

PREFACE

This document is part of the "HÄRN-GUILD-TEAM"-project (HGT), initiated and coordinated by the EUROPEAN HÄRNMASTER GUILD (EHG). The goal of the HGT is to elaborate all the guilds and societies forming the hârníc Mangai.

"MINES IN LYTHIA" is a gaming resource for the fantasy world of Kethira, as published by Columbia Games in its HârnWorld / Encyclopaedia Hârnica series. It should be rated "GM-only", as it contains a lot of confidential information.

"MINES IN LYTHIA" should be accompanied by two other documents, called "MINERS' GUILD" and "MINING AND METALLURGY", the first depicting the powerful Miners' Guild of Lythia, the latter giving detailed information on mining and smelting technologies.

Newer versions of all three mentioned documents will be published at the following web sites:

- <http://www.johalla.de/EHG/>
- <http://xris.de/>

If you have any kind of comments, please send an email to:

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MINING IN LYTHIA

This document lists all mining and salting facilities mentioned in HârnWorld publications so far. Adjoining to the right, you can see the key to the tables below. There is an own table for each kingdom/state. The tables list the location/name of each mine, the mine's size of staff and its products.

After the table, you might find some quotes from various EH articles, concerning mining in the stated region.

MINE PRODUCTS

Most facilities listed in the following tables are mines. Most ore is won by small open-pit mining, drift mining or (in technological advanced regions) even deep mining using shafts and galleries. Consult "MINING AND METALLURGY" to learn about mining technology and the refinement of ores and other mining products.

Some of the locations are coastal salt pans, producing salt from sea water by evaporation. Others are clay pits or quarries.



The European
Hârnmaster Guild

VERSION

This document comes in the version noted uppermost.

V0.1.0 – (Dec 10th 2001)

Added "Main Areas of Mining in Lythia"-table.
Layout improved.

TABLE KEY

The tables list all mines by notation of the nearest settlement, separated by their kingdoms. Different mines near the same town can be derived by different products separated by a semicolon. The mine's name will only be listed, if it is deferrable from HårnWorld publications:

Mine Location

Mine (Nearest Settlement)

A mines' size is deferred by the number of resident workers:

size: mm/gm/uw

mm: number of resident master miners
 gc: number of (guided) colliers
 uw: number of unguided workers, apprentices, mercenaries, etc.

Products of different mines are separated by an semicolon (;); products of one and the same mine are grouped by parenthesis and separated by colons (:):

Products

Ag silver
 Alm alum
 Amb amber
 As arsenic
 Au gold
 Bit bitumen, asphalt
 Bor borax
 C hard coal
 Cly clay
 Cu copper
 Fe iron
 Fli flint stone
 Gas mineral gas
 Gem precious stones, gems
 Gyp gypsum
 Hg quicksilver
 Kao kaolin, China clay
 Mic mica
 Na salt
 N saltpetre, nitre
 Pb lead
 Pet mineral oil
 Pt mythral (platinum)
 Qry Quarry
 S brimstone (sulphur)
 Sb antimony
 Sn tin
 Sod soda
 Zn zinc

THE MAIN MINING AREAS OF LYTHIA

Region	Exported Products
(unknown)	Cu, Ag
Antezia	Gem
Argola	Amb
Azadmere	jewels
Azeryan	Au, Fe, Cu, jewels, brass, marble, S
Byria	Amb
Chomsun	Pb, Fe
Dalkesh	Bit
Diramoa	S, brass, Cu, Alm, Bit, Pb
Elelrene/ Palithane	Hg
Elelrene/ Shorkyne	Sn
Hepekeria	Fe, marble
Homora	Au
Imdalia	Au
Jankoria	Gem, jewelry, talc
Kaneum	Cu, Pb
Karelia	jewelry, brass,
Mafani	jewelry, Gem, Ag
Meluria	Au
Menema	Pb
Menglana	Amb
Molkuria	Hg, Sn, Ag
Molnasia	Amb, Sn
Pechran	Sn, Fe, Gem
Shoju	C
Shorkyne	brass
Trierzon	Bit, Cu
Tzengai	Ag
Umelria	Ag
Vitho	Pb
Zheloria	Gem

MINES ON THE HÂRNIC ISLES

KINGDOM OF AZADMERE (INCL. KIRAZ)

Location	hex#/item	Guildmaster	Size	Products
(Azadmere)	h(6817)			(Fe, Au, Ag, Gem)
(???)	h()			Pt
(???)	h()			C
Kiraz	h(3220)		---	Fe?

