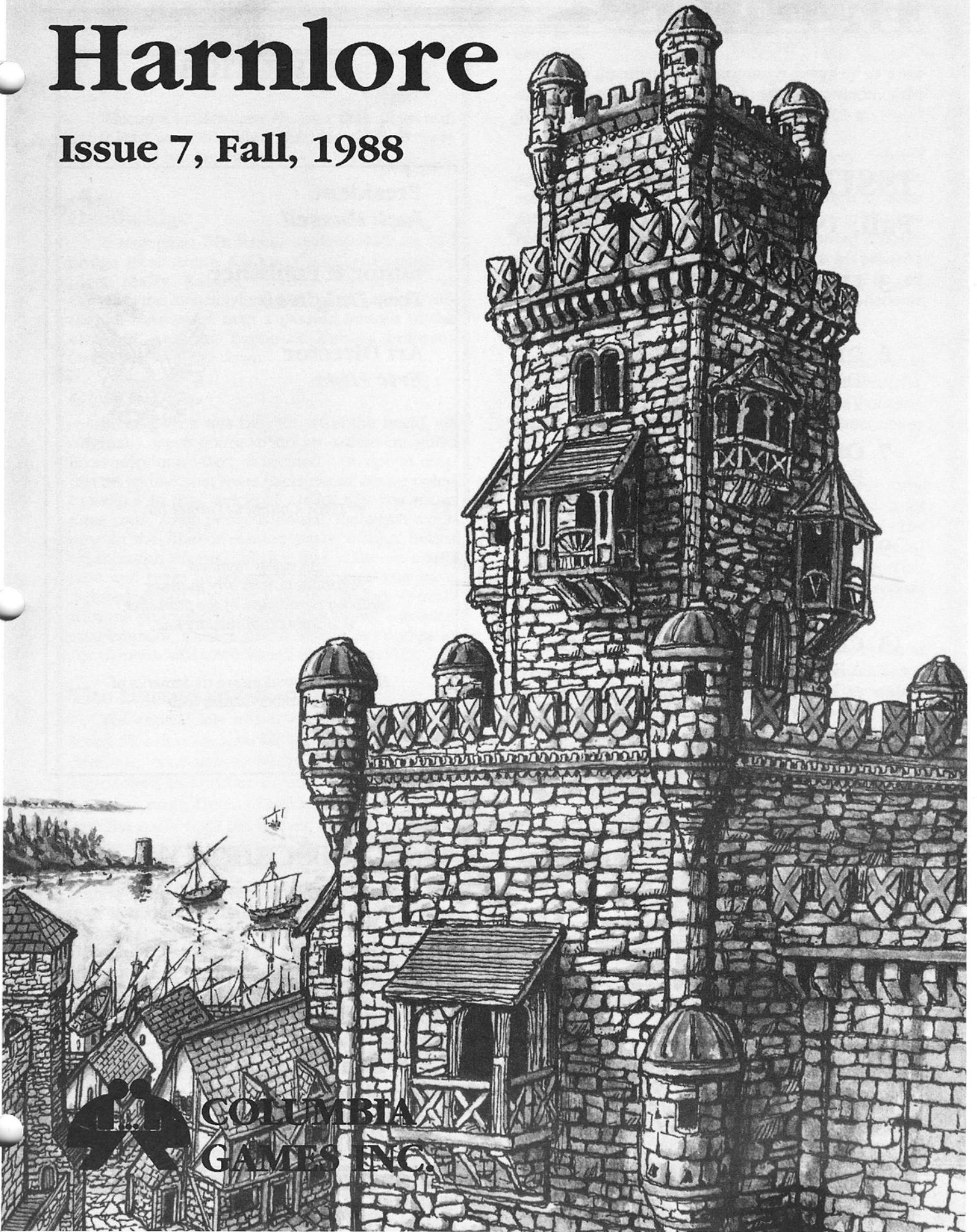


# Harnlore

Issue 7, Fall, 1988



# Harnlore

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## ISSUE 7 Fall, 1988

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*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/Canada) and \$16.00 (Overseas). Single copies are \$4.00 (US/Canada) and \$5.00 (Overseas). Subscribers get the benefit of **free** postage and handling on all mail/phone orders.

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# LETTERDEMAIN

## EDITORIAL

Welcome to Harnlore #7, later than promised, but at least we're consistent. And Harnlore #8 really is done, and coming right up.

### Oselbridge

A two page EH article dealing with an old bridge in southern Kaldor. Quite an interesting place really. Kaldor, Chybisa, Melderyn, the Pagaelin, the Mercantylers' Guild, and assorted riff-raff, all have more than a passing interest in the crossing, and the Baron of Kobing believes Oselbridge is falling down.

### GUILDS 1-4

Bit of cheek this bit, but what the heck! We originally were going to do an article on guild economics only. Well, it seemed best not to drop that on you without some background. So we opted to write a 14 page article on Guilds that you get in three parts. To be perfectly honest, there isn't much new in the first or second parts, except better organization of material that was scattered about here and there in Harndex. But, once you have digested all that, the third part (in Harnlore 9) deals with the pennies and pounds of running a guilded establishment, a piece that is similar in concept to our (famous/infamous) Manor article from EH3.

### The Legend of Chanakur

The second tale in our *Common Knowledge* series. This time we have the *Legend of Chanakur*, a demonic, man-slaying beast said to have been imprisoned in another dimension by the semi-legendary mage, Genin of Melderyn, some centuries ago. But spells don't last forever, and monsters held captive for a few hundred years can be very, very hungry. Like the first *Common Knowledge* tale (in Harnlore #6) this story is presented as a player legend with separate GM notes.

*Tom Dalgliesh*

## Next Issue (Harnlore #8)

**Guilds 5-8:** The second part of our expansion on guilds and guild economics.

**Lycanthropes:** All you need to know about Harnic werewolves. A real change!

**A Wolf in the Abbey:** A mini-scenario, involving a wanton maid and a werewolf on the make.

Dear Sirs,

While discussing Harnmaster, a group of us have decided that, while we understand the intention of the fatigue system, we are not exactly happy with it.

Our problem is with the rate of recovery. While I agree that by stopping and resting for 5-10 minutes, most people would recover a large amount of their fatigue, I also feel that a vital aspect of fatigue recovery is missing. When a person is running around or whatever, and stops and rests to "catch his breath", he will indeed be back "up to snuff". But, until he gets a more proper type of rest, he will also become fatigued more easily in the future.

We have come up with a variety of solutions to this problem. The first (and easiest) isn't too realistic, but works from the point of view of game balance: recover fatigue at a rate of END/hour (10 times slower than the rules).

The second was to use a logarithmic type recovery system: when you are very fatigued, you recover a lot more than when you are not quite as fatigued. The easiest method to do this was to recover 1/4 of fatigue/hour, or END/hour, whichever is more. This means that you get lots back quickly, but don't recover all fatigue too fast.

