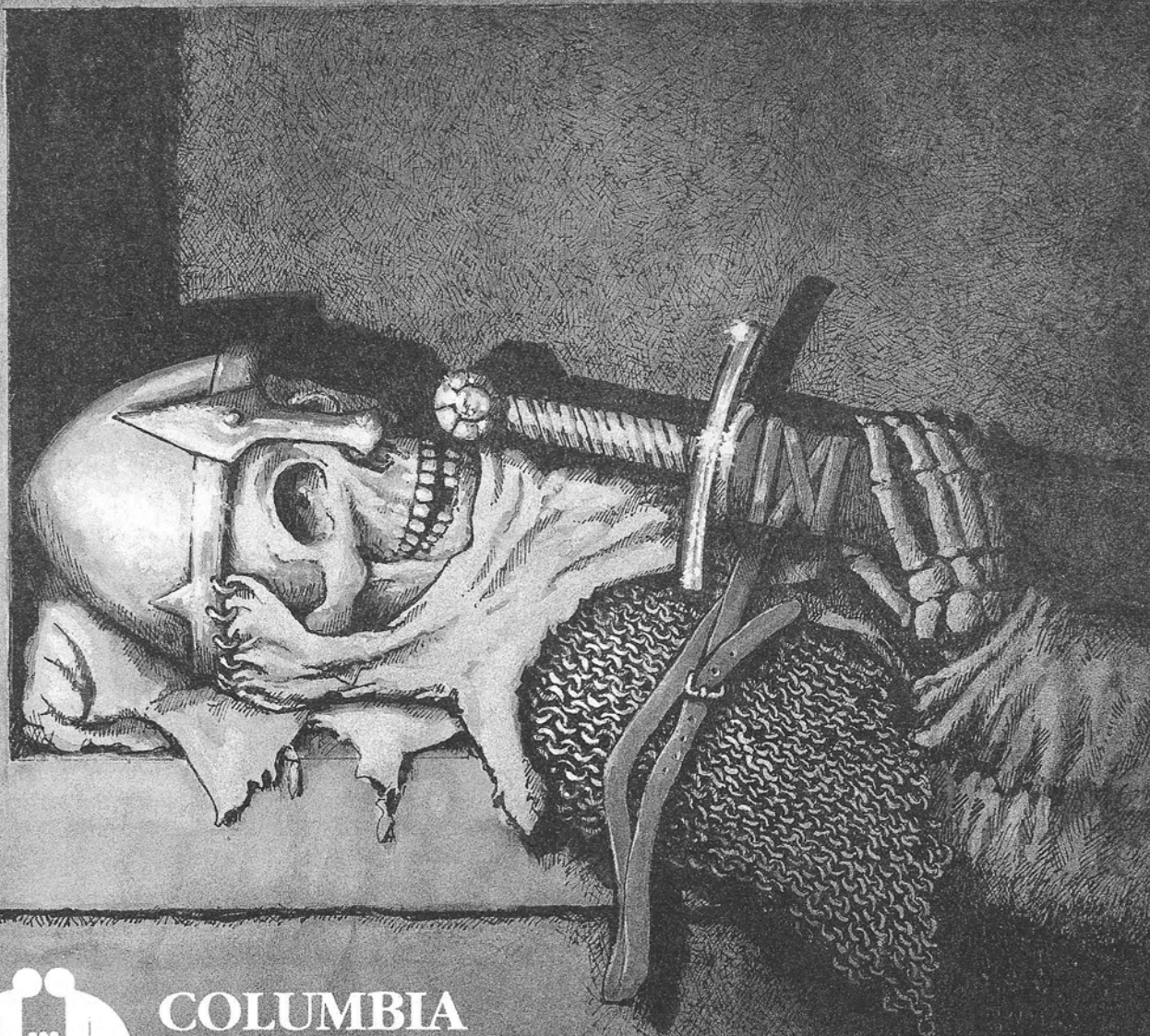


# Harnlore

Issue 8, Winter, 1988



COLUMBIA  
GAMES INC.

# Harnlore

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## ISSUE 8

Winter, 1988

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## EDITORIAL

Welcome to Harnlore #8. Its late, of course, but big changes are afoot to correct this. See my column *Dacey Business*. Harnlore 9 will be mailed on/before September 30th.

### Guilds 5-8

Part II of our expansion of guilds and guild economics. Like the first part, this material is mainly a rewrite of previously published stuff, but this time we didn't forget the Tentmakers' Guild.

### Lycanthropes

For the most part, the bestiary in *HarnMaster* is adequate (notice I didn't say great, or even good) but we did forget to include one important creature. The Medical Traits chart on Character 5 mentions lycanthropes, but no such creature was included in the bestiary. This article covers the myth and origin of (Harnic) werewolves, and generation guidelines for these and other were-creatures.

### A Wolf in the Abbey

A mini-adventure involving an isolated abbey in Kanday, and a beautiful, wanton maid, who also just happens to be a werewolf. This engaging wench is the local forester, but watch out for the love-bites; they can be deadly.

Both articles on werewolves were submitted by Mike Johns, a Warrant Officer in the U.S. Army, stationed in West Germany. Good work Mike. He has promised us an article on Vampires soon, although he may change his mind after reading what we have done to his submission.

A special thanks to Rob Duff, whose BBS we use (Duffleboard) includes our Harnline BBS. The number, by the way, is (604) 251-1816.

*Tom Dalglish*

**Next Issue (Harnlore #9)**

**Guilds 9-14:** The third part of our expansion on guilds. This time its all new stuff, the pennies and pounds of operating a guilded shop.

**Compound Magic:** Guidelines for handling spell chaining, and intricate compound spells.

*Just for a change, we thought we'd give you an example of what **HarnLine**, our Computer Bulletin Board Service, can do for you. So, without further ado, here is a recent interchange of e-mail from **HarnLine**, lightly edited.*

**Date: 31-Jul-89 23:35**

**From: Ron Kanwischer, Scottsdale, Arizona.**

**To: All**

In a moment of impulsiveness, I allowed a PC to stumble across information leading to a place allegedly containing Galeroth's harp. Unfortunately, I mentioned this to her before I thought of an appropriate adventure or adventure site. Now she wants to immediately set off for the place, and I have "GM's block." I would greatly appreciate any ideas that any of you may have regarding an appropriate site for such an adventure. At this point, I have not given the player any information at all. I do not really want the PCs to find Galeroth's harp, but I would not mind them finding some sort of magical instrument that someone may have mistaken for it. Please send help ASAP, as the adventure is scheduled for this Saturday.

**Date: 01-Aug-89 19:19**

**From: John Thomas, Vancouver, BC.**

**To: Ron Kanwischer, Scottsdale, Arizona.**

Just kill off the character in a horrible multi-oxcart collision. Believe me they will forget all about some dumb old lute. Actually I do have a good idea stemming from a small encounter I had with my band of mercs. But in exchange, I need a small idea for my mercs' next adventure. I sent them to spy on the Company of the Copper Hook. The Company is doing some major earthworks at a ruined manor on the Kanday-Rethem border. What I haven't figured out is what the earthworks might be for. Think up something interesting and I'll drop in your lap a scenario too cruel and memorable for mere words to convey. All the pieces will be there.

Cordially yours.