KINGDOM OF EVAEL

(There is no mining activity in Evael. The sindarin obtain all metals and minerals from trade with humans and Khuzdul at Trobridge Inn, Ushavel or other places.)

GARGUN

Location	hex#/item	Guildmaster	Size	Products
Bwaft	h(4816)			Fe?
Fana	h(6920)			(Fe, Gem?)
Huxuth	h(4617)			Fe
Korego	h(2646)			(Fe, Fli, Ag)
Ushet	h(3320)			Fe?

KINGDOM OF KALDOR

Location	hex#/item	Guildmaster	Size	Products
(Astelure)	h(6322)#3			Fe
(Balin)	h(6223)#1			Fe
(Baray)	h(6122)#1			Fe
(Bazine)	h(5920)#1			Na
(Bethel)	h(5921)#3			Na
(Bromeleon)	h(6028)#9			Cu
(Cellabe)	h(6020)#5			Na
(Chesel)	h(6525)#1			Fe
(Drezel)	h(6226)#2			Na
(Gebril)	h(6826)#3			Sn
(Hayare)	h(6227)#2			Ag
(Hayare)	h(6227)#1			Sn
(Helvinfel)	h(6127)#2			Pb
(Hutop)	h(6227)#3			Ag
(Hynain)	h(6427)#1			Na
(Loban) Amba	h(5720)#2		1/12/0	Sn; Cu
(Mirinas)	h(6723)#13			Pb
(Nenda)	h(6722)#1			Na
(Nenda)	h(6722)#2			Na
Olokand	h(5821)#12			(warehouse & hostel)
(Qualdris)	h(6326)#17			Cu
(Skycryth)	h(6021)#1			Na
(Tamorlan)	h(6028)#10			Pb
(Vardel)	h(6529)#1			Na
(Wythia)	h(6628)#1			Fe
(Yaltako)	h(6019)#4			Cu
(Yonne)	h(6527)#5			Cu

OLOKAND 8:

"Meselyneshire has numerous mines; there is significant mercantyle activity in tin, copper, and salt in Olokand."

KIBAN 3:

"MERCANTYLERS' HALL: The favoured place for wheeling and dealing, metal trading is becoming increasingly active. "

AMBA MINE 1-2:

Within the adventure module "100 Bushels of Rye", Amba Mine is described in detail.

ROGANTER 5:

„The Miners Guild have advised Sir Forwarty that a survey team will travel up the Rognater river in 720 to search for iron deposits. Forwarty is not keen to have the miners guild operating anywhere near his fief, but the Black Boot may solve that problem for him.“

Selvos 7:

“The guild hall, social club and hostel are administered by Darnt of Lylaka, a master quarryman, for the benefit of the members who work at the two iron mines and limestone quarry. Darnt claims to be from Pinide, but is really from Omnis, and is a clever and ruthless agent from the Ccopper Hook. He sends regular reports to Hyen and has three other agents to assist him. A quarryman from Pinide asking too many questions about Darnt’s past was recently crushed by falling rock.”

KINGDOM OF KANDAY

Location	hex#item	Guildmaster	Size	Products
(Aleura); saltpan	h(2940)# 14			Na
(Arelna), saltpan	h(2941)#2			Na
(Avertu); saltpan	h(2643)#13			Na
(Chendy)	h(2643)#2			Sn
(Daleton)	h(2837)# 1			Fe
(Eriela)	h(2242)# 1			Fe
(Fjorn); saltpan	h(2243)#5			Na
(Haudal); saltpan	h(2941)#4			Na
(Hebon); saltpan	h(2242)#9			Na
(Hoyen)	h(2739)#2			Fe
(Ilikur)	h(2233)#7			Fe
(Ilikur)	h(2233)#9			Fe
(Knopt)	h(2841)# 1			Sn
(Kodaryn)	h(2242)#3			Fe
(Leza); saltpan	h(2336)#7			Na
(Paku) Karada's Placer	h(2838)#5			Sn
(Posidar)	h(2742)# 1			Pb
(Relna)	h(2741)#3			Cu
Selvos	h(2234)# 17			(guildhall & hostel)
(Tyve) Daretel's Finding	h(3336)#5			Pb
(Venric) Iben's Lode	h(3236)#3			Pb
(Woben)	h(2739)# 1			Fe

