



HARPER'S BAZAAR

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Introduction

Welcome to the tenth issue of the *HARPer's Bazaar*. In this issue you'll see some thief organizations. These might look familiar for those who purchase the *Rolemaster Quarterlies*. In addition, you'll see the second 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 with the Shadow World HARP conversion. Finally, Tim Dugger has given us a fine article on Cyradon, to round out the issue.

Enjoy.

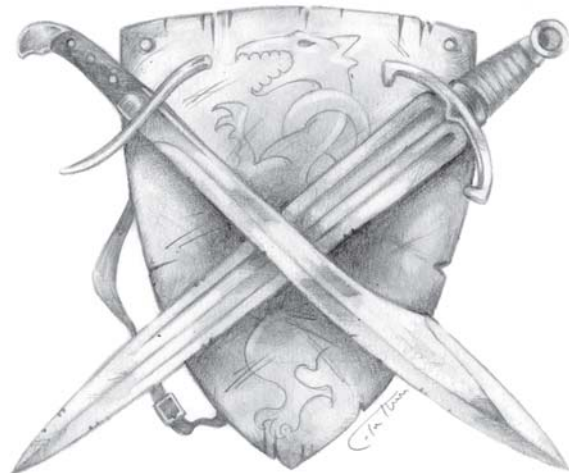
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THIEF ORGANIZATIONS

There are many types of “thieves” in *HARP*. Aside from the professions Thief and Rogue, there are training packages. However, there are many guilds and bands and crews in any game world, and some of them have their own special methods, represented by skills and talents and flaws. The organizations below show how a criminal character can be individualized in the *HARP* game. Each organization comes with a background and an outlook. They have associated training packages as well. 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*.

In the last issue, we talked about training schools for fighters. These were about study and hallowed technique. For the thief, the organizations are about attitude and brotherhood and intimate relationships of honor and interdependence. This isn’t about the thieves who knife people in the back allies for a handful of brass. This is about consummate professionals and secrets of the craft that go back hundreds of years.

Note: *There are many generalities in the text below that could be construed as absolutes. No Second Story Men are the same in the same way no two countrymen are the same. Matters such as philosophies of the organizations are trends and teachings, not some ultimate guide to personality.*

Avanor’s Urchins

Type: Protective Group

Goal and Purpose: There are pickpockets all over the world, but certain groups build a reputation above and beyond the common cutpurse. Once such group is Avanor’s Urchins. This group of orphans dominates the slums of Avanor, picking pockets, running scams, and tricking the guards.

Most groups of urchin thieves are run by despotic older men who dominate and abuse the kids. Avanor’s Urchins are an entirely different group. These children are talented and smart, but most of all, they answer to no adult. Avanor’s Urchins is a group of child thieves run completely by children.

This group is ruled by the most talented child. Usually older, he isn’t often the oldest in the group. Instead, each leader, as he retires from the Urchins, appoints his successor for the most capable of the children in the crew. This child runs the group until he’s too old or the kids oust him.

Avanor’s Urchins are so successful that they produce a surplus of food and money. They use it to feed other Urchins, taking care of the kids who can’t help themselves. Among the unfortunate, the Urchins are heroes.

Citizens in the slums secretly cheer for the Urchins, who never rob from the desperate poor. The watch knows most of the Urchins by sight but the children are great at eluding the law. On top of that, many of the watchmen don’t try very hard. It’s hard to begrudge a child for stealing only to feed himself and others like him.

Any child can join the Urchins. If he shows promise he gets to stay. If he can’t cut it, he doesn’t, but the Urchins look out for the failures, taking extra care to make sure they’re well treated. A member of the Urchins can stay until he turns 16. At that point, he must leave, but other adult “retirees” are there. They make sure the new adult has a job and a place to stay. Former Avanor’s Urchins form a network that covers all but the richest parts of town.

The Urchins steal, but only for their survival and the survival of others like them. They believe in family, and while you can’t choose your family, the Urchins choose each other. Add to this the terror of being alone on the street and the grief a new Urchin feels for his lost parents and you have a bond that will last a literal lifetime.

Most Urchins turn away from thievery when old enough. There are so many former Urchins out there, ready to help them out that most go straight. Certain Urchins stay in the business, though. Most of them finding some new goal that has the same honorable bent they knew as a child. Some even join the city watch, using their skills to catch other pickpockets (but not Urchins, of course.)

Some Urchins do turn rotten. The others never speak of them again, unless they commit a great crime. While the former Urchins won’t turn in one of their own, they have been known to form vigilante posses and hunt down particularly bad former Urchins, bringing them mercifully-quick street justice.

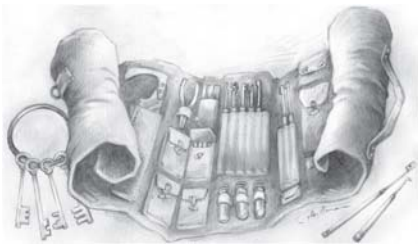
Candidate Requirements: The Urchins keep a constant eye out for other orphaned children in the city. When a child shows exceptional skill at picking pockets, the Urchins watch him more closely. If he acts only selfishly, they discount him as a possible member of their group. If they feel that he has something of a heart (for instance, if they see him helping another kid) they will mark him for membership.





Other Urchins try to join. They approach the Urchins and ask for admittance. The Urchins mistrust those who ask to join, not because they think they're dishonest, but because they expect the Urchins to watch them afterward, and tend to be on their best behavior. The Urchins are good at anticipating this in advance, and they watch the candidates ahead of time. When they fail, the Urchins watch them after the request, but much more carefully. They might devise a test or two, but only after they've lulled the candidate into a sense of ease, possibly by telling him he's already been accepted. When they are certain, they invite the boy.

