

Harnlore

Issue 6, Summer, 1988



**COLUMBIA
GAMES INC.**

Harnlore

ISSUE 6

Summer, 1988

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EDITORIAL

Welcome to Harnlore #6. Did I hear someone boo? Just remember, if you are inclined to throw rotten tomatoes, I take those with a grain of salt.

Believe It or Not--Harnlore #7 is written and will be out inside four weeks, and Harnlore #8 is almost done and will be mailed by the end of March. Now about this issue.

Report To Council

The Melderyni Council of Eleven is not going to be pleased with this report from their Chybisian agent. They have always had a soft spot for this tiny kingdom, but the recent antics of Balesir, "The Syphilitic Prince", may require a hard response.

Innkeeper

Player characters seem to spend half their lives patting the bottoms of tavern wenches. Nothing wrong with that, of course, so we thought you'd appreciate a little more information about these fine establishments. Did you know, for example, about the fine distinctions between taverns & inns? And were you aware how much an Elderflower Cheese Pie would cost? This expansion of the Innkeepers' Guild should help you steal some money from your players, the bottom line, so to speak.

Namal -Kandair

The first in a series on Harnic tales, generically called *Common Knowledge*. These are various legends, myths, and downright lies which are presented from two points of view, a player view and the gamemaster view. The player view (page one) is written in a gossipy style, and is intended to be photocopied and given to players at GM discretion. Obviously, the GM view is for gamemaster eyes only. We encourage all frustrated Tolkiens and Crossbys to send us their favorite tales of Common Knowledge for possible publication.

Tom Dalgliesh

Next Issue (Harnlore #7)

Common Knowledge: The tale of Chakur, a semi-legendary creature of beastly habits.

Nations of Shopkeepers: The perils and profits of running a guilded workshop.

Oselbridge: Local map and history of the old bridge in southern Kaldor, a bridge too far for some.

HARNLORE #5, CORRECTION

A letter by J.Angus MacDonald in Harnlore 5 was not credited to its author AND the response we made to his fourth question was not appropriate. The problem Mr.MacDonald raised had to do with the passive effect of shields, or shields as armour. What got printed was an idea to treat a shield as giving "double the armour protection for its specific material and quality." Now that sounds nice, but it doesn't actually work. Most shields are made of wood, but we don't provide values for this material (big difference between cedar and oak) and to make matters worse, shields often have a sheathing of leather or thin metal.

To avoid that mess, what we actually do is treat the protection offered by *all* shields as being *plate* armour. The actual quality of the shield determines the type of plate (superior to inferior) used:

03-08 Inferior 09-12 Average 13+ Superior

As a general guideline, most wood shields should be treated as "Average Plate", hide and wicker shields as "Inferior Plate", and metal reinforced shields as "Superior Plate". This protection, of course, applies only when a strike is made against body parts (hand/forearm) that are logically covered by a shield. A strike made on some other body part, implies the shield was missed, and is treated as any normal strike. This rule is simple and works much better.

•

Dear Columbia

I hope you can clear up a problem I'm having with Harnic urban economics: based on my calculations, most townsmen would have great difficulty supporting themselves, let alone a family.

I use a locksmith as an example, since this occupation seems to fall in the mid-range of incomes listed in Harndex, a bonded master locksmith makes 60d/month. I'll use a freemaster for my example because these would probably be most common. Applying the formula in Harndex, $[10-2d6] \times 1/2$ BM rate, his average gross income would be 90d/month. Out of this he must pay for:

FOOD: Harndex says that food for commoners costs 1d/day or 30d/month - if he's married two-thirds of his income goes for food... Peoni help him if he has children.

CLOTHING: According to Harnmaster, a basic outfit, a linen tunic, would cost 58d, and a pair of sandals would cost 8d. Assuming that our freemaster will go through one change of clothes per bear, he will have to pay 5.5d/month to clothe

LETTERDEMAIN

himself. If he had a family of four, this would work out to about 22d/month. If he lived in a cold area the total would be about 50d/month.

HOUSING: I'll assume that the locksmith lives over his shop. If he has inherited his shop free and clear, then he only has to pay upkeep and property taxes. I have no idea what upkeep costs, so I'll skip it. The property taxes vary from city to city, but 6% seems to be about the average business rate in the 7 major Harnic cities. I'm very unsure what a shop would cost, but I'll use the price listed in Cities of Harn for "Average Middle Class House", (3000d). This means that the locksmith would have taxes of 15d/month. If we were dealing with an unguilded craftsman the taxes would be about 22d/month because he could not take advantage of the lower business rate. And it could be worse; Cities says that most properties are owned by wealthy guildsmen or gentlefolk who rent them out for two to four times the property tax, 54d-65d depending on the rate at which the owner is taxed.

So the mandatory expenses, assuming a family of four add up as follows: Food (120d) + Clothing (22-50d) + Housing (15-65d) = 157 to 235d per month. And this doesn't even include upkeep of the shop, supplies, tools, personal items, etc. If he needs to hire an employee, he's in real trouble. Journeymen get 30-60% of BM wages plus room & board, so one JM would cost 48-66d/month.

If my figures are right, there won't be any toys for the kids this (or any other) year. The only fun for the family will be visiting Daddy in debtors' prison on holidays. Tell me I'm wrong!

Ron Kanwischer Paradise Valley AZ

Dear Ron,

Well, you've certainly examined the evidence. Harndex, as you know, is a bit thin on the economic details of day-to-day living.