The third system and the one that seems the most "realistic" is to keep track of a fatigue "peak". When a character recovers fatigue using the END/6 per minute rate, the highest fatigue he had is remembered (this is the peak). The peak is lowered at a rate of END/hour. When a character receives fatigue and his current fatigue total is below his fatigue peak, he actually receives double (or triple/etc. at GM discretion). This is done to reflect a deeper fatigue acquired from continuous exertion. Additionally, we are considering keeping fatigue acquired through spell-casting separate from other forms in that it is always recovered at a slower rate (END/hour).

The main reason the fatigue recovery rate bothers us is that a mage can cast a spell, rest 5 minutes, cast a spell, rest 5 minutes, etc. While I dislike the concept of "spell points" and other artificial limits, this can be too much.

**Blair MacIntyre, Ontario.**

Dear Blair

I can see dozens of ways to modify for greater realism, the difficulty is deciding what is "real" here. If, for the sake of argument, we agree that the fatigue

**Harnlore 3**

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# LETTERDEMAIN

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recovery rate should decline then perhaps some kind of half-life system would work best (by "best" I mean most simply). If you were willing to ignore Endurance it would be simple - just halve the fatigue every period "x". No one is willing to ignore Endurance, however, so a slightly more elaborate rule would be needed.

If you really want to slow things down then you could calculate a "recovery period" by subtracting Endurance from 20 (or some other arbitrary number); the minimum recovery period might be one minute. Then you could simply halve the character's fatigue each recovery period. This does, of course, require more record keeping than the Harnmaster rule.

I wouldn't recommend separating fatigue acquired by spellcasting from other types because it seems like an unnecessary complication - tired is tired.

Mages in the cast-rest-cast-rest cycle can be irritating, but there is always a risk in spell-casting, and if you feel the danger of misfire is not a sufficient deterrent, and if the cycle really bothers you, it would probably be easier to worsen the effect of misfire (at GM discretion, perhaps) with each successive casting. Of course, my mages would probably point out that warriors can fight-rest-fight-rest-fight...

Another way to break the cast-rest-cast cycle, or at least eliminate the feeling that sorcerers are getting a free lunch, would be to increase the fatigue cost of spells... something I am planning for the revised Shek-Pvar rules I am working on. See *Penny Arcane* in this issue.

As you probably realize, the fatigue rule as it stands is a compromise between "realism" and simplicity. Most FRP systems don't even consider fatigue...

*Dear Columbia:*

*Is it your intention with spells which have lengthy casting times, that they effort continue uninterrupted for the entire duration? Some spells take ten or more hours to cast, some even take days, but is the caster permitted to take breaks for sleeping and eating? I expect so, but how long may the casting be interrupted before the ethereal powers being conjured by the mage return to the fabric of Kelestia.*

**Robert W. Barfield**, (USA) Germany.

Dear Robert,

Part of the learning involved in becoming a Shek-

Pvar is the ability to enter a trance that is somewhere between waking and sleeping. In this special state, the spellcaster has no need of sleep/etc., but this is probably not applicable for spells which take more than a couple of days. There are (at least) two realistic approaches.

A long-cast spell might be one that requires frequent, but not constant attention - the spellcaster must keep returning to it, but does not have to watch over it constantly.

The other needs to carefully consider the environment required for successful casting. This is an issue I have probably neglected.

Suitable environments for long-Cast time spells would include apprentice(s) to feed, and otherwise care for the caster. This would enable him to devote his full intellect to the casting that is in progress. At least this degree of devotion to the business at hand should be required. (One is reminded of Swift's Laputians.) Included in this procedure is the presumption that spellcasters learn to school their dreams. That is, they sleep or half-sleep for short periods, and during sleep continue casting. This would mean that they are taking naps DURING the longer castings, without fully "letting go" of the forces involved.

There are many reasonable approaches to this issue and it might be interesting to assume that each Shek-Pvar could develop his own, personal technique. Of course, it would also be fair to say that it takes some time to develop the abilities involved.

One must never forget the very serious consideration of interruption. Spellcasters must maintain a very high level of concentration at all times. Inappropriate activities in the vicinity will generally cause misfire which, I'm sure all mages would agree, is going to very annoying in the ninth day of a ten day spell).

To answer your main question, I would say that, no, the spellcaster does not take breaks in any real sense, but that his personal state of trance does vary within the allotted time. I hope I've, at least, given you something to think about...

The bottom line is that the spellcaster not be permitted to recover any fatigue while casting a spell, nor engage in any other meaningful activities other than casting the spell itself. In short, no prayers for success, no cooking gourmet meals, no lovemaking, nothing really meaningful.

# LETTERDEMAIN

Dear Columbia Games,

I was wondering if it is possible for a non-Shek-Pvar to be taught spells by a renegade Shek-Pvar (for a price of course)? After learning a spell (assuming it is possible) would the learner have joined (rather unofficially) one of the convocations and how would SB be calculated, or would all his spells be treated as neutral? And finally, if he were to have committed to one of the convocations, how long would it take him to learn a spell and would he be able to create similar spells to the ones he has learned (of his convocation of course)?

Do you plan to publish any further clerical invocations, particularly the thirteen rituals of Morgath? Enquiring NPC's want to know.

And finally, when a character is overcome by the shadow of Bukrai, and becomes an Amorvrin, is he still a player character and how are his attributes/morality affected?

**Tyler Wunder, Ontario**

Dear Tyler,

As you probably realize, learning the first spell is the hardest. Regardless of convocation, the ability to cast any spell requires an inner discipline that is not easily acquired. There are, in theory, thousands of disciplines which could be effective - the Shek-Pvar stress six of them and these convocational disciplines make it possible to cast convocational spells.

It is simplest to assume that one becomes a member (albeit an unrecognized one) of a convocation when one learns one's first spell.

This is really the issue of what happens when a character becomes a sorcerer in the course of play - so the answer should be to tell you what the procedure (that every Shek-Pvar is presumed to have followed in the pregame) actually is.

The first couple of years are usually spend learning mental discipline, the next few in attuning oneself to the convocation, then after about five to seven years the apprentice is ready to start learning spells. (One is reminded of Kwai Chang Caine sweeping the floors of the Shaolin temple for three years.)

Mental discipline and attunement are essential to spellcasting, but some would learn faster than others. Mental discipline might be deemed a matter of will. So

the time required to learn it could be set at  $(25-Will) \times 2$  months.

Attunement is a matter of affinity for magic generally (Aura) and for the convocation in particular (Sunsign). So the time taken to attune might be calculated by working out the SB for a "zero-level" spell and using a similar formula:  $(25-SB) \times 3$  months.

Once the character had acquired mental discipline and attuned to the convocation, he would be a de-facto Shek-Pvar of that convocation and could learn spells.

