Harnlore

Issue 4, Winter 1987

COLUMBIA
GAMES INC.

Harnlore

ISSUE 4
Winter, 1987

SUBSCRIPTIONS

COLUMBIA GAMES INC.

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Editorial

Hello Again:

Sorry we are late with this issue. I might as well blame the **Pilot's Almanac** since everyone else around here blames it for everything from the death of Miginath to the candidacy of George Bush for president. A more accurate excuse would be the moving-on of our former editor (Ed King) who is sorely missed. The good news however, is that Harnlore #5 is 90% complete and will be mailed inside four weeks of this issue, and Harnlore #6 will be on time.

When's that you say? Well, we have adjusted our schedule to be more compatible with the seasons. Henceforth, issues will be published in March (spring), June (summer), September (fall), and December (winter). Harnlore #5, is the Spring/88 issue, Harnlore #6 will be Summer/88, and so on. We will endeavour to get the appropriate issue in the mail by the 10th of the month due.

In this issue we have a **Harnmaster** rules expansion dealing with Hunting. How useful this will be to you depends on whether you insist your players eat food now and again, as well as eating dirt. Of course, some of your PCs will be hunting gargun, but there's no accounting for taste.

Also included is a related article on **Dogs.** This piece stemmed from one of our own PCs who wanted one as a hunting companion. As in real life, dogs are a great way to get PCs thinking about more than themselves. They allow players to foster one friendship they can trust, and permit them to utilize the natural skills and instincts of these lovable canines to enhance their own skills. All of this for a bone or two and a pat on the back now and then.

Finally, we have a brief mini-scenario called **Tyana's Shade.** This can be plugged into most any ongoing campaign as a suitable distracation while you desperately plan the next big epic. It can also be the beginning of that next epic because this little diversion can lead to some interesting options.

Coming up in the next issue is an adventure involving gargun, and an expansion on the Jmorvi convocation, including new spells.

See you then...

Scott McKay, Editor.

Thanks all of you for your letters. We enjoy reading them. Perhaps it is in the nature of our product that most of you commit an awful lot of words to paper; a letter fifteen pages long is not unusual. These are great reading, but unfortunately, we cannot possibly answer letters of this length. Nor can be publish them in Harnlore. We're sorry, but that's the way it is. If you really need a question answered, phrase it so we can give you a short reply (eg. yes or no, or maybe); this is the only way we can guarantee a reply. If you want to be published in Harnlore, it is best to keep your letter to a couple of paragraphs, and to limit your questions to a single subject. Apart from the fact that shorter letters are easier to edit to a publishable length, it is far simpler for us to answer several short letters than one long one. Please be patient with us.

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Dear Columbia Games,
In the module Evael, it is stated that when an elf suffers physical harm, the injury heals quickly due to a high cell replacement rate. How is this incorporated into the Harnmaster combat rules? Would an increase of two to the healing rate be too generous? Would the results on the Healing Table also be affected?

Another non-human point, this time on the aging rules (Harnlore 1): While the method of handling the age-old problem was good, it seemed to be made for humans only. In Azadmere, Khuzdul-1 it says "the life expectancy of a dwarf is about 300 years". Obviously, the dwarf is not eligible for aging penalties until at least 60, and even then, to roll every year would be ridiculous as the dwarf would be suffering from every possible ailment several times over before he was 100, a mere third of his life expectancy. On the other hand, Gargun rarely live past the age of 25.

I was very disappointed when I read "Yashain is Dead". Perhaps if you discussed some of the alternate rules (eg. Spell MLs) and environments of the Kethrian Family of worlds in greater detail Yashain could be ressurected. It is most likely that people simply don't realize the potential of alternate worlds in their campaigns, and should be shown the error of their ways.

Tyler Wunder, Kitchener Ontario

Dear Tyler,
Yours is the first letter we have seen on Aging. We were begining to think no one had read it. You're right, those rules are not for non-humans, although the Heridity Modifier could be used to correct for long-

lived species. Start checking Khuzdul when they are about 250. Instead of adding the age to a 1d100 roll, add only years over 250. If you ever actually have an old gargun, you might start checking at 20 or so, and add double the age to the die roll.

As for *Yashain*, no sooner did we say the product was dead, when lo and behold, we get dozens of complaints. We are not sure if you and others represent the silent majority or what; it is a guaranteed bulging mail box as soon as we say "never" about anything. In any event, we have decided to test the waters with an adventure module that will introduce all those skeptics to some intriguing aspects of megagame roleplaying, with a detailed adventure, part of which is set on Yashain. See Robin's column Penny Arcane this issue for more details.

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Dear Sirs,

Before I decide on **Autoref** *(Ed Note: See Harnlore #3) there are a few questions to be asked. Will the character generation section allow arbitrary modifications on attributes? I think that most GM's will agree with me that this section will be used mostly for NPC generation, since the main problem with making scenarios is the production of NPCs. 2. What kind of output will the encounter generation section produce? Will it yield only the names of the creatures encountered? Or will the number be given? 3. Will all the output be able to be printed to paper, since my computer is not in my game room?*

Erik Kjerland, Kent Washington

Dear Erik,

The ChaGen sequence of Autoref suggests random attributes taking into account all modifiers, but the GM may alter any attribute before it is filed. The encounter section is not written as yet , this being a fairly low priority since encounter generation works nearly as well without the computer, but yes we would generate the number of entities encountered. Paper output, eh? Sounds a bit obsolete to us but if you want to print, for example, a character profile on an IBM you can always hit Print Screen. We should point out, however, that Autoref is designed to compliment, not replace Character Profile Cards. How can you bear to be separated from your machine during roleplaying sessions. While a computer is not necessary for Harnmaster, it certainly does make the GM's life a lot easier. Robin is now reorganizing environmental variables into easily edited ASCII textfiles. Autoref is still a low priority project; if any of you want to see it soon, then write.