Acceptance into the Group: But an invitation isn't enough. After a boy has been accepted, he must be tested. The Urchins let the boy think he's a full member, then they stage a test. They place convince the boy he's one of the group, then they test him, giving him the opportunity to steal from the group or to betray a member. This test is always very tempting and seems to be without risk. If the child passes this test, the Urchins will finally accept the child as a full member.



Structure: There are a few different roles that an Urchin can play in the organization. The first is lookout, usually reserved for the smallest and least experienced kids. The lookout is in charge of standing guard in the crowd during Urchin operation and sending up alarms or tripping helpful adults.

The next level of Urchin is the sidekick. The sidekick walks next to the primary Urchin and often serves to bump the target or otherwise cause a distraction. Sidekicks are typically lookouts that have proven that they keep their heads under pressure.

Then comes the cutpurse, the primary Urchin in any pick pocketing operation. The cutpurse is responsible for actually lifting the purse of their target.

The largest Urchins are made unto enforcers. These are large, older boys in charge of defending their younger or smaller brethren. Enforcers usually have served in two, sometimes all three of the previous capacities, depending on when their growth spurt hit.

The next level are the captains. These are the leaders of the Urchins, in charge of individual operations.

Finally, there is the boss. This is the leader of the group, usually chosen by the last boss. If the boss is ousted for some reason, the oldest captain

automatically takes over as boss. He selects the next boss, as is normal.

Advancement: All advancement inside the Urchins is handled by the boss. Typically, the captains make the real call and the boss just accepts his advice.

Expulsion: When a child goes rotten, the other members of the Urchins hold a meeting. Here, they vote, and if the majority believes that the offending child should be expelled, he is. The child must immediately leave the Urchins, and he may never return or receive aid from them again. Certain ex-Urchins receive a little latitude in this last area, as the group leaves them secret gifts if the need is ever big enough. This only happens with the borderline cases, when the child still has sympathy within the group.

Training Package: Avonor's Urchins, or the former members, can take the following Training Package.

Skill	Ranks
Duping	4
Perception	5
Pick Pockets	5
Stalking & Hiding	3
Streetwise	3

Cyradon: There are Urchins among the survivors of Tarahir who escaped to Belynar. They were formed many years before by children left orphaned by the wars with the Orsai. They are using their sharp ears and eyes to contribute to the defense of the city. There are no Urchins among the Elves and the Gryphons. The Elves have a low birthrate, and should an elvish child be orphaned, there are always eager adoptive parents. Gryphon eyries are small and close knit, and all orphaned Gryphon young are well cared for.

Shadow World: Avonor's Urchins could fit in any metroplitan area in Shadow World. Haalkitain's Urchins might be particularly appropriate.

The Echoes of Heaven: Many cities could be host to the Urchins. It could be Belm's Urchins or the Rolob's Urchins. Any roughly European-style city will do.

The Confidence Man

Type: Professional Network

Goal and Purpose: There are hucksters and snake oil salesmen in every city and every town in the world. They peddle their wares and their dreams and their lies. These men steal from widows and bilk orphans. They would literally steal candy from babies.

The true Confidence Man is above all that. The true Confidence Man preys on greed, not weakness. He attacks money, not desperate poverty. The true Confidence Man might not be about honesty, but he has an honor and even a nobility all his own.

There are probably some fifteen true Confidence Men in the world. Each of them takes one apprentice at a time, nurturing and training the youth until he



refines his skills and perfects his pitch. Sometimes they take to working as a team, some time they go their separate ways. The bond between the Confidence Man and his mentor is powerful. The connection is so powerful that Confidence Men have been known to con entire governments you break their student or teacher out of the blocks.

Confidence Men form an intricate community. In an age where communication rarely rises above the level of rumor, the Confidence Men have a network all their own. It might lag five or ten years behind as information sifts from one to another across national borders, but every Confidence Man knows the names and the cons of every other major operator in the world.

While the bond of teacher and student is strong, there is a certain bond between unassociated Confidence Men as well. If one enters another's territory, they usually meet and talk business, if only to make certain no one steps on the other's toes. In a pinch, they've been known to help one another out, as long as there's no real risk to their person. Money is just money to a Confidence Man. Life and limb are important.

The Confidence Man loves the fine life. He brushes shoulders with nobility and he *consumes*. He buys the best art and the best wine. He goes to the best parties and wears the finest clothes. He lives every moment as if he's on top of the world.

The Confidence Man knows that no one wants to give money to someone who needs it. Marks can smell desperation. They respond to confidence. The Confidence Man lives every moment as if money were the last thing on his mind. He doesn't let down his guard for a moment, because he knows someone might be watching.

The perfect mark is greedy and rich. The perfect mark gives up their money not because they trust the Confidence Man, but because he preys on the evil in their soul. He works on their greed and predatory instinct. The mark in a real con thinks he's conning someone else. He thinks *he's* the one stealing, often from the Confidence Man. That's another reason the Confidence Man must always be on top of the world. He finds his marks by *being* the ultimate mark.

The Confidence Man sees himself as good and honorable. He sees what he does as a crusade. In his mind, he's the hero of the story and his marks are the villains. This can sometimes lead to a rude awakening, but more often the Confidence Man lives his entire life without ever losing his ironclad self-image. The word confidence refers to the confidence he earns in his marks, but above that, the Confidence Man has confidence in *himself*.

Candidate Requirements: There are no specific candidate requirements for becoming a Confidence Man. Most of the time, an

existing Confidence Man notices a young con artist and observes him for some time. After determining that the con artist is worthy of mentoring, he approaches and makes an offer. For the most part, the true Confidence Men are known worldwide by the lesser con artists and this offer is immediately accepted. From time to time, however, the young con artist turns the master down. It's then the master's decision of whether to try to convince the young upstart to reconsider.

