



HARPER'S BAZAAR

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Introduction

Welcome to the ninth issue of the *HARPer's Bazaar*. You may have noticed a slight change in authorship this issue. I hope that I can continue in the fine tradition started by Tim and carried through all the issues.

We have big plans for the Bazaars, some of them continuing where others left off, some new. In this issue you'll see some fighter organizations. These might look familiar for those who purchase the *Rolemaster Quarterlies*. In addition, you'll see the first in a series of NPC write-ups in the style of *Martial Law*. We'll do one class an issue and through them, flesh out your collection of ready to use NPCs. Next we'll continue some diseases, to fill in spaces left open by former *HARPer* products. Finally, we'll end with the Shadow World HARP conversion.

Enjoy.

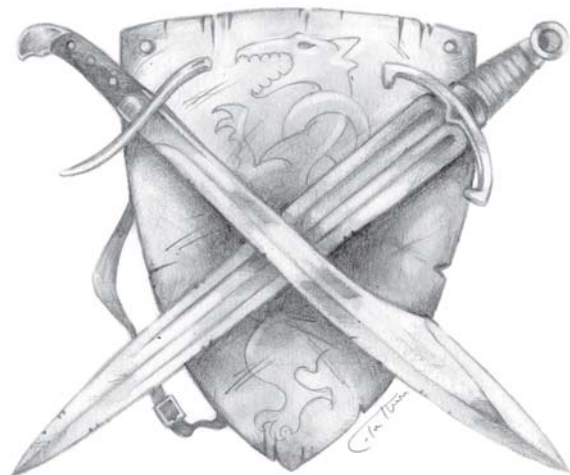
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FIGHTER ORGANIZATIONS

The organizations below each outline a school for training warriors. The information in the main text is presented in a generic fashion, as we mean you to place these schools in any game setting you play. At the end, however, you will find notes on how to place them in Iron Crown Enterprises' *Cyradon* and *Shadow World*, as well as Final Redoubt Press' *The Echoes of Heaven*.

The Pit Fighting School

TYPE: Training School

GOAL AND PURPOSE: Feared throughout the world, the Pit Fighting School is a dark and dangerous place. Inside its twisted halls and unbearable heat, half-clad warriors struggle to hack and gouge each other. This school trains warriors in the most brutal and horrid fighting styles, aiming not just to win, but to maim and blind if necessary. When two pit fighters seriously clash, the lucky loser dies. Many of the others find themselves disabled for life.

Fortunately for all concerned, not many battles in the pits are "real." While the combatants do fight, killing or maiming another fighter ends their career, and few fights take matters this far. Therefore, the pit fighter is also a master of fighting without killing. While it would be an injustice to say these fights were fake, in a normal pit fight, the combatants discount many types of moves and strike

with clean, disabling attacks. These fights usually end with one of them down, and the other demanding an end from the crowd, be it death or mercy. Despite the unavoidable cries for death, the spectators with the real clout in the matter almost always choose mercy. Then the downed fighter can heal and regain his strength and eventually overcome the wound and fight again.

This makes graduates of this school something of a dichotomy. Able to unleash the dirtiest and most brutal attacks, they rarely do so, trained instead to fight in a clean, almost theatrical style. Fighting a pit fighter is usually safe . . . unless one makes him mad.

Pit fighters live under the view that the fight is everything. The fight is life, love, and joy. In the movements of struggles of the fight, the warrior loses all pretense and all airs. In the end, he becomes the essence of combat. To learn the true nature of a man, one need only fight him. When a man's life is on the line, all his masks fall away.

On a more practical level, pit fighters believe in winning at all costs. While it's fine to lose in a showy fight when no one is at risk, when lives are on the line, matters of honor and morality become pointless. There is no such thing as an honorable dead man. Dead men rot.





Still, their training in the more histrionic styles give them something of a two-layered view on life. They see most of the world as a show, filled with bluster and pomp, with little honesty. No man shows his real face willingly to the world. They hide their true natures behind the flashy veneers they present to the world. Only mind-shattering suffering and desperate combat can strip these away. Because of this, many pit fighters watch the world with half a smirk, watching the surface, but probing for truth in the glimpse of self that men show only by accident.

CANDIDATE REQUIREMENTS: New students to the school are often slaves. They must be strong and able to endure pain and hardship. They don't necessarily need a bloodthirsty disregard for human life. This can be taught.

For teachers, the candidate is typically a graduate from the school with a long history of success and a method of fighting expertise. Occasionally, a non-pit fighter is offered a position in the school, but only if they have a profound reputation of skill and a compatible personality.

ACCEPTANCE INTO THE GROUP: Teachers of the school are merely hired. They have long since proved themselves in combat. New students must weather a series of physical tests. The first merely tests their overall combat ability, and can vary greatly depending on the whims of the master. The second involves the character taking a beating from several other students. They pass the test merely by showing they can keep fighting under a burden of pain. After that the character is tested for aptitudes, but these merely determine their training course. They've been accepted if they pass the first two.

STRUCTURE: The school is led by a Grand Master, the most grizzled and experienced of all the masters. He rises to position out of the masters by politics, backstabbing, and often murder. Below him are several masters, each of them an expert in one type of fighting. Each master has one to five assistants, who handle much of the day to day teaching. The assistants are usually the most experienced students. A mass of servants and craftsmen serve the school's mundane needs. Among the students, people are rated by their skill by the masters, and a character's status can vary from class to class.



ADVANCEMENT: Students are rated by skill, as judged by their masters. When they are rated as proficient (again, completely at the whim of their masters) in three fighting disciplines, they can graduate from the school. Others stay on for a time, learning more, particularly if they're free men or their owner wants a better-trained fighter.

Among the staff, the only advancement is to become Grand Master. There is no set method of doing so. Grand Masters bargain, blackmail, or fight their way into position.

EXPULSION: Masters can be fired on the Grand Master's whim, though this rarely happens. Students can be kicked out for disobeying a master, though this is rare as well. Murder and death in training are the most common methods of expulsion. If a student acts up, he is most likely disciplined corporally, and the violence of the discipline escalates with future transgressions. Students more often die from complications arising from disciplinary actions (such as beatings and whippings) than any other cause. For this reason the Pit Fighter School is a better enemy organization or background story than a place for PCs.

TRAINING PACKAGE: Pit Fighters can take the following Training Package.

Skill	Ranks
Weapon #1	2
Weapon #2	2
Weapon #3	2
Weapon #4	2
Brawling	2
Endurance	4
Resistance: Stamina	4
Armor	4

Cyradon: Of all the diverse cultures available on Cyradon, The Skaldi and the Desnians are the two civilized cultures to most likely have developed Pit Fighting, though fights in these two cultures would rarely be lethal, they would never be scripted or staged as both races have too much pride. The Schirae would also have Pit Fighters and like the others, their fights would never be stages, however, their fights would always be to the death.