Even then, the first few spells would be harder to learn. Both the Target Level and OML should be less than normal for the first half dozen spells:

Spell	TL	OML
1st	50%	-2SB
2nd/3rd	70%	-1SB
4th/5th/6th	90%	-1SB
7th+	100%	normal

**Example:** Mong, a new Lyahvi is learning Beacon of Isala (L1) from a teacher as his second spell. Mong's SB is 13 so his TL would normally be 39, but because it is only his second spell, his TL is  $0.7 \times 39 = 27$ . He achieves CS on the first try which normally indicates that the spell should be opened to SB5; Mong opens Beacon of Isala to SB4: which is ML52.

Yes, it is possible to become a great sorcerer without reference to the Shek-Pvar - after all there had to be a first one.

As things stand right now, we are not planning to publish any more clerical rituals, even Morgath's infamous thirteen. Judging from the sales of **Gods of Harn**, which I still believe to be one of our very best modules - and a player module (more or less) to boot, there seems to be little interest in religious information. I find this disappointing. But your divine intervention (lots of requests) might change my mind.

There is no reason, apart from the obvious ones, why a player should not play an Amorvrin, but I've never had one who wanted to. The Amorvrin's powers would remain more or less the same, unless some bargain has been struck with the Demon Klyss. As to moral freedom, the character retains it, but if he behaves in an inappropriate manner he will likely be punished, an art Klyss is quite good at, and it's hard to be evil all the time.



## PRODUCT NEWS

Everything is late! *Shorkyne* is close (final edit mode) *BattleLust* is in trouble (rule problems but we are still trying), and *Kiraz* is now scheduled for September. Just thought I'd get that nasty news out of the way first, but read on for better news.

## NEW REPRINTS

One reason for our seemingly endless delays of late is an attempt to keep our older products in print. In the past six months we have reworked and reprinted **Azadmere** and **Chybis**, both of which have been sold out for some time. Since these modules were first published, we have upgraded our computer and typesetting capabilities and we felt that both modules had to be reworked to meet our higher standards. For those who already have the older modules, this isn't much comfort, but we have to consider our newer customers. We have also spent considerable time on a new 2nd edition of the original Harn module, available very soon under the name **HarnWorld**, and with the **Evael** module. This effort is necessary, so bear with us.

## SUPPORT YOUR LOCAL RETAILER

It is a fact that our products have not sold in retail stores as well as they should, even though most gamers love them when they try 'em. I could blame our distributors and retailers, but the real problem seems to be with the nature of product. Our stuff is more sophisticated and more expensive than most, and the quality within is not immediately apparent. In addition, our major appeal is to GMs, and there are less of those worthies than players.

We have noted for some time now that where a store employs someone with hands-on experience with *Harn* we do just fine. So, we need your help. Go get a job with your local retailer and beat Joe Gamer over the head with a mang if necessary. Failing that, please have a chat with your retailer and get his/her viewpoint on our stuff. Then call us (or have your retailer call us) on our toll-free line (1-800-663-8453) with the name and address of this store. Until now we have depended on distributors to get the product out to retailers, but distributors are mainly interested in volume, not quality, and we can't please them without lowering our standards. We need to build a complete mailing list of the better stores and undertake a campaign of direct marketing to them. Giving retailers the knowledge to sell Harn products might work. Can't hurt.

## Harnlore 6

## TOMES OF THE SHEK-PVAR

Better than 50% of the letters and queries we get concern the **Harnmaster** magic system. We have decided to publish a series of spell-binding tomes to cast-out these problems. This series of mini-modules will be, basically, spell books - one for each convocation, plus one each for common and neutral spells. The typical spell book will contain 24 spells: 16 new and 8 updated ones, all presented in a format of *one spell per page*. Another booklet will update the magic rules, including extensive spell creation guidelines, and a new and refined spell fatigue system. Each tome will be 5" x 8" with 32 pages and will sell for \$5.00 (plus \$1 P&H). These will ONLY be available direct from Columbia, and the *Tome of Lyabvi* is ready to ship NOW. Our **autoship** customers are enjoying it TODAY. Nothing subtle about that plug.

## NEW HARNLORE DISCOUNT POLICY I

Up until now we have given our **Harnlore** subscribers a discount of 10% on purchases. This has proven to be too cumbersome and is terminated, effective yesterday. Instead of a discount, subscribers will now get FREE postage/handling on all orders.

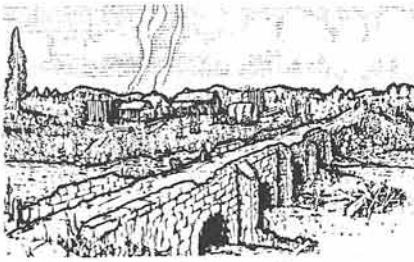
## HARNLINE

Our BBS (Bulletin Board Service) is up and rolling for those with a computer and modem. There is no charge for using the service. Harnline is a forum for GMs and players, enabling you to establish direct communication with us, and with other Harn fans. You may leave messages, and upload and download files, including lots of unpublished work by us and other Harn fans. **Call: (604) 251-1816**

## HOW SWEDE IT IS

We have more subscribers from Sweden than any other European country. If we could match their level of support world-wide, we might be able to afford a few more pencils around here. Can anyone offer me a convincing explanation for this? I have heard everything from "those vikings are a bloodthirsty lot" to "superior education". I like the idea of the first, but I suspect the second is closer to the truth. The letters we get from Swedish fans are typically long and written in impeccable English, which is more than I can say for some local stuff. But just to bring our Swedish fans back to earth, I'll remind them of an old Canadian ice-hockey joke - the reason you had trouble finding those Russian subs some years ago, is that Swedes are afraid to go into the corners.

Skol...



Wearry travelers on the Genin Trail, the road from Tashal to Thay in eastern Harn, consider Oselbridge to be a welcome sight.

The bridge is the only crossing of the Osel, a major tributary of the Kald, an oasis of civilization on the long and difficult journey between Kaldor and Chybisa. Most travelers spend a day or two at this pleasant way station, but few would tarry that long if they understood the intense political undercurrents involving Oselbridge.

Because of its strategic location there has been an on-going dispute over control of Oselbridge for centuries. The bridge has been seized from time to time by Pagaelin tribesmen, Kaldor, and Chybisa, but none have established any lasting authority. The Mercantylers' Guild currently maintains a seasonal trading post at the north end of the bridge, a favorite rendezvous for various tribesmen, adventurers, brigands, and riff-raff.

### The Kingdom of Kaldor

Kaldor has a strong historical claim to Oselbridge. The original structure is thought to have been built by King Orsin of of Pagostra, a small kingdom absorbed into Kaldor during the Migration Wars. This would date the original bridge circa 170-180 TR. Kaldor certainly has undisputed ownership of the territory north of the bridge (Oseshire), but her claim to the region to the south (Oselmarch) is less sure and has always been disputed by Chybisian kings and the Pagaelin.

