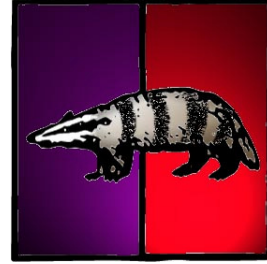


**LOCATION:** Mineous Hundred,  
Daenshire,  
Kingdom of Kanday

**STATUS:** Free Mine

**GOVERNMENT:** Miner's Guild

**POPULATION:** (43 Households)



## Preface

This document is part of the “Hârn-Guild-Team”-project (HGT), initiated and coordinated by the European Hârn Guild (EHG). The goal of the HGT is to elaborate all the guilds and societies forming the hârníc Mangai. For more information on mining, metallurgy, and the Miners' Guild see the appropriate articles at the **HÂRN GUILD TEAM** (<http://www.johalla.de/EHG/HGT/>)

If you have any kind of comments, please send an email to: [xris@xris.de](mailto:xris@xris.de)

## History

The area of the present mine had only been sparsely settled by the Gozyda tribesmen for 1,300 years, when in 493 TR Galendelm of Chadaz discored Iben's Lode in 493 TR. Galendelm was a corani prospector, who followed the Iben River upstream, tracking plants indicating the presence of lead within the river sediments. The track ended in the valley of a small stream, cutting its way through an outcrop of lode minerals. Exploration works proved a rich deposit of galena, at some places the ore was argentiferous (though the content of silver was minimal).

A first mining camp was set up in 497 TR, accompanying the foundation of Ibonost on the neraby Teb river. Mining started with *GALENDELM'S FINDING* and *SEVEROL'S MINE* – small opencast workings, worked by Galendem, Severol of Juleg – a befriended master miner – and 10 colliers as autonomous miners.

The Corani Empired planned to develop Mineous, the area between Teb and Eryn rivers, by construction of the *MINEOUS ROAD*,

starting with the construction of a brigde crossing the Eryn at Edino and ending at Caer Ibonost. Further, hundreds of imperial veterans were planned to settle along the new road as *COLONII*. A company of Imperial legionaires was garrisoned at the mining camp to protect the

## Credits

### Writer

Christian Düntgen ([xris@xris.de](mailto:xris@xris.de))

### Maps & Graphics

Christian Düntgen

### Editors

N.N.,  
N.N.

### Copyright Notice

This unofficial supplement is intended to be used with the great *HÂRNWORLD* series published by N. Robin Crossby and Columbia Games Inc.

“*HÂRN*” and “*KANDAY*” are trademarks of Columbia Games Inc.

Manor-Spreadsheets by Jocke Andersson,  
MappaHârnica Toolkit by the CHMP.

© 2002-2005 by C. Düntgen, N. Robin Crossby and Columbia Games Inc.

### References

Please visit the websites at  
[www.johalla.de/EHG](http://www.johalla.de/EHG)  
[www.columbiagames.com](http://www.columbiagames.com)  
[www.kelestia.org](http://www.kelestia.org)

## IBEN'S LODGE MINE 2

miners from occasional attacks of gozydan tribesmen. The mine prospered, and in 530 TR, five opencast mines were in operation: *SEVEROL'S MINE*, *THE GODDESS' PRAISE*, *RICH HARVEST*, *PEONI'S BENEDICTION*, *GALENDELM'S FINDING*. The autonomous miners founded "*THE HONEST BROTHERHOOD OF ST. OWIN*"

To foster the local development, the Emperor granted the brotherhood with tax exemption, mine slaves, and financial support with the construction of a central smeltery in 532 TR. The smeltery was completed in 549 TR. A series of natural disasters (Plague of Tharda 554, Thardic Flood 556, Three Year Famine 556-558) initiated the decline of the Corani Empire, and prevented the realisation of the development plans of development for Mineous.

When the Ibonost fell to the Balshan Jihadists in 556 TR, garrison at Iben's load fled into the woods and the jihadists largely ignored the mine. During the rule of the Theocracy of Thekos, the miners were pressed by the governor of Ibonost, Clote of Thecos, who filled his private coffers with silver from metal trade.

When the Theocracy collapsed and Andasin of Kand took Ibonost in 559 TR, he was supported by about a hundred miners and freed mine slaves. As a reward, the guild was enfeoffed with the mineral regal when Andasin proclaimed the Kingdom of Kaldor.