Other times, the young apprentice is raised to the task. Confidence Men sometimes have children. Other times they adopt orphans they find promising. Sometimes they even take on the children of people they conned. The Confidence Man feels a connection to his victims.

Acceptance into the Group: All that a young apprentice needs to be accepted into the group is the word of his mentor. It doesn't take long for the other Confidence Men to learn one of their number has taken on a young partner. From that point on, barring a major betrayal or failure, the apprentice is one of the group.

More rarely, a con artist rises to prominence completely on his own. If a con artist becomes successful enough to draw the attention of the Confidence Men, then he might eventually be approached by one. This isn't some secret acceptance ritual. Usually the two meet, eat together, and maybe have a few drinks. If the Confidence Man likes the new con artist, word spreads, and before long, the others send invitations as well. The con artist becomes a Confidence Man just like anyone else enters a new circle of friends.





Structure: The Confidence Men have a loose, lateral structure. In it there is a master and a student. Theoretically, aside from this hierarchy, all Confidence Men are equal. More practically, there is a pecking order among Confidence Men based on accomplishment, experience, reputation, and exploits. This is a loose structure that can be upset by a young upstart with big ideas.

Advancement: Advancement among the Confidence Men is based on rumor and legend. When a Confidence Man pulls off a big score, the word trickles through the network. If the con is big enough, the respect of his peers rises. Few Confidence Men would ever put another con artist above themselves, but they are more than happy to put them above others. When a Confidence Man is the talk of all the other Confidence Men, he has arrived.

The actual pecking order doesn't mean a whole lot practically. Confidence Men rarely work together, outside the student/mentor relationship. However, if one of the greats goes down, it's much easier for a student to rally help to rescue him. If the premier Confidence Men in the world ever got caught, help would come in from around the world, both in Confidence Men and in all the petty con artists the idolize them.

Expulsion: There is no former expulsion from the Confidence Men. Suddenly, a man just isn't one anymore. The others might feel that he's betrayed their craft, or that he's become greedy or base. It all boils down to one thing: he no longer exemplifies what it means to be a Confidence Man. He's reduced himself to a cheep con man.

At this point, the old boys' club closes to him. They don't answer when he comes calling. They don't check in with him when they are in the area. They quietly turn their back to him, and that's it.

It's possible for a student to be expelled. This happens when the mentor decides to write him off. He is no longer welcome and soon everyone in the network knows. A mentor can be trickier. When he disgraces himself, the student can still remain in the network, but to do so he must make an immediate move to separate himself from the acts of his mentor. A big independent con wouldn't hurt, as it would set him up as a Confidence Man in his own right. Occasionally, another mentor might snatch up a student who's without a mentor, if he's promising enough, but this is very rare.

Training Package: Confidence Man can take the following Training Package.

Skill	Ranks
Duping	5
Trading	4
Public Speaking	3
Choice of two lores	3 each

Cyradon: Belynar, with its lost treasures, makes a tempting target for the corrupt and greedy. It is only a matter of time before a Confidence man uses the lure of lost treasure and powerful items to entrap the greedy. The Desnian Elves would be particularly vulnerable to such temptation.

Shadow World: Shadow World is unique in the trouble that Essence storms (Sp?) cause for travel. These make each continent essentially its own setting with maybe 6-8 real Confidence Men each. Even then, tales of the truly great cons make it across the continents as powerful Confidence Men use Navigators to get from one place to another.

The Echoes of Heaven: There are Confidence Men all through the Mortal Realm, especially in places of high culture, such as Marnele, Lurdremon, and Maroldo.





Master Spy

Type: Government Organization

Goal and Purpose: Overview: People think of spies as a modern phenomenon, but the spy is as old as the nation. Mentioned as early as Shakespeare's Henry V or Sun Tzu's Art of War, spies have always been a reality, and as long as nations distrust one another, they always will.

There are many spies in every world. Each nation uses them in one capacity or another. However some spies learn all their skills on the job, and some study under skilled and devious spymasters. These spies are artists, as talented as the most skilled jeweler, following centuries-old tradition.

There are two types of spies. The first infiltrates a government directly, stealing information, listening at doors and generally mining the government directly for its secrets. This type of spy is dashing and skilled, and must be a daredevil and an adventurer.

The second type of spy is the handler. The handler insinuates himself in the same city as the government but he doesn't try to infiltrate and he doesn't hide his nationality. The handler cultivates contacts within the government, slowly turning men to his side with money or psychological pressure. When the agent has turned, the handler collects the information through secret meetings, drops, and messages.

Either way, the spy strolls right into the lion's den. He lives on the edge, snatching victory when he can, always ready with a quick word or quicker feet.

A spy is a devout nationalist. Spies are selected for their loyalty, trained and indoctrinated until the spymaster is convince they won't turn and become a double agent.

Spies live on the edge, making many of them adrenaline fiends. They can't wait for the next job, the next meeting. They work for these moments, fighting through any number of dull and mundane episodes to get to that next high.

Despite this, spies are consummate professionals . . . at least those with a long life expectancy are. A spy who takes needless risks dies, and quickly. Those who know how to play things slowly and carefully can live a long time.

This might seem like a contradiction, but it isn't. Spies are happy to slow-play their careers because they don't *need* to go fast. A spy's life has more than enough excitement without the spy seeking out more. No, life as a spy has *too much* excitement for many adrenaline fiends. At any moment, they can be made, and that threat fills every breath, no matter how mundane, with fear and excitement. Espionage is a game of anticipation.

Candidate Requirements: There's no set method of becoming a candidate to be a spy. Spies come from all walks of life. Many are promoted out of the military, and have a great history as a military scout.

Others are wheelers and dealers among the aristocracy. Whatever the reason, someone in the country's stable of spies notices and recognizes them. Once they've drawn the right king of attention, it's only a matter of time.