The current Lord Warden of Oselmarch is Baron Orsin Firith of Kobing. He is an energetic, ambitious man of 44 years, a nephew of King Miginath who has through his mother (the king's sister) a good claim to the Kaldoric throne. He holds Kobing keep from the king, and his stated goal is to establish another keep at Oselbridge. Two petitions to King Miginath requesting a crenellation charter to build a permanent fortress there have been politely declined on the grounds of keeping the peace with Chybisa. Baron Kobing is privately disappointed with the continued "good health" of his uncle, and risks royal disfavor by making over-zealous patrols in Oselmarch. Court rivals gossip that he is deliberately seeking to provoke the Pagaelin into conflict to further his ambitions. Although the baron is Warden of Oselmarch, he holds no lands north or south of the crossing except those around Kobing. The baron is not overly fond of the activities of the Mercantylers' Guild at Oselbridge, and is considering building his own "supply depot" on the site to provide (admittedly) much needed repairs to the crossing.

### Chybisa

The tiny kingdom of Chybisa once held sway over most of the territory now called Upper Osel, a region they lost to the Pagaelin during the Migration Wars more than five centuries ago. They have never formally surrendered their claim to this area, but unofficially view the region as a "Pagaelin buffer state". Kaldor's claim to the region (Oselmarch) has never been acknowledged. Chybisa would view any expansion of Kaldoric power at Oselbridge as being a destabilizing move, likely to provoke the Pagaelin, with unforeseen consequences for all. With the tacit support of Melderyn, King Verlid VII has made several diplomatic protests to Kaldor concerning the "hostile activities" of Kaldoric patrols south of the Osel, and has sought reassurance from King Miginath that Kaldor will make no attempt to upset the delicate balance of power in the region. So far, his efforts have been rewarded, but circumstances might change quickly with the death of the aged king of Kaldor.

### Melderyn

The Kingdom of Melderyn has always sought to keep the peace on Harn, particularly in the east. Melderyn once ruled Chybisa, and was instrumental in recovering the throne for the Chybisian royal clan after Kaldor had defeated and annexed the tiny kingdom during the Treasure War late last century. Any move which might upset the delicate balance of power in eastern Harn would inevitably involve Melderyn. Subtle influence has already been applied by agents of Melderyn's covert Council of Eleven opposing any fortification of Oselbridge. Melderyni policy concerning the expansionist activity of the Mercantylers' Guild is unknown.

### The Oselbridge Region



# Oselbridge 2

## The Mercantylers' Guild

The Mercantylers' Guild has operated a seasonal trading post at the north end of Oselbridge for more than a century. For several decades the guild has sought royal permission to convert Oselbridge into a fortified, permanent, year round enterprise. After many former rejections, the guild recently won the approval of the deputy-Sheriff of Oselshire (based at Hutop Keep) to build a "modest wooden palisade" around their Oselbridge post. This seems like a political move to frustrate the Baron of Kobing's ambitions.

The post is currently licensed to Grunda of Tyune, a rugged trader in his early 40s with a very tough reputation. He is aided by two journeymen, one apprentice, and a garrison of five mercenaries. Although the post derives income from travellers using its modest facilities, Grunda's main source of revenue comes from trading with the Pagaelin, mostly metal tools (and weapons) for furs and hides. Grunda knows that any major fortification at Oselbridge would threaten and upset the Pagaelin and therefore his lucrative business. He has made every effort to frustrate this development, aided by the support of wealthy Mercantylers in Tashal who have influence at court. He views his own plan to build a modest fortification as the limit of Pagaelin tolerance. There have been some "disagreements" between Grunda's men and the warden's patrols from Kobing.

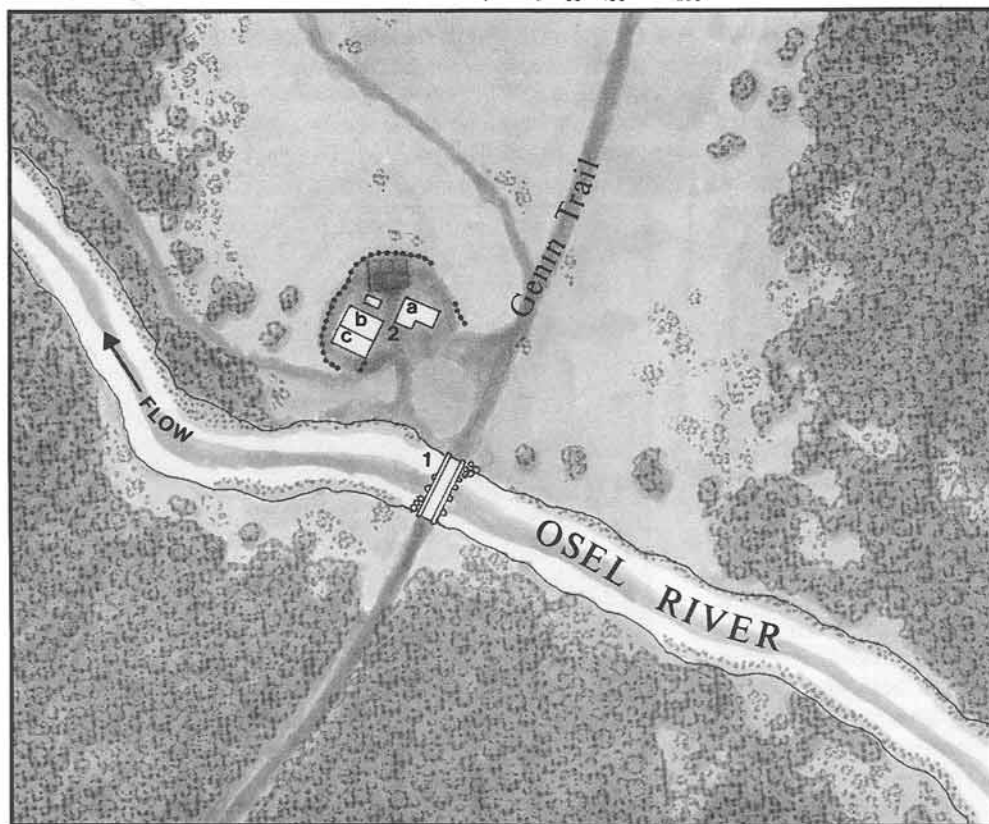
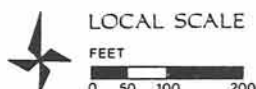
## The Pagaelin

Pagaelin tribesmen are generally unpredictable and violent, but like the Chelni at Trobridge Inn, they tolerate the presence of the Mercantylers at Oselbridge. They view the guild as being of no military threat, and enjoy having access to the trade goods made available. Indeed, nearby Pagaelin tribes have grown quite wealthy and influential as middle-men, bartering trade goods with other Pagaelin to the south for additional profit. They are anxious to maintain this privilege and would violently oppose any attempt by Kaldor or Chybisa (or even by other Pagaelin tribes) to exercise permanent control of the bridge. The most prominent local Pagaelin are the *Macullok*, a prosperous tribe of some 200 who maintain a well fortified encampment four leagues southwest of Oselbridge. They are partially under the sway of a Navehan cult (see below).