Clearly, you (and others) did not notice that the salaries for freemasters are NET incomes, not gross incomes. This was implied with the use of the words "profit" and "loss", but we admit the message is unclear. Net income means that all business expenses, including the cost of rent, wages to employees, supplies, materials, etc., have already been paid. The 10-2d6 x 1/2 BM rate is "take home pay". Out of this the freemaster would only have to support his family. Yes, the formula is crude, and ignores a lot of considerations, but it was the best we could do (at the time) given the space available. As to your questions, point by point:

Food

The rate of 1d/day for an individual's food is reasonable, but there is an economy of scale that applies. You've heard that "two can eat as cheaply as one"? Well they can't, but they don't eat as expensively as two either. The 1d price also assumed PC buyers might be strangers in a strange town. In reality, a guildsman's wife is likely to have well established relationships with local vendors and will buy at cheaper prices than any stranger.

It might also be noted that all prices quoted are "pre-dicker." NPCs are assumed to haggle constantly; it is only PCs who are so rich that they don't bother (ha!). You might assume that a second person in a family could eat for one halfpenny, and each additional person for one farthing. Hence, a family of four could eat very well for 2d per day.

Clothing

Most townsmen would not get new clothes every year. Perhaps clothes were better made in the middle ages, they were certainly repaired and passed on as hand-me-downs more frequently. This is not a fixed expense anyway. If the family can't afford new clothes it will make do with what they have or can make.

Housing

The family would indeed, in most cases, live above and/or the rear of the shop. This assumes the craftsman has a shop, but some might be too poor, and they would work at home or in the street. If the craftsman has a shop/house, rent for it has already been deducted as a business expense. If the craftsman has no shop, the net income he would receive should either be more, or you must assume the rent has been paid. Incidentally, most tax assessors accept bribes to record lower assessments; this will cost money, but not as much as the tax saving.

All in all, the freemaster is relatively well-off except in times of distress. The bonded master is another matter. Providing for a family of four on the wages given would be difficult for most guildsmen. The prices & incomes given, however, are based on historical records. One must assume that room and board, and/or other perks were provided, and that most members of a family contributed to the family income. Children worked from the age of seven, and often earlier.

We hope that these brief notes help you resolve your dilemma(s). Your letter has prompted Robin to dust-off and rework a more comprehensive system for guild economics. This system works from gross revenue, offers wider options, and will appear in Harnlore #7.

LETTERDEMAIN

Dear Robin,

In a recent Harnmaster gaming session I encountered a situation that has given me a serious case of cynophobia. During a rather heated discussion with an innkeeper about the quality and cost of his wares, I was set upon by his small Trierzi Terrier.

Normally, I would not allow such an interruption to detract from the enjoyable debate, so I aimed a rather lazy kick at the dog. (That is, I selected a counterstrike defence with my boot to the dog's melee attack.)

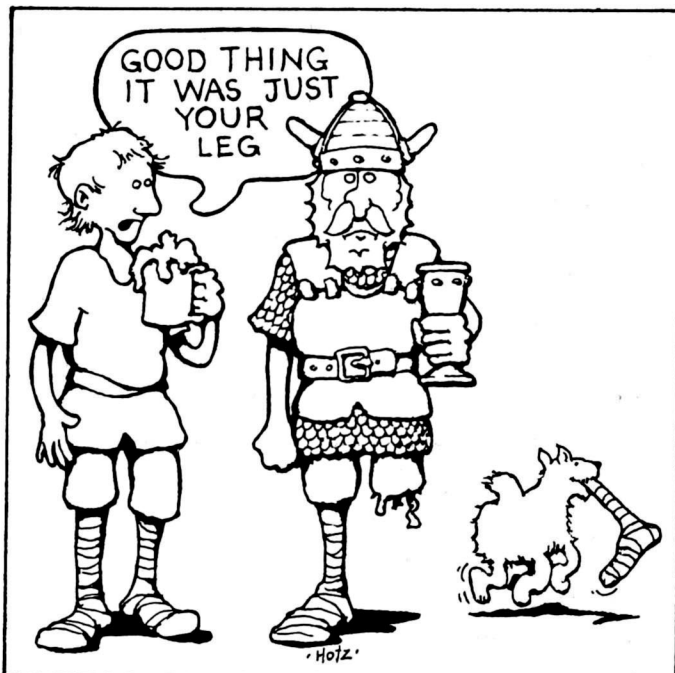
*Much to my chagrin, the dog rolled a CS to my CF, resulting in an A*4 strike. The strike location was my left knee, and was delivered with an impact of 17+. This resulted in much amusement, since the small dog had managed to sever my leg at the knee.*

Although the GM enjoyed describing how the terrier was struggling to drag its prize toward its bed by the fire, we eventually decided to reduce the wound to a serious bite/tear.

I realize that the combat system is intended for fairly evenly matched opponents, but can you address this seeming inequity?

In addition, our group raised a question concerning the outnumbering bonus. If a character ignores all but one opponent, would he still be considered outnumbered?

Simon Anthony Surrey England.



Dear Simon,

We enjoyed your tale and it sounds like your GM handled the situation quite nicely. Clearly a very small jaw cannot encompass a whole human leg and this, in effect, places a ceiling on the damage that Trierzi Terriers could reasonably inflict. All systems require GM discretion, but few of them will admit it.

As to the outnumbering issue. In theory, it would be reasonable for a character to concentrate on a single opponent at the cost of ignoring the others. But the state of mind required to ignore a toe-to-toe opponent in a knife fight, especially someone who is behind you, might be likened to throwing oneself upon a live grenade. Yes, it's possible, but you go first. You might allow someone who was mad, intoxicated or someone with a very high Will (17+) this option, else forget it.

Dear Sirs,

Since a fair proportion of the players in my group are female, and tend to play female characters, it has come to my attention that there are fewer occupations for females than males. Given the social climate of medieval times, this is unsurprising, though you have included several "loopholes". I would like to suggest that some additional occupations could be developed to allow female characters a greater range of options. Suggestions that have proven popular (read "been demanded") in my group:

Serving Wench

Cookery/4, Singing/3, Brewing/1, Textilecraft/2

Lady (Noble)

Intrigue/4, Dancing/3, Musician/3, Textilecraft/2, Heraldry/1.

