

# Harnlore

Issue 5, Spring, 1988



**COLUMBIA  
GAMES INC.**

CHRIZ 88

# Harnlore

---

## ISSUE 5 Spring, 1988

- 3 **LETTERDEMAIN**  
Your letters, our sleight of hand.
- 6 **DICEY BUSINESS**  
The publisher speaks  
*Tom Dalglish*
- 7 **TRAIL'S PERIL**  
A Gargun Scenario  
*Simon Matthews*
- 11 **MASTER'S GRIMORE**  
A selection of Jmorvi Spells  
*Simon Matthews*
- 15 **PENNY ARCANE**  
A column by the designer of Harn.  
Subject: Fate, Runestones, & Tarot.  
*N. Robin Crossby*



### COLUMBIA GAMES INC.

Box 8006                      Box 581, 810 W. Broadway.  
Blaine, WA 98230        Vancouver, BC V5C 4C9

**President**  
*Jack Russell*

**Publisher**  
*Tom Dalglish*

**Editor**  
*Scott McKay*

**Art Director**  
*Eric Hotz*



© 1988, Columbia Games Inc.

*All rights reserved.  
Reproduction in any manner,  
without permission of the publisher,  
is strictly prohibited by law.*

*Harn and Harnlore are trademarks of  
Columbia Games Inc.*

## SUBSCRIPTIONS

*Harnlore* is a quarterly publication printed in March, June, September, and December. It is only available direct from Columbia Games. Subscriptions (four issues) are \$12.00 (US) \$16.00 (CDN). Single copies are \$4.00 (US) \$5.00 (CDN).

**NOTE: All *Harnlore* subscribers receive a 10% discount when purchasing by mail.**

**Subscribers. Please advise us of change of address. Post Office will not forward.**

## Editorial

Hello Again:

Welcome to Harnlore #5. This issue we have two articles and the usual features.

### Trail's Peril

A generic scenario on gargun bashing, an adventure not to be taken too lightly if the adventure party you are running is not very experienced. Encountering half a dozen gargun is one thing, but entering the cave complex of twenty or more orcs is another matter. This will involve a fight to the death and the gargun will be intimately familiar with the layout. Gargun princesses, by the way, are very good fighters (better than most males) and will always fight in berserk mode.

### Master's Grimore

This article is the first of six planned expansions for the Shek-Pvar. The first installment deals with the Jmorvi Convocation, and provides 12 new Jmorvi spells. We have received dozens of requests for expansions of this type from harassed GMs.

Frankly, it was never our intention to churn out spells in this way. We have always had a bug-a-boo about rote magic, and felt that players should devise their own spells. The problem with this line, of course, is that the GMs are in big trouble trying to devise spells for NPCs, not to mention offering guidance to PCs. But we still believe that you should not parcel out these goodies to PCs. They are intended for your NPCs, and as guidance for inspiring your players, and rating their efforts.

### New Editor

Effective with the next issue, Simon Matthews (author of both articles in this issue) will be the editor of Harnlore. Simon has been an active player in many of our campaigns since the beginning of time, and has lots of talent/time to do a great job. I've enjoyed editing the last two issues, but promotion to the marketing department could not be resisted.

Scott McKay

## Next Issue (Harnlore #6)

**Report to Council:** a report to the Melderyni Council of Eleven concerning Chybisian succession, including a mini-scenario.

**Common Knowledge:** the first of a series, being tales, legends, and outright lies that everybody knows, from two points of view--the GM and his players.

Hi There,

Please put your name and address on your letter (preferably on each page); by the time a letter gets to this department, the envelope may be long gone.

Dear Editors,

*The range of the spell Breath of Dhiyu (Odushe III) is noted as index yards. But what is the diameter of the cone? Index yards again? I raise this issue since you will probably end up making an official ruling on it anyway, and I'd sooner have the answer now than later. I'm assuming that range tells me how long the cone will be, but it definitely doesn't tell me how wide it will be at the mouth of the cone.*

*Also, do you have any thoughts on where on the body electrical or frost damage occurs? Are we intended simply to open a column under wounds where all the electrical or frost damage is lumped together. Or is it your intention that the damage be divided equally among all exposed body parts, or what?*

Garry Hamlin, Midland, Michigan

Dear Garry,

We notice with some chagrin that we have left out this important datum not only for the spell, but also for the dragon. What we suggest is that the cone's apex have an angle of 60 degrees. This creates an equilateral cone which is very convenient if you are using a hexboard for melee combat. There are two possible configurations which are not mutually exclusive:

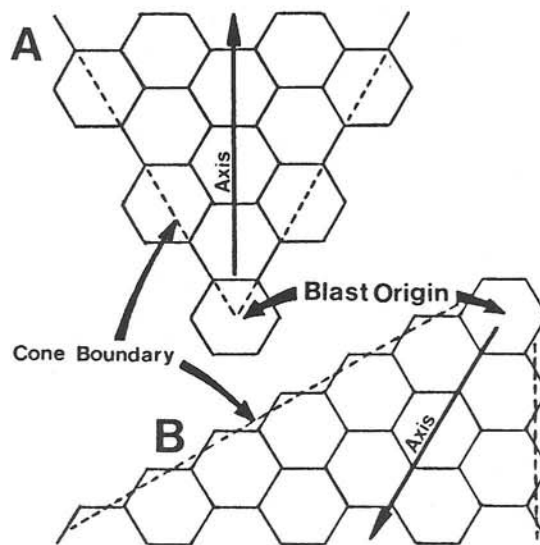


Diagram A assumes that the blast axis runs from the center of the origin hex through the center of a hexside. Diagram B assumes that the axis runs along hexsides. Either method allows you to calculate the affected area based on the range in 5' hexes. Method A, however,

# LETTERDEMAIN

creates a situation where some hexes are "half affected". The GM can deal with these at his discretion.

If you are not resolving combat on a hexboard you have a lot more freedom, but might set the diameter of the base (mouth) of the cone as equal to the range.

There is another problem which we might as well address now, and that is the principle of diminishing effect. With this kind of dispersal, it is reasonable to assume that the effects will be progressively reduced further from the blast origin. This would certainly be true if the blast were a purely physical phenomenon. Also quickly supercooling a large volume of air might well cause an implosion, to say nothing of sudden condensation. An option is to treat *half* the maximum range as being the norm, and adjusting the impact for lesser or greater ranges. This can get complex, and would depend on the cone shape, etc.

I am not clear on what you mean by electrical damage. Frost is not divided up. Instead a separate, full value "frost strike" is generated for *each* body part. This can be deadly.