Acceptance into the Group: Spies are taught through a traditional apprentice/mentor system. When a new spy joins the organization, he's taken under the wing of an old spy. If he's been targeted as an operative, this is typically an old, retired spymaster. If he's targeted as a handler, this is usually a working handler who takes him on as an assistant.

The spy must then learn his spycraft. For an agent, this means a long series of mock missions and training exercises. For the handler, he follows his master around, helping with contacts once he's learned enough of the craft. Whatever the methods, eventually the master must decide whether or not the apprentice is ready. He sends him on some missions or contacts of his own. This is his master's work. When the mentor is satisfied, the apprentice graduates to a master of the craft and becomes a full servant of his crown.

Structure: Master Spies usually have several operatives or handlers working under a control. The controls operate under an inquisitor. The inquisitors all answer to the nation's Lord High Inquisitor.





Advancement: Most Master Spies are content to remain spies. They don't want to advance because that takes them out of the craft. Still, a Master Spy that shows great promise, organizational, and planning skills will be promoted to control, running several Master Spies. When an Inquisitor dies or is promoted, his most successful control is promoted into his place. This is the highest a Master Spy can rise on his own. The Lord High Inquisitor is assigned by the crown, and is typically a member of a high noble family with some small espionage experience. Sometimes, they have no experience at all.

Expulsion: Spies can be fired slacking in their duties. If they don't know anything that will hurt the crown, this is a simple matter. If they do, governments might take more draconian measures, making certain that the Master Spy can never sell his secrets.

More likely, a man that makes it all the way to Master Spy is expelled due to treason or suspected treason. In these cases, he is tried by the Lord High Inquisitor or perhaps even his king. The sentence, should he be found guilty, is always death.

Training Package: Master Spies can take the following Training Package.

Skill	Ranks
Stalking & Hiding	2
Locks and Traps	2
Pick Pockets	2
Perception	5
Language	2
Duping	4
Trading	3

Cyradon: All of the nations of Cyradon have Master Spies in their service. The delegations of elves from both Desnia and Janieal contain spies. However, it is going to be nearly impossible for the refugees from Tarahir to get spies into those two nations, since neither one will allow humans into their lands.

Shadow World: Every great nation in Shadow World has a fine tradition of Espionage. Haalkitain in particular knows how to use spies to further its interests.

The Echoes of Heaven: Yevgenia has a long tradition of Master Spies. While not renowned for their espionage, this only speaks of their skill. Marnele has had many talented spies as well. Kulland's spies infiltrate every nation in the world, guarding the Church against its own members.

Second Story Man

Type: Thieving Crew

Goal and Purpose: There are burglars everywhere, but occasionally a group of thieves bands together and create a truly gifted set of skills. Burglars are usually loners, and most learn their trade through apprenticeship or trial and error, but the Second Story Men break most of the preconceived molds. Formed fifty years ago, this group of burglars formed to protect themselves against the law in their hometown. Since then, they've pooled their knowledge and guarded one another, setting up lookouts and alibis, as well as staging the occasional jailbreak.

The Second Story Men watch the city with an eye for crime. They look for good scores and easy marks, but also a challenge as well. The Second Story Men are about more than just easy money. Great works of art and difficult jobs hold their own appeal. The second story men have earned a reputation not just as criminals, but as artists. They love the great challenge and no noble can boast their vault as uncrackable without attracting this band's attention.

Of course the watch has used this as bait to try to draw them in, but to date the Second Story Men have been too savvy to fall for such tricks. They've even set up the watch once or twice, pulling off huge heists while seemingly walking into the watch's traps.

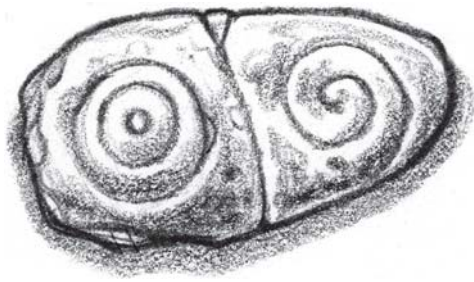
The Second Story Men respect discipline and training. They study and practice constantly. Based out of safe houses throughout the city, they build training rooms and gyms. Here they practice everything from climbing to acrobatics to lock picking.

The Second Story Men are about craft. While many thieves get into the business for the "easy life," the Second Story Men have a powerful work ethic and an extreme sense of professionalism.

But they aren't just about work, one can't join the Second Story Men without a certain sense of style. It takes daring and panache to pull off their jobs. Of all the thieving lines, this is the most swashbuckling, with high-profile jobs, big payoffs, and ego signatures.

The Second Story Man has his own sense of morality. Often he passes over jobs that involve robbing those he considers worthy of respect. He believes that the job is king, but it has to be taken in context. Robbing a widow of her husband's collection of statues might be





profitable, it might even be difficult, but there's little satisfaction in it. Robbing a miscreant who never gives alms, on the other hand, holds a certain satisfaction all its own. Robbing a greedy guild master or a corrupt politician . . . well that's nearly irresistible.

Candidate Requirements: Prospective Second Story Men are nimble and daring with just a touch of panache. The crew is always looking for a young, dashing young burglar with a sense of propriety. He doesn't have to be some sort of second story Robin Hood, but a man who is kind to children, keen to defend the honor of a lady, and quick to give a boor a tongue-lashing would be a prime candidate for the group.

Acceptance into the Group: The Second Story Men don't just keep an eye out for opportunities, but new members as well. If they get word of a young and talented burglar, they'll watch him for a while, even throw one or two test jobs his way. If he seems good material for their crew, they'll then approach him with an offer. Over the next year, he'll learn from the best, perform support duties for their jobs and eventually become a full member of the crew himself.