A drawback of the new kandinian nationalism was the blockade of trade along the Teb River to Moleryn. Due to workpower shortage and declining demand, two mines – *PEONI'S BENEDICTION* and *SEVEROL'S MINE* – had to be abandoned. Opencast mining continued on a reduced level of activity until 620 TR. The progressive exhaustion of the ore within the weathering zone motivated the brotherhood to sponsor a campaign to prospect for nearby ore deposits in 627 TR. The expedition was lead by Darentel of

Jeleg and finally discovered a galena deposit two leagues south-west of Tyve manor. The brotherhood decided to erect an outpost and Darentel was commissioned to found the new mine called *DARENTEL'S FINDING*. three miner families were relocated and started mining in opencast workings and smelting in a small and primitive foundry.

During the Five Year War, Ibonost was controlled by the Thardic League. Due to its isolated position, both mines were saved from destruction by marauding war bands, but suffered from manpower shortage and decline of trade.

Due to the decline of mining, opencast mining reached its limits in most of the pits on Iben's Lode around 680 TR. Several of the remaining miners relocated to Darentel's Finding or moved off to other mining districts. One collier, Halaken of Chandez, travelled Emelrene to seek his fortune. There he fell in love with Sebellah of Thirceene, a female trierzi hydro engineer, who had to leave mainland Lythia after having failed a productivity wager and now fleeing her former customers. Halaken convinced Sebellah to return with him to his homeland. Disguised as pilgrims, both managed to underrun the Melderyn embargo and arrived at Ibonost in 703 TR.

The brotherhood granted her an exile and the drainage tunnel privilege in return for the construction of a pumping machine. Sebellah accepted this offer and started construction of a water powered bucket chain, *BADGER'S POOL*, *BADGER'S GULLET* and the *IBEN DRAINAGE ADIT* in 705 TR. The project was successfully completed in 712 TR. The device enabled the miners to sink their shafts below the bottom of the valley and so they started deep mining. This made Iben's Lode one of the technically most advanced mines on Hârn. Most miners returned from Darentel's Finding and several new miners were attracted from all over western Hârn,

when in one of the new dip workings a small vein of moderately argentiferous lead ore was found.

Today, the *HONEST BROTHERHOOD OF ST. OWIN* belongs to Hâr'n's largest guild chapters.

**Economics**

All trades at Iben's Lode Mine are centered on mining and metallurgy. There are two metalsmiths who's primary work is the maintenance of the miners' tools (esp. the sharpening of the picks).

Two teamsters are responsible for the transport of various goods, primarily of food.

A mercantylor deals with lead and sells various necessities of daily life to the miners.

Nearly all residents tend a small garden to grow vegetables and graze some pigs, sheep, goats or a cow. Parts of the common fields and pastures can be rented from the Miner's Guild. Despite of this, most of the food has to be imported from nearby settlements.

Sometimes, tribesmen, trappers, hunters and outlaws from Mineous Forrest visit the mine to trade their products (pelts, game, herbs) for tools, spices or metal.

The constant stream of runaway serfs in hope for gain of freedom after two years of work is one of the fundamentals of the guild's operation. The mine is one of the biggest of Hâr'n, and has become a popular destination for runaway serfs. Such refuges are used to perform unpleasant and manpower intensive tasks within the mines and smelteries, as scooping, haulage and winching. As there is only a single trail to the mine, it is regularly travelled by landlords and headhunters in search of runawy serfs.

**Government**

Legislative, judicative and executive powers

are held by the Miner's Guild Council.

The local guildchapter, know as "*THE HONEST BROTHERHOOD OF ST. OWIN*" covers the workings on Iben's Lode and those of Darentel's Finding, working an minor group of lead bearing lodes off to the east. The brotherhood maintains a residence in the town of Ibonost,

The current guildmaster is Arman of Oxiade. Halaken of Chadaz, a descendant of the great prospector currently holds the office of the *MASTER OF THE MINES*. The miners employ several mercenaries to defend their installations and transports against raids from brigands and barbarians.

<i>Office</i>	<i>Holder</i>
Guildmaster	Arman of Oxiade
Master of the Mines	Halaken of Chadez
Master of the Furnaces	Daheot of Gelenot
Master Mine Surveyor	
Woodmaster	

**Religion**

There is a Ebasethe (priest of Peoni) holding services for the pious miners twice a day. The temple of Peoni is strongly supported by the local chapter of the Miners' Guild. Donations by the guild, unions or single guild members are frequently given. The worship of Maermal, patron of work, and Owin, patron of the miners, is omnipresent. There are douzends of both public and private shrines near shaft heads and adit entries.