•

Dear Mr. Crosby,

*As a certified Runequest player for lo these many years, I was surprised to find that I truly enjoyed your Harnmaster rules so much; I am now busily converting much of my world over to your system. I was particularly impressed with your combat and magic systems. Until I ran across Harnmaster, I had yet to find a magic system I really enjoyed. This is it. Though I have made a few conversions, due to the nature of my own campaign, I find your rules exceptionally well thought out and highly realistic. Congratulations. Now before I get too carried away with superfluous praise, I have a few niggly points and questions I would like to pose.*

*1. I was interested to know about wages. On Skills 2 you mention the amount of initial cash a character has is based on their past wages. Should I assume a standard late medieval rate of, say, 2.5d to 4d.*

We are sorry you lack the Harn Regional Module which lists Income for all major occupations. Harnic daily wages run from 1d for a farmhand to about 4.5d for a bonded master weaponcrafter. In addition, a craftsman may expect room and board.

*2. I am unclear as to the reading on Shek-Pvar 6 regarding fatigue and spells. Is the [casting] EML reduced by the Physical Penalty or part of it.*

Injury Points and Fatigue are always subtracted from casting EML; other penalties are left to GM discretion.

**Harnlore 4**

*3. Is Initiative reduced by the Physical Penalty?*

This seemed too much trouble to us, since high Initiative is only a small advantage. but you are welcome to try it.

*4. Shields seem to block all damage or have no effect. What about passive defence? Also what happens if a person is struck while totally covered by a shield?*

The misses resulting from a block defence are successful parries. Generally, this result is better for the defender than a block which risks destruction to the shield. If a strike lands on a body part which is logically covered by a shield, for example the forearm, it should be treated as a strike on the arm, *but* the shield would give *double* armour protection for its specific material and quality of construction. At least that is what I do.

*5. On combat 8 you mention that a limb is useless after receiving 15 IP. Does this stand no matter how big/small the victim?*

Yes. You can let this stand. Usability would be more a matter of Endurance than size and with most victims, the difference is not that great. You could try setting usability at Endurance, however.

*6. In a battle, one character received a fair number of IPs, but all from fairly minor strikes (no wound more than 4IP). Now aside from increasing Physical Penalty, is there any level at which a character will pass out from just too many little wounds, even though none of these require an E roll?*

Actually the increase in Physical Penalty was found to be more than adequate to control this situation. Since different characters have different Endurance, there is no convenient level at which to knock out characters. During playtest, we did experiment with the notion that any character would automatically make an E roll once his Fatigue and IPs reached five times his Endurance. However, this prevented the truly great heroic act.

*7. On Combat 28 you say that any wound is cleared up by an EE healing result. Even one of 15 IP?*

Except for Frostbite (level 2 frost damage) you cannot get an EE result on a wound of more than 10 IP. Yes, a 10 IP injury would be cleared up on a single day by an EE result. While it would probably still hurt, it would have no further effect on physical activity.

*8. On Shek-Pvar 4 you have a table for figuring the SB for any given mage's spells. Just what modifications do I use? For example, a Lyabvi wizard, born under Hirin trying to learn an Odiwshe spell. Is the SB reduced by 8 for Tertiary Convocation or 10 for Tertiary and Astrological?*

# LETTERDEMAIN

The modifiers are cumulative. A Lyahvi born under Hirin trying to learn a first level Odivshe spell would have a cumulative SB modifier of -11. Yes, it is very hard to learn spells outside one's convocation. Not everyone can become a grey sorcerer.

9. *Why is it easier to learn an Originally researched spell than one taught by another mage?*

The theory here is that the sorcerer is more familiar with his own inventions. The mind set required for understanding a spell may be a very personal thing. It would, in some cases, be difficult to imitate someone else's approach.

10. *On Treasure 4, you note that inlay and engraving increase the value of jewelry. Does "increase value by 120%" mean from 100d to 120d or from 100d to 220d?*

You have found a typo. The section should read "...increase the value of the item up to 120%. That is, an item of value 100d could be worth up to 220d with suitable inlay and/or engraving, possibly a lot more if the inlay was very valuable.

•  
Dear Harnfolk,

*Your Harnmaster system is far superior to any and all FRP games on the market. But I have a few questions.*

*Under Combat and Combat Sequence it says characters are (generally) able to defend themselves regardless of whose turn it is. Does this mean that every person who attacks the character can be counterstruck as per the defence declaration? This makes little sense as would any of the defence declarations used more than once, except maybe dodge. Is there a rule I missed stating only one defence declaration and one attack per turn (if not there should be) all other attacks against an engaged opponent could be treated as an ignore. Being outnumbered would be pretty hairy then.*

Robert Schwarz

Dear Robert,

When you consider that a combat round is ten seconds long, and that an attack/defence could take as little as half a second, there is no reason to prohibit a character from defending himself, by counterstrike or any other method, as often as necessary. In theory, a character could be attacked by a dozen opponents in a

single round. It is not uncommon for a character to do far more damage to his enemies during their turns than during his own. This is realistic since attacking is generally more dangerous than defence.

The effect of outnumbering in attack and defence, along with the possible accumulation of Injury Points from one attack to the next, and the likelihood that a persistently attacked character may be forced to make more shock rolls, seems like enough problems. Nevertheless, if you forbade defenders from defending themselves more than once, or forced them to divide their EML between their various attackers, the system would still work. But try being outnumbered with the system as it is first.

Not everyone realizes that being outnumbered has some advantage. It is often more difficult for the attackers since they are obliged to carry the offence, and a two or three person assault usually suffers badly from lack of coordination. Nevertheless, all things considered it is usually better to be on the side with the most troops.

•  
Dear Columbia,

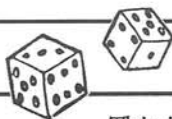
*The Harnmaster combat rules are generally superb, but I must say that engagement zones are too restrictive. One of my players recently objected to the fact that he could not run past (without stopping) an engaged (and prone) enemy in the middle of a fifteen foot hallway. I have to agree with him that the attempt should be possible. Any suggestions?*

Dave Jeffreys, Kelowna, B.C.

Dear Dave,

If you want to loosen the engagement zone, we suggest the following. Characters may attempt to pass through the EZ of an engaged or unengaged foe at full (applicable) speed, but the enemy character whose EZ is ignored may attack (out of normal turn sequence) the passer, who must choose a defence at half ML.

The enemy whose EZ is being entered still takes into account any penalties/bonuses such as Outnumbering, Prone, etc., applicable at the instant his zone is entered, hence an already engaged enemy might be outnumbered by virtue of the player attempting to pass him. The passing player may not attack the enemy character unless he gains a tactical advantage defending against an enemy attack. Assuming that the passer does not get wounded, stumble, etc., he may continue his move.



## DISTRIBUTION 101

Hello Again. This issue, I would like to talk about game distribution. My last column drew a bushel or two of mail concerning my statement that we would be stressing mail order over retail distribution, which serves me right for being so imprecise.