KINGDOM OF MELDERYN

Location	hex#item	Guildmaster	Size	Products
(Aecelrin)	h(8250)# 1			Na
(Alpon)	h(7236)#2			Cu
(Baerdsli); saltpan	h(7733)#9			Na
(Berbig)	h(7532)# 1			Cu
(Bex)	h(7335)# 1			Pb
(Cademar)	h(7734)#2			Gyp
(Calizup)	h(7434)#7			Cly
(Claig)	h(7834)#3			Sn
(Depsut)	h(7535)#13			Sn
(Efsuz)	h(7848)# 1			Cu
(Egxus)	h(7435)# 1			Cu
(Flacst)	h(7533)#19			Cly
(Gejim)	h(7636)#14			Zn
(Grevil)	h(7837)#4			Na
(Hastut)	h(7433)#3			Pb
(Hastut)	h(7332)# 1			Ag
(Hastut)	h(7331)#2			Fe
(Helic)	h(7737)# 1			Zn
(Helfyr)	h(7233)# 1			Ag
(Helmnor)	h(7846)# 1			Gyp
(Higen)	h(7434)#33			Cly

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KINGDOM OF MELDERYN		
(Himlet)	h(7839)#1	Gyp
(Iswend)	h(7533)#12	Cly
(Jitup)	h(7635)#10	Na
(Knite)	h(7433)#6	Pb
(Korn)	h(8146)#2	Fe
(Ledium)	h(7436)#3	Sn
(Matle)	h(7333)#1	Pb
(Miketos)	h(7337)#1	Zn
(Minut)	h(7237)#1	Zn
(Nolic)	h(7736)#1	Gyp
(Oslef)	h(7236)#3	Sn
(Oslef)	h(7135)#3	Zn
(Oslef)	h(7236)#1	Pb
(Oslef)	h(7135)#2	Pb
(Oslef)	h(7135)#1	Cu
(Parios)	h(7436)#5	Fe
(Parios)	h(7435)#18	Sn
(Parios)	h(7334)#2	Zn
(Parios)	h(7334)#1	Zn
(Parios)	h(7335)#1	Zn
(Parios)	h(7334)#3	Pb
(Ponide)	h(7740)#6	Cly
(Raden)	h(7547)#1	Na
(Richa)	h(7947)#1	Sn
(Roque)	h(7639)#2	Sn
(Rosun)	h(7532)#2	Pb
(Rute)	h(7640)#11	Sn
(Shomner)	h(7639)#1	Pb
(Shomner)	h(7538)#1	Cu
(Shomner)	h(7538)#2	Cu
(Shomot)	h(7739)#4	Sn
(Solade)	h(7739)#7	Sn
(Sranze)	h(7534)#12	Pb
(Stost)	h(7534)#13	Zn
(Tenir)	h(7946)#4	Fe
Thay	h(7631)#1	(headquarters, hostel, warehouse)
(They)	h(7433)#11	Cly
(They)	h(7433)#12	Cly
(Thume)	h()#	Na
(Tilede)	h(7334)#1	Sn
(Tucix)	h(7639)#3	Cu
(Ukult)	h(7333)#5	Ag
(Wedhyme)	h(7536)#1	Pb
(Whitbed)	h(7840)#1	Fe
(Womin)	h(7337)#2	Zn
(Wuron)	h(7638)#1	Pb
(Yael)	h(8040)#1	Na
(Yoledsin)	h(7437)#3	Zn

THAY 3:

„MINERS' GUILD: The guild is very active in northern Anadel. This building is used as a guild headquarters, hostel, and temporary warehouse.“