Shadow World: Shadow World is a wide and diverse place and each of the continents is essentially its own little campaign setting. Because of that, there are no set locations for these schools. Two good locations for the organization, though, are Lankanok and Komaren.

The Echoes of Heaven: There hasn't been large-scale gladiatorial combat in the world since the fall of the empire. However, one could still build a character around this concept, especially one from Hairan, where such "uncivilized" pastimes are still appreciated.



The Knights-Errant

TYPE: Knighthood

GOAL AND PURPOSE: A knight-errant is a knight who wanders the land looking for adventure or the opportunity to display his military prowess. Typically, a knight-errant is without a lord (and usually keeps an eye open for one), but sometimes the knight-errant was sent out on the land by his lord in order to carry out a specific task or quest. Out of all the chivalric figures in the world, the knight-errant might well be the most romantic.

But one must be careful, for there are many dispossessed knights in the world and few of them are up to any good. Most knights are the second or third sons of nobles, far out of position for any inheritance. They have schooling only in the art of war and when they are dispossessed, they wander the world looking for work. If they can't find it, they usually take up banditry and become outlaws. There are many knights out there claiming to be knights-errant. Very few of them are after anything but a person's purse.

So knights-errant must constantly prove themselves. Anyone they happen on in distress is more likely to expect them to be predators than saviors. The true knight-errant knows this and understands. He accepts his lot in life, making certain to help even when that help is spurned. They aren't in this for the glory anyway.

There are two main types of true knight-errant. The first is the dispossessed knight out looking to bring his chivalric ideals into the world. He usually acts in the name of a lady, dedicating his actions to her before leaping into the fray. This knight is a loner and often a misfit, but he does what he does for the good of the world.

The second type of knight-errant belongs to a questing order. These orders of knights stand outside normal feudal entanglements (and they aren't appropriate in all settings). They take their questing seriously and often have a bureaucracy in place to get knights to locations where and when they are needed. Knights belonging to these orders tend to eat more regularly than the lone knight-errant.

Knights-errant are driven by the need to do good or to prove themselves in the world. There are two basic types of knights-errant, those out to advance their ideals, and those seeking to prove themselves in battle.

The first kind of knight-errant is often naive and trusting. He believes in the basic goodness of all people and it's his desire to right all the world's wrongs. He strives and he quests and he seeks. He keeps his helmet off on highways to make certain he can hear any cries for help. He often tries to live to a higher standard than most people, never eating or drinking to excess. He is usually religious, or at least spiritual. He knows what's right and what's wrong and he often has trouble seeing the shades of gray. This type of knight usually matures with age, and while he never loses that sparkle of idealism, he become more practical as time goes on,

sometimes he even becomes jaded. An old knight-errant of this type is likely to put on gruff and difficult airs, pretending to be an uncaring curmudgeon. Only when something manages to punch through his veneer does he show his true colors.

The second kind of knight-errant has a more self-centered view of the world (though this isn't necessarily a bad thing). He believes in his ideals and he tries to see them through, but he's more interested in proving himself than anything else. He's not surprised by betrayal and may even grumble when he finds an inconvenient wrong to right. He'll do it, though, because he has to prove that he's a master of his craft. He is usually looking for permanent service under a lord and he spends more of his time in tourneys than wandering villages looking for bullies. He hones, he trains, and he fights. In the end, he cares about the fighting, not the fight.

CANDIDATE REQUIREMENTS: New knights errant are selected based on their combat ability and a certain indefinable spark. They're selected by a knight of the order when they're young, usually 8-10 years old. The knight often gives them some sort of informal test to check their honesty or their virtue. Sometimes just their courage. It depends on the knight and the boy. A knight who sees something special in a street urchin won't test his honesty, obviously the boy lives by dishonesty. He would find something else to test, such as the boy's compassion.

ACCEPTANCE INTO THE GROUP: Once the knight has accepted the boy, he makes the boy his squire. Squires of mobile knights follow them around and aid in their works. Knights who are too old to quest tend to have more squires, and these help around headquarters and with administrative tasks.

STRUCTURE: The Knights Errant have a wide, shallow structure. At the lowest level are pages, who haven't actually been accepted into the group. These are usually young boys (younger than 8) who serve the order in the





hopes of being noticed by a knight. They typically run messages and perform fetch and carry tasks. Next are the squires, who are knights in training. Then are the full knights. Knights of distinction hold the office of Commander or Knight Commander, though this rarely means more than its honors. Knights-Errant don't go to war so they rarely need a commanding officer. Older Commanders serve in the headquarters, giving orders and running the administrative tasks. The High Commander rules controls the Knights-Errant in an entire region. The Lord-High Commander rules the entire order.

ADVANCEMENT: A squire is chose solely on the judgment of his knight. While at least one Commander must approve the dubbing of the knight, typically this is at the discretion of the squire's master as well. Commanders are promote at the discretion of the High Commander and the High Commander at the discretion of the Lord High Commander (though he often takes recommendations from other Commanders of the region). The Lord High Commander is elected by a vote of all the High Commanders who are available to hold a council.

EXPULSION: Knights can be expelled from the order due to a violation of their knightly ideals. More often, dishonors are handled through single combat or censure, but if the crime is great enough (usually involving a great theft or loss of life) then a council of five of the knights superiors can order the knight stripped of his spurs and banned from the order. Commanders require three High Commanders. High Commanders are tried by a jury of three of their peers, with the Lord High Commander sitting at the head of the council.

TRAINING PACKAGE: Knights-Errant can take the following Training Package.

Skill	Ranks
Weapon #1	5
Armor	5
Combat Maneuvers: Mounted Combat	5
Mundane Lore: Heraldry	3
Riding	5

Cyradon: The Treaty Kingdoms of Anias had many orders of Knighthood. At least one order for each of the many small fiefdoms and kingdoms found within the Treaty Kingdoms. Many of those Knights fought alongside the Tarahiri troops, and several dozen knights, under the command of Grayson, were transported to Cyradon with the refugees.

Shadow World: Again, Shadow World is a wide and varied place. Some good locations for Knights-Errant are Rhakhaan, Miir, and Stroane

The Echoes of Heaven: There are knights-errant in the Mortal Realm, both loners and the type that belong to a group. The two groups that should use this school in the Mortal Realm are the Order of the Knights Equenis and the Order of the Knights-Errant (in the Sons of Almia.)

War College

GOAL AND PURPOSE: There is war. The churches of the world preach and spread and minister and still there is war. Diplomats travel from nation to nation and still there is war. Good men scream with despair and still . . . there is war.

And because there is war, there is the War College.