**Date: 01-Aug-89 23:53**

**From: Ron Kanwischer, Scottsdale, Arizona**

**To: John Thomas, Vancouver BC.**

I thought of two possibilities: (1) It's a trap for the Knights of the Checkered Shield. The "earthworks" are actually mounds of dirt that have been removed from underground. A series of underground foxholes have been dug around the outside wall of the manorhouse. The dirt will be removed and the foxholes carefully hidden. In addition, the manorhouse walls are being fitted with secret doors that open from the inside. A small group of Agrikans will do some atrocious act that will cause them to be pursued by a bunch of gung-ho Laranians. They will beat a hasty retreat and hide out inside the seemingly empty manorhouse, leaving the outer wall undefended and the gate open in their hasty flight. The Laranians, really p....d off, and outnumbering their foes, will stream through the gate and attack the manorhouse. Upon a prearranged signal, the large Agrikan force hidden in the manorhouse will burst forth from numerous secret doors

# LETTERDEMAIN

in the manorhouse walls, while the Agrikans waiting outside the gate will leap out of their foxholes and surround the surprised Laranians. If the Laranians try to close the gate, they will find that it has been disabled. (2) Nothing is going on. The Agrikans have recruited/hired a bunch of people to dress like them and make a big show of digging large trenches and hauling lumber, mortar, and stones all over the countryside. Obviously, the Laranians will want to know what is going on, and will turn their attention to trying to find out what the Agrikans are up to. They won't learn much from watching the impostors, since even they don't know what they are building. Meanwhile, the Agrikans are carrying through with their real goal -- an assault on some other location. The PCs may notice an atypical disorganization to the efforts of the impostors and capture one for questioning. Probably, there are a few actual Agrikans in charge, and if they can capture one of these, they may learn about the real goal in time to save the day. I hope this helps.

**Date: 02-Aug-89 09:13**

**From: J.D. Frazer, Richmond, BC.**

**To: Ron Kanwischer, Scottsdale, Arizona.**

Galeroth's harp? Ah, memories.... I'd strongly recommend against actually letting a PC possess such a legendary instrument (and it seems you take the same stand). My own personal ideals would involve a tremendously long quest that takes the PCs all over the island, and possibly even off island to find the next clue. As a teaser, you might have the characters occasionally hear far off singing, with an intangible air of sadness, beautiful, but melancholy, hypnotic and heartbreaking at the same time. Perhaps the characters could eventually "find" Galeroth's harp, only to see it lifted away by a large white owl. The harp could become like a Holy Grail, with the characters ever questing, and never actually catching up to it (I think the analogy of the Questing Beast would serve better, but what the hell). As a final reward, perhaps they could lay Galeroth's spirit to rest (maybe by ridding Nideri's curse with some amulet garnered only by a long and arduous journey?) and receive an extremely well-crafted harp that would sing when the wind blew through the strings. A gift of thanks from the finest harper in Harnic legend... Then again, your players may get tired of the quest and just go to the local bar.

**Date: 02-Aug-89 09:21**

**From: J.D. Frazer, Richmond, BC.**

**To: John Thomas, Vancouver, BC.**

Earthworks. Hmmm. How 'bout this? They're excavating something, a tomb of an Agrikan warrior that was mentioned in an old script (written in Khruni?). The tomb was supposed to contain the dead knight's sword, armour, and an amulet that could enslave any who were struck by the reflected light of the sun. Or something. Make the tomb fairly extensive, with lots of rooms and antechambers and the like, and plenty of holes and, ahem, "weak" areas. There'll be Copper Hook members in there during the day, digging away, so night-time would probably be safest to launch any sort of investigation. Heh. Have them bump into a Copper Hook sentry taking a

leak. Can't see too many things in the dark. Just to spice things up, you could have one of the weak areas collapse into a Karst area. Caves, stalactites, the whole works. Have that underneath the area that looks like the tomb. Only thing is, the caverns are the real tomb. Oooooooh, will the Copper Hook ever be p\*\*\*\*d. Just a couple'a ideas.

**Date: 02-Aug-89 09:23**

**From: J.D. Frazer, Richmond, BC.**

**To: Ron Kanwischer, Scottsdale, Arizona.**

I really like your first idea. Sounds like something the rotten Agrikan so-and-so's would go and do. A pox on them.

**Date: 02-Aug-89 20:38**

**From: Brian Malcolm, East Moline, Illinois**

**To: Ron Kanwischer, Scottsdale, Arizona.**

This might be a little esoteric, but... What about making the first clue incorrect, but having them find enough information to keep the players going (a map, or tapestry, or partial reference, etc.) The players consult experts, who confirm/deny the existence. Finally, they meet a weird old man who promises to show the characters the resting place of Galeroth's harp. After leading them through many harrowing adventures, he leads them to a place of natural beauty and music (a crystal cave, or a bubbling brook, for instance), where he says, "Behold Galeroth's harp", and disappears (the man is either a manifestation of Galeroth, or one of his relatives). The meaning of the adventure is that Galeroth's music and power is drawn from the beauty of the world, and that his harp is no more than an expression of that. If the players appreciate this fact, you might reward them with bonuses to their Musician MLs at certain times due to their understanding of the oneness of nature, beauty, and music.

For those who like more action, the old man could lead them to a cave where, in Indiana Jones fashion, they pass several tests, find the harp, but only to find that it's power is too much for the world, and evil villain (possibly possessed by Nideri the Necromancer) could attempt to take the harp anyway, only to find that its power kills him, and causes a great explosion and cave in, from which the PCs barely escape, poorer but wiser). Hope this helps

**Date: 02-Aug-89 20:47**

**From: Brian Malcolm, East Moline, Illinois**

**To: John Thomas, Vancouver, BC.**

Could it be that the spy mistook excavations for earthworks? Really the Knights are pursuing lost treasure, that their order buried here when the manor was captured in the five year war. Of course, the Agrikans don't realize that one of their common soldiers has sold this location and information to the Bishop of Perinore, who is anxious to fill his coffers, and "kill some coppers" (sorry). Unbeknownst to all of them, the excavation has ruptured the seal on a Theocracy-era crypt, much to the delight of a very powerful (and very bored) Amorvrin, who will make his appearance either a) by attacking (and slaying) the knights one at a time in psycho fashion, causing great fear, or b) appearing just as the Laranians ride down on the Agrikans, causing great chaos and

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# LETTERDEMAIN

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havoc amongst both, or c) possesses some likely candidate (a PC probably) to further his plots to rule the world, as soon as he destroys these knights in sport...Into this wander your nosy, and blissfully unaware PCs. Deviously Yours...

**Date: 04-Aug-89 07:55**

**From: John Thomas**

**To: Ron Kanwischer**

My promised help has finally arrived. A few years after the fall of Lothrim, a mage and his apprentice began searching the Kathela hills for clues to an elven harp. They used a chronicle by one of Lothrim's bureaucrats describing a specific rock on a specific hill.

The mage, Jarlayn, spotted an excavation on the side of a hill and went to investigate. Having spotted no signs of life at the opening of the tunnel, he traveled deeply inside the various passages. The orcs didn't like his intrusion and started a vicious assault on Jarlayn and his apprentice. At the last the mage was forced to cast a firestorm at the orcs. However, he lost control of the energies of the spell. Besides badly burning his apprentice, he also turned the orcs into beasts of flames. Retreating down the tunnel, he warded off the attacks of the flame beasts and herded his damaged apprentice out to the cave mouth. It was there that he realized he couldn't let the flame creatures out of the tunnel and into the surrounding forest. Sending his apprentice away, he staggered back into the tunnel.

A few minutes later, the apprentice could see the floor of the cave start to sizzle as a gray viscous liquid oozed out of the cave. One whiff of the mist off the ooze sent the apprentice reeling back. He then started to run. Earlier, when the mage first attacked the orcs, one orc hid himself. The mage dropped his scriptorium (bag) and forgot about it. Inside was the bureaucrat pamphlet and an item the mage had just recently enchanted. The orc took both of these plus the food and retreated back into the tunnels. The smoke off the ooze soon reached the orc, who died of asphyxiation.

The item enchanted was called the Yaelah-pipe of Jarlayn. By trapping a small elmithri whose strength waxed and waned with the phase of the moon, Jarlayn had hoped to access greater magic at the time of the full moon. The use of the pipe was to attract all types of vermin (snakes, rats, cockroaches, etc.) Without Jarlayn to control it, the elmithri just kept drawing in vermin, a great deal of vermin.

After centuries an ecology was born of it. There were hundreds and hundreds of snakes, writhing around the pipe in a large pit. Each full moon, more vermin would crawl into the pit to feed the snakes.