## Cult of Aedlad the Imprisoned

These clerics of Naveh are an outcast sect from Tashal who came to the Bejist area in 664 TR. Since that time they have exerted increasing control over many Pagaelin tribes through religious superstition and drug addiction. The *Macullok* Pagaelin are under Navehan influence, but the cult keeps a low profile and cleverly use their influence to obtain hard to find trade goods for their own use. Even among other adherents of a religion noted for its fanaticism, the priests of this Bejist cult are greatly feared.

## OSELBRIDGE (Local Map)



### 1. Oselbridge

A stone bridge with four arches, more than five hundred years old, though parts have benefitted from several reconstructions. The River Osel at this point is 90 feet wide and, except during spring run-off, about six feet deep.

### 2. Mercantylers' Guild

A trading post operated by Grunda of Tyune. Note the half-completed wooden palisade. Buildings are (a) mercenary quarters, (b) warehouse, (c) Grunda and guildsmen quarters. The small building (unlabelled) is a "hostel". Caravans generally camp along the river bank to the east, the favored site for the Baron of Kobing's planned keep.



## THE GUILD SYSTEM

A guild is a brotherhood of craftsmen who have banded together to control economic activity in specific or related trades. Throughout western Lythia, virtually all significant commercial and professional activities are within the control of powerful international guilds whose monopolistic rights are protected by law.

### The Mangai

The Mangai is the association of all guilds. Various grand chapters exist in all western Lythian states in one form or another. The Mangai's principal function is to regulate guilds, settle disputes between them, organize and regulate town markets and fairs, and lobby with governments concerning guild rights and privileges. The Mangai operates under the *Charter of the Mangai*, a law that has been enacted in one form or another by most civilized governments of western Lythia. It is this charter which fosters and protects the legal monopolies held by all guilds.

A Mangai chapter is comprised of (at least) one representative of each local guild. This assembly generally elects an executive council. Different chapters have various modes of operation, but most are democratic. Although it wields enormous power, the Mangai stays out of politics. In return, governments limit their involvement in guild affairs.

### Guild Franchises

Guilds have one prime purpose: to provide economic security for their members. To achieve this objective, guilds employ their legal monopolies to limit competition. This is done primarily by restricting the number of franchises in a specific market. A franchise is a licence granted by a guild to a qualified master to own and operate a business within a specific area.

## GUILD RANKS

Although the custom varies, there are mostly three ranks within each guild: Apprentice, Journeyman, and Master.

### Apprentices

Apprenticeship is deemed a privilege, usually granted to the eldest son of an existing Master. The guild may also permit (or sell) additional apprenticeships, mostly to the younger offspring of Masters, or to non-guildsmen able to pay the most. An apprenticeship generally lasts from four to seven years, depending on the guild. To ensure strict discipline, apprentices are rarely permitted to serve under their own fathers. Typically, two masters in nearby settlements will exchange their apprentice children. Wealthy guildsmen often try and place their sons with highly skilled and respected masters, paying such mentors a stiff fee for this privilege. The treatment received by apprentices varies; frequent beatings and long hours of menial labour are considered normal. Apprentices receive only room and board, although some get pocket money from generous masters.

### Journeyman

The rules governing the promotion of an apprentice to the rank of Journeyman vary from one guild to another, and sometimes even within local chapters of the same guild. The candidate may have to pass practical or theoretical examination(s) administered by a board of syndics (see below) or the vouching of his master may suffice. Professional guilds have the most difficult criteria. Some masters deny advancement to their apprentices in order to retain cheap labour, but this is considered unethical, and the guild may step in if the practice is abused. Some guilds do not have the rank of journeyman.



# GUILDS 2

Journeyman, in addition to room and board, are entitled to a small wage, typically between one third and two thirds of the Bonded Master rate depending on experience. They are generally expected to travel from one settlement to another, serving masters of their own guilds, who are usually the only persons permitted by law to hire them. After a period of three to five years, bearing the favorable recommendations of at least three masters under whom he has served, the journeyman may apply to any board of syndics for promotion to the rank of Master:

## Masters

There are two kinds of master within most guilds, *Freemaster* and *Bonded Master*. A Freemaster is one who holds a *franchise*. A Bonded Master works under contract for a wealthy person or institution. Unemployed masters who do not hold franchises are called simply masters. All masters tithe ten percent of their incomes to the guild as dues.

A newly created master is not automatically granted a franchise; it must be inherited or purchased. A new master masters might go home to work in his family franchise as a bonded master, or seek employment as a bonded master until he can afford to buy a franchise. This last option is an expensive and time-consuming process, typically costing from two to ten years of a bonded master's income, plus the customary bribes. Masters may obtain loans or grants from the guild to help establish new franchises, or salvage old ones, but many masters, either by choice or financial circumstance, never obtain franchises.

Most guilds seek to preserve the security of their Masters by limiting the number of franchisees. Obtaining a new franchise is always difficult. The prospective franchisee will almost certainly need to undertake an active campaign to persuade (bribe) masters in the local guild chapter to vote in his favor. The guild also establishes "fair price" guidelines. A master who sells high quality wares too cheaply, or low quality wares too dearly, receives a visit from guild officials. They will remind him that fines can be imposed and, ultimately, franchises can be revoked.

## Syndics & Guildmasters

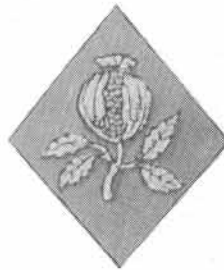
All masters are members of the local guild chapter with one vote each. They elect from among their number a board of syndics, who appoint a *Guildmaster* from among themselves. Guildmasters are responsible for whatever administration the chapter requires. Except in wealthy chapters, guild officers continue to operate their own franchises. The Guildmaster represents the guild in the local chapter of the Mangai and at any regional conventions. The way in which a specific guild chapter is actually run depends mostly on the personalities involved.

## Harnlore 10

## THE INDIVIDUAL GUILDS

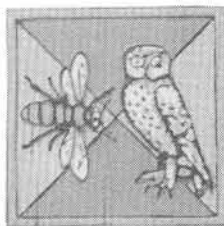
The following is an alphabetical list and description of the guilded occupations that exist in most of western Lythia. Guild badges are also given, but see our *Son of Cities* module for colour plates of the same. The guilds tend to take in large groups of related businesses. Most guilds are urban; some are rural, a few are both. Some guilds may be weak, with loosely defined monopolies, but most are strong with rigid monopolies. In states with a dominant Ivinian culture, such as Harbaal, Orbaal, or Palithane, and among the Khuzdul, the functions of guilds are performed by clans, equally monopolistic, but simpler in organization.