Structure: Recruits are called pledges, and they perform all the unwanted and boring tasks for the crew, fetching, carrying, shopping, and performing long stakeouts. After they've been promoted, they become full members and serve the crew as burglars in primary positions. The final level of the group is the brain trust (a joke moniker that stuck). The brain trust is an elite inner core that handles all the crew's planning and decision-making.

Advancement: Moving from pledge to full member is just a manner of putting in one's time and not screwing anything up too badly. Moving from full member to brain trust is rare, and usually only happens when one of the inner five dies or retires.

Expulsion: Members are kicked out of the crew when the brain trust says it's so. Usually this happens because a member jeopardizes the crew or disgraces their name in some way. When a member is expelled, they must leave immediately. If they are likely to betray the group, the group will vanish suddenly, all their haunts and safe houses empty, their members lost for weeks or even months.

Training Package: Members of the Second Story Men can take the following Training Package.

Skill	Ranks
Climbing	5
Locks & Traps	5
Stalking & Hiding	3
Appraisal	3

Cyradon: Second Story Men can be found in Desnia, Janieal, Llyrius and Ciastan. They may well be drawn to the treasures of Belynar.

Shadow World: The Second Story Men could operate out of any big city in Shadow World and we hesitate to focus on one place. Shadow World campaigns are just too diverse in their locations. However, Second Story Men in Eidolon or Sel-Ka City has interesting possibilities.

The Echoes of Heaven: The city of Serard in Marnele, with its deserted buildings and fallen high society, is a perfect setting for the Second Story Men. The city holds a blend of riches, fallen glory, and High Society.





NPC

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 Cleric. This should give you a good starting place for clerics in your game. To vary things, feel free to swap out his spells for others to represent the character's deity.

Ieldran - Human Cleric Level 1

Hits: 62 **PP:** 73 **Init:** +14 **DB:** 24 **BMR:** 10

RR Bonuses: Stamina +17 Will +17 Magic +39

St: 91 +9 **SD:** 51 +1
Co: 51 +1 **Qu:** 56 +2
Ag: 76 +6 **Re:** 91 +12
In: 91 +12 **Pr:** 51 +3

Weapon Skills:

Weapon Skill #1: +45 (Melee)
 Weapon Skill #2: +20 (Missile)

Armor: None

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

Key Skills:

Appraisal (2)	34	Runes (1)	29
Crafts: Leather (3)	33	Navigation (1)	29
Healing (1)	29	Armor Skills (1)	20
Perception (2)	23	Jumping (1)	20
Public Speaking (3)	30	Swimming (2)	25
Attunement (2)	34	Stalking & Hiding (1)	12

Resistance: Magic (1) 39, Stamina (1) 17, Will (1) 17

Cleric Sphere: Bless (4) 33, Major Healing (4) 33.

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

Lore: Local Reg (2) 34, Religion (6) 54.



Ieldran - Human Cleric Level 5

Hits: 98 **PP:** 73 **Init:** +18 **DB:** 32 **BMR:** 11

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

St: 91 +9 **SD:** 51 +1
Co: 51 +1 **Qu:** 76 +6
Ag: 91 +9 **Re:** 91 +12
In: 91 +12 **Pr:** 56 +4

Weapon Skills:

Weapon Skill #1: +84 (Melee)
 Weapon Skill #2: +23 (Missile)

Armor: None

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

Key Skills:

Appraisal (2)	34	Runes (1)	29
Crafts: Leather (3)	36	Navigation (1)	29
Healing (1)	29	Armor Skills (1)	23
Perception (2)	23	Jumping (1)	23
Public Speaking (3)	31	Swimming (2)	28
Attunement (2)	34	Stalking & Hiding (1)	15

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

Cleric Sphere: Bless (16) 75, Major Healing (6) 43.

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

Lore: Local Reg (2) 34, Religion (18) 90.

Ieldran - Human Cleric Level 10

Hits: 111 **PP:** 117 **Init:** +21 **DB:** 38 **BMR:** 12

RR Bonuses: Stamina +68 Will +68 Magic +84

St: 91 +9 **SD:** 66 +4
Co: 66 +4 **Qu:** 91 +9
Ag: 91 +9 **Re:** 91 +12
In: 91 +12 **Pr:** 71 +7

Weapon Skills:

Weapon Skill #1: +91 (Melee)
 Weapon Skill #2: +23 (Missile)

Armor: None

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

Key Skills:

Appraisal (2)	34	Attunement (2)	34
Crafts: Leather (3)	36	Runes (1)	29
Healing (1)	29	Navigation (1)	29
Perception (2)	26	Armor Skills (1)	23
Rope Mastery (5)	46	Jumping (1)	23
Public Speaking (8)	59	Swimming (2)	28
Trading (5)	44	Stalking & Hiding (1)	15

Resistance: Magic (10) 84, Stamina (10) 68, Will (10) 68

Cleric Sphere: Bless (16) 78, Cure Disease (12) 70, Life Keeping (8) 56, Major Healing (6) 46, Restoration (3) 31, Turn Undead (7) +51.

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

Lore: Local Reg (2) 34, Religion (23) 97.



Ieldran - Human Cleric Level 15

Hits: 124 **PP:** 136 **Init:** +21 **DB:** 38 **BMR:** 12
RR Bonuses: Stamina +86 Will +86 Magic +94
St: 91 +9 **SD:** 86 +8
Co: 86 +8 **Qu:** 91 +9
Ag: 91 +9 **Re:** 91 +12
In: 91 +12 **Pr:** 71 +7

Weapon Skills:

Weapon Skill #1: +96 (Melee)
 Weapon Skill #2: +23 (Missile)

Armor: None

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

Key Skills:

Appraisal (2)	34	Attunement (2)	34
Crafts: Leather (3)	36	Runes (11)	76
Healing (1)	29	Navigation (1)	29
Perception (2)	30	Armor Skills (1)	23
Rope Mastery (5)	46	Jumping (1)	23
Public Speaking (13)	75	Swimming (2)	28
Trading (10)	69	Stalking & Hiding (1)	22

Resistance: Magic (15) 94, Stamina (15) 86, Will (15) 86

Cleric Sphere: Blade Turn (16) 82, Bless (16) 82, Cure Disease (14) 78, Deflections (8) 60, Life Keeping (20) 90, Major Healing (14) 78, Neutralize Poison (10) 70, Restoration (7) 55, Turn Undead (17) +84.