KINGDOM OF ORBAAL				
Location	hex#item	Guildmaster	Size	Products
(Aaldem)	h(4708)#5			Cu
(Belad)	h(5304)#1			Na
(Copen)	h(4705)#1			Pb
(Elinthorn)	h(4812)#1			Fe
(Fafird)	h(6010)#1			Pb
(Febenheim)	h(4210)#2			Amb
(Fegyn)	h(5010)#1			Cu
(Fegyn)	h(4910)#1			Fe
(Fornin)	h(5605)#1			Na
(Gawl)	h(5408)#1			Cu
(Gonehol)	h(4806)#2			Cu
(Gowis)	h(4510)#1			Cu
(Kaled)	h(4110)#1			Fe
(Quasede)	h(4609)#1			Fe
(Talenheim)	h(6405)#1			Sn
(Tomin)	h(5507)#1			Ag
(Tyber)	h(4806)#1			Fe
(Vutos)	h(5103)#2			Zn

KINGDOM OF RETHEM				
Location	hex#item	Guildmaster	Size	Products
(Alfor)	h(2728)#2			Fe
(Alfor)	h(2728)#1			Fe
(Alfor)	h(2728)#3			Ag
(Alwyn)	h(1929)#14			Sn
(Arketh)	h(2030)#1			Fe
(Arketh)	h(2030)#7			Fe
(Boreth)	h(2930)#2			Pb
(Boreth)	h(2930)#4			Fe
(Boreth)	h(2930)#1			Sn
(Cinar)	h(2830)#13			Na
(Cozune)	h(2827)#2			Fe
(Cozune)	h(2827)#1			Ag
(Dasath)	h(1926)#1			Ag
(Detaka)	h(1728)#1			Na (saltpan)
(Galven)	h(2629)#1			Cu
(Galven)	h(2630)#1			Sn
(Horath)	h(2828)#4			Cu
(Kovind)	h(2830)#7			Na
(Moyen)	h(2232)#12			Fe
(Racatten)	h(2930)#6			Pb

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KINGDOM OF RETHEM

(Ranel)	h(2330)#1	Na (saltpan)
(Ritse)	h(2331)#9	Na (saltpan)
(Robelt)	h(2828)#1	Sn
(Senun)	h(2830)#1	Na
(Senun)	h(2830)#2	Cu
(Senun)	h(2830)#4	Cu
(Senun)	h(2830)#6	Pb
(Shostim)	h(2329)#1	Cu
(Shostim)	h(2430)#1	Na (saltpan)
(Tadly)	h(1929)#9	Sn
(Thisand)	h(2030)#3	Na (saltpan)
(Thisand)	h(2129)#1	Sn
(Vunger)	h(1829)#1	Pb

THARDIC REPUBLIC

Location	hex#item	Guildmaster	Size	Products
(Akeinar)	h(3728)#2			Na
(Akenar)	h(3631)#14			Cly
(Balmeinar)	h(3131)#1			Fe
(Billinar)	h(4130)#1			Zn
(Billinar)	h(4130)#2			Pb
(Canacin)	h(3030)#2			Na
(Canacin)	h(2929)#1			Sn
(Connem)	h(4230)#4			Pb
(Dalgesh)	h(3030)#8			Pb
(Degup)	h(3830)#11			Na
(Eberd)	h(3431)#1			Sn
(Emsel)	h(3334)#11			Cly
(Estane)	h(4430)#3			Na
(Figgel)	h(3729)#1			Sn
(Firge)	h(3331)#1			Mic
(Gaulh)	h(3333)#12			Cly
(Graen)	h(3235)#4			Sn
(Hanar)	h(3528)#1			Ag
(Helost)	h(3330)#1			Ag
Hikun	h(3228)#3		??/40/240	(smeltery)
(Hikun)	h(3228)#1			Fe
(Hikun)	h(3228)#2			Fe
(Hikun)	h(3328)#1			Fe
(Hinew)	h(3630)#1			Pb
(Hue)	h(3235)#1			Cu
(Imrium)	h(3029)#3			Fe
(Imrium)	h(3029)#1			Na
(Imrium)	h(3128)#4			Na
(Imrium)	h(3128)#1			Fe;
(Imrium)	h(3128)#2			Fe;
(Imrium)	h(3128)#3			Fe;
(Imrium)	h(3127)#2			Cu
(Imrium)	h(3127)#1			Fe;
Iracu	h(3423)		??/30/155	Ag; Au