### THE BASICS

Companies like us have three essential methods of distribution: (1) Consumer Sales, (2) Retailer Sales, and (3) Distributor Sales. Most companies sell to all three levels, but mostly to the first and third levels.

#### Consumer Sales

All companies sell direct to consumers by mail order, even the giants in the business such as TSR and Avalon Hill. Even with "perfect" distribution, there are thousands of gamers who live in small rural towns with no retail outlets, or who are in the armed forces overseas, and both have no choice but to buy direct from the publisher.

#### Retailer Sales

Few publishers actually sell directly to retailers. Most retailers obtain their stock from one or more distributors, at a discount of 40% off retail. That is, a retailer will buy a \$10.00 game from a distributor for around \$6.00.

#### Distributor Sales

For most publishers (including us) 70-80% of sales are made to distributors, who buy in large quantities and then re-sell to retailers. Distributors generally buy at a discount of 55% off retail (they pay \$4.50 on a \$10.00 retail item) and re-sell to retailers at the discounts already noted. Obviously, given their small markups, distributors need volume to survive.

### THE PUBLISH OR PERISH SYNDROME

New products sell far better than any item that has been around for some time, so distributors and retailers *always* stress new products in their purchases. The problem here is that given the initial one-time costs of producing a new product, and the discounts given to distributors, the economics of publishing generally only pays off when reprints are made. But distributors/retailers are reluctant to stock older products in any depth, hence it is very difficult to reprint them.

## Harnlore 6

This is especially difficult for us because the world of Harn is comprised of many interlocking modules. The unavailability of just a few modules inhibits expanding adventures and growing enjoyment. Currently there are three "black holes" on Harn.

### SO WHAT'S THE POINT HERE?

I guess the point is that given the patterns of distribution, and the economics of publishing, it is essential for companies like us to have a mail order department. The major reasons are:

1. Mail Order keeps us in direct touch with our users and more responsive to their needs.
2. Some products (such as the upcoming Orbaal Map) can only be sold in this way. This map, like several other products we have in mind, is a speciality item that can not be sold in stores, at least not at a reasonable price.
3. As you know Harn is an elitist product appealing to a dedicated but small audience, (no doubt part of the appeal). Given the reluctance of Retailers to stock our older products, we are forced into making small production runs of most modules. This means our costs per module are very high.
4. Newcomers to Harn are essential to our long term survival and they are finding it increasingly difficult to obtain our older products, partially due to retailer reluctance to stock them, partly because the given economics won't allow us to reprint modules that are sold out. We can no longer tolerate this, for our customers' sake and our battered self image..

### THE FUTURE

Since we must have a mail order department anyway, it makes sense to upgrade our mail order department to provide better service. Over the next six months we will shorten our delivery time to two weeks, improve our mail order packaging to ensure the goods arrive in your mailbox in pristine shape, and upgrade our computerized mail order system.

I was impressed by the degree of loyalty many of you expressed in your letters for your local retailer, and I can understand this view. But it is a simple economic reality that quality gaming publications, which appeal mainly to elite and veteran GMs, do not sell as well as "slash and bash" products. I wish it wasn't so, but who said life was fair..

## Introduction:

Trail's Peril is a generic scenario which may be used for any random encounter that is reasonably near to a woodland/forest trail, on the outskirts of civilization. Although the complete scenario is intended for a character party that is reasonably strong, the elementary stages can be completed by any party. It is up to the characters to determine at what stage they should step aside and allow a more competent group to complete the scenario.

## Background:

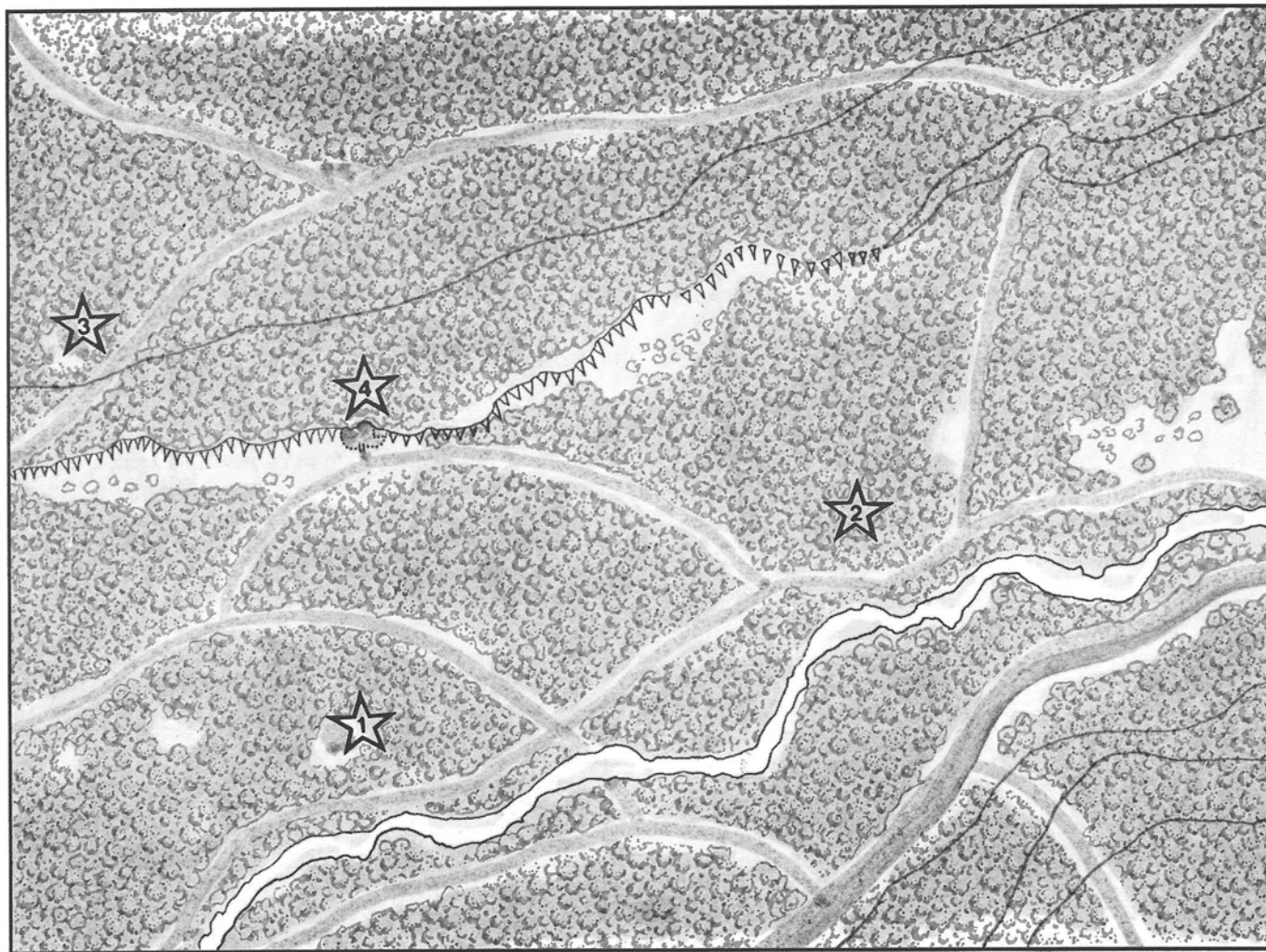
The local villages have generally been quite peaceful in the past. Although located on the outskirts of the kingdom, the region has had little difficulty with brigands, tribesmen, and the like. Recently though, outlying hamlets and trails have become quite unsafe.