The War College is the foremost school of strategy and tactics in the known world. Here, the sons of nobles (and sometimes commoners who can afford the tuition) study and train and learn. The school teaches everything that a young lord needs to know to be a general. Classes include military history, diplomacy, horsemanship, tactics, strategy, and personal combat. Here, the future commanders also learn the less-glamorous skills, such as military organization, administration, and budgeting.

Men can learn these skills elsewhere, but the War College's renown is sung worldwide. Generals everywhere earn their position by fighting their way up through the ranks of officers, but the greatest marshals through the land all spent their youth here. It's said the wars that will happen in twenty years are right now being won or lost on the fields of the War College.

Training here is difficult and far from complete . . . only a lifetime of war can make a general . . . but you must lay the foundations when the man is young. This can happen through chance, but the War College doesn't believe in chance. They've mastered the art of molding a mind while it's still young.

Men and women tend to join the War College at the age of sixteen. They spend at least four years there, but the promising failures can continue for as long as their instructors believe there is hope. One famous student didn't graduate until the age of thirty-five. He went on to become Lord High Marshal of his nation.

The War College teaches only one thing . . . to win. This isn't to say that they are amoral. Although they do teach war without ethics, they also teach chivalric war and everything in between. It's the opinion of the College that war transcends morality, but warriors don't. They strive to make their students just as capable as at a knightly war on an open field as they are in a small, guerrilla war against a large, occupying opponent.

They teach every philosophy here, and their ethics classes bring up questions graduates still debate years later. They don't teach answers to matters of wartime ethics, only how to ask the right questions. Once graduated, their students can handle any set of rules of warfare.

Because of this, the school has produced every type of general from the most heinous butchers to the noblest paladins. In fact, it's not unheard of for bitter enemies in the real world to start as great friends in the War College. In fact, many of the most romantic stories involve two friends placed on opposite sides of bitter war.



CANDIDATE REQUIREMENTS: Anyone willing to follow the rules of conduct *at* the school (and pay tuition of 10 GP a term) is welcome.

ACCEPTANCE INTO THE GROUP: Once a young man joins the war college, he needs to pay the tuition and get good grades. Even still, the college doesn't flunk men out merely for doing poorly. A bad student that tries will get high enough marks due to his enthusiasm that he'll stay. A malcontent that disrupts the environment of the school will be reprimanded.

STRUCTURE: Students in the war college are graded by subject, such as cavalry, infantry, close maneuvers, logistics and many more. Each student studies up to three subjects at a time, until they "pass." They pass by displaying an in-depth knowledge of the field. This involves verbal testing for theory and practical tests as well (troops in a mock battle for some disciplines, paperwork for others like logistics). Once a student has passed all his classes, or all the classes he *wants*, he graduates.

For teachers, there are Lieutenants, who are students that assist teachers in class. Usually a lieutenant has already passed the course and can instruct in the teacher's absence. There are teachers, who work for the school and have a demonstrable competence in their fields. There are experts, who are renowned in their fields, and deans, who oversee on discipline. There's typically one expert and three to five teachers per discipline. Over everything is the Marshal, who oversees the entire school.

ADVANCEMENT: Students advance by testing their way through disciplines. Most students rate themselves by completed courses. If they mention their "year" it's usually to brag about a low number ("I'm a five discipline, first year."). Teachers rarely advance, as they've usually peaked before coming to the school. Experts tend to advance to dean when the dean retires or dies. The Marshal is elected by a meeting of the deans. All faculty positions are for life (meaning until they're fired or demoted).

EXPULSION: Faculty is simply fired by their dean or marshal. This can happen if they disgrace the school or if they merely begin to show poor work. Students are expelled for failure to pay tuition, bad marks, or disruptive activities. No expulsion is particularly spectacular.

TRAINING PACKAGE: Students of the War College can take the following Training Package.

Skill	Ranks
Public Speaking	2
Mundane Lore: Heraldry	2
Navigation	2
Mundane Lore: Strategy and Tactics	6
Mundane Lore: Siege Engineer	2

Cyradon: Tarahiri, thanks to its long and troubled history would have easily supported a war college, and many students and graduates may have been among the survivors, as they would have recognized the dire straights that the city was in. From Cyradon, Desnia is a likely location, as is the Five Cities of the Nagaral. Both of these nations are aggressive enough to support a war college within their midst.

Shadow World: Good locations in Shadow World for a war college include Rhakhaan, Stroane, and Komaren

The Echoes of Heaven: This school is perfect for the Bastrin War College. Where that school contradicts the information above, use the information from the campaign setting.





Fencing School

GOAL AND PURPOSE: Where personal honor has become more important than life itself and armor is rare, the fencer arrives. The fencer is the ultimate one-on-one fighter, a master of the blade. He studies the art of the sword with a passion, favoring light weapons over heavy, finesse and quickness over strength.

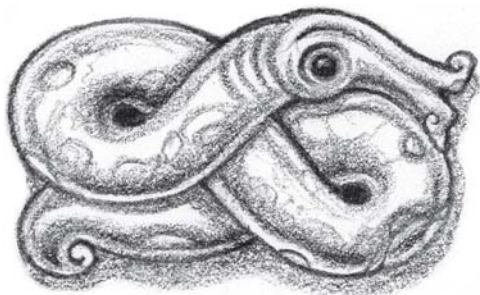
Fencing is a dueling art. Fencers are specialized in fighting (and killing) one man at a time. This means that they might falter when fighting in wilder environments, but not always (to see a fencer fight multiple foes, watch *Cyrano de Bergerac*, especially the 1950 version). The fencer concentrates on movement and a keen eye.

Fencing is important in societies where armor is impractical, whether because of technology (gunpowder), climate (desert), or location (at sea). It is a science of movement and fluid attack and defense. While it can become a sport, it's also deadly as a fighting style.

Some fencers undertake the skill as a profession. These men are duelists for hire, seeking out victims and insulting them until the challenge comes. Then they dispatch the target and often no one realizes it was an assassination. Other professional duelists hire out as champions for those who can't fight themselves, whether for age or infirmity.

Fencers don't have a grand philosophy of life, although they have many philosophies on the nature of fighting. They study art and poetry as much as the fighting itself, seeking movement in the lines of sculpture and paintings. They study dance as well, for more obvious reasons.

The one philosophy that fencers tend to carry into their life in general is a sense of honor. Fencing is a dueling art, and those that study it tend to carry an intense sense of personal honor. Anyone insulting a fencer's honor is likely to find themselves confronted with a quick blade.



CANDIDATE REQUIREMENTS: The Fencing School operates without official tuition. Instead, the school has "patrons" and "sponsors." A sponsor gives a donation that pays for a single student (multiple donations for multiple students are allowed as well). 10 GP a term is a good starting point for a donation, although this can go up and down depending on the wealth of the sponsor and the quality of the student. A patron donates so much money to the school that no one pays attention to how many students his money supports. Some patrons donate nothing at all. Their parents donated so much that the School still honors the patronage.