Dear Sirs,

I'm a little confused about whether the medical table [Harnmaster-Character 5] is used for all species or or just for humans. I would think that there should be separate tables for each species. If the difference between human males and females is great enough to warrant a separate column, then why would human males and Khuzan males (presumeably even more different) use the same chart? Khuzdul seem at least as closely related to humans as Sindarin are; therefore, it is consistent (if not entirely plausible) for them to also roll on that table. Gargun, however, have a biology radicall;y different from the [other] humanoid races. I cannot find any justification to have them also roll on this table. Note that these comments can be extended to Psyche as well.

If Kethiran human genetics are like Terran genetics, this is how the following medical results should read:

RECESSIVE TRAIT(S)

Character is a carrier (carries the gene for a trait but does not suffer the effects of it himself). Roll again to determine trait carried. Half of the carrier's offspring will be normal; the other half will be carriers for that same trait. If two carriers of the same trait should mate, one quarter will be normal, one half will be carriers and the remaining quarter will suffer the full effects of the trait. Carrier status should probably be kept from the player. Even if he knew that his character's family had a history of carrying some trait, he would have no way of knowing whether he personally was a carrier or not.

COLOR BLINDNESS OR HEMOPHILIA

Males are fully affected, females are only carriers. Affected females are sufficiently rare that they can be ignored for game purposes. The sons of an affected male will all be normal while his daughters will all be carriers. A female carrier's sons are all affected. Half her daughters will be normal and half will be carriers.

If Kethiran biology isn't analogous to Earth biology, I'd sure like to see an article like "Chromosomal Segregation - the Kethiran Way" or "Why Mendel's Laws Were Never Ratified on Kethira". It would make for interesting reading.

I have one other question. If an attacker gains a tactical advantage during melee and chooses to strike again, can the defender declare a defence option or must he choose "ignore"?

Marc Ammerlaan, Austin Texas

Dear Marc,

You are right. The Medical Table is intended only for humans who (generally) make up 95%+ of all characters. There are numerous entries there that simply should not apply to Sindarin (Allergies, Birthmarks, Colour Blindness, Poxmarks, etc.) and several that should rarely if ever be applied to Khuzdul (Alcoholism, Drug Addiction, etc). This must be, we feel, left to GM discretion. There is also a good chance that the Khuzdul would tend to be less prone to psychologial disorders.

You are also right about recessive traits, and we did not know that females did not suffer the effects of colour blindness. But the object here was to provide a "quick and dirty" way to generate recessive traits in the absence of parental gene maps. Clearly, the only alternative was to include an essay on "Kely Laws: Genes on Kethira". We suspect that few would have wanted us to leave out a couple of pages elsewhere for this.

In combat, a conscious, active defender who is aware of the attack may always select a defence. Using the rules as written, it is possible to be attacked, and to defend oneself, any number of times in a single combat round, keeping in mind the **outnumbered** modifier that will apply when more than one opponent is involved. This has some interesting tactical implications; it is possible for a brilliant warrior to do far more damage to his opponents during their turns than during his own. This reflects the fact that combatants are most vulnerable when carrying the burden of attack.

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Dear Sirs:

In your Ivinia module, under the entry for Lodestone, it states that Magnetic North lies roughly 10 degrees east of true north on Kethira. This statement indicates to me that magnetic north would therefore be a moving point on our earth. The fact that magnetic north is a stationary point is what gives us our ability to use compasses. The device you describe would point continually in the same direction....explain?

William D. Healy, Etobicoke, Ontario.

Dear William:

Well, we are both right. The magnetic pole on Kethira and on terra does in fact move, although the change is very small in terms of one year, and can for role-playing purposes be ignored. When we said that Magnetic North was ten degrees east of true north, this would be accurate for the general location of Ivinia. The magnetic pole on Kethira is located at (roughly) 78 degrees north of the equator, and 24 degrees east of Cherafir (there is no Prime Meridian as yet). If a navigator was located at this longitude (24 degrees east) the compass error would be zero. But as he moves west towards Harn, an easterly compass error begins to show, in effect the relative angle between magnetic and true north. This error is commonly called variation and in Ivinia amounts to 10 degrees east, meaning the navigator must subtract ten degrees from his compass direction to get the true direction. At Cherafir the error is roughly 15 degrees east, at Golotha 20 degrees east. Having said all of this, we have no intention of publishing an Isogonic Map of Kethira, nor would pilots have much knowledge of such.

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Dear Sirs:

1. Is there any way a character can die from his wounds if the result of a combat isn't a K (instant kill) or B (Bleeding Wound) result?

2. Is there any way to increase a player's stats (strength, dexterity, etc.) in the game?.

3. The sections on Shek-Pvar and religion assign various levels to spells. They tell you to make up your own additional spells, but do not tell you how to evaluate them for circle/rank?

John Lord, Clifton, N.J.

Dear John:

Other than bleeding to death or taking an 'Instant Kill", there are two other ways a character can snuff it. First, he can die of shock (see Combat 8 and 28). Second, he can die of infection (also Combat 28).

We do not allow for, nor do we like, increases in generated attributes. This question comes up a lot in one form or another, presumably because many other systems allow it. We have always believed that allowing characters to improve various skills is a better system, and since all skills are attribute based, increasing skills is a more subtle form of increasing attributes.

There is no convenient method of establishing the levels of spells other than GM discretion and experience. Setting a level is part of the negotiation betwixt GM and PC. We are sensitive to the problems our open-ended magic system causes; look for some new Jmorvi spells in Harnlore #5.

DICEY BUSINESS

The Ultimate Game

We keep hearing the odd (much exaggerated) rumor about our pending death. I'm not sure who starts these silly tales, but it's great to know they spelled our name correctly.

In many ways, the Ultimate Game is running a game company, especially in this narrow segment of the role playing industry. The field is small, and just about everybody knows what everybody else had for lunch yesterday. With some exceptions, most of us are good friends or friendly acquaintances. I keep hoping the others will eventually be consumed by their own monstrous egos, but who said life is fair.

