informed that many of the barons supported another claimant. Why was Aidrik II then *the clear* successor?

OE: "Neither claimant could *command the rampages of their armies or* command the unswerving loyalty of their supporters."

NE: "Neither claimant could command the unswerving loyalty of their supporters."

Here the omitted notion of the rampaging armies would have told us something more of the nature of Kaldoric warfare and the style of individual action of the warring barons. The laying waste of the countryside, mentioned in both editions, seems a tad more planned in the new edition, which was not the original meaning. But this is not a big mistake.

OE: "Fierth the Usurper *failed to satisfy his supporters and* had to ruthlessly defend his crown *on several occasions.*"

NE: "Fierth the Usurper had to ruthlessly defend his crown."

The new edition fails to tell us *why* Fierth had to defend his crown, and conveys an image of a continuous struggle. The omissions deprive us of a meaningful historical cause and effect, and simplify Fierth's reign into defending his crown only. According to the old edition, it seems Fierth did have time to enjoy the fruits of his successful rebellion. Apparently he died in peace. Later on in the new edition, in the same paragraph, the location of Uthred's assassination is given. But is it really necessary information? Why not rather keep the parts that were omitted? There would have been enough space for that.

The paragraph on the restoration of the house of (Ar)Tane has seen some major rephrasing, and as a result, it does not reach the information-packed standard of the old edition. The first omission: "...[He

promised to rule in a manner respectful to the barons' rights" offers important knowledge regarding the conciliation and compromise characterising the government of house Artane. Both editions make clear that the Artanes got their kingship from the barons, yet the old edition is much more informative on the cause of the following conciliation and compromise: It suggests that the kings of Kaldor were bound by a rule not dissimilar to a Magna Charta for the nobility.

Instead of keeping the omitted parts intact, we are told in the new edition that "Aidrik III ruled for nearly twenty years and was succeeded by his son who took the name Aidrik IV." There is nothing wrong with this notion – other than it can be read in compressed form on the sidebar on the same page. Thus, we are sold the same information twice, whereas some of the more crucial information in the original text is lost.

OE: "...who [the monarch] *would quietly attempt to take them [concessions] back during his reign.*"

NE: "...who [the monarch] reclaimed them [concessions] during his reign."

The new edition presents the reclaiming of concessions as sure and bold, whereas the old edition tells of a much more complicated, subtle and not at all automatic process.

The notion of King Roloth perishing in the Red Death is valid, although this interpretation was likely made by all who ever checked through the general Hårn timeline in HårnWorld and related it to the sequence of Kaldoric monarchs in HårnDex (Roloth dying in 559TR, the year the Red Death hit Hårn).

The reigns of the last monarchs of the house of Artane look like very interesting in both editions:

OE: "*In the latter half of the sixth century, the house of Artane exceeded its traditional limits of power. Monarchs ruled badly and their deaths were followed by rebellion, each worse than the last.*"

NE: "His [Roloth's] successors, *seeking to rebuild the kingdom*, exceeded the traditional limits of royal power. Their deaths were followed by periods of rebellion."

The editions seem to approach the excesses in the traditional limits of royal power differently. The old edition, when speaking of bad rule, obviously comments the viewpoint of the barons. The new edition

on the other hand gives us the reason why the monarchs chose to trespass the traditional limits of royal power. In this case, the new edition tells us more, the rephrasing giving us a deeper insight into the minds of the monarchs.

However, there is a slight discrepancy in determining who the bad monarchs were. The new edition explicitly states that we are speaking of the last two monarchs, Chidena and Iemald, whose deaths were followed by rebellion. The addition is less informative as it seems, as we know that king Iemald died without a direct heir, followed by the Baronial Revolt. Thus, what the new edition really adds is that also king Chidena's death was followed by a rebellion.

The old edition is not speaking of Roloth's successors only, but of the latter half of the sixth century. This includes Roloth himself. Thus there are three monarchs whose deaths were followed by a rebellion. This makes the notion of "...rebellion, *each worse than the last*" more sensible and more informative: Roloth's death saw the first, relatively containable rebellion. The rebellion following Chidena's death was much more serious, and Iemald's death resulted in a four-year interregnum and civil war. The new edition, when noting the rebellions to have followed Chidena's and Iemald's deaths, is clearly lacking.

It should also be noted that king Iemald dying "with no heir" (new edition) is a simplification. The old edition speaks of "ending the direct line of Artane." If direct line means succession from father to son, there might actually still have been heirs of the house Artane with more or less legitimate claims to the throne.

This would also emphasise why the Baronial Revolt is termed a revolt and not an interregnum or crisis following the kingdom having no apparent heir to the deceased king. Civil war is a revolt only if there is one party that should or could legally claim the throne, but is opposed. It seems this was the case in Kaldor between 599TR and 603TR. The new edition, in simplifying things, is also depraving them of logic.

In summary, reading closely the omitted passages, we see that they include some very important notions crucial to our understanding of the Kaldoric royal history between 362TR and 603TR. The old edition is very tightly packed with hints on how the Kaldoric kingship evolved during the two centuries and a half. The new edition omits and obscures several of these.

Of course, it should be noted that there is one relevant addition – but only one. In general, the new and relaxed layout has come with a price that could have been avoided, if proper thought had been given to the meaning of what was written in the old edition.

The house of Elendsa & King Miginath (603TR–720TR)

Refer to Kaldor 4 (OE) and Kaldor 7 (NE).