The matter of money is both of primary importance and utterly taboo in the school. One never talks about it openly, as this is uncouth. Everyone knows in the gossip however. "His sponsor had to donate 25 gold before they'd even consider him" or "he's so talented the master of the stance sponsored the boy himself." Teachers rarely sponsor students but when they do, they pay nothing. Most master only sponsor a single student at a time and those times are few and far between. There are instance in history where a single master sponsored two or more students, but each new student was more astounding than the last.

ACCEPTANCE INTO THE GROUP: To be accepted, one need only have a sponsor or a patron. For students with sponsors, the school examines their talent first, then negotiates with the sponsor. Patron's students are accepted sight unseen.

STRUCTURE: The Fencing School has no achievement structure among students. They stay and continue learning as long as they have a sponsor or patron. Most students are too proud to outstay their welcome, however, and 2-3 years is about average for the school. Each class consists of a master, several assistants (usually accomplished students) and a large open space. The master teaches his specialty while the assistants help him spot flaws. After students have mastered the fundamentals, they break into pairs for sparring practice.

Among the masters, there is a hierarchy based on seniority. This is a straight linear progression, however, and they make certain never to hire two masters on the same day to keep things neat. Some masters die and some retire. Those who don't, however, are certain to be Grand Master one day. The Grand Master of the school is always the most senior member. His primary duties are negotiation and administration, although he has several "assistants," that are employed solely to haggle with sponsors of lower rank. The Grand Master usually concerns himself with patrons.



ADVANCEMENT: There is little advancement in the Fencing School. A student learns and is informally ranked in their master's mind. The only indication of real rank is how the master utilizes a student in class. If he's called out to show a proper technique, he's probably high in the master's esteem. If he's called out as an example of how *not* to do things...

Students who have mastered a technique are often asked to serve as assistants. This is the only real honor a master can officially bestow. Other honors exist, but they are won in student on student contests.

EXPULSION: Students are expelled only when they lose their sponsorship or patronage. Sponsors of trouble students might have to pay more to keep them in the school. Patrons have no such considerations, but a student reflects on their patron, and so bad behavior brings him dishonor.

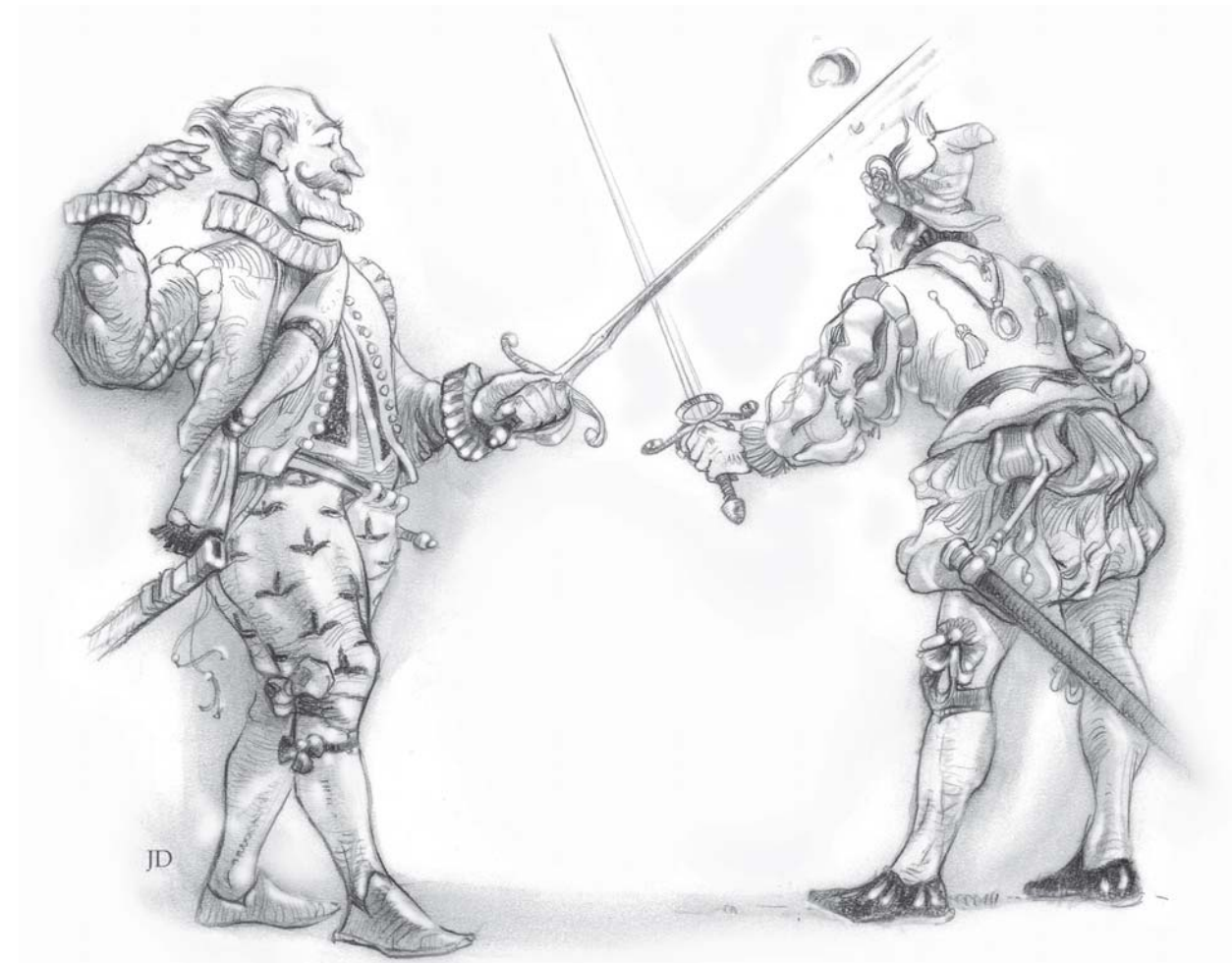
TRAINING PACKAGE: Student of the Fencing School can take the following Training Package.

Skill	Ranks
Acrobatics	5
Endurance	2
Weapon	5

Cyradon: Fencers can come from almost any culture on Cyradon. However, the two cultures most likely to produce fencing schools are the Nagazi and the Janieal Elves. Both consider themselves sophisticated and above petty conflict, yet still recognize the need for defense. Desnia, not to be outdone by the Janieal, would also have followed their lead and created fencing schools, not that they would ever admit it.

Shadow World: Two good places to locate a fencing school in Shadow World are Namar-Tol and Nuyan-khom.