The apprentice, when he got back from the cave, told a local priest of the search they had been on and talked much about a charming instrument. The apprentice after that tried to put his interest in magic behind him; he became a farmer. Years later he was still bothered by nightmares of that horrible day. The priest wrote down the info and sent to friends in another place (where ever you need it)

The letter doesn't need to mention the harp but can talk about a musical instrument. The description of the cave area was clear, but that was 500 years ago.

**The Cave Complex:** The entrance should still be fairly acidic especially around moisture-laden areas. There should be hundreds of bones of vermin who died in the acid. Have the PC fall or slip into the pit. The PC should wake up in the dark, half-buried in the writhing snakes. The pipe is at the bottom of the pit. Relax and enjoy.

**Date: 04-Aug-89 18:22**

**From: Ron Kanwischer, Scottsdale, Arizona**

**To: All**

Thanks to all who contributed ideas for tomorrow's quest for the harp of Galeroth! With all the creative energy out there, we should do this sort of thing more often. A few months ago, someone suggested that we each contribute one of our best adventures to a pool for GMs with writer's block. How about it?

**Date: 04-Aug-89 19:37**

**From: J.D. Frazer, Richmond, BC.**

**To: Ron Kanwischer, Scottsdale, Arizona.**

I could certainly go for that idea... a pool of ideas always helps. How detailed d'ya want the adventures? I have mine all on the hard disk, so it's no problem to do a straight upload.

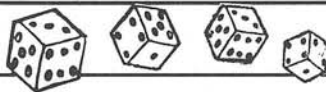
**Date: 05-Aug-89 07:20**

**From: John Thomas, Vancouver, BC.**

**To: Ron Kanwischer, Scottsdale, Arizona.**

An exchange of ideas was all I ever wanted out of the HARN BBS. The truth is I'm not really interested in full scale adventures; I have my own ideas. The help I need is in rounding out the background with different twists to basic ideas. Also I need info on how the background interacts with my PCs. These are more GMing needs than the usual search for more adventures. Concerning the snake-pit: My PCs came across this while reconnoitering an orc-cave. There were no embellishments such as the Yaelah-pipe. One PC was climbing a hill and rolled CF. He fell down a long tunnel, landed into the pit, and fell unconscious. When he awoke, he was half-buried in snakes and some snakes had crawled inside his armour. He was slow to move because he thought there were poisonous snakes nearby. The rescuers: A mage and a mercenary. They had a rope but no torches. Down they went. Moving carefully they reached a ledge overlooking the snake-pit; they couldn't see the PC in the snake-pit, but they could hear his screams as the snakes moved in his armour. The mage was freaking out, as he was being lowered down, because snakes would occasionally drop on top of him. When he cast his SYNCOPE of SHALOR to put the snakes to sleep, he forgot to exclude the mercenary who was holding the rope; the mage was dangling in mid-air over the snake-pit. If the merc hadn't made his roll, the mage would have done a face plant in the mass of snakes below. Of course I was too kind a person to tell them that most of the snakes were eyeless; I saved that for later.

I've talked a bit about what I wanted out of the Harn BBS, but I also got a great deal of pleasure out of sharing my ideas with ya. Whatever I can contribute, I will. Cordially yours.



## I WAS SO IMPRESSED, I BOUGHT THE COMPANY

The big change around here (for me anyway) is that I just bought the company --hopefully, not the farm. I was formerly a minority shareholder in Columbia, but our president and major shareholder (Jack Russell) has sold his controlling interest to me. Jack was never involved in the creative

end of the company, so there will be no changes in content or style. My number one priority will be to correct our chronic marketing and delivery problems. So now there is only me to blame--Jeez!

### GM MARKETING

This is probably a nutty idea, but...given that GMs (and players) familiar with Harn like it best, and could sell it best, would you be interested in being our agent/distributor. You buy the products direct from us (at a discount) and re-sell to whomever you please, perhaps Aunt Mary and Uncle Harry. At best you might make some serious money, at worst you should be able to earn enough to get (in effect) free products from us. If you are interested, call or drop us a line and we will send you all the details. This is a message brought to you by our sponsor, Real Fantasy Inc.

### A DEAL FOR CANADIAN SUBSCRIBERS

In the spirit of free trade, the exchange surcharge we levied against Canadians for paying in Canadian dollars is eliminated. Having two prices (Canadian and US) for everything added to our costs, and penalized Canadians for minimal gain. US and Overseas customers must, of course, still pay in the good ol' yankee dollar.

### THE GREAT FEEDBACK CONTEST

I am not overwhelmed by your response to some of our latest requests for feedback. The idea of a **Harnmaster** software package (Auto-Ref) got less votes than the Harnic Tarot Deck, which has got (so far) six less votes than *The Harnic Guide to Root Crops*. Clearly, we have a problem establishing two-way communication, so I have decided to bribe you. This works with actors, lawyers, politicians, and players, so it should work fine with gamemasters, a hybrid of all four of these worthies.

Listed below are nineteen (19) specific projects in various stages of completion. This represents our maximum possible publishing schedule for the next three (3) years, so this is your chance to influence our priorities for some years. We ask you (please) to rate them in YOUR order of preference. That is rate your first choice "1", your second choice "2" and so on.

The list is alphabetic and in no way reflects our biases, other than the products listed. But there is also a space for you to write in your own pet project and rate it on the same scale. That is, if you think, for example, *Brothels of Harn* should be included, write that in the space provided and rate it in order of importance 1-20.

So what about the bribe then? Well, **everyone** who sends back this survey (filled out of course) will receive one **free** issue of *Harnlore* (we will add one issue to your existing sub). In addition, the names of all respondees go into a barrel, and the first name drawn (deadline September 30th) will receive a LIFETIME subscription (actually up to issue 99, which is probably several lifetimes given our publishing record). So, how about some feedback, gentlemen, or do we assume we are perfect? Winner/Results will be in HL10.

## GREAT FEEDBACK CONTEST HarnLore #8

- 25mm SCALE PLANS (Castles/Taverns/etc.)
- ARCANE LORE (Alchemy, Astrology, etc)
- AUTO-REF (HarnMaster Software)
- AZERYAN (Regional Module)
- BATTLELUST (Skirmish Rules, etc.)
- GODS OF HARN II (Minor Religions, etc)
- HARNFOLK (Book of Detailed NPCs)
- HARNIC TAROT DECK
- HARNMASTER BESTIARY (much expanded)
- IBANVAAL (Ivinian Kingdom Module)
- NASTY, BRUTISH, & SHORT (Adventures)
- ORBAAL MAP (Kingdom Map/Index)
- RIDOW (Adventure Site)
- PLAYER'S GUIDE TO HARN
- SHORKYNE (Regional Module)
- SON OF CASTLES (8 new Harnic castles)
- HARNMASTER SPELL TOMES
- SON OF CASTLES (8 new Harnic castles)
- TRIERZON (Regional Module)
- (?) \_\_\_\_\_

Name \_\_\_\_\_

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City \_\_\_\_\_ St \_\_\_\_\_ Zip \_\_\_\_\_

Age \_\_\_\_\_ Rules Used \_\_\_\_\_

Contest Deadline: September 30/89

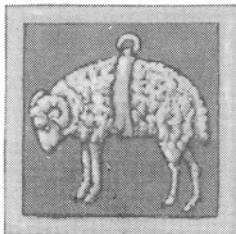
## The Lia-Kavair

Better known as the "Thieves Guild" the Lia-Kavair controls a host of semi-illicit urban activities such as gambling and prostitution, and criminal activities such as extortion, purse-cutting, and smuggling. The guild has no official recognition, but receives tacit support from powerful groups because it tends to keep crime under control, and provides skilled assassins when called upon. The guild is often associated with the Church of Naveh.

The Lia-Kavair tries to maintain the status-quo with strict, unwritten rules designed to prevent any segment of society from being over-victimized. Troublesome "unguided" criminals quietly disappear or are betrayed to the authorities for punishment. Regional authority is weak. A single chapter headed by one "guildmaster" usually dominates in any one settlement. The guild will rarely intervene to free or defend a member who has been caught, nor would such intervention be effective with most governments. The cardinal rule is never get caught.