### Apothecaries' Guild



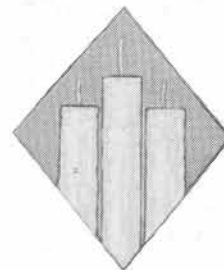
Apothecaries have a monopoly on the gathering, preparation and sale of herbs and medicines for profit. Most freemasters operate shops where they purchase herbs/etc. from itinerant journeymen and other professional gatherers for resale to the general public as potions and remedies or to physicians (who, technically, are not allowed to prepare their own concoctions) and to members of the guild of arcane lore. Most herb prices range from 3d to 60d per ounce depending on rarity.

### Guild of Arcane Lore



A loose association of scholars whose studies and practices involve esoteric knowledge. Some arcanists practice magic, some are students in obscure but mundane fields. The distinction is often obscure. The guild grants no franchises and there is no fixed structure. There may be apprentices and journeymen but such is at the discretion of individual masters. In general, those who practice the hidden arts are far too involved in their studies to take notice of outsiders. This is a weak guild with some very powerful members.

### Chandlers' Guild



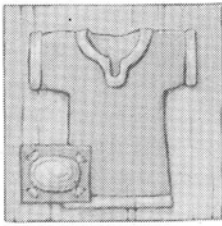
Chandlers have a monopoly on the production and sale (for profit) of candles, lamps, and the like. Many supplement this activity by provisioning ships. Others operate a kind of "general store", offering for resale a variety of useful wares produced by other guilds, for a mark-up of 10 to 50%. The service provides one-stop shopping for wealthier patrons.

## Charcoalers' Guild



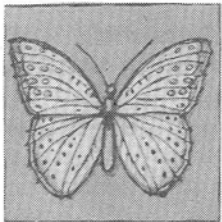
These guildsmen deal in the sale of charcoal, coal, and, in towns only, firewood. Coal is rare on Harn and quite expensive, but is used by some wealthy Harnians to heat their homes. The major customers for charcoalers are metalsmiths, weaponcrafters, and miners.

## Clothiers' Guild



Clothiers belong to one of the largest guilds. Most of the population makes its own rags, but the wealthy middle class and the nobility will count a clothier's products among their status symbols. A master clothier knows the arts of the tailor, glover, draper and haberdasher, although some masters specialize. A typical clothier's establishment may employ dozens of journeymen, apprentices and (sometimes) bonded masters. Some nobles have bonded master clothiers in their employ.

## Courtesans Guild



Members of the guild of courtesans should not be thought of as common prostitutes. They offer a wide range of erotic and other services at their franchises, which bear elegant names such as the *Perfumed World of Floating Pleasure* or *Golden Heaven of the Seven Joys*, and these houses are far above the common brothel in decorum and luxury.

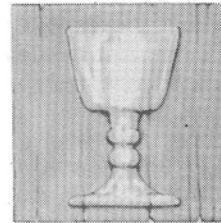
The guild acquires most of its attractive teenage girls through brokers from their impoverished fathers; this may be deemed a better fate than they would otherwise enjoy. The girls will receive instruction in the erotic arts in return for a bonded contract to work for a specific franchised house for seven years. After this a courtesan may retire, leave to join another house, or remain with her present house as a partner. Courtesans are always expensive. Depending on the house, common services range from 12-36d per visit, and the great ladies of the profession command fees exceeding 100d. Most courtesans retire before age 30, usually with a tidy nest-egg. Some marry former clients or enter the church of Halea (their patron deity). A few will establish their own houses, either by purchase or inheritance. The guild is most prevalent in Azeryan and certain parts of Harn, but there are houses scattered throughout most regions.

## Embalmers' Guild



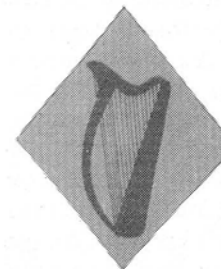
Embalmers have a monopoly on the preparation for renumeration of corpses for burial. Some temples and noble houses bury their own dead, but they often employ a master Embalmer to actually do the work. Embalmers are skilled in all the prevalent local arts and customs and can discretely make whatever arrangements are required. The embalmer's principal market is with the upper and middle classes; most simplefolk are cremated or buried in simple or unmarked graves.

## Glassworkers' Guild



Since the methods of manufacture are not widely known, glassworkers are sometimes presumed to use magic. The elves of Harn are most renowned in the arts. Glass windows are far too expensive for most people, but glassworkers also produce pottery, and art objects in addition to plain and stained glass windows.

## College of Harpers



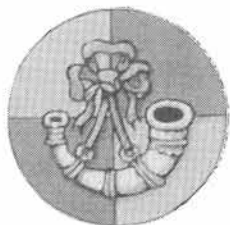
Harpers are accomplished minstrels, bards or skalds. The guild has a monopoly on the production and sale of musical instruments. Apprentices are taught the arts of making their own instruments, most commonly the drum, flute, harp, horn, and lute. Some masters specialize in the crafting of fine musical instruments, and truly great harpers can make instruments of seemingly awesome enchantment.

The College sponsors a select number of Harpers' Halls throughout western Lythia. Admission to a hall is by audition. If accepted, an apprentice can look forward to 4-8 years of intensive study and training, followed by a dozen or more years as wandering bard, before he will acquire the elite status of Master Harper.

Harpers play an important role in the conveyance of news, tales, legends, and oral histories. In especially great demand are minstrels who have come from afar bringing hardly credible songs and tales of strange folk and places. The skalds of Ivinia are especially noted for their epic tales of heroes and villains, and the Sindarin, while they rarely play for outsiders, are beloved for their beautiful and often unfathomable songs.

# GUILDS 4

## College of Heraldry



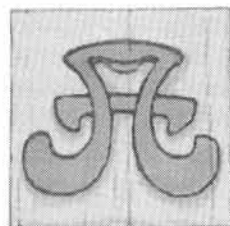
The heralds' guild is closely associated with the nobility, which it principally serves. All young nobles are required to learn the rudiments of the herald's art between the ages of ten and thirteen, and heralds are generally employed to do the teaching. Most heralds are bonded to landholding nobles where they are responsible for the keeping of family records, heraldic arms, genealogies, and the like.

Heralds also play an important role as ambassadors skilled in etiquette, diplomacy, and the forms of warfare. In this role they are afforded a high degree of neutrality. When a major battle is to be joined, heralds from either side will meet to exchange formalities, to make arrangements concerning the time the battle is to start, the treatment and care of prisoners, and possibly to conduct last minute negotiations. Opposing heralds might well be personal friends and will often watch the battle together from some safe vantage point.

The institutions in which heralds receive advanced training are called colleges; they are vitally important repositories for genealogical records. The grounds of the colleges are inviolate by law - even kings and emperors are forbidden unless invited.