The Echoes of Heaven: There is a small fencing school in Marnele, but graduates are rare as the nation still values the heavy knight. There are several major schools in Maroldo and fencing is a way of life there, probably due to the warm weather and the seagoing bent of the citizens. Few other countries are willing to forgo their armor to study fencing.





NPCs

Martial Law has several prewritten NPCs. These are useful to any GM who needs some quick stats on the fly. It concentrates on martial characters, however. Below, you will find a Mage with a bit of an interest in fire. This should give you a good starting place for mages in your game. To vary things, feel free to swap out his spells for others to represent the character's magical interests.



AFREDICHUS - HUMAN MAGE LEVEL 1

Hits: 47 **PP:** 69 **Init:** +20 **DB:** 18 **BMR:** 11

RR Bonuses: Stamina +23 Will +11 Magic +37

St: 62 +3 **SD:** 43 -2
Co: 68 +4 **Qu:** 83 +9
Ag: 52 +1 **Re:** 90 +11
In: 88 +11 **Pr:** 64 +3

Weapon Skills:

Weapon Skill #1: +9 (Melee)
Weapon Skill #2: +14 (Missile)

Armor: None

Talents/Abilities: Professional Adaptability, Bonus Skill Ranks, Skill Specialization, Sense Magic, Eloquence.

Key Skills:

Dancing (1)	9	Storytelling (1)	19
Crafts: Leather (3)	27	Healing (1)	27
Herbcraft (1)	27	Perception (1)	14
Rope Mastery (1)	17	Public Speaking (1)	19
Trading (1)	19	Attunement (2)	32
Runes (2)	32	Anim. Hand.: Horse (1)	19
Navigation (1)	27	Riding (1)	4
Tracking (1)	14	Armor Skills (1)	9
Swimming (2)	14	Stalking & Hiding (1)	4

Resistance: Magic (1) 37, Stamina (1) 23, Will (1) 11

Universal Sphere: Counterspell (3) 49, Light (6) 64, Unlocking Ways (2) 44.

Mage Sphere: Eleme. Bolt: Fire (4) 54, Mage Armor (4) 54.

Languages: Racial (S6/W5) 52/47, Common (S4/W3) 42/37.

Lore: Local Reg (2) 32.



AFREDICHUS - HUMAN MAGE LEVEL 5

Hits: 61 **PP:** 103 **Init:** +22 **DB:** 40 **BMR:** 11

RR Bonuses: Stamina +45 Will +37 Magic +59

St: 66 +4 **SD:** 51 +1
Co: 72 +5 **Qu:** 86 +10
Ag: 56 +2 **Re:** 91 +12
In: 91 +12 **Pr:** 66 +4

Weapon Skills:

Weapon Skill #1: +31 (Melee)
Weapon Skill #2: +16 (Missile)

Armor: None

Talents/Abilities: Professional Adaptability, Bonus Skill Ranks, Skill Specialization, Sense Magic, Instinctive Defense, Eloquence.

Key Skills:

Dancing (1)	11	Storytelling (1)	21
Crafts: Leather (3)	29	Healing (1)	29
Herbcraft (1)	29	Perception (1)	18
Rope Mastery (1)	19	Public Speaking (1)	21
Trading (1)	21	Attunement (2)	34
Runes (2)	34	Anim. Hand.: Horse (1)	21
Navigation (1)	29	Riding (1)	8
Tracking (1)	18	Armor Skills (1)	9
Swimming (2)	16	Stalking & Hiding (1)	8

Resistance: Magic (5) 59, Stamina (5) 45, Will (5) 37

Universal Sphere: Counterspell (9) 83, Light (6) 68, Unlocking Ways (4) 58.

Mage Sphere: Elem. Bolt: Fire (8) 78, Mage Armor (4) 58.

Languages: Racial (S6/W5) 54/49, Common (S4/W3) 44/39.

Lore: Local Reg (2) 34.



AFREDICHUS - HUMAN MAGE LEVEL 10

Hits: 90 **PP:** 127 **Init:** +23 **DB:** 40 **BMR:** 11

RR Bonuses: Stamina +76 Will +64 Magic +88

St: 66 +4 **SD:** 51 +1
Co: 81 +7 **Qu:** 88 +10
Ag: 56 +2 **Re:** 91 +12
In: 96 +13 **Pr:** 66 +4

Weapon Skills:

Weapon Skill #1: +58 (Melee)
Weapon Skill #2: +16 (Missile)

Armor: None

Talents/Abilities: Professional Adaptability, Bonus Skill Ranks, Skill Specialization, Sense Magic, Instinctive Defense, Eloquence.

Key Skills:

Dancing (1)	11	Storytelling (1)	22
Crafts: Leather (3)	29	Healing (1)	30
Herbcraft (1)	30	Perception (1)	19
Rope Mastery (1)	19	Public Speaking (1)	22
Trading (1)	22	Attunement (2)	36
Runes (2)	36	Anim. Hand.: Horse (1)	22
Navigation (1)	30	Riding (1)	8
Tracking (1)	19	Armor Skills (1)	11
Swimming (2)	16	Stalking & Hiding (1)	8

Resistance: Magic (11) 88, Stamina (11) 76, Will (11) 64

Universal Sphere: Counterspell (22) 110, Dispel Magic (6) 68, Light (6) 68, Unlocking Ways (14) 96.

Mage Sphere: Elemental Ball: Fire (12) +92, Elemental Bolt: Fire (10) 88, Mage Armor (13) 94.

Languages: Racial (S6/W5) 52/47, Common (S4/W3) 42/37.

Lore: Local Reg (2) 34.



AFREDICHUS - HUMAN MAGE LEVEL 15

Hits: 98 PP: 139 Init: +24 DB: 42 BMR: 12
 RR Bonuses: Stamina +84 Will +72 Magic +96
 St: 66 +4 SD: 51 +1
 Co: 83 +7 Qu: 91 +11
 Ag: 56 +2 Re: 96 +13
 In: 96 +13 Pr: 66 +4

Weapon Skills:
 Weapon Skill #1: +66 (Melee)
 Weapon Skill #2: +16 (Missile)

Armor: None

Talents/Abilities: Professional Adaptability, Bonus Skill Ranks, Skill Specialization, Sense Magic, Instinctive Defense, Eloquence.