The reality around here, as opposed to the fantasy out there, is that we are alive and well. We do intend to put more stress on mail-order than selling through distributors and retail stores. This is partly because I am tired of being dependent on a few distributors who hold all the aces. A recent long-time distributor (and friend, I thought) recently dropped our line, not because it would not sell, but because we would not give him a better deal than his competitors.

Ultimately, it is you the consumer who buys our product, and we are really only interested in pleasing you. To this end, we have installed a **TOLL-FREE** line at **1-800-663-8453** (U.S only for now). I remind Harnlore subscribers, that you also receive a 10% discount on all products ordered direct from us. As long as there are enough of you who care, we will be here.

Battlelust

The requests (demands would be more accurate) for our upcoming **Battlelust** module are pouring in. This project, like half-a-dozen others, is in active development. The module will include a set of rules to handle mass battles, a military data base so that the GM can quickly determine the military resources of any fief, details on weapons and military units, and rules for handling PCs who want to follow a military career.

There is one major difficulty, however. We have three battle systems designed, one is a "board game" approach similar to TSR's *Battle System,* another is a miniatures system for mass battles involving a 1000 or more a side (each figure would represent 5-10 men),

and the third is also a miniatures system, but designed for man-to-man combat in skirmishes up to about 100 men per side.

Most military activity in medieval Europe involved dozens of small unit skirmishes, interspersed with the odd big battle. Skirmishes are one thing, but should Rethem defeat Kanday in a great battle, or vice-versa, the political consequences may be very significant, and the poor GM will have to scramble to keep up. For this reason, we have never actually allowed a big battle to occur, despite lots of battlesword-rattling. I personally favor the small unit, miniatures system as being the most useful and least disruptive, but if you disagree, let us know as soon as possible. *Battlelust* is scheduled for release in Sept/88.

The Great Harnic Novel

Several of you have asked about writing and publishing stories and novels set on Harn/Kethira. Harn, Kethira and all related material are copyright in all English speaking and most other countries. There is of course no objection to the production of stories for private consumption, but you need our written consent before you publish. We would be delighted to see someone write and publish a Harnic best-seller, but naturally want to avoid contradictions that might upset our plans for future publications. If you want to publish a story, send us an outline and the first chapter, and we will answer promptly. By the way, Harnic stories should end prior to 720 TR.

The Orbaal Map

The odd letter keeps showing up complaining about the lack of an Atlas Map in the *Orbaal* module. I covered this subject in Harnlore 2, but I am still underwhelmed by the response. To repeat, if you want such a map, and are willing to pay around $10-12 for it, let us know. We would like to do it, but...

Shorkyne & Trierzon

Both regional modules are finally in active development, products which I am almost embarrassed to say, were first scheduled for release in Summer/86. As you probably know, miniatures of both regional maps are included with the *Pilots' Almanac.* This means the maps are done (at least) and the text is mostly written. *Skorkyne* will be published first, around July/August.

Bye for now.

HUNTING

The hunter's primary skill is **Tracking,** the ability to detect and follow trails. A secondary skill employed is **Stealth.** Once an animal is successfully tracked, success/failure at bringing the prey down is determined with an appropriate missile weapon skill.

CASTING FOR A TRAIL

Any character with Tracking skill (open at SB1 on first attempt) may *cast* for a trail. The frequency with which casting rolls may be made depends on the amount of game in the area and runs (at GM discretion) from once per five minutes (abundant game) to once per thirty minutes (sparse). MS/CS on a casting roll indicates a trail has been found.

Age & Nature of Trail

The age a trail and nature of the quarry determine how easy it will be to follow. When a trail is found, the GM (secretly) determines its age on the table below, and its maker with the **Quarry Table**.

1d100	AGE OF TRAIL	Track
01-25	2d30-1 minutes	+10
26-50	1d6 hours	+0
51-70	3d6 hours	-10
71-85	6d6 hours	-20
86-95	9d6 hours	-30
96-00	12d6 hours	-40

The GM then gives the tracker information about the age and nature of the trail at his discretion. A secret GM roll against the finder's tracking can be used to determine the accuracy of information given.

Following A Trail

The average length (leagues) and time (hours) needed to follow a trail are equal to its **TDF**, as noted on the table below. That is, a trail 25 hours old has a TDF of 5, meaning it is about 5 leagues long and will take about 5 hours to follow. This assumes trackers can follow at one league per hour; but this may be adjusted at GM discretion for weather, terrain, etc.

Age	TDF	Age	TDF
2/less	1	21-30	5
3-6	2	31-42	6
7-11	3	43-56	7
12-20	4	57-72	8

Note: Animals rarely travel in straight lines; after 5 leagues/hours the tracker *could* be ten paces from where he started. Intelligent creatures do not generally follow this rule. The TDF of a trail left by a human, Sindarin, etc. is about 75% of its age.

To follow a trail, rolls against Tracking ML (modified for age and quarry as given) are made each league. When TDF is reduced to zero, the tracker has found his prey.

CS: Reduce TDF by two hours.
MS: Reduce TDF by one hour.
MF: TDF unchanged: an hour wasted. Two consecutive MFs lose the trail.
CF: Trail Irretrievably Lost.

Impediments, such as rivers, tracts of stony ground, etc., may cause delay or loss of trail and require extra checks against Tracking to find it again, etc.