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

Lore: Local Reg (2) 34, Religion (28) 102.

Ieldran - Human Cleric Level 20

Hits: 131 **PP:** 153 **Init:** +22 **DB:** 38 **BMR:** 12
RR Bonuses: Stamina +98 Will +98 Magic +106
St: 91 +9 **SD:** 91 +9
Co: 91 +9 **Qu:** 91 +9
Ag: 91 +9 **Re:** 96 +13
In: 96 +13 **Pr:** 91 +11

Weapon Skills:

Weapon Skill #1: +101 (Melee)
 Weapon Skill #2: +23 (Missile)

Armor: None

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

Key Skills:

Appraisal (2)	36	Attunement (2)	36
Crafts: Leather (3)	37	Runes (16)	88
Healing (1)	31	Navigation (1)	31
Herbcraft (1)	31	Armor Skills (1)	23
Perception (2)	32	Jumping (1)	23
Rope Mastery (5)	47	Swimming (2)	28
Public Speaking (18)	90	Stalking & Hiding (1)	23
Trading (15)	84		

Resistance: Magic (20) 106, Stamina (20) 98, Will (20) 98

Cleric Sphere: Blade Turn (16) 84, Bless (16) 84, Cure Disease (14) 80, Deflections (16) 84, Holy Symbol (36) 108, Life Keeping (20) 92, Major Healing (14) 80, Neutralize Poison (10) 72, Restoration (7) 57, Turn Undead (17) +86.

Languages: Racial (S6/W5) 46/41, Common (S6/W5) 56/51.

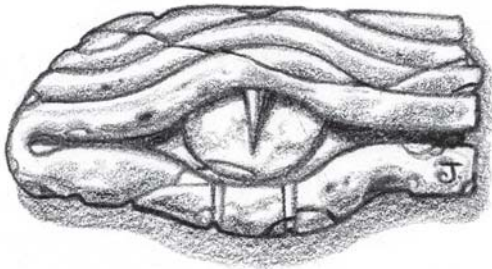
Lore: Local Reg (2) 36, Religion (33) 109.





Tears of Life

High above the city of Belynar, a Rhona elder performed the Ritual of Estrousal, a powerful ritual that restored life to a portion of the Devastation. The ritual was centered around a magical artifact of surpassing power that was consumed in the process. This artifact is known as a Tear of Life.



History

There is a powerful Nexus deep beneath Belynar. The most powerful Nexus points may normally have up to six intersecting Ley Lines. The Nexus beneath Belynar is an intersection of 12 major Ley Lines crossing under the city.

Unique aspects often mark a Nexus. In some cases, this could be an unusual tree, sentient and aware of its surroundings, or perhaps a natural gateway or portal that leads to some distant land. Another commonly occurring feature found in a Nexus is the regeneration of certain magical metals.

In the case of the Belynar Nexus, the heart of the Nexus lies within a huge crystal formation deep beneath the city. This crystal occupies the central position of a large chamber. And like magical metals found within a Nexus, this crystal can regenerate itself when pieces have been carved off. Or it used to be able to do so.

The Narsi discovered the crystal shortly after their arrival in Belynar. They called it the Crystal Heart because it pulsed with its own inner light, much like the beating of a heart.

One mage, his name now lost to the ages, decided to study the crystal. When he chipped a bit off the Crystal Heart, the mage discovered that the Heart itself would regenerate the portion removed, and that the bit he had chipped off continued to pulse with energy from the Heart. The piece he had chipped off also retained a connection to the Crystal Heart. This connection allowed the small bit of crystal to be more easily enchanted by the mage. He also found that it had several other useful properties.

As time passed, the mage discovered how to suppress the inner light of crystal pieces. He also discovered that the larger the bit he removed, the longer it took to regenerate. Additionally, any fragments of crystal removed from a piece of the Heart turned to dust. This meant that any item to be created from pieces of the

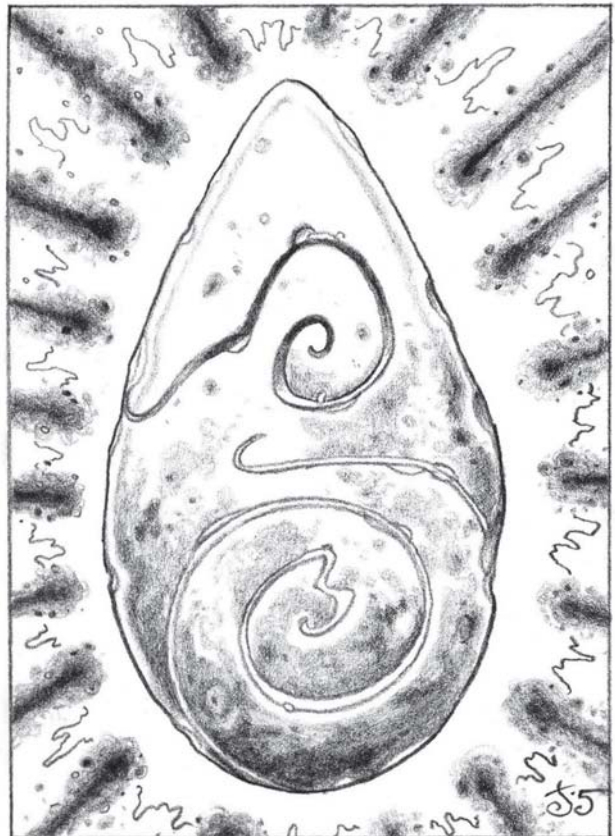
Heart had to be created as a single piece, thus larger pieces had to be removed to create larger items.