The other deity legally worshiped by the miners is Halea – though there is no temple dedicated to the Lady of Wealth and Pleasure, several private house shrines are in use.



**IBEN'S LODE** **COMMON MAP**



## Map Key

**A – IBEN'S LODGE MINE:** guild hall, peonian chapel, hostel, mercantyle, teamsters (2), miners' cottages (9). The mine camp is enclosed by a palisade. Two gatehouses guard access to the camp and house the mine's twelve mercenaries. The guild hall is build of massive stone and houses the guild officers' offices and a large banquet hall. Stamped ingots are stored in the cellar until being transported to Ibonost.

**B – THE SMELTERY:** stamping mill, smelters (2), mine smiths (2), wood yard, charcoalers (2). The northern mill is surrounded by a wooden palisade. The southern yard is used to pile charcoal.

**C – HAMMER CREEK:** workers' cottages (6).

**D – UPPER CAMP:** miners' cottages (6).

**E – LITTLE VENRIC:** miners' cottages (4).

**F – WAILERS' FORTUNE:** wailers' and laborers' cottages (8). The wailers work the nearby waste tip of the former St. Maermal's Pit [G]. This is a dangerous job, as new overburden from the deep mines is dumped ontop of the old heap and loose rocks often slide down towards the working wailers.

**G – "ST. MAERMAL" ADIT:** "St. Maermal" haulage shaft with hasp; former "St. Maermal's Pit". St. Maermal's Pit was the main mine for several decades. At the southern end of the former opencast mine, a gallery was driven towards "Galendelm's Finding", but without profits, it was abandoned after several years of work. When St. Owin's Blessing pump shaft was sunk, the gallery was driven to that shaft and a haulage shaft for the deep mining areas of the mine was lowered. Most

ore and overburden are hauled to the surface here. The overburden is directly dumped onto the old waste dump below the shaft.

**H – "GALENDELM'S FINDING":** (abandoned open-pit mine). This is the location of the first mine, founded by Galendelm of Chadaz. When the rich ore within weathering zone was exhausted, the mine was abandoned.

**I – „PEONI'S BENECTION“:** (abandoned open-pit mine).

**J – "ST. OWIN'S BLESSING":** (pump shaft); former „Constant Yield“ open cast mine. The shafthouse is crowned with a small turret, that houses "St. Owin's Bell", indicating the pump's operation by a constant high ringing sound.

**K – "PEONI'S PEACE":** Below a former open-pit mine, an adit was driven towards "St. Owin's Blessing" shaft. The gallery enhances the vetilation and is used for traveling into the mine.

**L – "GOOD NEWS" ADIT and former open-pit „Severol's Mine“.**

**M – "THE GODDESS' PRAISE" (abandoned open-pit mine).**

**N – "SERLINA'S BLESSING" (open-pit mine).**

**O – "RICH HARVEST":** (abandoned open-pit mine).

**P – "HALEA'S TREASURY":** (haulage shaft).

**Q – "RICH FINDING":** (open-pit mine).

**R – "BADGER'S POOL" (water reservoir).** The pool was constructed to provide working water for the waterwheel in the "St. Owin's Blessing" pump shaft [J]. A dam was build to block the natural stream of Hammer Creek and form the pool. The dam is used as a bridge and allows workers from [C] to enter the mine through [K].

**S** – “**BADGER'S GULLET**“ (water inlet). Leads water from the reservoir [R] to the water wheels powering the pumps within the „St. Owin's Blessing“ shaft [J]. The lifted waters and the working waters leave the mine by the „Iben Drainage Adit“ [T]. The inflow is regulated by a weir behind the dam.

**T** – “**IBEN DRAINAGE ADIT**“ gullet (lowest drainage gallery). The adit is the drainage level for the mines north of Hammer Creek. The constant stream of water that leaves the tunnel, is fed by seeping water

from the galleries and working water, that entered the mine through Badger's Gullet [S] and powered the pumping machine within St. Owin's Blessing [J]. The adit entrance is dressed with stone.

**U** – **SLAG HEAP.**

**1 GUILD HALL**  
The Guild Hall is build from massive stone.

**2 MINE SMITHY**  
The smithy is run my master metal-crafter...

## The Guildhall

Description of the Guildhall and the mine officers.

## The Mines

Description of the mines and their owners/unionists.

## The Smeltery

Description of the smeltery and the resident smelters.