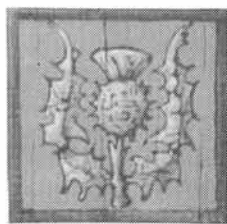
Only nobles, fighting-orders, and standing legions may receive a grant of arms; only the College of Heraldry may make such a grant. There are severe penalties everywhere for bearing false arms. An application for a grant of arms requires that a unique design be submitted to the nearest college, which will then pass it along to the principal college of that region for registration. It will usually take at least four months for a grant to be approved, and much longer if design conflicts arise. Registration fees are high, typically about 5000d.

## Hideworkers' Guild



The Hideworkers' Guild has a monopoly on the curing and working of all types of animal hides for profit. A master's establishment may be a tannery (located on the downwind outskirts of a settlement) and/or a workshop where cured hides are worked into leather goods. A tannery purchases raw hides from anyone, although its principal source will be local manors and mercantylers. Leathercrafting which involves horses is a monopoly of the Ostlers' Guild and leather armour is made by weaponcrafters. Some hideworkers specialize in the art of the shoemaker, although a master hideworker is skilled in all branches of hideworking.

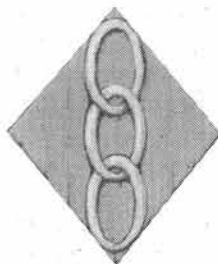
## Innkeepers' Guild



Innkeepers have a monopoly on the operation of Inns, and on the manufacture and sale of alcoholic beverages. Most inns brew their own beers (they do not travel well) but food, wines and spirits are generally imported. There are actually two levels of guild franchise: Inns and Taverns. The latter are more numerous, but they are not supposed to offer sleeping accommodation, or serve hot meals, distinctions which are much abused. Most inns have an ostler's establishment adjoining, but few taverns provide this service. The ostler is either bonded to the innkeeper or operates his own franchise in partnership.

Inn and tavern prices depend mainly on the location and clientele served. Typically, a pint of ale, cider, or mead will cost one farthing, as might a cold meal of bread and cheese. But a hot bowl of soup or stew, served with warm, fresh bread may cost as much as one penny. Meat roasts and other luxuries can be purchased in the better inns for 2-12d per serving. Accommodation prices (per night) range from one halfpenny for a soiled strawbed in a crowded dormitory, to sixpence for a furnished and spacious private room. Prices usually soar during local festivals and holidays.

## Jewellers' Guild



A master jeweller is an expert goldsmith, silversmith, engraver, and jeweller, but his shop may specialize in one of these arts. Some masters specialize in metal engraving, making seals and signets to order, and a few are licensed to strike coins or are bonded as coinmakers to royal mints. Very few human jewellers can match the skill of the Khuzdul and Sindarin.

## Lexigraphers' Guild



The Lexigraphers' Guild has a monopoly on the manufacture and sale of vellum, parchment, scrolls inks, quills and the like. Paper is rare. A master Lexigrapher usually buys lambskin for parchment and calfskin for vellum from local tanneries. Some lexigraphers sell maps and manuscripts. While the Lexigraphers do not have a monopoly on the written word, many scribes have associate memberships in the guild. Most simplefolk can neither read nor write.

## The Legend of Chanakur's Rest

Long before men came to these parts, as local folk well know, there were all manner of fearsome creatures roaming about. But when men came, most of the fell beasts were killed or driven off. Still, some of the more terrible monsters lingered, 'till heroes could bring them to task for their evil. One of the worst was *Chanakur*.

Chanakur was a creature of the ninth hell, a foul and evil thing who lived to bring tragedy to the lives of common folk. Very few encountered him and lived to tell about it, but he was described as being tall and hairless, with five horns upon his head, and three razor sharp claws on each of his four limbs. He weighed as much as two men and was as strong as three.

Chanakur had no soul. There was no room in him for kindness or compassion, nor any feeling for others except as how they might taste. For he had a mighty appetite and liked nothing better than manflesh.

The people barred their doors on the nights of Yaleah (full moon) when Chanakur was wont to roam. A few of the bravest men would gather and lie in wait, hoping to ambush and slay their tormentor.

These precautions were to no avail. Chanakur wandered about, and took a few in this village, a few in that, a few in the next. Chanakur could break in walls if the hunger took him, and it took him often. And Chanakur could make himself invisible. The men could not catch him and despaired.



## The Lens of Genin

One day there came a wandering the famous mage, Genin. He stayed at a local inn and the Reeve went to him and asked him to aid the people. Genin stayed a few days asking this person and that what they knew of the monster, and folk told him what they knew, and pleaded for his aid.

So it was that upon the next full moon, Genin cast a mighty spell and bound Chanakur beyond the world of men and came to the reeve saying:

*Lo, have I bound the beast in a place beyond thy ken, and long will Chanakur stay in that place, but nothing lasts eternally. Chanakur is strong and a fey spellcaster himself, and he has much malice to sustain him.*

*But perchance there will come a day when Chanakur shall slip the bindings I have laid upon him, and he will break free to walk among you again. I give you this lens, an artifact of great powers, to warn and aid you should this terror come again.*

And Genin gave the reeve a lens of pure crystal, bright and beautiful it was to behold, and so clear that from certain angles one could hardly see it even if held afore a good eye. And Genin told the reeve to keep the lens safe, for through it, a man could clearly see Chanakur, even when the creature was invisible to others. And Genin said that he could tarry no longer and so departed.

The reeve kept the Lens of Genin safe, but afore he died, he told his son of its location, and bade him keep it secure always, for one day the village may have dire need of it. And the reeve's son became reeve, and kept the Lens safe, and passed the knowledge on to his son, and he to his.

And so the Lens has been kept safe, and Chanakur has remained bound, for more than a hundred harvests. None can say for sure if the mage Genin still lives, or if Chanakur will ever return. For in the fullness of time, the memory of Chanakur's terror has grown dim, a tale now recounted mainly to contain wandering children. For mothers say that should Chanakur awake, well rested and undoubtably hungry, the killings will be many, the terror and suffering great.

This is one of a series of articles on the legends and folklore of Harn and Lythia, collectively called *Common Knowledge*. These tales are presented in two parts: the legend itself and GM Notes, arranged on separate pages, so that the GM may give a photocopy of the Legend to his players.

### Location

The Legend of Chanakur's Rest has a common plot - a marauding beast, constrained and placed under enchantment by a great wandering sorcerer. The tale is well known throughout Chybisa and central and southern Kaldor, and is occasionally heard around Thay and Aleath, all places where Genin is revered. Similar tales, involving creatures known by other names, are recounted almost everywhere. So the location is not really important; but any village along the Genin Trail or in southern Kandy would be most appropriate.

### The Lens of Genin

The Lens of Genin is a polished, enchanted quartz crystal (roughly 4" x 2" x 1") which allows its user to see ethereal creatures. Such a device would have considerable value to those engaged in arcane pursuits, and some would undoubtedly do harm to obtain it. The lens looks quite valuable, so many would undoubtedly want to possess it for that reason alone.