Key Skills:

Dancing (1)	11	Storytelling (1)	22
Crafts: Leather (3)	30	Healing (1)	31
Herbcraft (1)	31	Perception (1)	19
Rope Mastery (1)	20	Public Speaking (1)	22
Trading (1)	22	Attunement (2)	36
Runes (2)	36	Anim. Hand.: Horse (1)	22
Navigation (1)	30	Riding (1)	8
Tracking (1)	19	Armor Skills (1)	11
Swimming (2)	16	Stalking & Hiding (1)	8

Resistance: Magic (15) 96, Stamina (15) 84, Will (15) 72
Universal Sphere: Counterspell (22) 110, Dispel Magic (6) 69, Light (6) 69, Projected Light (8) 79, Unlocking Ways (14) 97.
Mage Sphere: Bladeturn (9) 84, Deflections (7) 93, Elem. Ball: Fire (12) +93, Elem. Bolt: Fire (10) 89, Fire Nerves (2) 49, Fire Wall (16) 101, Mage Armor (20) 109.
Languages: Racial (S6/W5) 56/51, Common (S4/W3) 46/41.
Lore: Local Reg (2) 36.

AFREDICHUS - HUMAN MAGE LEVEL 20

Hits: 111 PP: 157 Init: +24 DB: 42 BMR: 12
 RR Bonuses: Stamina +99 Will +83 Magic +107
 St: 66 +4 SD: 51 +1
 Co: 91 +9 Qu: 91 +11
 Ag: 61 +3 Re: 96 +13
 In: 96 +13 Pr: 66 +4

Weapon Skills:
 Weapon Skill #1: +78 (Melee)
 Weapon Skill #2: +17 (Missile)

Armor: None

Talents/Abilities: Professional Adaptability, Bonus Skill Ranks, Skill Specialization, Sense Magic, Instinctive Defense, Eloquence.

Key Skills:

Dancing (1)	12	Storytelling (1)	22
Crafts: Leather (3)	31	Healing (1)	31
Herbcraft (1)	31	Perception (1)	19
Rope Mastery (1)	21	Public Speaking (1)	22
Trading (1)	22	Attunement (2)	36
Runes (2)	36	Anim. Hand.: Horse (1)	22
Navigation (1)	31	Riding (1)	9
Tracking (1)	19	Armor Skills (1)	12
Swimming (2)	17	Stalking & Hiding (1)	9

Resistance: Magic (21) 107, Stamina (21) 99, Will (21) 83
Universal Sphere: Counterspell (22) 111, Dispel Magic (6) 69, Landing (9) 84, Light (6) 69, Minor Healing (14) 97, Unlocking Ways (14) 97.
Mage Sphere: Bladeturn (9) 84, Deflections (7) 93, Elem. Ball: Fire (12) +93, Elem. Bolt: Fire (10) 89, Fire Nerves (10) 89, Fire Wall (16) 101, Fly (10) 89, Invisibility (7) 74, Mage Armor (20) 109, Presence (10) 89, Rune Mastery (30) 119.
Languages: Racial (S6/W5) 56/51, Common (S4/W3) 46/41.
Lore: Local Reg (2) 36.





DISEASES

There are many diseases in the world, some contagious, some not. This section deals with diseases that can be passed from person to person (such as the chills or plague), or acquired from the environment (such as infection).

There are four major factors to any disease. They are RR, Onset Time, Effects, and Course.

RR: Most diseases require a Stamina RR. Here you'll find the difficulty of the RR. Some diseases have cascading RRs. Different strains of the disease might have more or less difficult RRs, at the GM's discretion. Here you will also find the disease's transmission rate.

Onset Time: Once a person has contracted the disease, it will take some time for symptoms to manifest. This is the Onset Time.

Effects: While suffering from the disease, the character will suffer certain effects. They are listed here.

Course: This charts the disease's course. This includes the character's method of recovery.

Note: Many of these diseases are magical in nature. Others are simplified and actually include many sub diseases. GMs are encouraged to expand on this list. Also, diseases are very complex. All real world diseases are vastly simplified to allow for easy use in a game.

ACQUIRED DEAFNESS

RR: Magic (25). Airborne.

Onset Time: 12 Hours.

Effects: The victim of this magical disease loses all ability to hear, making all hearing-only perception impossible, and resulting in a -20 penalty to general Perception maneuvers involving hearing and other senses.

THE BLACK DEATH

RR: Cascading Stamina RR, passed by fluids, usually in the bite of an infected parasite.

Onset Time: Varies.

Effects: The target becomes infected with the bubonic plague. The exact effect is determined by a Cascading Resistance Roll.

CRR (140): No Effect

CRR (90): After three days, the target breaks out in a rash and experiences mild glandular swellings and a fever (-20 to all actions).

CRR (65): As CRR (RR), but the inflammations and swellings in the glands occur after 2 days and are more severe, particularly in armpits and groin. Penalty to all actions is -30. 10% chance per day that a limb will become immobilized.

CRR (40): As CRR (65), except lesions will ooze pus while blood will leak through pores (d10 hits per day). Victim will be unable to move.

Failure: As CRR (40) except that the target will slip into a coma in d10 days. Each day that the target is in the coma, an additional RR versus Stamina must be made. If this RR is failed, the character dies that day.

Course: Each day the character has the Black Death he must make a new CRR. Any time a character's situation worsens, he receives a cumulative -10 penalty to subsequent rolls. Any time the character's situation improves, they gain a cumulative +10 bonus to subsequent rolls.

THE CHILLS

RR: Stamina (25). Airborne.

Onset Time: 12 Hours.

Effects: The sufferer will have a high temperature, headache, sore throat, hacking cough, and runny nose, and a penalty of -5 to his Quickness stat bonus (due to general malaise).

Course: The sufferer may make a new RR at the same difficulty every day until they recover.

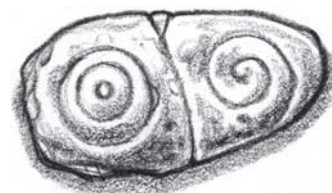
CONSUMPTION

RR: Stamina (10) initially, (60) as the disease takes hold. Exchange of Fluids, typically by standing close to a person with consumption during a coughing fit.

Onset Time: Varies. Anywhere from weeks to years.

Effects: The primary symptoms are fever, prolonged coughing, and coughing up blood. Loss of appetite and weight loss are common. The person appears to be "consumed" from the inside out. The penalty of the disease varies as it progresses.

Course: A battle with consumption can be a long and painful task. After the initial failed RR, the Stamina RR resets to (60). From that point on, the character makes an RR every week. Failure means the difficulty of the RR increases by 5 and the character receives a -5 cumulative penalty to all actions due to the sickness. Success means the difficulty of the RR reduces by 5 and their penalty becomes five better. The disease kills if the character fails two RRs in a row when the RR difficulty is more than 100. The disease ends when the RR is reduced below a difficulty of 10. A character can have the disease reappear later in life. If something happens to reduce the character's immune system, the GM may ask for a new Stamina RR (10) to see if the disease reoccurs.





DEAD NOSE

RR: Magic (75). Airborne.