Both of these have obvious uses as NPCs as well as for PCs, especially considering how prone to intrigue Kethira tends to be. I'm sure there are others.

Edward MacGregor, Madison NJ

Dear Edward,

We just met what appeared to be a couple of Bujoc beauties, dressed as Hearn priestesses, but any fool could see they were shield maidens acting like courtesans. Compared to medieval Europe, women PCs in Harn have more freedom and power. We make no apologies for this (our wives can read) and besides, we enjoy playing with women. You noticed, we assume, that those of the fairer sex have a bonus when generating AURA. This has something to do with female intuition. All of Robin's female players think that this is fair and just, not sexist of course.

THE WORLD OF TARDY



Somebody once said, "Never apologize, never explain." Seems like dumb advice to me, so we would like to apologize for our continuing delays in getting product out, especially for this issue of Harnlore. We are going through trying times these days with more than our share of flaky

personnel, problems we can solve given time. Fortunately for us, most of you seem to think that when a product actually reaches you it is worth the wait. We appreciate your appreciation.

INTO THE 21ST CENTURY

For those with computers (this is a lot of you) we now have a Bulletin Board Service (BBS) which you can access via modem. Rob Duff runs a private BBS called Duffleboard and he has kindly made areas available to us to test the idea.

DUFFLE BOARD
(604) 251-1816
2400/1200 baud (8-N-1)

Duffle Board is a **free** service, except you must pay normal long distance phone charges, so late night calls are cheapest. The system will contain articles and product description files, and a forum for discussion between you and us, and between yourselves.

We are currently installing files for you to download. The articles so far posted include several that are now out of print, prototypes of upcoming stuff, and some esoteric stuff that is too obscure to publish anywhere else. Hopefully, there will eventually be lots of stuff contributed by user members to be shared by any/all of the user base. The service is new and, so far, quite small, but it will grow as you use it. There are almost endless possibilities.

We anticipate, when the demand grows, that we will have to create a unique HARN BBS, and probably introduce registration and/or download fees to enable us to operate and maintain the system. But for now, the service is free so take advantage of it. If you have a computer and modem, call Duffle Board, tonight.

AUTOSHIP

We have established an **automatic shipment** policy to help those of you who generally buy everything Harnic. This is also designed to minimize problems concerning advance payment for products that are long

overdue. In a nutshell, send us your Visa or Master Card number and a request to go on AUTOSHIP. We then record your number, and *automatically* mail you every *new* Harnic product. We charge your credit card account only after we have shipped the product. If the product you get does not please you in some way, send it back for a full refund, etc. OK

THE HARNIC TAROT

Robin has asked me to thank all of you who responded to his last column concerning a possible Harnic Tarot set. We did receive about a dozen very favorable letters from readers, who, like Robin, are fascinated by such esoterica. Unfortunately, a tarot deck would be quite expensive to produce, and we need several hundred requests before we could consider this item. To those who did respond, thanks; to those who intend to, get with it.

EUROPEAN CUSTOMERS

We have lots of loyal customers in England, France, Germany, Italy, and Sweden, and our accounting department tells me we have a problem. We sometimes receive an order indicating payment will be made by a Postal Money Order (not enclosed) that is supposed to arrive by separate letter. Presumably, these customers are paying their local post-office, which then advises our post office, which then sends us money. THIS IS A BAD IDEA. It seems there is (at best) a big delay in all of this happening, and (at worst) we have sometimes not received the actual money. We recommend all European customers pay for their orders either by credit card (Visa), or by money orders drawn on a US bank in US Funds. And please make special note, we *cannot process* personal checks or money orders that are drawn on foreign banks.

KNIGHTS OF THE CRIMSON GARTER.

We are looking for a few good women (and men). Do you have the talent to write a *publishable* article for *Harnlore*, organize and run a Harnic tournament adventure at your local con, and convince a dwarf to kiss a gargun princess. You do! Well, we are looking for dates, er, I mean members to join an exclusive Harnic order And membership has its privileges. You will receive several goodies in return for being Harnic ambassadors. These include free gift certificates, a free subscription to Harnlore, and access to unpublished materials, including a Report to Council on the *Couresans' Guild* written by the Baron de Sade. See my next column in Harnlore 7 for details.

Back soon, and that's a promise.

THE COUNCIL OF ELEVEN

Melderyn's *Council of Eleven*, through its many agents, guides the flow of Harnic political events. Most of those affected are unaware of this generally benign and always subtle influence. Melderyni agents operate throughout Harn, Ivinia, and in nearby parts of the Lythian mainland. The Council exchanges information with Emelrene's similar organization.

THE CHYBISAN SUCCESSION

The Council of Eleven has not yet selected its choice of successor to King Verlid VII of Chybisa. The traditional heir to the throne would be Balesir, Verlid's eldest son. However, Balesir has syphilis and, while Melderyn tends to favor a weak Chybisian monarchy, the insanity associated with this disease would probably make Balesir too unpredictable.

The crown prince is a generation removed from the strange events surrounding the Treasure War. The war resulted from the over-zealous military ambitions of King Torastra of Kaldor. Using the pretext of a stolen family heirloom, reported to have been seen in Burzyn, Torastra invaded Chybisa in 675. After a bitter three year war, Balesir's grandfather, also called Balesir, was deposed by King Torastra of Kaldor and exiled to Melderyn. He returned with Melderyni aid to regain his throne in 687, but renounced the oath of fealty he had sworn to King Chunel of Melderyn. Verlid VII lived through these events and has always feared some retribution by Melderyn. Crown prince Balesir displays no such fears.