A tribe of Gargu-arak have suddenly expanded in the area, and have acted in an unusual manner. Usually shy and unwilling to contest a region dominated by humans, this band has taken to waylaying travelers between the villages. In addition, they have been foraging on the outlying freeholds, killing and stealing any animals or other "game" they can find.

As might be expected, the village reeves have called on the local manorial lord to protect them. For the past two months the knight has been involved in a rather fruitless attempt to protect the area, but has to this time, (either due to pride or shame), refused to call for additional help from his liege.

The local chapter of the Mangai has since offered a bounty on the gargun. For each right ear, the local guild will pay 3d. In addition, the guild will offer additional funds for information concerning the problem or the solution of the situation.

## GARGUN LODGES



1-4 Gargun Lodges (#4 is One-Eye's Lodge)

# TRAIL'S PERIL 2

By Simon Matthews

## Lead-in:

As the player characters approach a small village, they come across a group of dead Gargu-arak. This in itself is peculiar because gargun are rarely found this close to a human village. Closer examination will reveal a number of other unusual things. Unlike most gargun, these seem to be both well fed and well armed. In addition, all of the gargun are missing their right ears. Upon safe arrival at the village, the player characters may learn of the details of the local troubles, and of the bounty that has been offered on the gargun.

Alternately, a group of 3-5 gargun could ambush the players as they head for the village, at which point the players would discover how well fed and armed the Gargu-arak were.

## The Situation:

Six months ago, a small group of Gargu-khanu seized control of a Gargu-arak cave. Due to their greater size and strength, the khanu were easily able to dominate the Gargu-arak. Since this time, the arak have been able to gain control of a couple of small queenless tribes (by offering princesses to the lesser tribes), and moved them into this region. The orcs are far more organized than usual, and have begun a campaign to gain control of the area.

In total, there are currently four lodges, all within a one league circle. Three of the lodges are located near the perimeter, and maintain a series of pickets and patrols on the outskirts of the "camp", even during daylight. If anyone approaches along one of the trails leading to the camp, they will find themselves ambushed by 3-5 gargun from one of the numerous blinds that have been set up for this purpose. Similarly, groups of 3-5 patrol the woods in an attempt to detect other intruders. The gargun are also well disciplined. When intruders are discovered, a runner is sent back to his perimeter lodge, (and then to the other lodges) to raise the alarm and bring reinforcements.

Of the three perimeter lodges, #1 and #2 have roughly twenty adult Gargu-arak (plus a queen and two to three layings of eggs) and three Gargu-khanu, while #3 consists of a dozen arak and three khanu.

Lodge #4 is the center of the tribe and is controlled by a large and grizzled Gargu-khanu called One-Eye. The lodge is located in a small cave and is protected by a wooden palisade. This is home to roughly two dozen arak and six khanu. Within the cave, the gargun have established a small smithy, and are currently producing a number of fairly reasonable quality mangs and mankars to supplement the knives, spears, and clubs used by the rest of the tribe. A few captured livestock are also held within the enclosure. An interior plan of the lodge is given on page 3.

## Harnlore 8

## One-Eye:

One Eye is the leader of the khanu and hence of the entire gargun community. He is well above average in height and weight, and to the arak he is a veritable giant. His name is derived from an old battle scar from the middle of his forehead to his left cheek. Although he appears to be blind in the left eye, those who have challenged him have discovered that this is not the case. It is unknown what hold he has over the other khanu, (most likely his ruthless will to eliminate any who challenge his status), but it is certainly the fear of One-Eye, and the great successes he has brought, that keeps the arak in line.