In the new edition, the section on the house of Elendsa is very tightly packed with information: The relaxed layout is clearly burdened. This full page is used to represent only two thirds of a page in the old edition. Thus, we can await good coverage and juicy additions to the original text. However, in the beginning and the middle we instead run into omissions:

OE: “Haldan and his allies subdued the remaining opposition...”

NE: “After the revolt ended in 603...”

The new edition moves smoothly over the final phase of the Baron Revolt, when Haldan was crowned king. The old edition, however, shows that Haldan did not access the throne that smoothly.

The paragraph on Haldan II is laconic, but keeps the essential information of the king himself. However, the eminence of his queen is completely omitted. This is somewhat understandable, as Imelene (Chelebin III) is handled under her own entry. Also, as she is discussed in detail in the new, expanded Olokand article (Olokand 26), the omission here is understandable.

Regarding Torastra, he is noted to have been “the power behind the throne for a few years” before his mother dies, whereas the old edition speaks of “several years”. We are probably speaking of 3 to 13 years, so “few years” or “several years” is a matter of taste. Similarly, in the battle of Ramala Gap Torastra either “routed” (NE) or “surprised” (OE) the League’s army. The old edition describing the nature of the battle is a tad more informative. That the Thardans were defeated and routed is obvious in the context.

OE: “*After 400 years without a real war, the Chybisans were routed and withdrew into Burzyn.*”

NE: “The Chybisans withdrew into the castle.”

Regarding what happened in Burzyn when the Kaldorians attacked, the old edition is markedly more precise in both the cause and the effect of the Chybisian unfitnes for war. On the other hand, soon the new edition adds clarity to the old edition:

OE: “Chybisa became a *Kaldoric fief*...”

NE: “Chybisa became an *earldom held by King Torastra*...”

Similarly, the notion of “Twelve years later...” in the new edition, while at first perhaps a bit confusing, adds structure to the story.

Next, we again see an example of parallel information, where the old edition gives a better explanation why things went as they went, while the new edition partly just reduplicates earlier text:

OE: “...ill health prevented him [Torastra] from pressing his cause.”

NE: “...and [Torastra] never renounced his title as Earl of Chybisa.”

Regarding Torastra’s campaign against the Kath, the new edition adds interesting information, and even tells something of the Kaldoric presence in the Kathela Hills after the campaign (the Torastra Way and its use).

When we reach king Miginath, the old and new editions essentially tell the same story, but with different emphasis. The old edition first describes Miginath as a king, and then discusses his more personal life and women. The new edition is strictly chronological, omitting some detail of Miginath’s relationship with Lesel of Harabor, but adding a lot of relevant information to Miginath’s present situation and position as the king. If CGI would sell the leaf containing pages 7 and 8 of the new Kaldor edition separately, everyone with only the old edition and interested in the present situation in Kaldor should definitely buy it.

In summary, this section in the new edition reaches the level of the old edition, and regarding Torastra’s Kath campaign and king Miginath, surpasses that. Here we probably see an editorial principle regarding an imagined world created for gaming: stress the recent history, which is known to all living, even if it means that parts of the older history are omitted.

Nevertheless, one is left pondering if the detail of the last five paragraphs on page 7 in the new Kaldor edition can make up the disappointing number of omissions, misunderstandings, obscurities and irrelevant additions of the preceding pages.

Conclusions & discussion

The new edition Kaldor carries different nuances in comparison to the old edition. The position of the Kingdom of Kaldor in the Kald Valley is more secure in the new edition. The history before the early state building period in the Kald Valley is even more obscure than it was in the old edition. There are some genuinely new additions to the old edition history, but at the cost of perhaps more important omissions.

The new format is mostly clear and easy to read, and has more illustrations. However, even if the page count is increased, the relaxed layout with larger font size has made it necessary to shorten the text. Thus there are important omissions.

Regarding the rising page count and all the omissions, we need to ask if it really was necessary to omit and rephrase in the scale done in the new edition Kaldor history. After all, adding a single leaf (two pages) to the basic Kaldor supplement would have made any omissions unnecessary. Increasing the page count from 60 to 62 pages definitely wasn't a big financial question. Sections can start mid page. It's content that comes first, not layout (we hope).

We spent much space to discuss relative small changes that occur in the new Kaldor edition. However, we hope to point out that there was logic to be found in the old edition. The new editors at CGI should better understand that logic if they hope to keep the information intact while compressing the text. Quantity never was a hallmark of Hårn, and it still isn't. Thus every effort should be made to keep the quality, at least. With all the people listed contributing, it should have been easy to do the canon-checking for the new kingdom modules properly.

A propos, it is suggested that Grant Dalglish has now drawn all the maps, including the poetic map of Kaldor directly copied from the old edition (OE Kaldor 8, NE Kaldor 2) where Grant gets no credits at all.

The rest of the new Kaldor?

In this essay we only discussed the history of Kaldor, and our conclusions were critical and partly negative. In contrast, it should be noted that the new sections in the new edition – natural resources, economics, social customs, shires and hundreds – add valuable insight and colour to Kaldor.

Two thirds of the new module is made of descriptions of the major Kaldoric holdings. There are some minor errors and a couple of totally unnecessary new arrangements in fief and hundred charts, and the amount of white space at times makes the layout seem amateur, but in general, the addition of value is marked. Here, the quantity and clarity of the description is greatly increased, offering far more adventure hooks for these locales.

The lack of a good map is a problem. The Political Map of Kaldor in the new edition is clear, but at the same time far less than the four-page map of Kaldor that came with the old module (although the hex-size and thus scale of that map was wrong). The new Atlas Harnica maps have value, and the scale is correct, but they must be bought separately.

Sources

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