There exists the possibility that, on Verlid's death, the Council will advise the House of Toron to press its own claim to the Chybisian throne. Melderyni annexation of Chybisa is deemed a last resort by most members of the Council; this could change.

The main objective of the Council's present policy is to discredit Balesir. This would leave Nerelin, Verlid's daughter, as the leading candidate. This too would be a problem. While Nerelin would probably be a suitably weak queen, her husband, Marak Semadin is shrewd and ruthless and already has considerable power as Marshal of the Chybisian Royal Guard. However, it is suspected in the Council of Eleven that Marak will have an accident as soon as he has fathered an heir.

Most of the high office holders in Chybisa are members of the House of Geledoth with their own claims to the throne. This clan, because of its tenuous position, tends to exhibit more nacene loyalty than

most royal houses. The Council has been unable to recruit any Geledoths to its service. Their chief Chybisian field agent is Rathalyr Legith, the second son of the Baron of Lerenil who is a Knight Commander in the Chybisian High Guard. The following is an extract from his most recent report.

*MOST WISE AND EXCELLENT LORDS:
Herewith Be It Known*

In grand council, some lords beseeched the king to reopen the matter of the succession. His Majesty declined to discuss the issue, but avowed that he would entertain petitions at a later date.

Prince Balesir has recently toured the kingdom, bestowing generous gifts upon the barons. He has always been popular with Chybisa's lords, and never more so than now. There is persistent rumour that Balesir will take action of a most unfilial kind. My lord Semadin has taken measures to guard the king's person until the matter is settled.

I now bring to your attention the matter of one Mela of Ranashra, recently deceased mistress of Prince Balesir. Mela was with child, and bore the prince a healthy son on Halane 12 past. However, the mother was lately found dead, seemingly by her own hand. I am informed that her hand had princely guidance, although there seems to be no direct evidence to prove the issue. I recently had words with the girl's father, Sir Gaibin Selkes, the knight of Lisryd. He informed me that the prince acknowledged in writing his paternity, but that the Bastardy Document has been stolen from his daughter's chamber. The child survives in the keeping of lord Selkes.

I have reason to believe that the Prince's hireling did not surrender this Bastardy Document to his master, and has since been removed from the ranks of the living. The prince is desperately searching for it, as are agents of the Kaldoric Throne. I too plan an expedition to find this document.

*End of Report
Rathalyr Legith*

REPORTS TO COUNCIL

THE BASTARDY DOCUMENT

The scroll, written in Harnic with Lakise script, appears to be in Balesir's hand. It is certainly sealed with his unique boar's head ring. The wording is quite informal.

I, Prince Balesir Geledoth, hereby acknowledge that the eldest child of Mela of Ranashra was sired by me, and promise to make adequate provision for this child upon my accession to the throne. Signed on this the thirtieth day of Navek in the year seven hundred and nineteen.

BACKGROUND

Since his early teens, Prince Balesir has been a dedicated womanizer. He took advantage of his status to bed dozens of maidens (some say hundreds) but his innumerable sexual dalliances also brought him syphilis, a disease with no known origin or cure.

Although Balesir was fond of Mela of Ranashra, an admission of paternity would have been unusual behaviour for any prince and certainly so for him. He has sired other children in the past, and if any other similar documents exist, none have come to light. This bastardy document is actually a clever forgery, written by Mela in Balesir's style, and sealed with the prince's ring while he was drunk and asleep in her bed. This seal, of course, made the document official, so its origin is a moot point. When Balesir's interest in Mela began to wane, she foolishly revealed the existence of this document and threatened to make it public.

The private games of princes is one thing, but Balesir could not risk public scandal. For one thing, this would have upset his father's sensitive negotiations with Kaldor and Melderyn, seeking a wife for Balesir. He hired the Burzyn Lia-Kavair to kill his hapless lover and recover the document. The assassin's name was Kory Thalazien. When Kory realized the significance of the document he hid it and attempted to blackmail the prince. A donation to the church of Naveh silenced Kory forever, but did not recover the document.

Kory had already given the document to his cousin Talbor Mirin, also a Lia-Kavair. When he heard of Kory's death, he decided to leave Harn and is presently in Cherafir's Alienage, trying to steal enough to pay for sea passage to Ivinia or some other distant point. He has the document with him and would probably sell it for a modest sum if he believes he will survive to enjoy the proceeds.

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Prince Balesir

Balesir hired a prescient diviner who established that Talbor had the document and was heading for Cherafir. The prince had the diviner killed, but not before an agent of Miginath had bought the same information. Rathalir personally overheard the transaction. Now all three principals know Talbor's identity and whereabouts and it will be a race to see who can recover the document.

There is one more possible player in the drama. Ulaed Tesael, the exiled, former Baron of Geda, is resident in Thay and, by coincidence, was acquainted with Kory and his family. Kory wrote him a letter explaining the situation before he died. Ulaed found out, too late, that Talbor had passed through Thay on his way to Cherafir, and he too is in the Alienage looking for Talbor. Ulaed plans to obtain the document and use it when Balesir inherits to regain his barony.

ADVENTURE SCENARIO

Player-Characters could be employed by Rathalir Legith, by the agents of Miginath of Kaldor, by Prince Balesir, or even by Ulaed Tesael to find Talbor Mirin and the incriminating document. Balesir would destroy the document. The others would eventually use it to their own purposes, meaning the document must also be brought to a place of safety.

As yet, the Council of Eleven is not aware that the document is in Cherafir. If they were they could certainly use their local agents to recover it for themselves. With so many interested parties descending on the Alienage, things could get interesting very quickly.

THE INNKEEPERS' GUILD



Throughout western Lythia, the Innkeepers' Guild has a monopoly over the operation of commercial inns and taverns. There is a distinction between these two types of establishment, even if the difference is not always obvious in practice. The masters of this guild are mostly well-respected and

influential guildsmen, partly because of the high profile of their establishments in a community, and not least because of the covert links between some masters and the Lia-Kavair.