ONSET TIME: 5 HOURS

Effects: The sufferer of this magical disease loses his sense of smell completely, making all smell-based perception impossible, and receives a -20 penalty to general Perception maneuvers involving smell and other senses.

Course: The sufferer may make a new RR every week.

FEVER

RR: Stamina (70). Airborne.

Onset Time: 1 Day.

Effects: The target suffers a high temperature and is prone to bouts of delirium and hallucinations (10% chance every hour of a bout lasting d10 minutes). The target also suffers a -5 penalty to Reasoning and Insight stat bonuses.

Course: The character may make a new RR every day.

GREY VISION

RR: Magic (50). Physical Contact.

ONSET TIME: 1 HOUR

Effects: The sufferer of this magical disease will become color-blind (both red-green and blue-orange). This incurs a -10 penalty to all vision-based Perception maneuvers.

Course: The sufferer may make a new RR every 6 hours.

MALARIA

RR: Cascading Stamina. Passing fluids, almost always via mosquito.

Onset Time: 6-18 Days.

Effects: Malaria causes vomiting, joint pain, and convulsions. The symptoms tend to run in a cycle of chills, then fever, then sweating over 2-3 days. Malaria can lead to coma and death in a bad case, or can be reoccurring, coming back every few years unless magically cured.

CRR (150): No Effect

CRR (100): Target gets mild case, causing -10 to all actions. There is a 10% chance the case is chronic and will reoccur ever few years.

CRR (60): Target gets a severe case, resulting in a -50 to actions. There is a 5% chance the case is chronic and will reoccur every few years.

CRR (50): Target is incapacitated by disease (-100).

Failure: Target suffers a incapacitating case(-100 to all actions) for one cycle of the disease, then slips into a coma. Each day that the target is in the coma, an additional RR versus Stamina must be made. If this RR is failed, the character dies that day.

Course: For mild cases, the character may attempt a new RR every cycle (2-3 days). Every time, they receive a +10 bonus. For sever cases, they receive a +5 bonus instead. For an incapacitating case, the character receives no

bonuses or penalties every new cycle. Many get worse. For a failure, the character receive a -5 penalty on each subsequent cycle of the disease. Characters continue these checks until they reach "no effect" or die.

PNEUMONIA

RR: Cascading Stamina. Respiratory Disease.

Onset Time: 2 Days.

Effects: The target's lungs become inflamed through an infection. The exact effect is determined by a Cascading Resistance Roll.

CRR (130): No Effect

CRR (80): Target suffers a fever with continuous sweating and dizziness (-20 to all actions).

CRR (55): Target suffers a raging fever (-40 to all actions if he does not rest completely, -20 to all actions if he is kept warm and remains bedridden.)

CRR (30): Target suffers a raging fever (-40 to all actions) for 2d10 hours, then slips into a coma for the remainder of the spell.

Failure: Target suffers a raging fever (-40 to all actions) for 2d10 hours, then slips into a coma for the remainder of the disease. Each day that the target is in the coma, an additional RR versus Stamina must be made. If this RR is failed, the character dies that day.

Course: Characters don't just catch pneumonia. Pneumonia is a byproduct of another respiratory disease. If a character fails an RR for an appropriate disease (such as the chills, the shakes, or fever) by 100 or more, the GM may feel justified in having him resist again pneumonia. Each day the character has pneumonia he must make a new CRR. If he gets an equal or better result to his previous check, all CRRs gain a cumulative +10. Any time a character's situation worsens, the bonus resets to zero. Bedrest grants an additional +10 bonus to all CRRs.

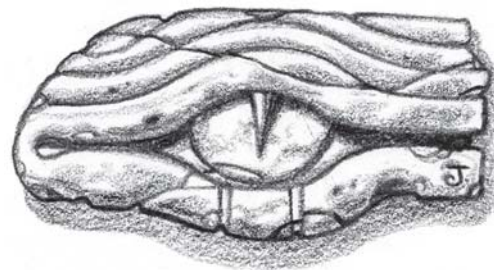
THE POX

RR: Stamina (75). Exchange of Fluids.

Onset Time: 2 Days.

Effects: The sufferer's skin is covered in small boils, which ooze sickly pus. The victim is also prone to a high temperature, and suffers a -5 penalty to his Presence stat bonus.

Course: There is no cure for the Pox. It must be healed magically. Some weeks the sores are worse than others.





RABIES

RR: Stamina (90). Exchange of Fluids (usually a bite). Rabies can be transmitted in aerosol form through the mucus membranes.

Onset Time: 3-10 weeks, occasionally as long as two years.

Effects: The disease begins with flu-like symptoms. The character must make an RR every 12 hours. Failure indicates he loses five points from Reasoning, Insight, and Presence. Every 12 hours, the RR becomes 5 points harder. Once a stat equals half it's original value, anxiety, hallucinations, paranoia, confusion, insomnia, and delirium occur.

Course: Rabies is almost always fatal. When any stat reaches 0, the character dies. If at any point during the process he succeeds in an RR by 100 or more, he recovers from the disease. The brain damage, however is permanent. He can still raise his stats, but whatever damage is done increases the stats for the purpose of spending DPs. For instance, if a character lost 50 points from all those stats, leaving him with a 40 Re, for the purposes of raising the stat, it would be considered a 90, not at 40.

SCURVY

RR: Stamina (70). Poor Nutrition.

Onset Time: Varies, can take months.

Effects: Caused by a deficiency of vitamin C, scurvy causes liver spots on the skin, pain in the limbs, loose gums and bleeding from the mucus membranes (such as the nose). Scurvy causes a -10 penalty to all actions, which increases over the course of the disease. Without treatment by correcting the diet, scurvy is always fatal.

Course: Every week, the character must attempt a new RR. If they succeed, the disease gets no worse (or more likely it's worse, but they push through the pain). Every week the target number for the RR becomes 5 worse, whether they succeeded or not. If they fail, their penalty to all actions becomes 10 worse. If they fail by more than 100, they die.

If the character begins a proper diet, the target number for the RR improves by 5 every week. Every time they succeed in an RR, the penalty to all actions becomes 10 better. Full recovery from a deficiency disease can take some time.

THE SHAKES

RR: Stamina (70). Airborne.

Onset Time: 1 Day.

Effects: The target is beset by uncontrollable shivering at all times, regardless of the ambient temperature. He suffers a -10 penalty to his Agility stat bonus.

Course: The character may make a new RR every day to recover.

TETANUS

RR: Stamina (50). Wounds, specifically dirty wounds.

Onset Time: 3-21 Days. Typically, the farther from the brain, the longer the onset time.

Effects: Tetanus causes muscle spasms. They start in the jaw, then moves down the neck and into the body. During the disease, the character receives a -5 penalty to all actions for every failed RR. Character must make an RR every day.