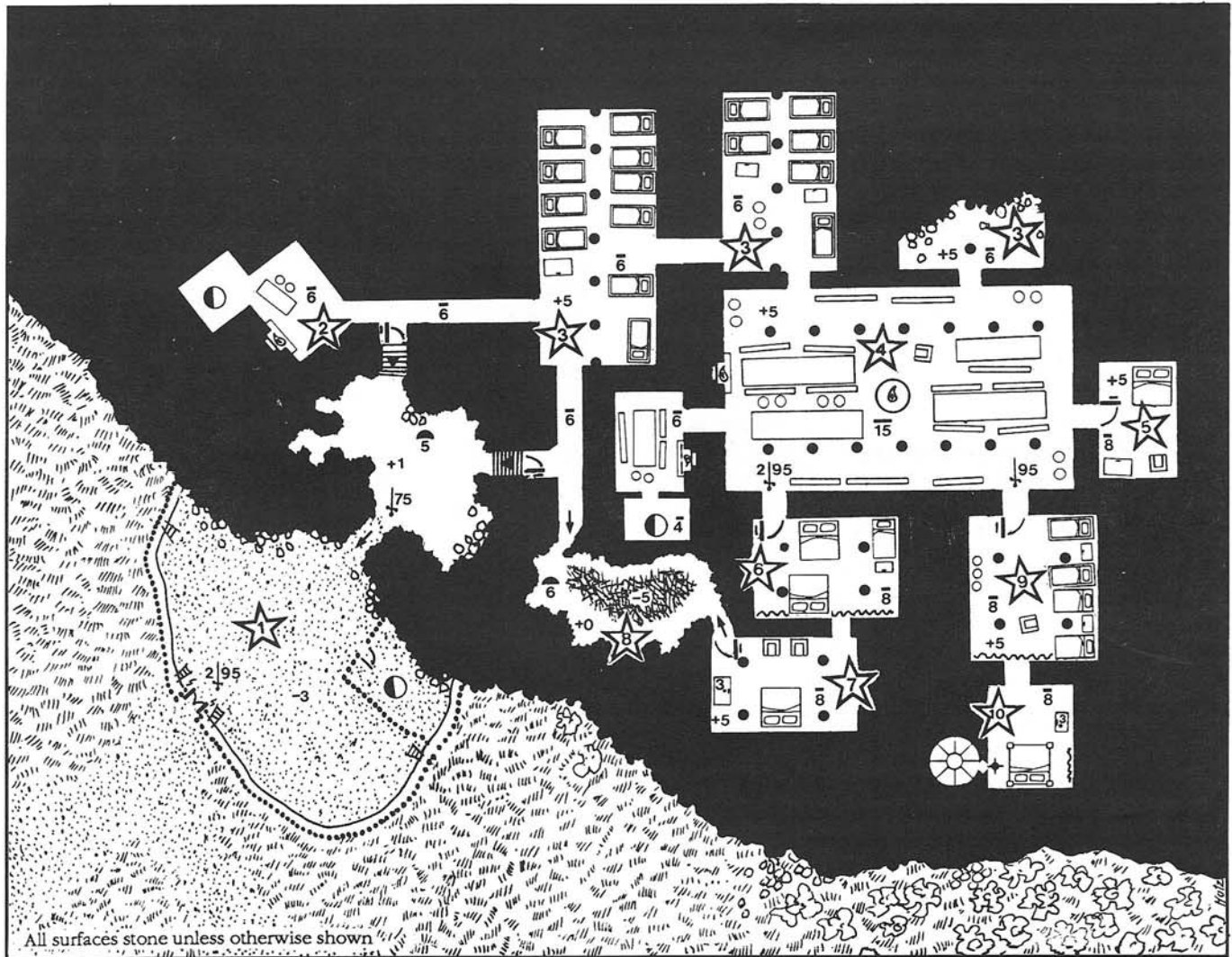
One-Eye

One-Eye has been able to keep the villagers and the local knight at bay, and with the increase in organization and aggressiveness of the band, the situation is quite precarious. He is continuing to expand his power, most notably with the establishment of new queens in lodges #1 and #2.

If allowed to continue unchecked, One-Eye and his bands will continue to establish new lodges from the hatching gargun, and install new queens from available princesses. As his force grows, the gargun will then be able to raid and plunder local villages at will.

Str	15	Spd	10	Int	16	Mob	50
End	17	Eye	14	Aur	13	Dge	60
Dex	14	Hrg	15	Wil	17	Ini	70
Agl	12	Smt	11	Mor	5	FR	03
54", 124 lbs, 21 yrs old, Ambi-dextrous							
Stealth/84, Awareness/96, Trapping/72, Foraging/81, Survival/75, Prescience/82							
Unarmed/108, Mang/103, Shield/95, Knife/91, Spear/65							
Cloth tunic and leggings, Leather skullcap, Ring Habergeon							



*One-Eye's Lodge*INTERIOR SCALE  
FEET

**1. Outer Palisade:** a wall of wooden stakes, 10 feet high with earth rampart, built on the instructions of One-Eye. The small pen contains live animals.

**2. Smithy:** Another innovation by One-Eye. Gargu-arak work the forges, aided by khanu masters.

**3. Barracks:** Currently two chambers, although a third is being excavated. The western barracks holds 20 adults at present. The central barracks houses 10 juveniles with room for 12.

**4. Great Hall:** A feasting hall. There is a small kitchen off the west wall, but on special occasions, the central firepit is used to cook (and kill) the meals.

**5. King's Chamber:** Private quarters for the Gargu-arak king. Prior to the arrival of the khanu, the occupant of the king's quarters changed frequently, but now only at the whim of One-Eye.

**6. Princesses' Chambers:** Quarters for five princesses, four adults and one juvenile. A tattered curtain conceals the entrance to the Queen's Chamber.

**7. Queen's Chamber:** Chambers of the arak queen, currently a five year old in her prime breeding years.

**8. Offal (Egg) Chamber:** Occupied by 75-100 eggs in various stages of maturity.

**9. Gargu-khanu Quarters:** Formerly the chambers of the Gargu-arak king, this room now houses six khanu underlings of One-Eye. No Gargu-arak are allowed into this room, a rule that has only been tested once with prompt execution of the intruders. The curtain conceals the entrance to One Eye's chamber.

**10 One Eye's Chamber:** This room was added by One-Eye. The mechanically-hidden door secrets an escape access to the surface, known only to the khanu.

# TRAIL'S PERIL 4

By Simon Matthews

## The Object:

The idea is for the player characters to first determine the nature of the threat. This would involve some dangerous reconnaissance. It should become fairly obvious to any who observe and scout the lodges that these gargun are unusually well organized. A bolder option would be to capture and interrogate a number of gargun. Assuming their language is understood by someone in the party (some gargun can mutter a few words of human tongues) the captives might reveal that the local difficulties have been caused by the domination of One-Eye.

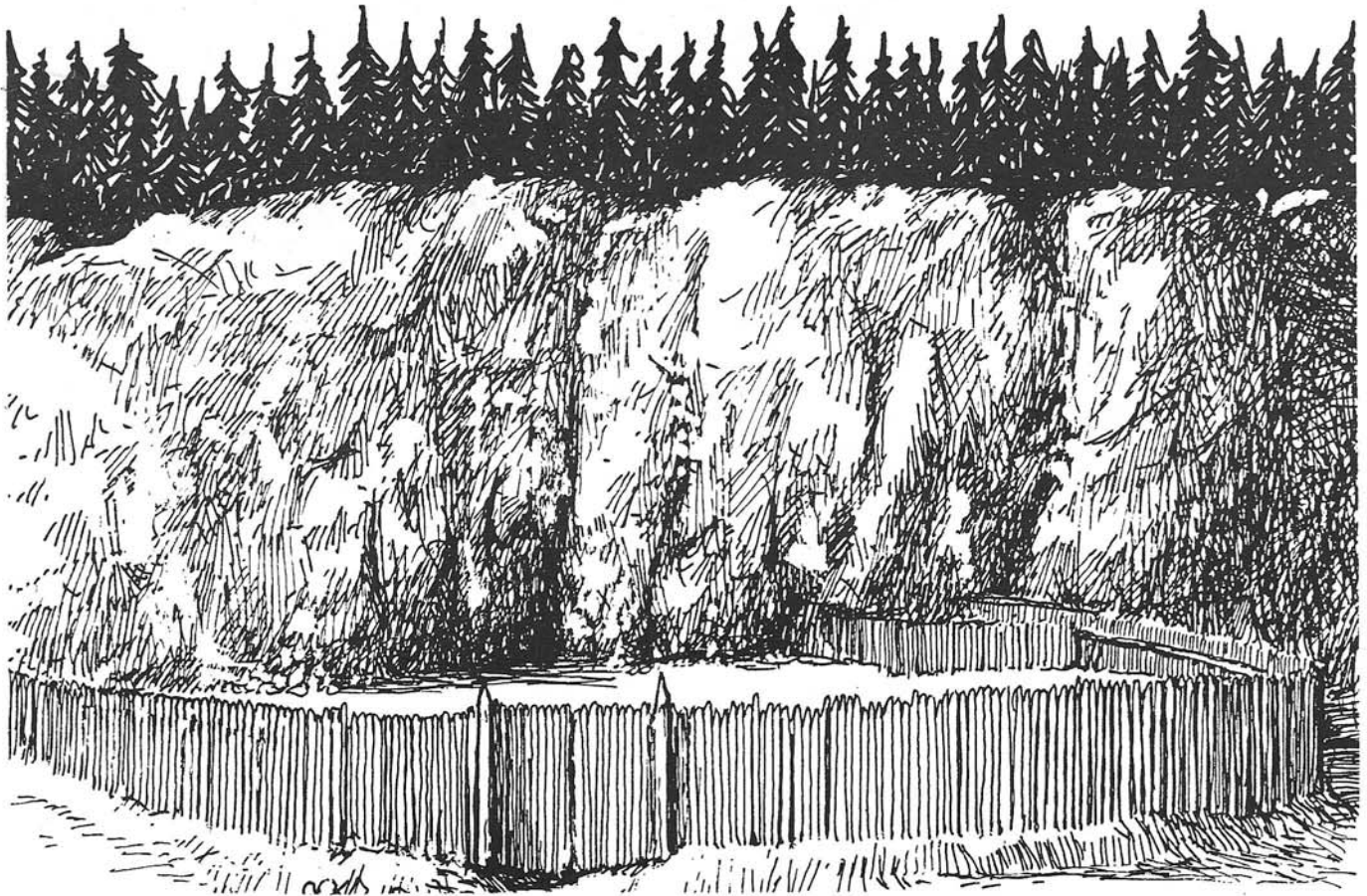
Furthermore, the characters may determine that One-Eye has been creating new queens from the central lodges' princesses, and their first broods will soon be hatching.