1d100	QUARRY	Track	SM	Dodge	End	Down	Agg
01-05	Bear	+10	+20	60	18	10	90
06-08	Beaver	+20	-20	50	9	65	10
09-21	Boar/Pig	+10	-15	50	16	20	95
22-25	Cat/Lion	-10	-10	90	13	35	50
26-41	Deer	-5	-5	85	9	55	5
42-47	Fox	-5	-20	65	7	65	5
48-55	Moose/Cattle	+0	+20	35	18	10	50
56-60	Rabbit/Hare	-5	-25	85	7	65	5
61-70	Sheep/Goat	+0	-10	90	15	25	15
71-76	Stag	-5	+20	45	13	35	40
77-82	Wolf	-10	-10	70	13	35	50
83-84	Gargun	+10	-5	55	var	50	50
85	Khuzdul	+0	-5	55	13	35	75
86-94	Human	+0	+0	55	11	45	75
95	Sindarin	-20	+0	65	11	45	35
96-00	Other	n/a	--	--	--	--	--

1d100 Random Generation Roll; **Track** EML modifier; **SM** Size Aiming Modifier; **Dodge** Factor; **End** Endurance; **Down** Chance of downing prey; **Agg** Aggressiveness. If *Other* is generated as a Quarry, GM may choose an animal at his discretion, possibly an inedible creature, perhaps one it would be better not to find.

Example: Jarl has tracking skill of 64 and finds a trail with a MS roll. The GM now determines the age and nature of the trail. He rolls 42 for age and determines this as 3 hours by rolling 1d6; he then rolls 33 for Quarry giving a deer. Cumulative track modifiers for age and quarry are +0 and -5 which equals -5. Based on another (secret) GM roll against Jarl's tracking resulting in MF, he tells Jarl the trail is 2-4 hours old, and might be a deer or a moose. TDF would then be 2.

Jarl elects to follow the quarry. After one league, he makes a tracking roll at EML 59 (64 minus 5) and rolls MS; this reduces TDF by 1, leaving 1. After another league, he rolls against his tracking again, but this time the GM assesses an additional penalty of -10 because the trail crosses a stream. The roll against an EML of 49 produces another MS, reducing the TDF to 0. Jarl has found his prey and moves in for the kill.

IN FOR THE KILL

When TDF is reduced to 0, the hunter is presumed be in sight of his unalerted quarry, at a distance of 100 feet. He may immediately cast his missile, or make a series of *Approach Rolls* to close the distance for a better shot.

Approach Rolls

An approach roll is made against Stealth ML; the average of Stealth and Tracking may also be used at GM discretion. The approach EML is modified for the following types of quarry:

Quarry	Mod
Moose/Sheep/Goat/Gargun	-5
Beaver/Cat/Fox/Wolf/Stag	-10
Deer/Rabbit/Hare/Sindarin	-15

As the hunter gets closer to his target, the chance of detection is increased. Modify EML according to the distance from which the current Approach Roll is made:

Over 75 feet	+0
51-75 feet	-5
26-50 feet	-10
Less than 26 feet	-20

Other modifiers, such as for bad weather, the activity of the quarry, or for other types of quarry, are left to GM discretion. Interpret roll as follows:

CF: Target Flees. TDF is now 1 hour.
MF: Target alerted. Hunter may try one shot at the current range.
MS: Range reduced by 25% target unalerted.
CS: Range halved without alerting target.

Minimum range is ten feet; at this distance, any missile weapon may be optimally employed. The attack is resolved with *Harnmaster* missile combat rules. A Target Size modifier (SM) and Dodge Factor is given for each creature on the Quarry Table. An unalerted target uses an **Ignore** defence; an alerted target uses a **Dodge** defence.

The chance that a single shot will bring down the quarry varies from one animal to another. This may be resolved entirely with the Harnmaster combat rules, or the GM may ignore strike location (etc.) and use the *Down Factor* given on the Quarry Table; this factor is the percentage chance that a successful missile strike will down the quarry, rendering it helpless. A wounded beast that is not downed may flee or attack the hunter. The chance that it will attack is given on the Quarry Table under Aggressiveness (Agg). If the attack misses, animals will generally flee, but some creatures will turn on the hunter; the chance of an unwounded animal doing this is one half its Aggressiveness.

If the beast flees the hunter may pursue. A wounded animal will have a TDF of 1d3, but leave a (+20) better trail. Most hunters deem it their duty to follow and put the animal out of its misery. An unwounded, fleeing animal will have a TDF of 1d6.

HUNTING DOGS

Man's best friend can be an invaluable aid to the hunter. A dog can find/follow a trail, but cannot communicate its age or nature. If a tracker has a hunting dog, both it and the tracker receive trail casting rolls. If the dog finds a trail, its age and nature is determined as before, but the accuracy of the information revealed to the master is based on a secondary roll made by the GM against the master's own ML. When a trail is followed, the higher tracking ML (dog or master) is used to zero in on the prey.

GROUP HUNTING

Several hunters working together may use a more effective, if less sporting method, termed the *Quarry Drive*. Often, of course, sport is not the primary consideration. The basic idea is for *beaters* to scare animals into ambush. This can be undertaken with varying degrees of elaboration. Fences and corrals may be built, drums beaten, and so on, but such measures are generally too time consuming if the hunters' stomachs are empty.

A quarry drive requires at least two beaters and one marksman. Additional beaters will be able to cover a wider area, and extra marksmen will increase the chance of bringing animals down. The *Drivemaster,* whose Tracking skill will affect the success of the hunt. examines the terrain and lays out the paths that should be followed by each participant.

Area Covered

The maximum area covered by a drive is about 1 acre times the number of beaters squared (eg. 5 beaters cover 25 acres). Note: there are 90,000 acres in each regional map hex.

Time Required

The time required for a drive is determined by multiplying the number of Beaters by fifteen (15) minutes.

Example: A 13 beater drive will cover 169 acres and take 3 hours and 15 minutes.

Lying in Wait

Quarry animals generally present themselves one at a time (sometimes in small family groups or herds) for ambush, at which time the available marksmen may chose which to fire on and which to let go.

Depending on the abundance of game in the area, the GM rolls every 5-20 minutes against the Huntmaster's Tracking skill to determine if one or more animals show themselves to marksmen.

CS	1d3 animals in quick succession.
MS	1 animal shows itself.
MF	Animal escapes.
CF	Animal Turns on Beater.

Each animal is identified by the GM normally. Animals presenting themselves to the marksmen are generally in rapid flight, giving each marksman one shot at 1d6x5 foot range. If several animals show at once (CS), each marksmen must select one target. They may pre-arrange target allocation.