Apprentices

Gaining admission to this guild as an apprentice is relatively easy compared to most others guilds. Large inns and taverns require lots of staff, and most masters will take on up to six apprentices to secure this labor supply. The guild accepts this high ratio because many apprentices leave after a year or two of service, unable to accept the hard work and long hours. Only about one in three apprentices remain long enough to qualify as journeymen.

Apprentices are mainly employed as cleaners and dishwashers. The more senior of them will be allowed to serve customers at their tables, especially if they are comely young girls. There is a high percentage of female apprentices in this guild.

When business is slow, a key job for apprentices is to *drum-up* some business. At key locations such as markets, bridges, and city gates, they beat a small drum to draw attention to a banner promoting their master's

establishment. They learn to measure the purse of potential customers, and offer to act as guides to the "best inn in town." If this fails they are empowered to offer a free ale or some other inducement to lure customers. The competition among apprentices of rival inns can be fierce and violent.

Journeymen

An apprentice is promoted to journeyman after about four years. The masters of several inns from nearby towns (almost never inns in the same town) typically have arrangements among themselves to hire each other's apprentices as journeymen. Some journeymen choose to be independent, wandering from town to town seeking employment, but such free spirits may find themselves unemployed or restricted to tavern work. Journeymen are employed as assistant brewers and/or cooks, although they may find themselves entirely in charge of these tasks.

Masters

After at least three years, and the signed approval of three masters, a journeyman can apply to the guild to be granted the rank of master. The promotion to master is mostly automatic, but holding the rank is no guarantee of a job; this is more a matter of money and influence than skill. The basic requirement to become a freemaster is to purchase or inherit a tavern or inn franchise. Another option is to be employed at some inn as a bonded master, but this is rare. Most inns are managed as family affairs and there are usually more than enough sons, daughters, apprentices, and journeymen around to avoid the expense of hiring bonded masters. Only masters of exceptional talent in brewing or cooking are likely to overcome this difficulty. Such men might also find employment as chefs or winemasters in the kitchens or cellars of noble or wealthy households.



INNKEEPER 2

GUILD FRANCHISES

A guild franchise is awarded for a specific type of establishment, tavern or inn. A tavern franchise is difficult to obtain, but a new inn franchise is almost impossible. Local holders of existing franchises have the right to vote on a new application. Since at least two thirds majority is necessary to approve any new franchise, the chance of obtaining consent is remote, and without a heavy bribe or three, probably impossible. Guild fees for a franchise can be as much as ten times the annual wage of a bonded master innkeeper, but this is nominal compared to the money required to "buy" enough votes to win approval. Before any application is considered, the prospective master must have enough capital to buy/lease a suitable building, plus furnish and stock the business.

INNS

An inn offers patrons a wide range of services, including food, beverages, accommodations, and stabling. Compared to normal rents and food costs, the prices charged for these services are high. Inns cater mainly to wealthy locals or well-heeled travelers.

The location of an inn is crucial to its prosperity. Most are located in towns, adjacent to the market, or just inside a gate if the site is walled. Proximity to the gate in walled towns is very important; most civic governments do not allow horses to be ridden within their towns. A few inns can also be found in the countryside, at major crossroads, fords, and bridges,

Most franchises have been passed along from father to son for several generations. Occasionally, an existing franchise will become available for purchase, usually at an exorbitant price. The prospective master must not only pay for the value of the franchise, but also the capital value of the inn and some indeterminate amount for "goodwill". Profitable franchises (most are) rarely exchange hands for under 10,000d, and prices exceeding 20,000d are not uncommon for inns in large cities. Compare this investment with the average wage of a bonded master innkeeper, 60d per month or 720d per year.

TAVERNS

Taverns are more common than inns. They rarely occupy more than one story because of restrictions on the services they can offer. A tavern franchisee can serve only ales ciders, and meads (not wines or brandies) and cannot provide lodging. Violations of these restrictions may be reported to guild authorities by holders of inn franchises. The local guildmaster has the power to levy fines and ultimately to demand the appearance of a tavern master before the local guild council to explain why his franchise should not be revoked. Taverns cater mainly to locals and most are in the low-rent districts of towns.

BEVERAGES & FOOD

All taverns and inns have one large *Common Room* where beverages and food are served to patrons seated at tables and benches. A tavern floor is typically covered with sawdust that is swept out and replaced about every three months. This floor covering is invariably damp, smelly, and pest-infested. Higher quality inns may sprinkle the floor with fragrant herbs or flowers, and/or sweep the floor more often. The very best inns omit the practice in favor of daily scrubbing, and keep malodorous odors to a minimum by dotting the tables with fresh flowers.

BEVERAGES

The most common beverages sold are ales, ciders, meads, wines, and brandies. As noted, the last two are not supposed to be sold in taverns. Most tavern and inn masters brew their own ales, and in some regions, ciders and meads. Quality and potency can vary dramatically from one establishment to the other. The breweries are mostly located in back rooms or in cellars. Wines and brandies are also made in grape-growing regions (the best are made in southern Trierzon and northern Hepekaria) but are otherwise imported via mercantylers. Ales, ciders, and meads do not travel well, but within large cities, guildsmen who have acquired a reputation for brewing fine beverages may specialize by supplying them to local taverns and inns. Typically, a pint of ale or cider will cost one farthing. Imported wines and brandies can cost as much as 12d per half-pint. Hogsheads of some beverages may be available for off-premises drinking.