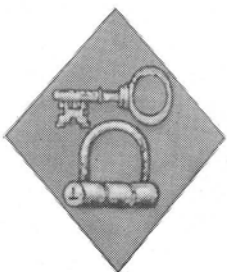
*Note: for obvious reasons there is no registered badge for the Lia-Kavair, which is at least technically illegal almost everywhere. However, individual chapters may have secret recognition symbols.*

## Guild of Litigants



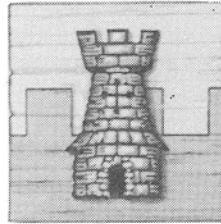
The guild of litigants do not have a monopoly on litigation, just expertise. They handle legal transactions on behalf of various clients (usually middle class guildsmen) and can be hired to argue a client's case before some court. This is a powerful urban guild (litigants often hold powerful positions in the administration of towns), but they are rarely tolerated in rural areas where justice is more paternalistic and the privilege of the feudal nobility. Typical prices for simple wills, deeds, and contracts are 12-36d, while court appearances range from 12-48d per day depending on the litigant's expertise and past successes.

## Locksmiths' Guild



The locksmiths' monopoly includes the manufacture, sale, installation, and repair of keys, locks, and other small mechanisms. Locksmiths also make lockboxes and are often hired by masons to design and install secret doors or similar devices, which are much in vogue with the nobility.

## Masons' Guild

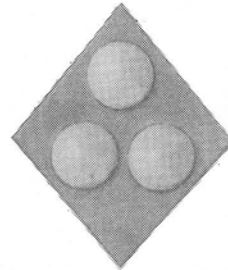


The masons' guild is one of the most respected and powerful. A master mason is a competent architect, stonemason, engineer, and builder. Virtually all fortifications are built by masons, and most towns require that a mason supervise and maintain all construction within its walls. Some freemasters specialize in stone-cutting and operate quarries. Bonded masters are retained by nobles to maintain major keeps and castles.

Construction prices for various structures vary dramatically. These depend on the availability of labour and materials, site location, size and quality of construction, and mason-architect fees. Price ranges for various buildings are noted below.

Town House	1,000	10,000d
Manor House	1,500	15,000d
Keep	50,000	500,000d
Castle	250,000	2,500,000d

## Mercantylers' Guild



Mercantylers are involved in the trading of goods at a profit, acting either as buyers and/or sellers of merchandise, or only as agents. Most mercantylers are simple merchants, buying and selling any/all goods in one locale or another. The more adventurous masters engage in foreign trade, either in the caravan or maritime trade, and some specialize in an exclusive trade such as furs, slaves, or wines.

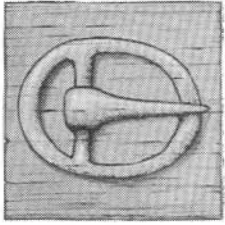
While enforcing a monopoly over all trading activity would be impossible, this guild is one of the most powerful. No guildsman will sell his product outside his own settlement without involving a mercantylers, giving them a de-facto stranglehold in the buying and selling of goods. All major towns have a Mercantylers' Hall for guild members only. Non-guild members can participate in this private market only by hiring a mercantylers as agent or factor, usually for a commission of 5-10%.

The guild also has a monopoly on usury-- the loaning of money for interest. While any mercantylers has this right, most usury is practiced by specialists from fixed locations. They are mostly involved in the financing of trade, but will, with proper incentive, finance the ambitions and comforts of kings and others. Interest rates can be high, ranging from 2% to 10% per month, compounded, based on collateral and risk.

# GUILDS 6

Usurers also exchange foreign coinage for a negotiable discount, 20% being normal, and they issue promissory notes. There are not nearly enough coins in circulation to cover the value of goods traded so nearly all large payments are made by way of these notes. A usurer's note may circulate from one mercantyle to another (effectively paper money) but can (theoretically) be redeemed in full when presented back to the issuer. Usurers in other cities may also redeem their colleagues' notes, at a discount of 5-20%, but higher discounts apply to foreign notes.

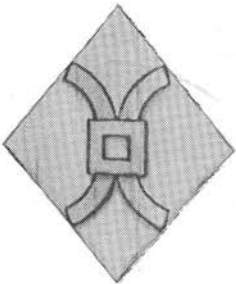
## Metalsmiths' Guild



The metalsmiths' guild has a monopoly on all metalcraft except weaponcrafting, coinmaking, and the fine work reserved for the Jewellers' Guild. A master metalsmith may be bonded to a noble household, or operate a major urban establishment, but most are "village smiths".

Metalsmiths produce a wide range of vital goods from iron, steel, copper, brass, bronze, pewter and other common metals.

## Millers and Millwrights Guild



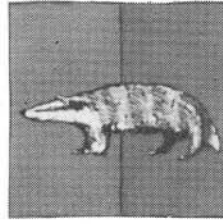
The millers and millwrights have one of the most important guilds with a monopoly on the ownership and operation of all mills and milling. Local lords have, from time to time, attempted to usurp the millers' rights by building their own mills, but masons will not construct them and millers refuse to operate them.

Most mills are used only for grinding grain and virtually all manors/villages have at least one mill. Most mills are water-powered, but wind and muscle power drive about fifteen percent of all mills. Mills are generally owned by the guild and awarded as franchises to freemaster millers, who pay 20% (rather than the standard 10%) dues. Each mill pays an annual tax of (usually) 240d to the local fiefholder or landlord. A freemaster miller generally retains 5-15% of the grain he grinds, most of which he sells to mercantylers.

An important guild specialty is that of millwright. These are engineers familiar with the construction, operation, and maintenance of large machinery. Most millers have some understanding of the operation of heavy equipment, but it is typically a function performed by masters who specialize in this activity. Some major nobles employ bonded master millwrights to build, run, and maintain heavy machinery such as derricks, drawbridges, gates, etc.

## Harnlore 8

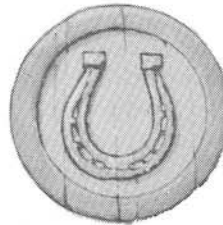
## Miners' Guild



The miners' guild is one of the wealthiest and most powerful in western Lythia. The guild itself owns some mines, but many are owned by the state. In most regions, mineral rights are held by the crown, but in others (notably Shorkyne) they belong to powerful regional lords. Most mining operations are fairly small, but some have hundreds of employees. The most important minerals are gold, silver, iron, lead, tin, copper, and salt. Smelting is, where possible, done on site to minimize transportation costs.

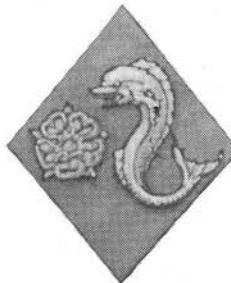
Freemaster miners have the right to prospect on any land except church lands, orchards, meadows, and highways. They also have the right to cut timber without the consent of the local landholder, hold their own courts of law, protect their employees and, in many cases, they are exempt from taxation and military service. In most regions, an unfree peasant who flees to a mine and is employed there for two years becomes a freeman. Prospectors sometimes go missing, likely at the hands of landowners who wish to avoid the opening of a mine on their properties.

## Ostlers' Guild



Ostlers have a monopoly over the breeding, care and sale of horses for profit. A master ostler is an expert farrier, equine veterinarian, stablemaster, and tackmaker. Some ostlers specialize in one aspect of the craft, but most operate livery stables in conjunction with inns. Major nobles find a bonded master ostler indispensable. Freemaster ostlers are also found wherever horses are raced. Each major settlement has a fenced Ostlers' Common where ostlers graze the horses in their care. Individual ostlers frequently also own their own pastures. While ostlers shoe horses, they usually purchase the shoes from metalsmiths. A charge of 1d will usually stable one horse overnight, including feed.

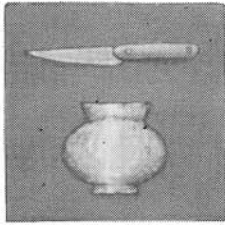
## Perfumers' Guild



The perfumers' guild has a monopoly on the manufacture and sale of soap, perfume, incense, and the like. Some temples and a few private households make their own, but they cannot sell such work. The guild is very secretive about its arts, which are unknown to most of the population.