If the party is powerful enough, the ultimate goal of the local villagers and the Mangai will be to eliminate the gargun threat. This is a task which could be achieved in two ways. The ultimate solution would be the elimination of the four gargun lodges and/or the

queens - a most difficult proposition. The assassination of One-Eye might suffice, since this would destroy the cohesion of the tribe, but this is an almost equally difficult task. Although another khanu would try to replace One-Eye as leader, the struggle for supremacy would inevitably result in chaotic bloodletting, and it is doubtful that the few survivors could offer a significant threat to the human settlements.

## The Reward:

The local knight may offer a small reward for information, and should the PCs actually solve his problem, he may be sufficiently grateful to be more generous. The local Mangai will honor its bargain for the bounty, and will pay a reasonable sum for any useful information that the players deliver. After being made aware of the true nature of the problem, they will likely commission a bounty of 5 shillings (60d) on One-Eye. Finally, in the months that One-Eye has been raiding the local farms and travelers, he may well have accumulated a small amount of money and other goods that may still be in his possession.



## Theris of Meredos

The following are excerpts from the Grimore (spell book) of an accomplished Satia-Mavari, Theris of Meredos, a Shek-Pvar of the Jmorvi convocation. Theris qualifies as a Shenava, since he has spent a number of years amongst the *Kvikir* (as the Shek-Pvar refer to the ordinary folk), has acquired his required three artifacts, and has researched at least three new spells. All that remains is for Theris is to make the arduous return journey to Glenoth.

Theris was born on the island of Glenoth in Melderyn, in 694 TR. As the son of a weaponcrafter at Glenoth keep, Theris was allowed to apprentice in this craft. He was quick to learn the skills of his family, and completed his training as a weaponcrafter within three years. Shortly after this, Theris entered the Jmorvi chantry at Glenoth. In the years since his graduation from the chantry, he has been plying his trade as a journeyman weaponcrafter, researching new spells when time permits, and seeking artifacts suitable for the chantry.

Theris is currently employed as bonded weaponcrafter to Clan Chahryn, the Earl of Selvos in Kandy. This arrangement is mutually beneficial to both Theris and his patron; the former is allowed time to do private work and research, the latter is the beneficiary of much of the research. The Earl is unaware of Meredos' status as a Jmorvi Shek-Pvar, thinking him to be but a simple weaponcrafter capable of producing weapons of exceptional quality, although Theris has been careful not to overplay his esoteric skills.



*Theris of Meredos*

### BLADESHARP (Jmorvi/II)

A spell to temporarily increase the impact of an unenchanted, metal weapon by one. **CS** increases impact *and* allows a successive casting. A **CF** result destroys the weapon. *Bladesharp* may not be cast in conjunction with *any* other indefinite or permanent enchantment.

#### BONUS EFFECTS

**ML36+** May be cast on weapons containing some non-metallic components/parts.

**ML76+** If cast upon a weapon during manufacture, the enchantment will have an indefinite (or with **CS**: permanent) duration.

**Fatigue:** 14-Index  
**Time:** 10 hours  
**Range:** Touch  
**Duration:** MS:Index hours/CS:Indefinite

### STEELDART (Jmorvi/II)

Allows the caster to throw a (1lb.) previously enchanted metallic object at a target. Two rolls are made against the *EMI*, the first to determine success, the second to target the missile. The missile will perform as a *taburi* and may strike the target even if the spell fails. The caster must commit to casting the spell before determining the accuracy of the *throw*. The impact of the missile is increased by the caster's index (**CS**) or half this with (**MS**).

#### BONUS EFFECTS

**ML91+** The spell may be cast upon any metallic object not greater than 1 lb.

**Fatigue:** 16-Index  
**Time:** 15-Index seconds  
**Range:** See Above  
**Duration:** n/a

### MEREDOS' ENHANCEMENT (Jmorvi/II)

This spell may be cast upon a basically metallic weapon following a successful casting of *Ward of Akana* (Jmorvi/III). Success increases the *Weapon Quality* by 1. **CS** also allows a successive casting. **CF** destroys the weapon. Duration of this spell is the same as the *Ward of Akana*.

#### BONUS EFFECTS (None)

**Fatigue:** 14-Index  
**Time:** 10 hours  
**Range:** Touch  
**Duration:** See above

## THERIS' CHARM (Jmorvi/III)

May only be cast following a successful *False Soul* (Jmorvi/IV) on a basically metallic weapon. *Charm's* function is to enchant a weapon so that a wielder will enjoy a bonus in attack/defence when using the weapon. Successful casting will create +5 bonus. **CS** allows a successive casting of the spell. **CF** destroys the weapon. This power *occupies* 3 points of EGO per level of enchantment.

### BONUS EFFECTS (None)

**Fatigue:** 16-Index  
**Time:** 10 hours  
**Range:** Touch  
**Duration:** Permanent

## MEND (Jmorvi/III)

This spell is used to repair a broken *unenchanting*, weapon without regenerating its *Weapon Quality*. A successful result will repair the weapon as good as new; **CF** will destroy the weapon beyond repair.

### BONUS EFFECTS

**ML51+** The usual implements (tools, forge, etc) are no longer required, therefore this spell may be used to do *field* repairs on weapons.