FOOD

All inns sell meals and snacks to patrons; most taverns serve only cold snacks. A cold meal of bread and cheese costs about one farthing, but a hot bowl of soup or stew, served with warm, fresh bread will cost a penny or two. Meat roasts, deserts, and other luxuries can be purchased in the better inns for prices ranging from 3-24d per serving. Except in high quality establishments, patrons are expected to provide their own spoons, and knives, and sometimes their own tankards.

The Bill of Fare of the *Boar & Spike* is given. This Cherafir inn offers a wide selection, but this is not uncommon among the better inns of cosmopolitan towns. Some items will only be cooked to order and some are only available in season. One of the items listed, *Leonese Duck & Chawdron Sauce*, is a Melderyni favorite. It consists of choice roast duck from the extensive Leonese Marshes, served with a rich sauce made from boar entrails and blood. Inns in other parts of Harn and Lythia have their own local treats. Lower quality inns usually restrict their selection to one or two daily specials.

THE BOAR & SPIKE

SOUPS & BROTHS

<i>Cabbage Soup</i>	1f
<i>Pea & Bean Soup</i>	1f
<i>Mutton & Barley Broth</i>	2f
<i>Chicken & Turnip Broth</i>	3f
<i>Beef & Carrot Broth</i>	1d
<i>Mussel & Oyster Soup</i>	2d

HOT POTS

<i>Liver & Giblet Stew</i>	1d
<i>Kidney & Dumplings</i>	2d
<i>Baked Eels & Lampreys</i>	3d
<i>Chicken & Pidgeon Pie</i>	4d
<i>Poached Monkfish & Dates</i>	6d

SPIT-ROASTED MEATS

<i>Capon & Black Sauce</i>	4d
<i>Pork Loin & Apple Sauce</i>	5d
<i>Ox Tongue & Herb Sauce</i>	6d
<i>Leonese Duck & Chawdron Sauce</i>	9d
<i>Salmon & Mustard Cream</i>	12d
<i>Goose & Fruit Sauce</i>	18d
<i>Black Swan & Brandy Sauce</i>	24d

DESSERTS

<i>Fruit Dumplings (each)</i>	1f
<i>Apple Tarts (each)</i>	2f
<i>Bannocks & Honey (each)</i>	3f
<i>Plum Duff & Custard (bowl)</i>	1d
<i>Rose Petal Pudding (bowl)</i>	2d
<i>Gooseberry Pie (10")</i>	4d
<i>Pears & Honey Wine (bowl)</i>	6d
<i>Elderflower Cheese Pie (10")</i>	12d

ACCOMMODATIONS

All inns offer accommodation of one kind or another for rent. The spaces available range from dingy dormitories to luxurious and well appointed private rooms. Most inns have six to twelve rooms for rent, nearly always on the upper of two floors.

Accommodation prices depend mainly on the establishment and clientele served. They range (per night) from one halfpenny for a soiled strawbed in a crowded dormitory, to sixpence for a furnished and spacious private room. When there is a shortage of space, guests are expected to sleep two or three to a bed, even if they are total strangers. Prices usually soar during local festivals and holidays.

By the terms of their franchise tavern masters may not legally offer accommodation but several ruses are employed to circumvent this rule. Many taverns have large and empty "store rooms" where cheap floor space can be rented. Another common ploy is to rent out rooms to young girls (prostitutes) who then offer beds for the night to patrons. Agreeable patrons call this practice "Bed and Breastfest".

OSTLER SERVICES

The Ostlers' Guild has a monopoly over the breeding, care, and sale of horses; a master ostler is an expert stablemaster, farrier, tackmaker, and horse-vetinarian. Many travelers require these services and ostlers often work in partnership with innkeepers. Each guildsman may own and operate his own part of the business, or an ostler may be employed by the innkeeper as bonded master. Some inns (usually those near the center of towns) and most taverns do not provide ostler services. When services are available the inn or tavern will have an attached stable or an arrangement with a nearby ostler. A charge of 1d will stable one horse for one night, including feed. Grooming and other services are extra.

THE LIA-KAVAIR CONNECTION

There is a close relationship between the Innkeepers Guild and the Lia Kavair, even if many innkeepers have been unwilling partners. The types of patrons that frequent inns draw the attention of thieves and charlatans, especially since those in their cups are easily victimized. Innkeepers who do not harass members of the *Thieves' Guild* are rewarded by not having their guests over-victimized, at least not on the premises. Innkeepers who offend this tacit arrangement are kept busy cooling the tempers of outraged and poorer customers, and putting out other fires, real fires.

Games of chance and girls are freely available in taverns and some inns; without them many patrons take their custom elsewhere. Both activities are typically controlled by the Lia-Kavair, tempting many innkeepers into formal partnerships to share in the profits of gambling and prostitution. The opportunities for illegal and illicit profit in this business are such that many innkeepers, posing as masters of the most respectable of inns, are in fact bosses or lieutenants of the local Lia Kavair.

UNGUILDED HOSTELS

Most religious orders and several guilds such as the Pilots', Seamans', and Timberwrights' guilds, operate private hostels for their own members. None of these hostels of course are popular with the Innkeepers' Guild. At every triennial convention of the Mangai, there is inevitably a proposal by the guild to have all such hostels declared illegal, but this has always been rejected. Aided by the persuasive talents of the Lia-Kavair, a major campaign is now afoot to secure votes for the next major convention to be held in the city of Thay in 721. The plan is to introduce a new petition that will require all guild hostels to employ a bonded master innkeeper as manager. This more reasonable proposal may garner enough support from the other guilds to pass.

The Namal-Kandair Storm

Once, long ago, there was a nexus storm called *Namal-Kandair*, a wild lapse in the laws of spacetime. The storm was quite small but had the annoying habit of wandering from world to world, interfering in various activities, particularly those of vital importance to sorcerers.

The storm was seemingly drawn inexorably toward the most powerful enchantment or spellcasting in its immediate neighborhood.