With each appearance roll, the GM checks off the appropriate number of minutes. When these equal or exceed the time required for the drive (note that more beaters gives longer time) the process is complete and the hunters may clean and dress their catch.

GM NOTE: A quarry drive is likely to uncover various features in the area. If there is a cottage in the area covered by the drive, it would probably be discovered by the beaters. Less obvious features, such as caves hidden behind undergrowth, semi buried ruins and the like, may or may not be discovered at GM discretion.

PIT TRAPS

An alternative or supplement to skilled marksmen is the pit. Pits of various sizes may be excavated and disguised to the detriment of hapless animals at the ambush point. Digging a pit requires appropriate tools. In an ideal situation, it takes about one manhour to excavate ten cubic feet of earth; this includes the time

required to remove the earth from the immediate area. Hence, a 10x10x10 foot pit (1000 cubic feet) would take 10 men 10 hours to dig. It should be noted, however, that conditions, especially in forests, are rarely this good. Large boulders, tree roots, the water table, permafrost, or even bedrock can seriously harm schedules, and these are matters of luck.

The Drivemaster locates and disguises the pit. When an animal comes to the pit as a result of the beater's activity, a roll is made against the Drivemaster's Tracking ML:

CS/MS   Animal(s) fall in trap.
MF   Animal(s) detect & evade trap.
CF   Animal(s) turn on beater(s).

Evasion should take into account the abilities of the beast; a deer is able to leap most pits once they are detected; this means that the trap has no effect, although any marksmen can still take their shots. A boar will circumnavigate thus allowing the marksmen (at least) one additional shot. An animal which falls into the trap is easily finished, provided it cannot climb out (GM discretion).

The principal drawback with pits is the time they take to dig. Another problem is that each animal that falls in removes the disguise. This requries the marksmen to kill and remove the beast and restore the

disguise before the next animal shows itself. This operation generally takes about 2d6 minutes. The main advantage of a pit trap is its relative certainty, especially when the marksmen available are few or unskilled.

SIMPLE AMBUSH

Another method is for hunter(s) to find a place likely to be frequented by game, and simply lie in wait. The best tracker in the group selects the location of each marksman. The GM makes game encounter rolls every 20-120 minutes based on the local abundance of game. The roll is made against the average of the *best* Tracking ML and *worst* Stealth ML in the group. With MS/CS an animal appears.

Example: Jarl (Tracking ML78) and some friends are lying in wait at a stream he has selected. He has brought his young nephew Kjalin (Stealth ML31) along. The area has average to abundant game so the GM rolls for a game encounter every 45 minutes against an EML of 55 (31+78)/2.

OVERHUNTING

Regardless of the method used, hunting reduces the amount of game in an area. Drives reduce the available game to sparse; other methods reduce abundance according to their success at GM discretion. It is not possible to hunt an area repeatedly and still find plenty of game.

DOGS

Dogs play important roles in a medieval environment and they can be very useful companions to FRP characters. Dogs can serve as trackers, guards, shepherds, or fighters. In many ways they are superior to the humans they serve.

Breeds

In the absence of any international criteria for dog breeding, there are few established breeds of dog. A few types have been purpose bred in specific districts/regions, but the bloodlines are far from well established. Most dogs are mongrels derived from hard to identify root stock. Even among mongrels, however, there are animals better suited to ratting, than to shepherding, and better suited to fighting than to hunting. It is possible to label a number of types typical to Harn and Northwest Lythia, bearing in mind that these are presented as a sample.

There are no hard and fast rules for determining the value of a dog. The prices given in square brackets are typical for a good untrained, two month old puppy.

Wolfhounds [12d]

Large, courageous animals well suited to fighting. They are mainly used in packs, to scare off wolves and other predators. The Ivinian Wolfhound is one of the largest types and is sometimes taken into battle. Full-grown, it generally stands 28-36 inches at the shoulder, but there are legends of dogs over 40 inches. Ivinian Wolfhounds usually have wiry tawny or light brown hair, often with black or darker brown patches. A completely white dog is highly valued, since it may be descended from Sysha, a huge grey bitch who, it is said, bred with Jarlak, the Carrion Lord of Talagaad.
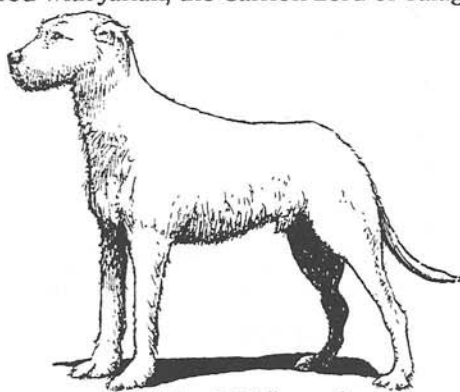
*Ivinian Wolfhound*

Hounds [18d]

Any dog with a keen sense of smell is generally called a hound. Such animals are used for tracking and, often in packs, for running down prey. The Shyne Hound is a typical example; it averages 26 inches and is generally light brown with black or darker brown patches. It also has short hair.
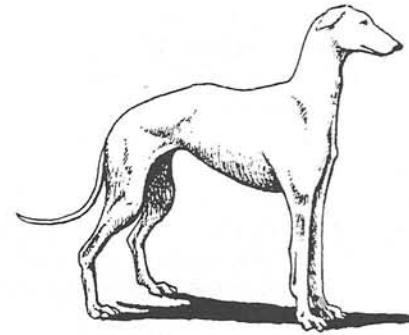
Shyne Hound

Ratters [9d]

Small dogs are used to control rats and other pests in and around large houses. A good ratter is courageous and very tenacious. A typical example is the Trierzi Terrier, about 8-10 inches with long wiry, black or dark brown hair.

Trierzi Terrier

Sheepdogs [18d]

Perhaps the most intelligent of breeds, sheepdogs are patient, learn quickly and have a great deal of restraint. A typical breed is the Kaldorin, 26-30 inches at the shoulder, with long, light coloured hair, and a bushy tail which is often removed (for sacrifice to Peoni).