THARDIC REPUBLIC				
(Isut)	h(3032)#16			Na
Izora	h(3820)	---	0/0/0	Au, Ag
(Jehlan)	h(3135)#4			Na
(Jough)	h(3130)#3			Na
(Kazzoz)	h(3232)#2			Na
(Keeg)	h(3729)#2			Pb
(Keffos)	h(3231)#1			Fe
(Koam)	h(3426)#1			Pb
(Koam)	h(3426)#3			Ag
(Koam)	h(3326)#1			Fe
(Koam)	h(3227)#1			Fe
(Lima-An)	h(3527)#1			Cu
(Nivon)	h(3131)#2			Cu
(Ostenor)	h(3131)#21			Fe
(Paleinar)	h(3727)#2			Na
(Palomeinar)	h(3230)#1			Fe
(Palomeinar)	h(3230)#2			Na
(Perawoi)	h(3632)#8			Fe
(Pinar)	h(3029)#2			Na
(Pinar)	h(3028)#2			Na
(Pinar)	h(2928)#1			Na
(Pinar)	h(3028)#1			Fe
(Pinnbrook)	h(3533)#2			Cly
(Purough)	h(3530)#1			Gyp
(Purough)	h(3530)#2			Gyp
(Rever)	h(3232)#1			Na
(Serisuss)	h(3434)#1			Cu
Shiran	h(3929)#9			(guildhall and hostel)
Sirion	h(3425)#1		??/??/120	---
(Solm)	h(3431)#2			Sn
(Telliran)	h(3229)#2			Fe
(Telliran)	h(3229)#1			Na
(Troul)	h(3033)#11			Sn
(Troul)	h(3133)#6			Na
(Tunarel)	h(3831)#2			Zn

HIKUN 1-4:

The locations of SIRION, HIKUN, and IRACU are described in great detail within this article.

HÄRNDEX:

„IZORA: A district in the heart of the Rayesha Mountains containing an unknown number of abandoned gold and silver mines. Of Khuzan origin, the location of the mines was lost when the Khuzdul departed Kiraz, but in 590 they were rediscovered by an expedition from Shiran. For almost a century some of the mined yielded gold and silver. The mining camps were massacred by a Gargun Swarm in 684 and the mines were abandoned. There has been talk of reopening the mines, said to „hold the golden heart of Halea herself“, but talk is cheap.“

SHIRAN 1:

„[...] and silver and iron are imported across the lake and wrought into artifacts for local consumption and export.“

SHIRAN 6:

„MINERS' GUILD: Guildhall and hostel for miners when in Shiran“

MINES WITHIN IVINIA

AARENLUND			
Location	Guildmaster	Size	Products
(Guilberg)			Cu
(Mihne)			Fe

BAELINLUND			
Location	Guildmaster	Size	Products
(Sjus)			Cu
(Thornstor)			Pb

DASLUND			
Location	Guildmaster	Size	Products
(Deje)			Cu
(Jeinmark)			Sn

GELEMAAR			
Location	Guildmaster	Size	Products
(Argika)			Na; Fe
(Ekesjo)			Amb; Amb
(Nestad)			Amb; Amb; Amb
(Vyaz)			Amb; Na

MAARLUND			
Location	Guildmaster	Size	Products
(Berstad)			Fe
(Onzerlund)			Cu

RALDLUND			
Location	Guildmaster	Size	Products
(Abov)			Ag
(Hembv)			Pb
(Ionheim)			Amb; Na
(Jarik)			Fe
(Karheim)			Fe
(Olegstad)			Pb
(Pognheim)			Ag
(Sjeno)			Amb
(Stadow)			Ag
(Teklun)			Sn
(Temperal)			Pb

STAHLERLUND			
Location	Guildmaster	Size	Products
(Bjord)			Sn
(Bvelar)			Pb
(Dorn)			Fe
(Gertstad)			Cu
(Oslor)			Fe
(Siak)			Pb
(Skeinby)			Fe

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STORZALUND

Location	Guildmaster	Size	Products
(Nortuzo)			Sn
(Peloran)			Sn
(Nyron)			Fe

THEJALUND

Location	Guildmaster	Size	Products
(Boden)			Fe
(Hedmark)			Na
(Isenwich)			Cu
(Nora)			Fe
(Thegholm)			Cu

SOME TYPICAL HÂRNIC MINES

COPPER; TIN; ZINC; AND LEAD MINES

IRON MINES

SILVER MINES

SALT MINES

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