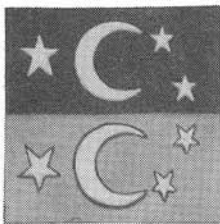
## Society of Physicians



The society of physicians is a loosely organized body with a wide variation in expertise among its masters. Some are incompetent quacks (but cheap) others are very skilled and quite expensive. A freemaster physician can take on as many apprentices as he wishes with little or no reference to the guild. Little effort is made to maintain any standards, although a physician who maims or kills too many important people will experience severe difficulties staying alive. There are no journeymen, nor are there bonded masters in any real sense; physicians may operate as freemasters or under contract to an employer as they deem appropriate. Many physicians are associated with the church of Peoni, and it is widely believed (not without some cause) that they dabble in magic (or at least psionics) - some do.

Most physicians confine their talents to the treatment of minor ailments. Fees charged vary dramatically with the skill and reputation of a physician, but would typically range from 3d for minor "first aid" to sums in excess of 240d for major surgery. Medicines (provided by the Apothecaries Guild) and hospital services (rare) may double or triple these fees.

## Pilots' Guild

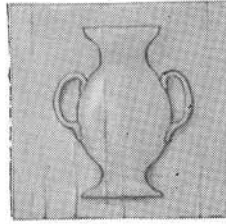


Pilots are navigators who direct ships from one port to another. While the captain decides on the destination, it is the pilot who actually navigates the vessel, decides how much sail to hoist, calculates position, and lays courses. All seagoing vessels over 30 feet in length, except for locally registered fishing vessels, and Ivinian vessels which have somewhat different requirements, are required to carry master pilots.

Every master pilot compiles a private rutter, a book that contains his accumulated knowledge of the sea. This item is carefully guarded for its loss could easily bring disaster. The unauthorized possession of a rutter often carries the death penalty, but their high value is an enormous temptation to thieves. A sizable reward is available for turning in a lost rutter at any Pilots' Guildhall.

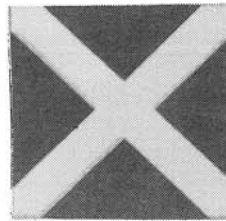
Master pilots have wide discretion with regard to taking on apprentices. Most apprentices are former seamen who have demonstrated an aptitude for learning. Apprenticeship generally takes nine years - the longest of any guild. There are no journeymen in this guild. For detailed information on piloting, ships, etc., see our module, *Pilots' Almanac*.

## Potters' Guild



The potters' guild has a monopoly on the production and sale of ceramic goods. Potters buy clay and other materials to produce pots, vases, urns, jars, cups, plates, and various other wares.

## Salters' Guild



Salt is a vital mineral since it is the principal agent for food preservation. This guild has a monopoly on its sale. A master salter usually owns a shop or stall in a town, or sometimes travels between minor settlements, selling bulk salt and, often, a variety of pickled foods. Salt is obtained from the Miners' Guild and transported by mercantylers who can only sell it to salters.

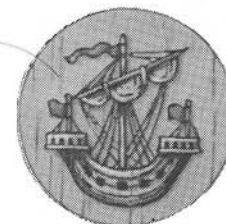
## Seamans' Guild



Persons hiring a ship's crew generally do so from the Seamans' Guild. If the guild cannot provide enough hands, unguilded labour may be used on a temporary basis. The ranks of the guild are: deck boy (DB), ordinary seaman (OS), and able-bodied seaman (AB). Promotion to the next highest rank requires a minimum of two years sea-time in the current rank.

Because a seaman does not always serve on the same vessel throughout his career, when he is discharged from a ship the captain must report the details of his service to the local guildhall. When enough sea-time has been acquired for promotion, he will be promoted to the next highest rank at the discretion of guild officers. Seamen bear a unique tattoo on their left arm signifying guild rank. Throughout western Lythia the guild has persuaded most civil authorities to punish the bearing of a false tattoo with amputation of the offending limb.

## Shipwrights' Guild

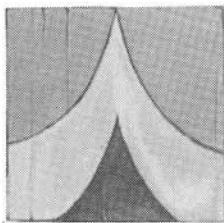


Shipbuilding is one of the largest manufacturing activities in Lythia. Every port, large or small, has one (and only one) shipyard operated by a freemaster of the Shipwrights' Guild, most of whom are highly respected and prosperous members of their community. A master shipwright

# GUILDS 8

is fully qualified in the arts of vessel design, construction and outfitting. His shipyard, depending on size, may produce anything from large sea-going ships to small river craft. While their monopoly does not cover rope, shipwrights usually produce the best cordage and cable. Metal fittings are sub-contracted to freemaster metalsmiths, or made by bonded metalsmiths in the shipwright's employ. Most master shipwrights are bonded to the freemaster holding the local franchise; some are bonded as ships' carpenters. For detailed information on shipwrights and vessel construction see our *Pilots' Almanac*.

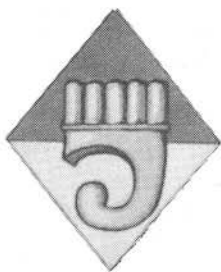
## Tentmakers' Guild



Tentmakers have a monopoly on the production of tents and awnings, making pavilions for travelling nobles and stall covers for street vendors. Their basic product is canvas which they weave from flax and sell to shipwrights, mercantylers, and chandlers. Some tentmakers

manufacture sails and deck tents for ships; some specialize in renting tents and stalls to those attending fairs and tournaments. A tent sells for around 3d per square foot. Hence, a pavilion tent, the kind most common at fairs and tournaments, 10' x 10' (floor area), would cost about 300d. Tents decorated with heraldic or other symbols usually cost more.

## Guild of Thespians



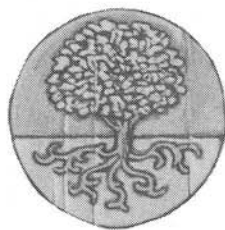
A small, exotic, and somewhat eccentric guild which trains, and takes in actors and other performing artists who are not members of the Harpers College, although a harper or two often travel with a troupe of thespians. A master thespian usually operates his own touring company, and will be a competent playwright,

actor, juggler, and acrobat, although he may specialize in one such activity. Most thespians are apprentices and journeymen who will never head their own troupes.

Most companies are capable of staging elaborate and varied performances, but many specialize - some in religious or educational material under the tacit sponsorship of some religious order. There are also some twenty seven basic dramatic themes which are constantly being reworked by practitioners of the "classical" school. Traditional forms tend to be stylized; puppetry and mime are common. Even new plays tend to be conservative, and hardly ever political, since many performances are monitored by secular and ecclesiastical observers. Most troupes play to noble households for negotiated fees, or in the street for thrown offerings, hopefully coins.

## Harnlore 10

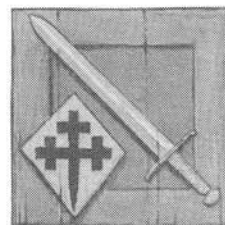
## Timberwrights' Guild



The timberwrights guild has a monopoly on commercial logging. Timber rights are held by landowners, who are free to cut timber for their own or vassal's use, but only timberwrights may sell timber for profit. Timberwrights obtain licences from the landowner for stumpage fees

averaging 10% of the selling price - it is generally a serious offence to cut trees without such licence. Some timberwrights obtain lumber from wilderness areas, but this involves higher transportation and security costs. Most timberwrights operate a sawmill, where logs (timber) are sawn by hand into planks (lumber) of various dimensions. Timberwrights main customers are woodcrafters, shipwrights, masons and charcoalers. Miners have the right to cut their own timber, but often employ bonded timberwrights for their expertise.

## Weaponcrafters' Guild

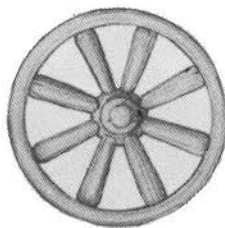


This guild has a monopoly on the design, manufacture, and sale of weapons and armour, although the making of bows, arrows, and crude weapons by the peasantry is usually allowed. Weaponcrafters are highly respected, especially by the nobility, whom they principally serve.