**ML76+** May be cast upon a weapon that was enchanted, although it will not restore the enchantment.

**Fatigue:** 16-Index  
**Time:** 150-ML minutes  
**Range:** Touch  
**Duration:** Permanent

## PSI TALENT (Jmorvi/IV)

This spell may only be cast following a successful *False Soul* (Jmorvi/IV) on a metallic artifact. Successful casting will grant the artifact a designated *Psionic Talent* possessed by the caster. **CS** will allow a successive casting of this spell; **CF** will destroy the artifact. The Mastery Level of the talent is equal to EGOx5. Fatigue from the use of the power is drawn from the wielder of the artifact, or *through* the wielder from some other legitimate source of energy. This spell *occupies* 3 points of EGO.

### BONUS EFFECTS

**ML86+** The caster may install a *Psionic talent* possessed by anyone involved in the manufacture of the weapon.

**Fatigue:** 20-Index  
**Time:** 10 hours  
**Range:** Touch  
**Duration:** Permanent

## EYE OF MEREDOS (Jmorvi/IV)

This spell may only be cast following a successful *False Soul* (Jmorvi/IV) on a basically metallic weapon. Success gives the weapon the ability to detect a specific kind of creature (Gargun, Ivashu, etc.) designated by the caster. If the weapon's purpose is inimical to a specific type of creature, the power must detect the same type. When such a creature is within ML feet of the wielder, a roll is made (once per minute) against **EGOx5**. Success causes the weapon to glow, hum, etc. (caster's option); the effect will be more pronounced with larger numbers of creatures. With **CS** the wielder becomes aware of the direction to the creatures. A **CF** result will allow no further checks for this group of creatures. This spell *occupies* 2 EGO points.

### BONUS EFFECTS

**ML86+** With **CS**, the weapon may be forged as a *Bane* weapon. Such a weapon has any/all powers/bonuses doubled against the *bane* creatures. (A +1 impact weapon that is bane vs. gargun would add 2 points to the impact of any strike against a gargun.) This option *occupies* 3 additional points of EGO. Special care must be taken to ensure that *bane* does not conflict with purpose.

**Fatigue:** 20-Index  
**Time:** 10 hours  
**Range:** Touch  
**Duration:** Permanent

## SWORDBREAKER (Jmorvi/IV)

This spell may only be cast immediately following a successful *False Soul* (Jmorvi/IV), or similar enchantment, on a metallic weapon. This spell *occupies* 3 points of EGO. If the power is installed it will cause opposing weapons to add a d6 to their damage rolls (occurring from a *Block* combat result). **CS** permits a successive casting. **CF** destroys the weapon.

### BONUS EFFECTS

**ML76+** The spell may be cast on a weapon incorporating non-metallic parts.

**Fatigue:** 20-Index  
**Time:** 10 hours  
**Range:** Touch  
**Duration:** Permanent

**THERIS' RESTORATION (Jmorvi/IV)**

This spell is used to restore a single basic, non-ego dependent enchantment on a complete artifact. The caster must be aware of, and be capable of casting the enchantment he is attempting to revive. EML is adjusted according to the time lapse since the enchantment was dispelled, according to the following table:

Time Lapse	Penalty
1 day	1
3 days	2
1 month	4
1 year	8
10 years	16
100 years	32
1,000 years	64
10,000 years	100

**MF** implies that the enchantment is irretrievably lost and can never be restored. **CF** destroys the artifact permanently.

**BONUS EFFECTS**

**ML71+** May be used to restore an enchantment which the caster cannot personally cast.

**ML86+** May be used to restore weapon *EGO*.

**ML96+** May be used to restore *EGO*-dependent powers.

**Fatigue:** 150-ML  
**Time:** 130-ML minutes  
**Range:** Touch  
**Duration:** Permanent

**EGO ENHANCEMENT (Jmorvi/V)**

This spell may only be cast immediately following a successful *False Soul* (Jmorvi/IV) on a metallic artifact. Successful casting allows the caster to increase the artifact's *EGO* by up to 3 points. **CS** permits a successive casting. **CF** destroys the artifact.

**BONUS EFFECTS**

**ML76+** The spell may be cast upon an artifact incorporating non-metallic parts.

**ML91+** The spell may be cast at any time during the manufacture/enchantment of an artifact.

**Fatigue:** 24-Index  
**Time:** 16 hours  
**Range:** Touch  
**Duration:** Permanent

**JMORVI PERIAPT (Jmorvi/V)**

This spell is used to enchant a Jmorvi focus-like object as a *Periapt of Essential Wizardry* (*Harnmaster: Treasure 9*). A successful casting of the spell will create a non-rechargeable store of 10xIndex Jmorvi energy points (EP), which can be used by any Jmorvi Shek Pvar. **CF** destroys the object. No single spell may draw on more than one *periapt*.

**BONUS EFFECTS (None)**

**Fatigue:** 25-Index  
**Time:** 15-Index days  
**Range:** Touch  
**Duration:** MS:Indefinite/CS:Permanent

**LIFEBLADE (Jmorvi/VIII)**

This spell may be cast in place of *False Soul* (Jmorvi/IV). It imbues a metallic weapon with a live ego, by incorporating the soul of a sentient being (volunteers may be hard to find); a battle of wills between the caster and the spirit may, at GM discretion, be required. The weapon created with this spell will remain sentient, maintaining its personality, and all memories acquired during its life (although, over time the latter will lose relevance and may fade). Any mental skills or talents will also be retained, although any fatigue requirements will be drawn from/through the wielder. The *EGO* of the weapon will be equal to the average of the subject's Aura and Will. Successful casting may be followed by any combination of spells in a manner like the *False Soul* spell.

**BONUS EFFECTS (None)**

**Fatigue:** 32-Index  
**Time:** 24-Index days  
**Range:** Touch  
**Duration:** Permanent

**GM NOTE:**

Many spells, such as *Anvil of Pytama*, *Theris' Charm*, or *Eye of Meredos*, include bonuses which are limited by the *EGO* of the weapon. Such spells require a certain number of *EGO* points per enchantment. *Anvil of Pytama* and *Theris' Charm* each occupy 3 points of *EGO* per enchantment, while *Eye of Meredos* occupies 2 points of *Ego*. If such a spell is cast in conjunction with a similar spell, the ego requirements are cumulative. That is, a sword with an *EGO* of 13 could not have a +2 impact (two enchantments of *Anvil of Pytama*), a +10% ML bonus (two enchantments of *Theris' Charm*), and the ability to detect gargun. Such a weapon would require an *EGO* of at least 14, namely 6 *EGO* points (each) for 2x*Anvil of Pytama* and 2x*Theris' Charm*, and 2 *EGO* points for *Eye of Meredos*.



## The Slings and Arrows of Outrageous Fortune

This column should please those fascinated by astrology, tarot, runestones or other divinitory systems. The medieval mind is imbued with suspicion; belief in astromancy, the tarot and runestone reading is part of the Harnic milieu. Each GM must decide what role/power the predictive arts shall have, but you might be interested in my approach.