Sometimes, though, the storm could not find an appropriate phenomenon. It sat until one started, or until it detected one in some other world, for it had the ability to slip through itself from one world to another to see what was going on.

When the storm arrived where a sorcerer was casting a powerful spell, it would swallow him, and his magick, and neither would be heard of again.

The storm would not touch chaos. When it came to other storms, both would leave. Only order, the organization of power to purpose, attracted and made it hungry.

One should not get the idea that the storm had feelings or purpose or a mind or intent. The storm was simply a thing that happened - over and over again.

One day, four sorcerers met to discuss the storm, they had just lost a mutual friend, and they felt bad about that. They all decided that they should do something about it, but there were problems. They knew how to bring the storm, simply by casting a big spell, but they agreed that one would find it difficult to study something that was eating one.

One of the sorcerers, named Noituac, decided to give up magic, at least until the storm was dealt with by someone else and left the meeting.

The three remaining sorcerers decided that they would have to use small magicks to deal with the storm, but how would they deal with a great and powerful force, using only a small, weak force?

Then one of the sorcerers, whose name was Oediv, had an idea. He invented a tiny spell that would follow the storm and constantly report back. This spell was too weak and insignificant to attract the storm's attention.

Another sorcerer, called Rotsisnart, invented a tiny spell that would give the storm a tiny push *sideways* each time it tried to do anything.

The third sorcerer was called Yrettab. He invented a place for the storm to be, and he made it look like an ordinary oak trunk, except he carved into the lid, in all the languages and scripts he knew, and the others knew, a warning not to open this box.

So Yrettab, Rotsisnart and Oediv went to different parts of the world and cast their little spells. Oediv's spell found the storm, and Rotsisnart's spell nudged it gently into Yrettab's magick box that sealed itself. And so thus was the storm trapped.

That is, until one day when a sorcerer named Evarb opened the box and the storm ate him. It was easy to open the box for the sealing spell was weak and the three sorcerers did not think anyone could ignore all those warnings. Unfortunately, Evarb did not know any of the languages or scripts that Yrettab had carved. Fortunately, the spells still worked, for Oediv's little spell chased the storm and found it. and Rotsisnart's spell nudged it into Yrettab's box.

Anyway, the storm still exists, 'though none knows where, for there are tales that it escapes from time to time, dining on a mage here and a mage there. But the little spells of Yrettab, Rotsisnart, and Oediv must also still work because Namal-Kandair does a lot less harm than it did in the past. This, you must admit, is pretty good magic considering the three sorcerers have all been dead for some 900 years.



COMMON KNOWLEDGE

This is the first in a series of Harnic legends, myths, and downright lies presented from two points of view: the player view, and the gamemaster view. The player view (page one) is intended to be photocopied and given to players at GM discretion. Obviously, the GM view is for gamemaster eyes only.

THE TALE OF NAMAL-KANDAIR

The Tale of Namal-Kandair is a teaching story told to apprentices of the Shek-Pvar and other branches of the Guild of Arcane Lore. As such, it has a wide circulation among learned folk, and to a lesser degree with many others as well.

The lessons it conveys have universal application but are most readily understood by sorcerers. First, the constant need to learn and study, in this case new scripts and languages. Secondly, and more importantly, the notion that little spells and cooperation among brothers can result in powerful magic.

The GM may develop the facts of the story for use in his version of Kelestia. The existence of spacetime storms is well documented by the Shek-Pvar, the *Shadow Bag of Iltain-Sheral*, described in **Harnmaster** (Treasure 14) is one example. The Namal-Kandair is simply another variant.

LEAD-IN

Although the Namal-Kandair storm has been trapped for many centuries, it can still sense magic and can still slip through itself from one universe to another. But because it can not escape its prison, the

box must go along for the ride. The effect, of course, is for Yrettab's box to suddenly appear near some object or person emitting a powerful spell. A group of player-characters could encounter the box almost anywhere such conditions exist. Then they might open it!

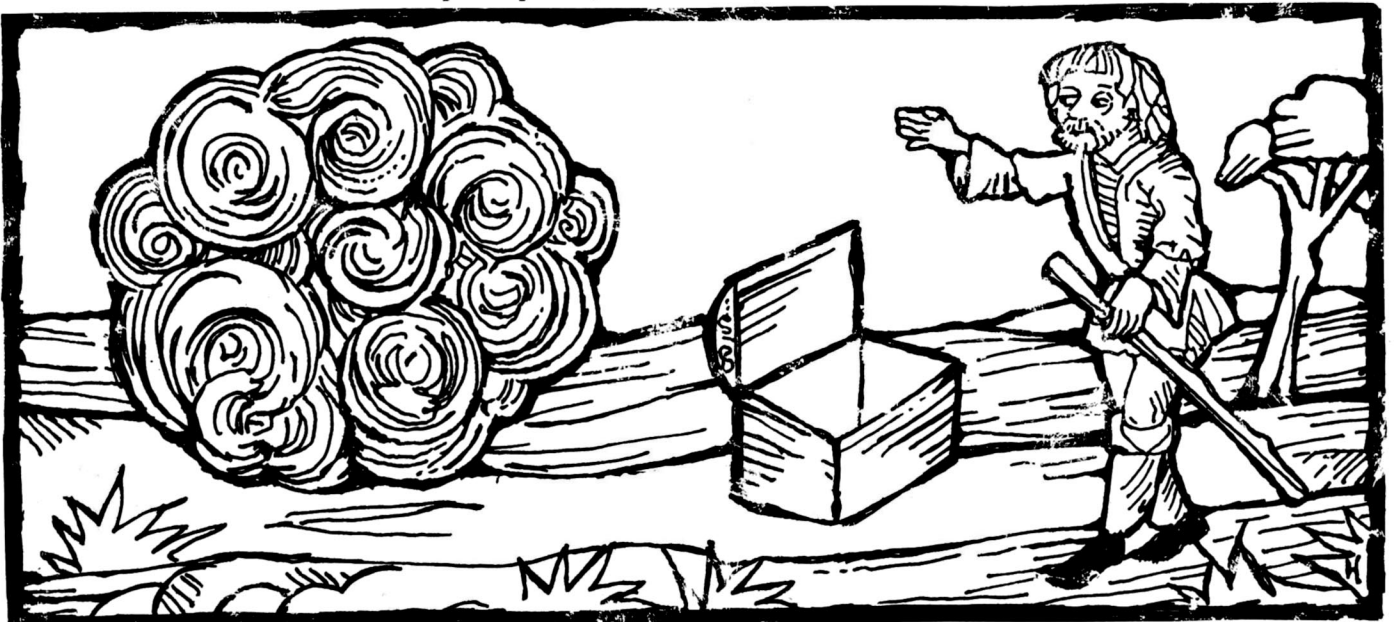
DID YOU REALLY OPEN THAT BOX?