Kaldorin

DOGS 2

By N. Robin Crossby
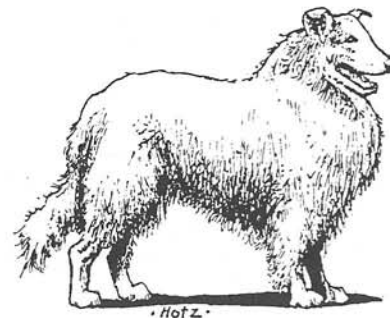
CANINE SKILLS

All dogs have the attributes and Automatic Skills given on the **Canine Table.** With the exception of Awareness which serves in the absence of sensory attributes, the ML of Automatic Skills is their native level (opening level) and may be improved by training.

Tracking

Man's best friend can be an invaluable aid to the hunter. A dog can use its tracking skill to find and/or follow a trail, but cannot communicate its age or nature. Tracking is a native skill (all dogs can do it) but it may be improved.

Herding

A special canine skill, the ability to herd/protect livestock. Herding is only automatic to sheepdogs and other specially bred animals. Other dogs may open Herding at Intelligence x 2.

Bite

The animal's combat ability. The first number on the Canine Table is the animal's (automatic) Bite ML; and is trainable. The number after the slash is the Tear (t) impact of a strike. This is not trainable.

Optional Skills

The following are the most common optional canine skills. These may be opened and taught by anyone with *Dogcraft* (see Training) for any dog breed. Other optional skills may be added at GM discretion.

Obedience

Untrained dogs tend to follow their owners or romp about. This canine skill is the ability to obey basic commands given by the dog's owner, such as sit, stay, lie down, etc. These are generally aesthetic rather than functional. Such obedience is generally temporary, especially if the owner is not visible. The command must be successfully repeated every fifteen minutes or so, and if the owner is not visible, the dog must check at 50% ML. Open at Intelligence x 3.

Combat Obedience

In combat, a dog lacking this skill will do as it wants. This is the ability to obey orders in combat, attack the indicated party, cease fighting on command, and so on. Each command given in a combat situation requires that combat obedience be tested. The skill opens at Intelligence x 2.

Silence

In general dogs will bark, whine, or growl when they sense danger. A dog who successfully tests *Silence* will lick or nuzzle its owner's hand instead when it detects danger. Open at Intelligence x 1.

Retrieve

The ability to fetch an indicated object (such as a bird just shot by the dog's owner) without damaging it. Open at Intelligence x 1.

Training Dogs

Characters with *Animalcraft* (open at SB1 if not possessed) may train dogs. Training may be further refined by treating *Dogcraft* as a speciality of *Animalcraft*. Dogs can be trained for no more than two hours a day, ideally in 3-5 short sessions. Training may begin at 2 months and continue until the dog is a year old. Many noble houses have dog-trainers; the *Dogcraft* of someone with plenty of experience may be randomly generated with 2d6x10.

For each twelve (12) hours of training, one training roll may be made. The trainer declares what skill(s) are to be opened/improved at the beginning of the month, and makes the appropriate training rolls at the end of the month, testing his *Animalcraft* or *Dogcraft*.

When a training roll is made, the success level generated determines how many skill improvement rolls (e.g. MS = 3) are to be made for the dog being taught. Skill development otherwise works for dogs the same way as for humans. See ***Harnmaster:*** Skills 7.

CF/0	MF/1	MS/3	CS/6

CANINE TABLE

BREED	End	Agl	Spd	Int	Mob	Dge	Ini	FR	Aw	Tr	Hr	Bite
Ivinian	3d4+4	3d4+2	3d4+8	3d4+3	Spdx5	Aglx7	45*	2	90*	30*	--	50/6t*
Shyne	3d4-3	3d4+1	3d4+9	3d4+2	Spdx5	Aglx7	40*	2	100*	40*	--	40/4t*
Trierzi	3d4+4	3d4+0	3d4+3	3d4+5	Spdx5	Aglx7	35*	2	90*	10*	--	75/3t*
Kaldorin	3d4+2	3d4+1	3d4+5	3d4+6	Spdx5	Aglx7	50*	2	110*	20*	50*	35/5t*
Wolf	3d4+5	3d4+3	3d4+7	3d4+4	Spdx5	Aglx7	45*	2	90*	40*	--	70/7t*

[End] Endurance; [Agl] Agility; [Spd] Speed; [Int] Intelligence; [Mob] Mobility; [Dge] Dodge; [Ini] Initiative Rating; [FR] Fatigue Rate; [Aw] Awareness; [Tr] Tracking; [Hr] Herding; [Bite] Bite Attack ML/Impact (tear).

* Add 3d6 (e.g. Ivinian Wolfhound has Initiative of 3d6+45.)

Note: Intelligence is the Skill Base for all canine skills. Animal intelligence includes natural instinct and should not be compared directly with that of humans.

By Nick Poco

TYANA'S SHADE

Introduction

Tyana's Shade is a generic scenario which may be used for any random encounter that is reasonably near a road/trail and woodland/forest.

Background

Tyana was the daughter of an ugly and malicious woman believed to be a witch. In the village where she was born, the villagers hated Tyana's mother, but as long as the old woman lived they were afraid to do anything. When she died five years ago, they drove Tyana, then 16, and her younger brother, Korae, age 14, into the wilderness. There they found an old abandoned cottage, which they occupied and lived in together for two years. Three years ago, Korae vanished during a hunting trip and was never seen again. Tyana dwelt alone for more than a year, and probably went a little mad. She was unable to maintain the cottage and garden by herself, which partly accounts for their dilapidated state

About a year and a half ago, the Kazal brothers, a pair of brigands moved into the area. They established their hideout in a nearby cave and began robbing passersby on the trail. They soon discovered Tyana's cottage, and began visiting her, singly or together, several times a month. They were not gentlemen.