A number of different items were created using bits of the Crystal Heart; everything from small tubes that could shine a powerful beam of light from one end up to small disks that could hold and display more information than could be carried in a dozen books.

Unknown to most of the mages, the connection between the bits of the Heart and the heart itself was not just a one-way connection; it flowed both ways. Over time, the Crystal Heart began developing sentience. It was rudimentary at first, but it slowly grew as time passed.

About the time that the Crystal Heart was first gaining sentience, a new use for pieces of it were discovered. Pieces of the Heart, if carved into a specific shape, including rune-like carvings on their surface, naturally became potent artifacts in their own right, without requiring any further enchantment.

Dubbed the Tears of Life due to their shape and their powers, a dozen had been created before the Narsi realized that the Crystal Heart had stopped regenerating, and that the pulsing light from within that gave it its name had slowed down as well. For some reason the Tears had a stronger and more powerful connection to the Crystal Heart than the Narsi had suspected. The formation of the Tears was killing the Heart. Thus, the Narsi placed a ban against removing any more pieces.





The Skoralus Ritual

This despicable ritual was only performed once, and was never completed, as it was interrupted by the Desnians in their bid to stop the Shival Arali from gaining the power of flight. The Narsi used the Crystal Heart to power the ritual, as it required much more power than the Narsi would have been able to provide without it.

The Narsi were also unaware of the emerging sentience within the Heart and that the sentience was also attempting to resist them, as the Skoralus Ritual was killing the crystal.

When the Desnians disrupted the ritual, it caused much of the magical power to feed back into the Crystal Heart, disrupting its very structure. The Crystal Heart was left cracked, and its pulsing inner light was no more than a dull glow. The sentience was also fractured and in the equivalent of a coma.

The Cyrads Return

When the Cyrads returned to Belynar to investigate the claims brought to them by the small band of Narsi who opposed the Skoralus Ritual, they discovered that the Crystal Heart was nearly dead, and that it had been disrupted beyond its ability to regenerate itself. The second Belynar portal, the one that led to their current home was powered by the Crystal Heart, leaving them unable to return home until the crystal was repaired.

Thus the Cyrads began their investigations on how to repair the Crystal Heart. They finally devised the Ritual of Estrousal, a ritual that would use the very substance of the Tears themselves to repair the crack in the Heart, to restore its structure to balance, and to heal the sentience that they had detected within its core.

Then the Cyrads aided the Rhona, without their knowledge, in discovering the Ritual of Estrousal



Tear of Life Description

There were twelve Tears of Life. Only eleven remain after the Ritual of Estrousal. Each Tear stands about 8 inches tall and is shaped like a tear-drop, hence its name. The base of the Tear is about 6 inches in diameter. The engravings on the surface of each of the individual Tears seem to have no pattern; however, if all the Tears were to be gathered together, the engravings would form an image of the Crystal Heart itself. Each Tear also shines with its own inner light just as the Crystal Heart did before it was damaged.

The Tears of Life are powerful artifacts in their own rights. Each Tear has the following powers:

- **Increased Healing** – All within a 100' radius of the Tear heal at an amazing rate. Damage heals at the rate of 1 hit per round, and even such damage as missing limbs will regenerate over the course of a week. However, the Tear cannot regenerate limbs or other body parts once the tissue that the missing part was attached to has healed over. The Tear also cannot regenerate damage that is over a year old. Thus will have no affect upon missing limbs or eyes or other body parts if those parts were lost more than a year before.
- **Life Restoration** – If the Tear is placed so that it touches the body of a person who has died within the last 24 hours, it will restore that person to life after one hour of contact. Any person so raised from the dead will be restored to perfect health with all their faculties intact.
- **Limited Immortality** – A person who holds the Tear in his bare hands for at least 10 minutes will find that they completely stop aging for 10 days. Holding the Tear for less than this amount of time has no affect. Holding it for longer will allow for the period of non-aging to be increased by 1 day for each additional minute held, up to a maximum of 1 year. Only one person may benefit from this ability at a time, as it will not work in this manner for anybody else during the time that it is stopping the aging of somebody.
- **Mana Channel** – The Tear works much like a Power Point Adder to all spell users within a 20' radius of the Tear, however there are a few differences. All spell users within range of the Tear need not spend any power points on scaling spells up, though they must still spend the proper amount of DPs for the base spell. However, the caster is still required to have the proper number of skill ranks as if they were paying for the scaling on their own, and they receive a -1 to the casting roll for every power point supplied by the Tear. Additionally all spells cast within the 20' radius will have their fumble range doubled. The Mana Channel is a radius effect, and no attunement is required for those affected by it.



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 [].

Essænce & Spells

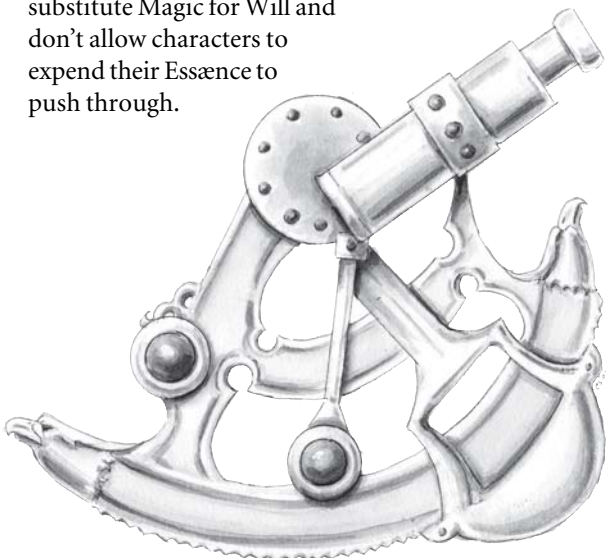
Magic is a dangerous and primal force in *Shadow World*. In this section, we'll look at the information that the *Master Atlas* provides on Essænce, giving conversions to *HARP* rules where necessary.