The effect of opening the box is at GM discretion, but should be dramatic. The lid might fly open with great force, the storm might emerge like a swiftly rotating black cloud, swirling about and swallowing people whole.

The GM may now have his merry way. The players might then find themselves (more or less intact but very fatigued) in some other location, probably distant, perhaps on another world. Alternately, they could, for a time, find themselves between worlds in a location where, if you will excuse the expression, meaning loses its meaning. They might also, if they deserve it, find themselves dead.

As a ploy, the box is very useful for relocating a PC group within any time frame to any location the GM's heart might desire.

The GM is advised to distribute the tale to all Shek-Pvar, or other learned characters. No further action is required, but later all hell may break loose. It will be best, in fact, if you give your players some months to forget all about the tale, and possibly grow careless. You might also have some fun teasing them with carved boxes full only of "hot air". And even if you never use the legend to set up a scenario, the lessons may actually do someone some good.





WHERE HAVE ALL THE GRAVEYARDS GONE?

We have had some inquiries as to why none of our local maps (towns, castles, etc.) show graveyards. Good question.

Burial customs are invariably connected with religious practice.

A polytheistic environment, such as Lythia, must necessarily have metaphysical views different from those held in medieval Christian Europe.

A polytheistic environment, strangely, implies a more secular one. The power of the Lythian churches is less compelling, if only because there are ten views of propriety rather than one rigid, monotheistic doctrine. This does not mean that Lythian attitudes toward the dead are less reverent, just different and variable. Each of the ten major churches has its own attitude towards customs regarding the disposal of bodies.

Agrik

Perhaps it does not need saying, but followers of Agrik believe in ritual cremation. Ashes are scattered outdoors or interred in temple vaults, depending on the importance of the deceased to the church.

Halea

Haleans practice mummification and lay their dead in elaborate tombs surrounded by their worldly goods. However, such rites must be paid for (lavishly). In regions where the Hlean following is small, there is a tendency to have few such tombs and to conceal them from grave robbers in the wilderness. Haleans are cremated if they cannot afford the rituals.

Ilvir

The ideal for many Ilvirians is to have their mortal remains taken to Araka-Kalai where their earthly bodies may mingle with the never ending cycle of renewal. This is the ambition of most Ilvirian priests and some wealthy lay followers, but few followers of this deity are so honoured. Most Ilvirians are quietly buried, but because of their belief in perpetual reincarnation, marking the grave is deemed inappropriate.

Larani

Laranians abhor Agrikans and therefore cremation. Wealthy families encrypt their dead in family vaults, or in communal temple vaults. Those who cannot afford this kind of treatment, like to be laid to rest on a battlefield, preferably one where they have fought. There are, however, Laranian graveyards, mostly found in rural villages.

Morgath

The Morgathians are the most sophisticated tomb-builders on Lythia. At Meokolis, the capital city of Azeryan, they have constructed and continue to expand a magnificent Necropolis with vast extensive catacombs. In most of Harn, Shorkyne and Trierzon, however, the worship of Morgath is proscribed and they cannot follow their normal practice. In such regions, covert temples to the Lord of the Undead have vaults where the Morgathian dead are interred.

Naveh

It is rumored that Navehans eat their dead, but this is not generally true. Dead bodies often vanish without trace, a disquieting thought. Quiet ritual cremation is widely practiced, but other methods are also used. The Navehans seem to have little reverence for their dead, reserving their respect for the shade of the deceased instead.

Peoni

Peonianism is mainly a rural religion. Burial is the practice and most Peonian graveyards are found adjacent to the parish church, or on a nearby hillside.

Sarajin

Sarajinians prefer burial in stone, a habit they may have acquired from the Khuzdul, or cremation. In either case, they like a selection of their worldly goods to accompany them. Wealthy Ivinians like to be buried in a boat, ideally in a stone tomb. Most Sarajinians are cremated for lack of funds.

Save-K'nor

Most followers of Save-K'nor are cremated. Their ashes are then placed in a small urn that is buried, ideally in a location that creates a puzzle or dilemma. The prevalent custom is to have a riddle or puzzle engraved on a small memorial plaque, which is then incorporated into some stonework (floor, wall, or ceiling), visible somewhere within a temple or its compound. Reading and solving the riddle may find the mortal remains, and a trinket or two to encourage the game, but this obliges the finder to mention the deceased in his own "death-riddle". Some tomb inscriptions mention scores of previous querents.

Siem

Followers of Siem do not believe in using land for graves or memorials. They cremate their dead and scatter the ashes in the forest. Among the immortal elves, memorials are mostly redundant. The Khuzan practice is to bury the deceased in stone, preferably in a family vault, but if this is not practical, cremation is preferred to burial in earth.

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