Course: For the first ten days, the stamina RR becomes 5 points more difficult every day. If the character fails, the penalty worsens, if they succeed, it stays the same. After ten days, the RR becomes 5 better every day. If a character succeeds by 100 or more in the first ten days, he improves. After that, he need only succeed by 50 or more. However, once the penalty reduces to -10 or better, the improvement of the RR only occurs every week, as does the RR itself. Many suffer from spasms for months after contracting tetanus.

Note: Characters exposed to filthy conditions might receive a one-time penalty to their first RR as high as -50. Contrary to popular belief, rusty weapons do not make tetanus more likely, however the conditions that made the weapon rusty might. It's the filthiness of the wound that increases the chance.

TONGUE ROT

RR: Magic (40). Physical Contact.

Onset Time: 8 Hours.

Effects: The victim's tongue slowly rots over twelve days until by the twelfth day it is completely gone and the victim can no longer speak. Unless healed, the victim will be mute even after the disease has run its course.

Course: There are no further RRs against the Tongue Rot. It must be cured magically.

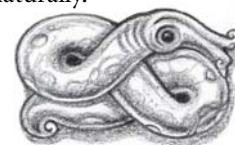
WASTING DISEASE

RR: Stamina (60). Physical Contact.

Onset Time: 3 Days.

Effects: The victim has a constant hunger and must eat voraciously (three times normal rations per day) or lose 10% of his remaining body weight. The victim also suffers a -5 penalty to both Strength and Constitution.

Course: Each week, the character must make a new RR. Failure increases the Strength and Constitution penalty by 5. If a stat hits zero, the character dies. If at any point they succeed in the RR by 200 or more, they recover naturally. Otherwise, this disease must be healed naturally.





SHADOW WORLD FOR HARP

This article presumes that you have the **Shadow World Master Atlas** (4th edition), and that you also have the majority of the **HARP** line of products, including the previous issues of the **HARPer's Bazaar**. I will be sure to annotate where each **HARP** reference comes from.

Using the following information as well as the information provided in future articles, and your **Shadow World Master Atlas (SWMA)**, you should be able to determine which **HARP** product(s) you need for use with your campaign. Whenever something is suggested that is not within the core **HARP** rules, I will give the abbreviation of the product in brackets [].

RACES & CULTURES

In this issue, we continue going through Chapter 3 of the **SWMA** and listing each race and its culture, and their **HARP** equivalents. When using the **HARP** races, it is important to note that you should use the **SWMA** descriptions and height information; that only the stats and Racial Abilities are what you should use from the **HARP** material given. For cultures, just use the suggested cultures accordingly.

In this issue, we cover the Elven and Half-Elven races.

TA-LAIRI (HALF ELVES)

The "Part Elves" in **Shadow World** are a diverse group. Ta-Lairi player characters can be the direct descendent of a human and an elf or they can be part of a Ta-Lairi race. The diversity of the Human Parents has more to do with the differences than the elves. As an alternate rule, Ta-Lairi may purchase any of the below abilities for 20 DP instead of swapping another ability.

ERITARI

Eritari are fairly straightforward as half-elves go. Build the Eritari starting with either an Elf or a Human, then add in a greater or lesser blood talent from the remaining race. They may swap one ability, either from their blood talent or their base race with the Resistant to Natural Heat Ability [SWMA p.45]. Eritari are common from all human and Elven cultural backgrounds.

KY'TARI

For the Ky'tari, begin with an elf and select either the greater or lesser versions of the Human Blood talent. Ky'tari must select the ability Resistance to Natural Cold as described on page 45 of SWMA. This can be selected either as one of their human abilities or as a replacement for one of their Elven abilities. Ky'tari typically come from High Valley cultures [HB3, Page 4].

PUNKARI

Build the Punkari either as a Human or Elf with a blood talent of the other race. They may swap two abilities, from their blood talents or their base race with the Resistant to Natural Heat Ability and Resistant to Natural Cold Ability [SWMA p.45]. Punkari typically come from rural cultures.

SULINI

Sulini are fairly straightforward as half-elves go. Build the Sulini starting with either an Elf or a Human, then add in

a greater or lesser blood talent from the remaining race. . They may swap two abilities, from their blood talents or their base race with the Resistant to Natural Heat Ability and Resistant to Natural Cold Ability [SWMA p.45]. Sulini are common from all human and Elven cultural backgrounds.

VORLOI

Vorloi are fairly straightforward as Half-Elves go. Build the Vorloi starting with either an Elf or a Human, then add in a greater or lesser blood talent from the remaining race. . They may swap two abilities, from their blood talents or their base race with the Resistant to Natural Heat Ability and Resistant to Natural Cold Ability [SWMA p.45]. Vorloi come from arboreal cultures [HB1, Page 3].

ELVEN PEOPLES

There are many Elven peoples in **Shadow World**. For all of these Elves, begin with the basic elf from **HARP**. Then adjust the character as listed in the subrace below. Alternately, elves may purchase any of these abilities for 20 DP instead of swapping.

LINAERI

Linaeri can swap any of their racial abilities for the following Linaeri abilities: Resistant to Natural Heat Ability [SWMA p.45], Resistant to Natural Cold Ability [SWMA p.45], +150 to RRs vs. disease. As an alternative, they may swap Enhanced Senses and Quiet Stride for all three. Linaeri typically come from sylvan or urban cultures.

LOARI

Loari can swap any of their racial abilities for the following Loari abilities: Resistant to Natural Heat Ability [SWMA p.45], Resistant to Natural Cold Ability [SWMA p.45], +150 to RRs vs. disease. As an alternative, they may swap Enhanced Senses and Quiet Stride for all three. Loari typically come from urban cultures.

DYARI

Dyari can swap any of their racial abilities for the following Dyari abilities: Resistant to Natural Heat Ability [SWMA p.45], Resistant to Natural Cold Ability [SWMA p.45], +100 to RRs vs. disease. As an alternative, they may swap Enhanced Senses and Quiet Stride for all three. Dyari typically come from shallow warren cultures.

ERLINI

Erlini can swap any of their racial abilities for the following Erlini abilities: Resistant to Natural Heat Ability [SWMA p.45], Resistant to Natural Cold Ability [SWMA p.45], +100 to RRs vs. disease. As an alternative, they may swap Enhanced Senses and Quiet Stride for all three. Erlini prefer to live in sylvan cultures.

SHULURI

Shuluri can swap any of their racial abilities for the following Shuluri abilities: Resistant to Natural Cold Ability [SWMA p.45], +100 to RRs vs disease, the ability to breathe water or air. As an alternative, they may swap Enhanced Senses and Quiet Stride for all three. Shuluri come from an oceanic culture. Move ranks in sailing to swimming (resulting in a total of 6) and climbing to navigation (resulting in a total of 3).