A master weaponcrafter either owns a franchise in town, or will be bonded to a noble household or an army in the field. Weapon and armour prices are very high, partly due to the expertise required for their manufacture, but mostly because the nobility requires that prices be inflated to limit weapon distribution. Certain classes of weapon are also deemed "chivalric", notably lances and battleswords. These may not be borne by persons who are not of noble birth.

Some weaponcrafters specialize in the making of armours. The most common armours found on Harn are Leather, Ring, and Scale. Plate armour is rare and articulated plate does not exist.

## Woodcrafters' Guild



Woodcrafters are one of the largest and most important guilds. Master woodcrafters have the skills of carpenter, cabinet-maker, cooper, and wainright. They produce a vast array of goods including furniture, boxes, barrels, wagons, and ladders. Many woodcrafters are employed in

construction projects under masons, and where stone is not involved, they may supervise building.



## Lycanthropes

The Medical Traits table in *HarnMaster* gives a small chance that any character may be lycanthropic. The GM may also wish to generate such creatures for a specific purpose.

A lycanthrope is a werewolf, from the Greek words *lykos*, (wolf) and *anthropis* (man), combined as *lycanthropis* (wolf-man). This is a person cursed to alter his human form, involuntarily, typically during the night of a full moon, to that of a supernatural wolf-man. A new lycanthrope is created when someone is bitten by a werewolf, but survives the attack. The chance of surviving such encounters is small, hence werewolves are rare.

Although the lycanthrope is intelligent, this does not mean that it is rational. In wolf-form, its entire being is consumed with bloodlust, an irrational desire to kill whatever creature crosses its path. Solitary humans are a favorite target. This seems to be a wanton act of revenge against humanity, not a taste for man-flesh. Victims are rarely eaten, although they are invariably horribly mutilated.

## The Origin of Lycanthropes

Lycanthropy is a rare genetic disease which probably originated on Yashain. Common folklore suggests that they are minions of Jarlak, a divine servant of Sarajin who takes the form of a giant white wolf. The following Ivinian legend is most often recounted to explain their origin:

*...And Jarlak was much offended by the cruel ways of hunters, and laid curse on Uldaar the Hunter for his evil slaying of wolves. And Uldaar became wolf, accursed to hunt men with the same merciless ferocity. But Siem took pity on the hunter, and intervened to restrict the curse to the nights of Yaelah, and granted Uldaar the blessed forgetfulness of his evil deeds. So Jarlak appealed to his lord Sarajin, who sought compromise, and all agreed that the curse should be Siem's way, but henceforth would be passed among men by the bite of the accursed...*

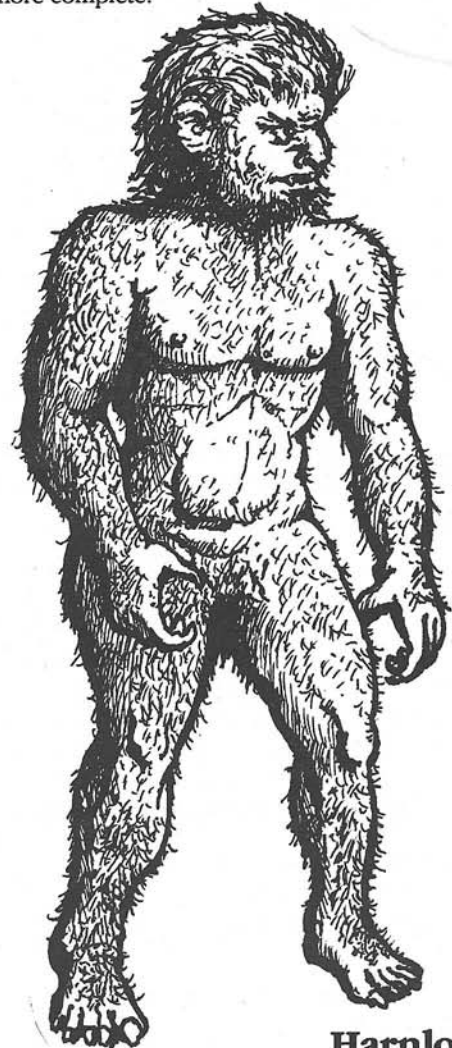
**Note:** A similar legend and curse by Usnarl the Bear, another divine servant of Sarajin, is also told by skalds to explain werebears.

## The Transformation

The werewolf is more human than wolf; it combines human intelligence with some of the physical properties of a wolf. The creature is bipedal with human-like paws, but has extensive body hair, and wolf-like facial features with exaggerated canine teeth. The werewolf is not capable of human speech, but can imitate the howl of a wolf with spine-chilling effect. The transformation generally occurs when the accursed is asleep and takes about five minutes.

The effect lasts anywhere from 2-6 hours, during which the werewolf hunts with merciless efficiency. The accursed awakes in human form, often in some remote forest glade or cave, confused and disorientated, which they ascribe to somnambulism. In human form, the afflicted do not remember their alternate state; most remember nothing, some remember no more than "bad-dreams".

**Note:** Some entities have the ability to shapechange from one form to another at will, and the human-wolf combination is among the most common. These are not true lycanthropes; their shape-changing is not involuntary nor contagious, and their animal form tends to be more complete.



# LYCANTHROPE 2

## Slaying Lycanthropes

The werewolf is a fearsome antagonist. It is capable of inflicting horrific bite wounds and it is almost immune to normal physical damage. Although known to slay sheep, deer, and other large animals, werewolves prefer to attack humans, especially solitary victims. The creature is intelligent enough to avoid a party of three or more, especially if well armed.

Mundane weapons can wound the creature, but such injuries heal with alarming rapidity. Enchanted weapons do better, inflicting wounds which heal at the normal rate. Psionic talents have negligible but variable effect, handled at GM discretion. Injuries caused by magic are determined normally, except Peleahn (fire) spells which are doubled in their damage effect. Ordinary fire will keep the creature at bay.

A werewolf generally slays by ripping out the throat of its victims, most often attacking from ambush. It will invariably flee if badly wounded in the attack. If a werewolf is slain, the curse is broken, and the corpse will transform back to its (dead) human-form in less than one minute.

In human-form the lycanthrope has only the normal skills and abilities of the afflicted person. Any wounds received in wolf-form heal before/during the reverse transformation, although the accursed may experience a dull pain in the wound area for some days. In human form, the curse is not contagious, and is forever broken if the poor unfortunate is slain.

## Generating Lycanthropes

A lycanthrope has two sets of attributes. If a character is afflicted by lycanthropy a second profile should be prepared for him. Generally, the lycanthrope's attributes are based on the character's normal attributes and are expressed below as modifiers. That is, a werewolf with a strength of 15 in human form, would have a strength of 18 (+3) in wolf form. The modifiers themselves can be varied at GM discretion.

In addition to the werewolf, it is possible to generate other combinations of man/beast under the generic name "Lycanthrope". Two of the more common varieties are bears and lions. Each form represents a different strain of the disease/curse, and may be randomly generated for any afflicted character. All such creatures have the prefix "were" attached to their animal names to distinguish them from ordinary beasts. They are treated in the same manner as werewolves.

01-75	Werewolf
76-85	Werebear
86-90	Werelion
91+	Other

## Werewolf

Str +3	Spd +4	Int +0	Mob +20
End +2	Eye +5	Aur -10	Dge +15
Dex -4	Hrg +8	Wil +2	Ini +11
Agl +3	Smt +9		FR 02
Bite: 80/7t Paw: 60/5b			
Hide: B4 E3 P1 F3 S1 T3 (except eyes)			
<b>Note:</b> Heals 5 IPs per wound, per combat turn, if injury not caused by enchanted weapons or magic. Peleahn spells inflict double damage.			