At first Tyana was glad of their company, and actually looked forward to their visits. Gradually, however, the baser instincts of the two brigands became apparent, and Tyana found herself the plaything of sadists. After some months of misery, Tyana decided to rid herself of her tormentors. Next time Olosin, the younger brother visited, she slipped a knife between his ribs. It might be said that he died happy.

She planned to treat Tharid, the elder Kazal similarly, but he appeared as she was dragging Olosin into the woods. After one more rape, Tharid beat the girl to death and buried her with his brother.

Tyana had no religious education when she was alive, so was godless. Combined with the circumstances of her demise, there is no surprise that her ghost cannot find surcease, and is doomed to wander the vicinity in torment. A group of PCs might, however, avenge her and let her shade depart to find its rest.

Lead In

Characters camping in the area, or passing nearby, will be visited by Tyana's Shade. Those who are asleep may have a vivid nightmare of her last hours. Those who are awake may see her apparition. She will appear first as a pretty 20 year old girl, then as she was after Tharid finished with her, hiddeously bruised and bleeding. She might recite the following couplet and then depart in the direction of her cottage.

> *Who preys upon the weak and lame*
> *Does he deserve his life?*
> *And who condones the butcher's work*
> *As well might wield the knife.*

If the PCs are reluctant to get involved, the GM may cause some or all of the characters to acquire an overwhelming urge (geas?) to find out more or aid the lamenting ghost. The first requirement is for the PCs to find Tyana's cottage.

An interior plan of Tyana's cottage is provided. The building and immediate surroundings contain an abundance of evidence. There are signs of a protracted struggle inside, bloodstains on the walls and floor, and a reasonably fresh grave (1) near the fallen tree, that of Tyana trapped in Olosin's embrace. The GM may add details as he deems fit.

The Object

The idea is for the PCs to lay Tyana's ghost to rest. There are a number of ways this may be achieved; separating the remains of Olosin and Tyana would help. Bringing Tharid to justice would probably work. These two acts in combination would almost certainly achieve the basic objective. Certain religious ceremonies might also have an effect, but would be complicated by Tyana's godlessness.

All surfaces wood unless otherwise shown

Tyana's Cottage

TYANA'S SHADE

By Nick Poco
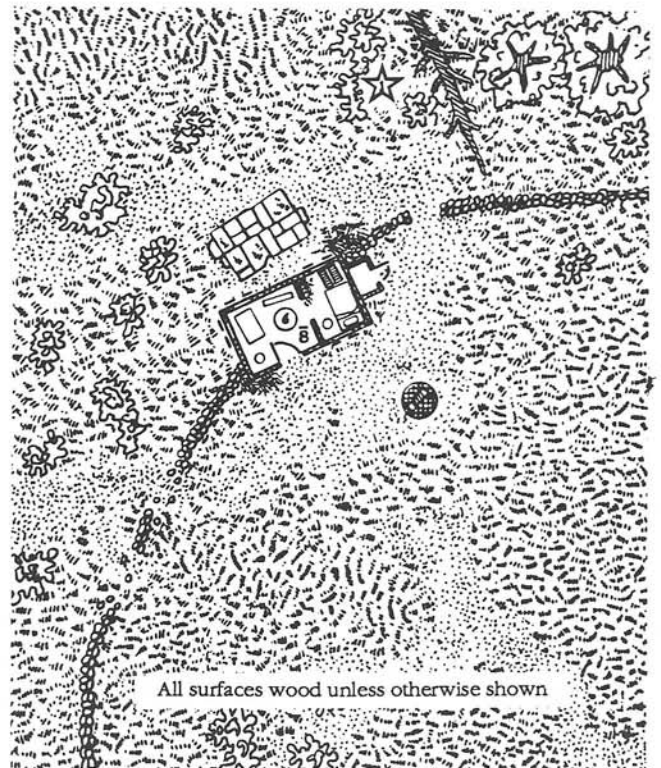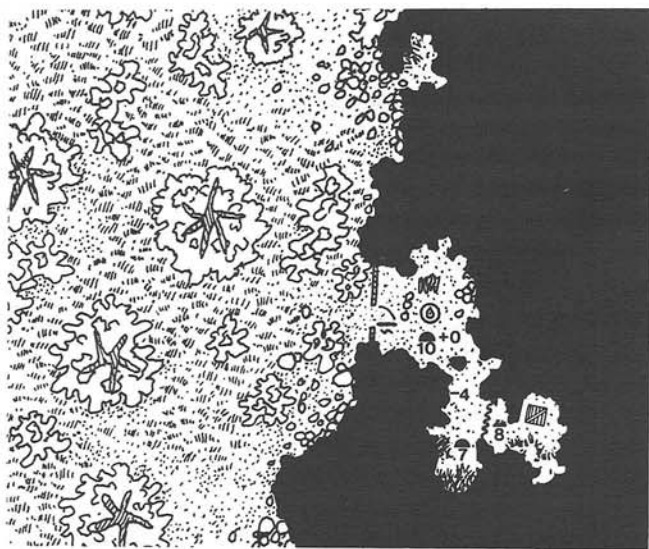
Kazals' Cave

Tharid's hideout would likely be within two leagues of the cottage in any direction and should be somewhat harder to find. Tyana might lead the group to the cave, or the characters might detect and follow any of several reasonably fresh trails left by Tharid. The group might also have esoteric resources and be able to divine the cave's location.

The mouth of the cave is about four feet high and partially hidden behind undergrowth. Across the mouth a heavy wooden wall has been built. The entrance is a wooden door secured by a sturdy wooden bar. A narrow fissure opening onto the top of the hill allows smoke to escape, but would not permit access by anything larger than a rabbit. There is a 30% chance (day) or 75% chance (night) that Tharid will be here.

Tharid Kazal

Tharid was born into the urban poor and worked as a mercenary for several years before a tendency to violence forced him and his brother out of civilized society. He is 34, 5' 8"/160lbs, handsome, a good warrior, competent woodsman, cunning, and treacherous. He might try to negotiate or bluff his way out of a bad situation. A list of attributes and key skills is given; the GM can add powers as desired.