Essænce Barriers

There are no rules in the section on Essænce barriers, so nothing needs conversion. However, here are a couple notes on how one might handle two of the situations indicated in that section.

Physical Barriers impede a person trying to pass through. Assign the wall an RR number (say, 100 to 200). A character trying to pass through the wall must make a Magic RR to beat that number. If he succeeds, he manages to push through. Spell users are more likely to have a high Magic RR, so they should have a bit easier time of it, on the whole. If a character wishes to push through with brute Essænce force, he can burn PP to give himself a bonus. Every PP burned grants a +5 to the RR. A character cannot burn more PP than he has ranks in the Power Point Development skill.

For mental walls, use the same mechanics, but substitute Magic for Will and don't allow characters to expend their Essænce to push through.



Foci

Foci are locations where the Essænce of *Shadow World* forms a concentration. For more information on the effect, see the *Master Atlas*. However, here are conversions for the Effects of a focus:

1. Provide the caster with 1-10 extra PP for that day only.
2. As #1, except double the resort.
3. As #1 or #2, except the extra PP are only available while in the sphere.
4. Acts as an unlimited PP adder to characters inside the focus. The character need spend no PP to cast a spell, however they are still limited by the spell's ranks for the purposes of scaling. Armor acts normally in this area, in that it is essentially a scaling option added onto the casting of the spell. While the PP are supplied by the focus, the character must still have the ranks in the spell necessary to scale it to the proper level.

Flow Storms

Flow-storms are mighty crashes of essence that appear something like a brilliant and multi-colored thunderstorm. The effects in *HARP* are as follows:

Essænce Discharges

Being hit by a *Microburst* causes 1 hit damage and give the character 1-6 PP. Being hit by an *Essænce Bolt* causes a small electrical critical with no modifier (but the character doesn't get his DB either). Their PP rise to maximum +10. Those with a granted mana source just take the critical.

Essænce Draining

The Essænce draining works as detailed in the *Master Atlas*, however characters with the granted mana source are exempt.

Other Magical Effects

These are as detailed. The chance of spell failure translates into a -20 to -50 penalty on the Spell Casting Maneuver.

Whirlwinds

Characters in a whirlwind can do little but move, and that only barely. All maneuvers translate to the same difficulty in *HARP*. Characters in a small whirlwind can move 50% and take a tiny impact critical (no DB). Characters in a medium whirlwind can move 20% and take a small impact critical (no DB). Characters in a large whirlwind can move 10% and take a medium impact critical (no DB).

Tremors/Volcanism

These rules remain unchanged. The maneuver difficulties convert over directly.



The Three Realms in General

Shadow World uses the *Rolemaster* model of breaking all magic into three realms. Since *HARP* doesn't divide out magic in the same way, this might lead to some confusion. For the most part, use the following guidelines.

For channeling, assume all clerics are channeling users. In addition, anyone with the granted magic source should be a channeling user as well. All clerics should probably have the granted source, if you are using the rules from *College of Magics*. Channeling represents magic channeled from a higher power, so other optional professions might be channelers as well. The Druid, for instance, the Paladin certainly. The Vivamancer could be a channeler, depending on his character concept. Players and GMs should discuss the nature of the character, should the source of power be questionable, and make a judgment call based on that. A fighter with the universal sphere, for instance, could go either way. It's up to the player to decide if his power comes from his faith or from an understanding of the mechanics of the universe.

All other casters should probably be essence users, as they capture the magic of the world, through various means. There isn't a source that connects well to Mentalism in *HARP* but you could make one if you like. It would be a mentalism power source and have all the traits of the personal source, with a corresponding talent. Characters would not gain power from Essence storms.

The tricky part of introducing mentalism into a game is that it's meant to be a more personal and subtle form of power, without many flashy spells or big areas of effect. If a player wants to play a mentalist, you should probably allow him, but he should understand the concept and select his spells with a more eastern feel in mind (no to elemental attacks, yes to spells like blade turn or charm.)

Holy Places

There is a GM note about channeling power on 137 of the *Master Atlas*. For the third option, denying access to powerful spells, the GM could cap power points at level 10 or 20 per spell. Alternately, he could disallow all scaling of spells, except when in the sphere.

Extra Power Points

In the section on Extra Power Points, page 138 or the *Master Atlas*, the book suggests requiring a Channeling Maneuver. In *HARP*, we suggest a maneuver using the character's Power Point Development skill in Maneuvers to channel more power from their deity.

Religion and Death

For RRs to resist having one's soul disperse, we suggest a Magic RR (100).

There are rules in this section that detail conditions which raise the "class" of a lifegiving spell. In *HARP*, consider a class to equal a free +10 scaling. So if a Cleric qualifies for a two class increase in the lifegiving spell, he actually receive a free +20 scaling for the purposes of casting the spell. The Cleric does not need the ranks to perform the scaling... this is a passive effect of the condition of the priest and his connection to the dead soul of the victim.

Qualifying to be a Devout Follower

The *Master Atlas* suggests the use of a "Religious Conviction" skill. This would be a Mundane Lore skill, it's cost determined normally by the character's profession.

Next Issue

In the next issue of the Bazaar we'll continue the *Shadow World* conversion. In that issue, we'll tackle religion and the Lords of Orhan.