In real life, I see the predictive arts as a means to obtain a new perspective, not as truly divinitory systems, but as ways to examine problems from different angles. I also believe in self-fulfilling prophesy.

In FRP, Player-Characters have recourse to NPC seers who can cast their fortunes and/or offer advice on problems. There are two basic types of seer: the *Analyst* and the *True Mystic*. The labels are unimportant and arbitrary.

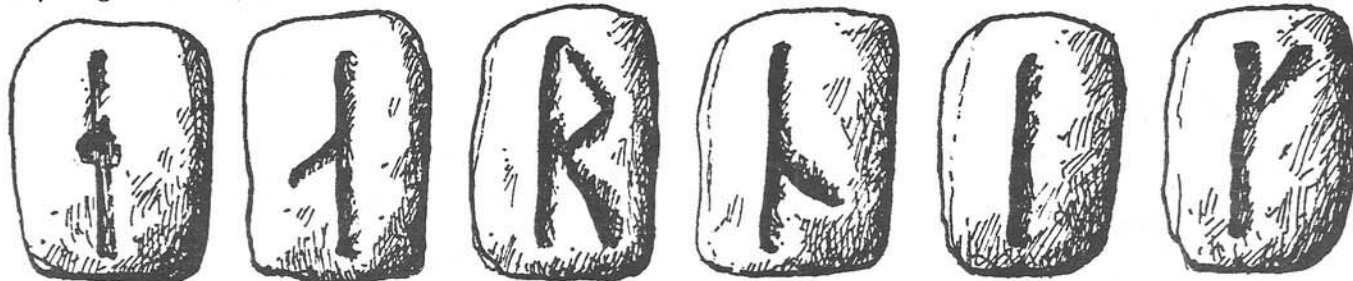
### The Analyst

The analyst helps his querent analyze the data he already has. Such a person relies, perhaps subconsciously, on his wisdom and experience of human nature, on his ability to present a viewpoint previously overlooked by the querent. This approach may well be worth the investment, but, despite any mystical trappings, it is only *jamais vu*, that is looking at a problem through new eyes. Since, in roleplaying, the Analyst is usually the GM, such insights can be very useful.

### The True Mystic

The True Mystic is able to tap the *cosmic stream*, the minds of the gods, or some other source of *new knowledge*. Through a True Mystic, it is possible for the querent to learn something he did not already know.

Having drawn this distinction, I can now point out that it is, generally, an academic one. To most querents, any insight is useful, whatever its nature.



Runestones

## Readings

If you own runestones or tarot cards, and have an idea of how they work, you can use them to simulate readings given to PCs. This is not the place to explain tarotism or runemastery, but I can make suggestions as to how the GM can apply the results.

## Destiny

First it is necessary to develop a few ideas on fate, the future, destiny, or whatever you choose to call it. *My Kelestia* is an *Indeterminist* Universe, where *Free Will* exists. This means not *all* events are inevitable and that the future can be changed by the actions of individuals. With this in mind, it is possible to envision the future as a stream flowing/evolving from the world-as-it-is. While the current may be strong, it can be altered. If you are a determinist or behaviorist, you will admit that people still perceive themselves as having free will, and this is what really counts (here at least).

What, in an indeterminist universe, can prophesy signify? In my view, the best a prediction can be is a glimpse of the most *probable* course of events.

A tarot reading, for example, will generate insights into the past and present situation, and some ideas about the future. The GM can take these ideas and run with them. A prediction can be developed with a little imagination and/or supplementary readings, into a detailed plot. There is no finer tool for scenario development.

The GM should decide on the accuracy of each reading. This may affect the probabilities. Bear in mind that even a charlatan will produce a surprisingly large number of accurate readings, or readings that will at least ring true. The key here is whether the reading suggests something to the GM. Subsequent readings can be used to refine as well as generate plots. A tarot reading is an amalgam of hundreds of concepts which, taken in combination, produce billions of different scenarios.

Differing interpretation of a tarot spread can also produce interesting results. The views of the *GM-as-seer* may differ from those of the *GM-as-world-planner*.

## Incidental Insights

While attempting to escape a labyrinthine underworld, a group of bold adventurers comes to a fork in the way and cannot decide which path to take. One of the party draws a stone for each passageway from his bag of runestones. The first stone is *Othila Reversed* which warns against being mechanical or unaware. The second stone is *Raido* which signifies a journey, communication, reunion, and is one of the runes of the cycle of self-transformation. The group takes the second passageway...

This is an example of using runestones for incidental insight, in this case to select a path. The GM, who helps the player interpret the omen, can colour his interpretation, selecting which of each stone's several meanings to emphasize. Depending on his view of the rune-user's accuracy, the GM may emphasize interpretations which match what actually lies down each path. If the reading does not match reality, the GM may make quick adjustments of reality, or of the stone, card, etc., so that they do.

In the example (which was drawn at random) the first stone was *Othila Reversed* which warned against being overly mechanical, rigid or unaware, and advises the querent to *flow* with the cosmic current, rather than oppose it. This might cause a GM to remove mechanical trap(s) and possibly add an ordeal of the spirit which could be overcome by yielding as the "willow yields to the wind". This would be one way of applying the stone. The second passageway was signified by *Raido* which seems to clearly indicate a way out. If this is a viable exit, no environmental

changes would be needed. If it is not, and cannot properly be made into an exit, the GM might cause the party going this way to encounter someone who could help them to their eventual *reunion*, to avoid traps lying along the path, etc. This would fulfill the meaning, albeit indirectly.

In the past, I have used runestones and tarot cards to design underworlds as the characters actually explored them. This is not advised if you are not good at fast adaptation, or if the players are in a great hurry, but it can be made to work and is, at least, a fascinating experiment.

The tarot, runestones and astrology can generate some interesting and very useful ideas. The more conversant the GM becomes, the more complex the ideas he can generate. For those of you with the time and money, I definitely recommend an investment in tarot and/or runestones.

By the way, In the real world, among the numerous superstitions surrounding the tarot is the belief that the cards must be a gift to work. If this concerns you, get someone to buy you a deck.

## A Note: The Harnic Tarot

The *Harnic Tarot* is a pet project of mine. Unfortunately, a good deck of tarot cards is (for us) an expensive proposition, and there seems to be little interest out there. The *Harnic Tarot* is based on *Pvaric* principles, has six suits of six cards each, plus thirty six trumps. If you are interested in the Harnic Tarot, swamp us with letters or you will never see it.



**COLUMBIA GAMES INC.**  
**P.O. Box 8006**  
**Blaine, WA 98230**



**BULK RATE**

U.S. Postage

**PAID**

Permit No. 123  
Blaine, WA 98230

**Printed in Canada**