Str	15	Spd	12	Int	13	Mob	60
End	14	Eye	15	Aur	12	Dge	75
Dex	14	Hrg	13	Wil	16	Int	69
Agl	15	Smt	12	Mor	06	FR	01

Rhetoric/80, Trapping/75, Stealth/70, Foraging/65, Survival/60, Carpentry 45, Physician/20.

Weapons: Swortsword/85, Dagger/80, Club 75, Spear 70, Crossbow/65.

Armour: Cloth Tunic, Leather vest/cap/boots.

The Reward

Ideally, moral PCs will undertake the quest out of compassion and duty. The feeling that they have righted a great wrong should fill them with warm feelings and may find favour with their deity, etc. Tharid may have to be killed, although the group might do better to deliver the miscreant to the authorities at the nearest hundred or shire moot. A grateful bailiff or sheriff may offer a reward, commission, or employment.

Tyana will not promise any reward for her salvation, but if the group returns to the cottage after completing the quest, she may (at GM discretion) show them where the floorboards open up to reveal the one artifact of her mother's which she managed to bring with her. The item can be invented by the GM or generated with Treasure Generation in *Harnmaster*.

There is also a good chance that the Kazals buried several caches of loot in the area; they were, after all highwaymen. Buried treasure might be difficult to find, especially if Tharid is dead or driven off. It is not likely that the outlaws kept a pile of treasure in their cave, certainly not more than a recent heist.

Alternate Lead Ins

1. Erdin of Iada, a reasonably wealthy mercantyler, approaches the PC group while they are in a nearby town. His sister Naryna went missing from a caravan, and he wants her found. He knows roughly where she disappeared (the vicinity of the cottage) and can give good directions. In all probability, she has been kidnapped by Tharid, either for ransom or as a plaything. Erdin may have received a ransom message and want the PC group to deliver the ransom, or he may have something else in mind.

2. Tyana's brother Korae is not dead; he was either kidnapped or ran away to find fame and fortune. He recently returned to find Tyana's cottage empty but suspects the worst due to the bloodstains. He is seeking assistance in solving the mystery.

Variants

The GM can always have a lot of fun with variants. The most dramatic would be if Tyana actually were a psychotic witch who wants Tharid dead in order to steal his body for her own use, having failed to steal his brother's. This reopens the question of Tharid's personality. He could remain evil, or become a nice, if eccentric hermit.

Tyana's ghost might be given some interesting spells or psionic talents to cause trouble for the PCs. The ghosts of Tyana or Olosin or Tharid (if killed) may attempt to possess one or more of the PC group.

"Have We Been Boring You?"

A common theme has emerged in reviews on the Harn system and its supplements, and to a lesser degree on customer feedback. While most users have come to appreciate the detail and consistency of Harn, reviewers, most of whom simply do not have the time or inclination to study the products in depth, generally give us good reviews with a lot of buts. Mike Dawson, writing in the January 1986 issue of *Game News* sums up this attitude well:

"The fundamental nature of Harn is that of an exquisitely rendered painting of a completely ordinary object. One marvels at the technique, but one also wishes for a more inspiring subject."

What a great quote. The point of the Harn environment system is to do the boring, nuts and bolts work of world development. GMs, we reason, want data as complete as possible, but cannot spend months and years developing the essential data base. With this provided, GMs are then free to design their own scenarios to suit specific tastes. This led us to the belief that GMs would not be interested in being led by the nose through verbatim, over-detailed adventures. But there seems to be a problem.

As nearly as I can tell, what's missing is detailed adventures. You save time by having sound environment, but many of you feel that the kind of scenario that would fit Harn would take you too long to design. In addition, most GMs can only spend a few hours a week on preparation, insufficient time to develop an epic.

Because adventures are highly dependent on rules, and because many were telling us that the rules they were using with Harn were unable to exploit its depth and richness, we undertook the *Harnmaster* project. This took us so long that we nearly had a financial disaster, but we finally published a set of rules. Much to our banker's relief, *Harnmaster* seems to be just as popular as our environments, and is winning over the afficionados of other FRP systems who want a more cerebral game.

Harnmaster also solved another problem. Some of you were actually lamenting the *authenticity* of the Harn environment. You felt a higher magic level would be better. Harnmaster allows you to punch up the esoteria to your own taste.

Araka-Kalai was another part of the solution, an environment module with more detailed scenarios than we would normally publish.

The final solution is, we think, a ready to play series of detailed adventures, now possible because of all that has gone before. These will be prepared with the same degree of care (and malice) as our other publications to date. Several of these are in the works, including *100 Bushels of Rye, Kiraz,* and *Ridow,* but I would like to tell you, briefly, about an adventure series I am currently preparing.

In Search of Panaga

ISOP will be a series of adventure modules set on and around Harn. Although designed for *Harnmaster,* the series will, with minor adjustments, work well with any feudal environment and any rules. The quest will depend more on wit than sheer power, so most any group of characters can succeed.

The first module, *The Staff of Fanon,* will introduce characters to some mysterious events taking place in a Harnic manor/village, and to the legend of Panaga, an enity of remarkable powers. The adventure will involve interworld travel to *Yashain,* the magic-rich sister world of Harn/Kethira. Each adventure will be a stand-alone scenario, but taken as a series, the modules will build into an epic, interworld adventure. While the search for Panaga will take some time (each adventure may take several sessions), it will have minimal effect on the overall history of Harn, unless, of course, the GM wants it to. The series is far more detailed than our usual material, and virtually no preparatory work will be required of the GM.

Individual modules will include a synopsis explaining what the PCs are presumed to have done already in their *Search for Panaga.* While the synopsis approach is adequate, following the whole series in order is obviously preferable. It is also desirable that the characters involved engage in other activities between modules; this is just as well since we can't rattle off a module a week (like some folk).

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