## Werebear

Str +9	Spd +2	Int +0	Mob +10.
End +7	Eye -1	Aur -10	Dge +5
Dex -2	Hrg +1	Wil +2	Ini +13
Agl +1	Smt +6		FR 01
Claw: 65/8bt Bite: 45/7t Squeeze: 30/10s			
Fur: B5 E3 P2 F4 S2 T4 (except eyes)			
<b>Note:</b> Heals 5 IPs per wound, per combat turn, if injury not caused by enchanted weapons or magic. Peleahn spells inflict double damage.			

## Werelion

Str +9	Spd +5	Int +0	Mob +25
End +2	Eye +5	Aur -10	Dge +35
Dex -1	Hrg +6	Wil -1	Ini +13
Agl +7	Smt +7		FR 02
Bite: 75/10t Claw: 70/8bt			
Hide: B4 E3 P1 F3 S1 T3 (except eyes)			
<b>Note:</b> Heals 5 IPs per wound, per combat turn, if injury not caused by enchanted weapons or magic. Peleahn spells inflict double damage.			

By: Michael D. Johns

# A Wolf in the Abbey

A Wolf in the Abbey is a mini-adventure set in the village of Harchesa, located some four leagues due west of Quivum in the Kingdom of Kanday. Harchesa is a large estate and abbey held by the Order of Hyvrik, a clerical order of the Church of Larani. The GM may alter this location, although an abbey is preferred.

## Background

Anna of Kerdon was born eighteen years ago in the village of Harchesa. Her mother died while she was still an infant, and her father, Gaelen, never remarried. Not having any other children, Gaelen often took his daughter with him while performing his duties as forester for Harchesa Abbey, teaching her his skills. She matured into a competent forester, and a very attractive young woman, long not a virgin.

Three months ago, Anna and her father were patrolling a small forest north east of the village. Though night was falling, the two tarried to examine some poaching traps that Anna had discovered. A full moon was rising.

While intent in their investigation of the traps, a large wolf-like creature burst from nearby undergrowth. Gaelen pushed Anna behind him to protect her, but she stumbled into one of the traps. The snare closed about her, jerking her high in the air just as her father was brutally killed by the savage beast. The creature then leapt high to reach Anna, huddled within the netting, inflicting a deep bite on her hip. This set the trap swinging wildly. While the snarling beast circled below, Anna remembered the hunting horn in her belt. She struggled to free the horn and managed to blow a call for help. Fortunately, a party of three well-armed poachers were nearby. In their confused panic to flee, they stumbled on the scene of the drama. The wolf retired unseen and Anna was rescued.

Anna was taken to the abbey where her wound was bandaged. Although she had been unable to see the creature clearly, Anna was certain it had been a wolf. All were amazed to hear her tale for no wolves had been seen in these parts for many a year. But none could doubt their eyes -- the badly mauled body of her father was evidence for all to see. The creature which attacked Anna and her father was a werewolf, a lone traveller never seen again.

Anna soon recovered and bravely chose to return to live alone at Gaelen's cottage. The abbey serolan took pity on her and granted her request to hold her father's job, duties which she carries out with great skill. But during each full moon since the attack, Anna has transformed into a werewolf, prowling the woods in search of prey. She is unaware of her curse, for she awakens the next morning with no memory of what happened the previous evening.

Anna's first attacks were limited to livestock and were attributed to the wolf which had killed her father. The abbey then employed two serfs to aid her track and slay this beast, but after days of fruitless search, no trace of the wolf could be found. Yet both men were found, savaged and slain, on the morning following the last full moon.

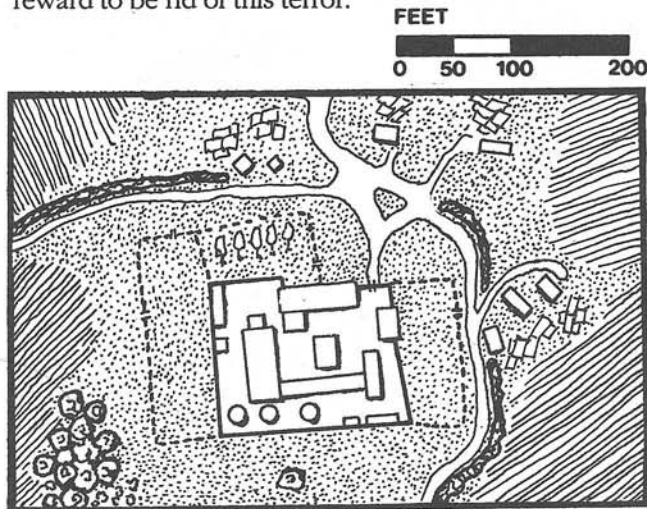
## Lead-In

The characters are passing through Harchesa where the tale of the wolf and its recent victims would be on the lips of any number of uneasy serfs. Abbeys cannot charge for accommodations, but will put up honest folk who make suitable donations. Ideally, the date should be the 15th of any month (the day of a full moon) but a few days earlier is fine if the GM delays the PCs.

The harassed serolan of Harchesa Abbey would certainly be interested in employing for good pay the services of skilled hunters; none of his own serfs will now undertake such duties. He would, of course, minimize the danger. If the party is early, time can be passed seeking the phantom wolf. As the local forester, Anna should be introduced to the characters, and would be involved in any search, but the party should not find this too onerous given her obvious charms and wanton ways.

If the party declines all such overtures, use whatever means to have them stay at the abbey until the next full-moon. Screams of terror in the middle of the night should announce the next victims of Anna-Wolf - perhaps an acolyte and the daughter of a serf slain during a dalliance in the abbey graveyard. If possible the bodies should be found by one of the PCs.

If the PCs still refuse to get involved, bribe them. By now the frantic serolan would pay a very handsome reward to be rid of this terror.



*Harchesa Abbey*

# A Wolf in the Abbey

## The Object

The PCs must determine that the killings are the work of a werewolf and lay the accursed beast to rest. There are any number of ways identification of the problem might be achieved. The timing of the murders (full moons) is an obvious clue, so it is a good idea not to mention anything about this until the players learn of it by investigation. Tracking the beast (see Harnlore 4), following the unusual bipedal spoor, until it changed to human form, or until it led to Anna's cottage would also be revealing.

It will probably be difficult for most (moral) PCs to slay the beautiful Anna in her human form. After all, she knows nothing about her terrible deeds. If the players suspect her, bringing her as prisoner to the abbey would probably result in her execution for witchcraft (at the stake). Alternately, arrange for the players to encounter Anna in werewolf form (only before dawn, or they will have to hang around for another 30 days).

## The Reward

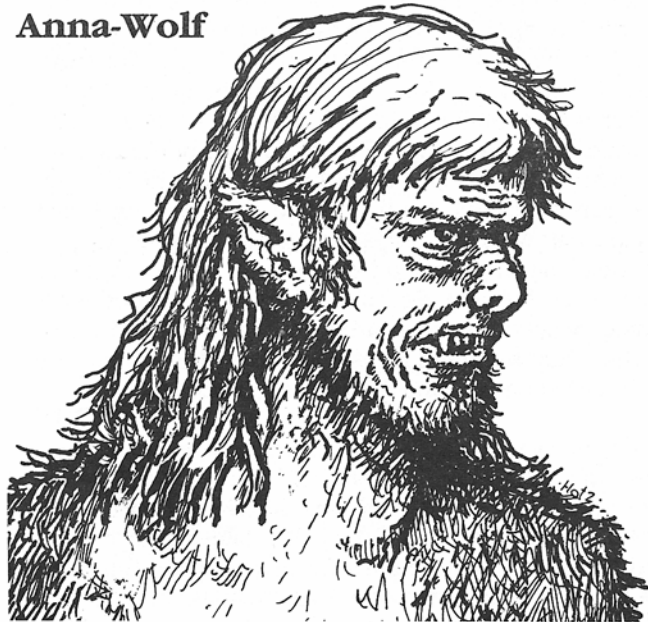
Although personal glory and a feeling of having served the cause of good is reward enough for most players (cough!), a sizable reward for their selfless act of courage may prove appealing. The serolan would expect to be presented with the corpse of a wolf, not one of his tenants. The PCs may even decide to try and find a cure for Anna's curse, the most noble of available solutions. Divine intervention, some clerical ritual, or an appropriate Fyvrian spell might suffice.