### Lead-Ins

As with all such legends, players should learn of the tale of *Chanakur's Rest* some time in advance of an actual adventure, preferably in a casual, unrelated way. Players should have some time to digest the tale, and let its memory dim, before Chanakur (or his shadow) rises again. The GM may also choose to treat the legend as fiction, but the Lens of Genin as fact.

[1] The players encounter the Keeper of the Lens, mortally wounded by some thief who has learned of and stolen the artifact. The players give comfort to the dying man who tells them the tale before he expires.

[2] The Keeper of the Lens is portrayed as a weak and venal man, who gambles away the device in a game of chance. He would have to recount the tale of Chanakur to convince his somewhat angry creditors of its worth. The players might be those creditors, or they might overhear the telling, etc.

[3] There has been a recent spate of murders in a local village. The players either stumble across the locale, or are sent to investigate the deeds by some authority. These killings should have a mundane explanation, but they will stir the legend rampant for your future amusement.

## CHANAKUR

If your players are up to it, Chanakur's rest may end, and the beast be allowed to rampage once more. The exact nature of Chanakur is of course up to the GM, but a suggested profile is given.

Chanakur is a cruel demon who originated on Yashain. He is almost seven feet tall, deep brown in color, and hairless. He actually has one horn (not five) on his head, but the three razor sharp claws (six inches long) on each limb were well reported. He is immensely strong and can become invisible and ethereal. Fortunately, Chanakur may be detected as an evil fuzzy presence by testing against Sensitivity (Psionic Talent), or Aura x2

The Lens of Genin would not, necessarily, allow someone to strike Chanakur (or another ethereal) with an ordinary, unenchanted weapon. Hence, before Chanakur could be tackled, the PCs would be wise to obtain some sort of additional magical help.

HEIGHT: 82" FRAME: Massive WEIGHT: 320lbs

Str	32	Eye	12	Int	8	Mob	40
End	18	Hrg	13	Aur	14	Dge	55
Dex	17	Smt	3	Wil	12	Ini	48
Agl	11	Tch	3	Mor	3	FR	2
Spd	8	Voi	6				

Claws: 105/10t Horn: 70/6bp  
Disembodiment: 95, Mental Bolt: 85

Natural Armour  
B11 E10 P8 F15 S17 T10 (Except Eyes)



There is no such thing as a finished product. A game or game system is designed and redesigned continuously. At some point its rules are frozen and published, but it is never complete.

As I write this, I am working on a second edition of the Shek-Pvar rules which, judging from our voluminous mail on the subject, is the single most obtuse section of *HarnMaster*. This new edition, to be published as a series of mini-modules (see *Dicey Business* column for details), will include much expanded R&D guidelines, more detail on primal forces and Pvaric philosophy, a whole lot of new spells, and several changes to the system itself, most notably a new spell fatigue system. The following is a preview of that fatigue system.

## SPELL FATIGUE

Since most of the energy to drive spells is drawn from the "fabric of Kelestia" itself, the fatigue accumulated (energy expended) by the spellcaster is not for powering spells. The caster expends energy (acquires fatigue), his small force, to control the larger forces that actually power the spell. There are, of course, exceptions. Some spells might have sufficiently low energy requirements that they could be powered directly by the caster, but this does not necessarily mean that they would be.

It is clearly possible to separate the complexity of a spell from the amount of energy it channels. A fireball does not seem like a complex spell, but the amount of energy it involves is fairly large. On the other hand, the insinuation of one's mind into that of another is a complex challenge, but would seem to involve little in the way of raw energy.

On this basis, one might conclude that the amount of fatigue associated with a spell has nothing to do with the spell's complexity, but since the fatigue is primarily mental/spiritual, more complex spells are going to produce more stress and, therefore, more fatigue.

Expertise, as reflected by a higher Mastery Level and Skill Index will, of course, reduce the amount of fatigue expended by the caster.

## AMOUNTS OF FATIGUE

The original spell fatigue assessments I used prior to the publication of *HarnMaster* were a lot higher, so high in fact that a sorcerer would have to rest for a considerable period after casting one newly-learned spell. This seemed a bit radical to our playtesters who wanted their sorcerers to have an easier time casting successive spells. So I reduced the spell fatigue, and in the process lost the formula because it would not work

at the lower fatigue levels. We ended up with a fairly weak formula:  $FP = (10 + 2CL) - SI$ , where CL is the spell's Complexity Level and SI the caster's skill index. And then we did not adhere very closely to it.

## FATIGUE MULTIPLES [FM]

What I am now using, and recommend to you, is the following formula instead:

$$FP = (15 - SI) \times FM$$

A FM range is assigned to spells according to their complexity level.

Level	FM Range	Level	FM Range
I	0.5 - 1.5	VI	3.0 - 4.0
II	1.0 - 2.0	VII	3.5 - 4.5
III	1.5 - 2.5	VIII	4.0 - 5.0
IV	2.0 - 3.0	IX	4.5 - 5.5
V	2.5 - 3.5	X	5.0 - 6.0

Thus, a Level I spell would have a Fatigue Multiple of 0.5, 1.0, or 1.5, and a Level X spell would have a FM of 5.0, 5.5, or 6.0. Spells over the X Level are rare, but you can, extrapolate the FMs upwards (the progression should be obvious).

Note the slight overlap of the FMs, meaning that an inefficient Level II spell might be rated with an FM of 2.0, whereas an efficient Level III spell can have a lower rating of 1.5. Where in the narrow FM range to rate a spell is at GM discretion, but the efficiency of the spell, and the neatness and logic of a mage's presentation, should at least be taken into account.

## ANALYSIS OF FORMULA

The following table shows the fatigue assessment for all Fatigue Multiples to 6.0 and Skill/Spell Indices to 12.

FM	Skill/Spell Index												
	0	1	2	3	4	5	6	7	8	9	10	11	12
0.5	8	7	7	6	6	5	5	4	4	3	3	2	2
1.0	15	14	13	12	11	10	9	8	7	6	5	4	3
1.5	23	21	20	18	17	15	14	12	11	9	8	6	5
2.0	30	28	26	24	22	20	18	16	14	12	10	8	6
2.5	38	35	33	30	28	25	23	20	18	15	13	10	8
3.0	45	42	39	36	33	30	27	24	21	18	15	12	9
3.5	53	49	46	42	39	35	32	28	25	21	18	14	11
4.0	60	56	52	48	44	40	36	32	28	24	20	16	12
4.5	68	63	59	54	50	45	41	36	32	27	23	18	14
5.0	75	70	65	60	55	50	45	40	35	30	25	20	15
5.5	83	77	72	66	61	55	50	44	39	33	28	22	17
6.0	90	84	78	72	66	60	54	48	42	36	30	24	18

These higher fatigue levels work well for sorcerers with more expertise or energy artifacts, but do put more stress on *Endurance*. If you want to be more generous to novice sorcerers, you can reduce the integer in the new formula from 15 to 14, or even 13.

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