A temporary solution, until a cure could be found, would be for the group to arrange for Anna to be confined during her transformations. This would almost certainly require her removal (forcibly) from the village, at the risk of kidnapping or (worse) abetting witchcraft charges. In this goal, the players may find that the Sheriff of Quivum (who is also the Bishop of Perinore) and the clerics of the Harchesa Abbey have other ideas. Justice must be served, and most folk enjoy a good bonfire.

## Anna of Kerdon



## Anna-Wolf



Height: 5' 07"	Frame: Light	Weight: 132 lbs	
Hair: Auburn	Eyes: Grey	Cml: Attractive	
Str 11	Eye 14	Int 10	Mob 70
End 15	Hrg 12	Aur 14	Dge 65
Dex 13	Smt 13	Wil 15	Ini 70
Agl 13	Tch 11	Mor 9	FR 01
Spd 14	Voi 14		

Dagger/80, Sling/75. Tracking/70, Survival/65, Stealth/60, Foraging/55, Timbercraft/50, Weatherlore 45.

Cloth tunic, hide vest & knee boots

Str 14	Spd 18	Int 10	Mob 90
End 17	Eye 19	Aur 4	Dge 80
Dex 10	Hrg 20	Wil 17	Ini 81
Agl 16	Smt 21	Mor 2	FR 02

Bite: 75/6t Paw: 70/5b

Hide: B4 E3 P1 F3 S1 T3 (except eyes)

**Note:** Heals 5 IPs per wound, per combat turn, if injury not caused by enchanted weapons or magic. Peleahn spells inflict double damage.



## SPELL FATIGUE

My column in Harnlore 7 discussed a new spell fatigue system. Below is a list of all the spells we have published to date, with their new fatigue ratings. Your own with spells you and your players have created.

### NEUTRAL SPELLS

	Published	Fatigue
[N1] Tongue of Pvara•	HM	(15-SI) x0.5
[N1] Veil of Nashal	HM	(15-SI) x1.0
[N2] Dispell	HM	(5xOS CL)-SI
[N2] Maintain	HM	(50% OS)
[N3] Energy Pool	HM	(15-SI) x1.5
[N3] Suld's Ward	HM	(15-SI) x2.5
[N3] Well of Anasiron	HM	(15-SI) x1.5
[N4] Enhancement	HM	(as for OS)
[N4] Store	HM	(15-SI) x2.0
[N5] Gate of Kemdal	HM	(15-SI) x3.5
[N5] Mask of Shinjur	HM	(15-SI) x3.5

### COMMON SPELLS

	Published	Fatigue
[C2] Focus	HM	(15-SI) x2.0
[C3] Ward of Akana•	HM	(15-SI) x2.5
[C4] False Soul	HM	(15-SI) x2.5
[C5] Artifact of Power	HM	(15-SI) x3.5
[C5] Sanctum	HM	(15-SI) x3.5

### Lyahvi Spells

	Published	Fatigue
[L1] Beacon of Isala	HM	(15-SI) x0.5
[L1] Crimson Rune	HM	(15-SI) x0.5
[L2] Lens of Ikara	HM	(15-SI) x1.5
[L3] Globe of Setath	HM	(15-SI) x2.0
[L3] Prism of Gethan	HM	(15-SI) x2.5
[L4] Beam of Nolar	HM	(15-SI) x3.0
[L4] Wind of Sharis	HM	(15-SI) x3.0
[L5] Passage of Lyah	HM	(15-SI) x3.5
[L6] Wind of Derkilin•	HL3	(15-SI) x4.0

### PELEAHN SPELLS

	Published	Fatigue
[P1] Caress of Pelena	HM	(15-SI) x0.5
[P1] Finger of Marlas	HM	(15-SI) x1.0
[P2] Breath of Casyl	HM	(15-SI) x1.5
[P3] Orb of Zatará	HM	(15-SI) x2.5
[P3] Pyre of Onkh	HM	(15-SI) x2.5
[P4] Sea of Fire	HM	(15-SI) x3.0
[P4] Wall of Shanador	HM	(15-SI) x2.5
[P5] Immolation	HM	(15-SI) x3.5
[P6] Dance of Kuru-Keshti	HL3	(15-SI) x3.5

### JMORVI SPELLS

	Published	Fatigue
[J1] Golden Eye	HM	(15-SI) x0.5
[J1] Sight of Eneldir	HM	(15-SI) x1.0
[J2] Bladesharp	HL5	(15-SI) x1.5
[J2] Steeldart	HL5	(15-SI) x1.5
[J2] Meredos' Enhancement	HL5	(15-SI) x1.0

### Jmorvi Spells, continued. Published Fatigue

[J2] Metala of Elkal	HM	(15-SI) x1.5
[J3] Anvil of Pytama	HM	(15-SI) x2.5
[J3] Mend	HL5	(15-SI) x2.0
[J3] Sirik's Cant	HM	(15-SI) x2.5
[J3] Theris' Charm	HL5	(15-SI) x2.5
[J4] Eye of Meredos	HL5	(15-SI) x2.5
[J4] Forge of Obras	HM	(15-SI) x3.0
[J4] Psi Talent	HL5	(15-SI) x2.5
[J4] Swordbreaker	HL5	(15-SI) x3.0
[J4] Theris' Restoration	HL5	(15-SI) x3.0
[J5] Ego Enhancement	HL5	(15-SI) x3.0
[J5] Jmorvi Periapt	HL5	(15-SI) x3.5
[J5] Tharasin's Ward	HM	(15-SI) x3.5
[J6] Estai's Ward	HL3	(15-SI) x4.0
[J8] Lifeblade•	HL5	(15-SI) x4.5

### FYVRIAN SPELLS

	Published	Fatigue
[F1] Putrid Hand	HM	(15-SI) x1.0
[F1] Verdant Hand	HM	(15-SI) x1.0
[F2] Syncöpe of Shalor	HM	(15-SI) x2.0
[F3] Balm of Herl	HM	(15-SI) x2.0
[F3] Nurture of Isla	HM	(15-SI) x1.5
[F4] Mankor's Curse	HM	(15-SI) x3.0
[F4] Regenis	HM	(15-SI) x3.0
[F5] Animus of Nithri	HM	(15-SI) x3.5
[F6] Passage of Chabar	HL3	(15-SI) x4.0

### ODIVSHE SPELLS

	Published	Fatigue
[O1] Azure Hand	HM	(15-SI) x1.5
[O1] Power of Ulmer	HM	(15-SI) x1.5
[O2] Eye of Ultramarine	HM	(15-SI) x1.0
[O2] Shadow of Yanar	HM	(15-SI) x2.0
[O3] Breath of Dhivu	HM	(15-SI) x2.5
[O3] Mouth of Lathal	HM	(15-SI) x2.0
[O4] Kalsor's Trap	HM	(15-SI) x2.5
[O4] Pall of Veshel	HM	(15-SI) x3.0
[O5] Toval's Rest	HM	(15-SI) x3.5
[O6] Storok's Hand	HL3	(15-SI) x4.0

### SAVORYAN SPELLS

	Published	Fatigue
[S1] Perfection of Sif	HM	(15-SI) x1.0
[S1] Violet Eye	HM	(15-SI) x0.5
[S2] Galra's Enhancement	HM	(15-SI) x1.5
[S3] Ordeal of Frida	HM	(15-SI) x2.5
[S3] Wisdom of Usela	HM	(15-SI) x2.0
[S4] Mikaad's Ward	HM	(15-SI) x2.5
[S4] Spirit Block	HM	(15-SI) x2.5
[S5] Jerila's Zone	HM	(15-SI) x3.5
[S6] Arrow of Utern	HL3	(15-SI) x3.0

• Spells slated for revision/replacement.

OS Object Spell

CL Complexity Level

HM Published in *HarnMaster*

HL3 Published in *Harnlore 3*

HL5 Published in *Harnlore 5*

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