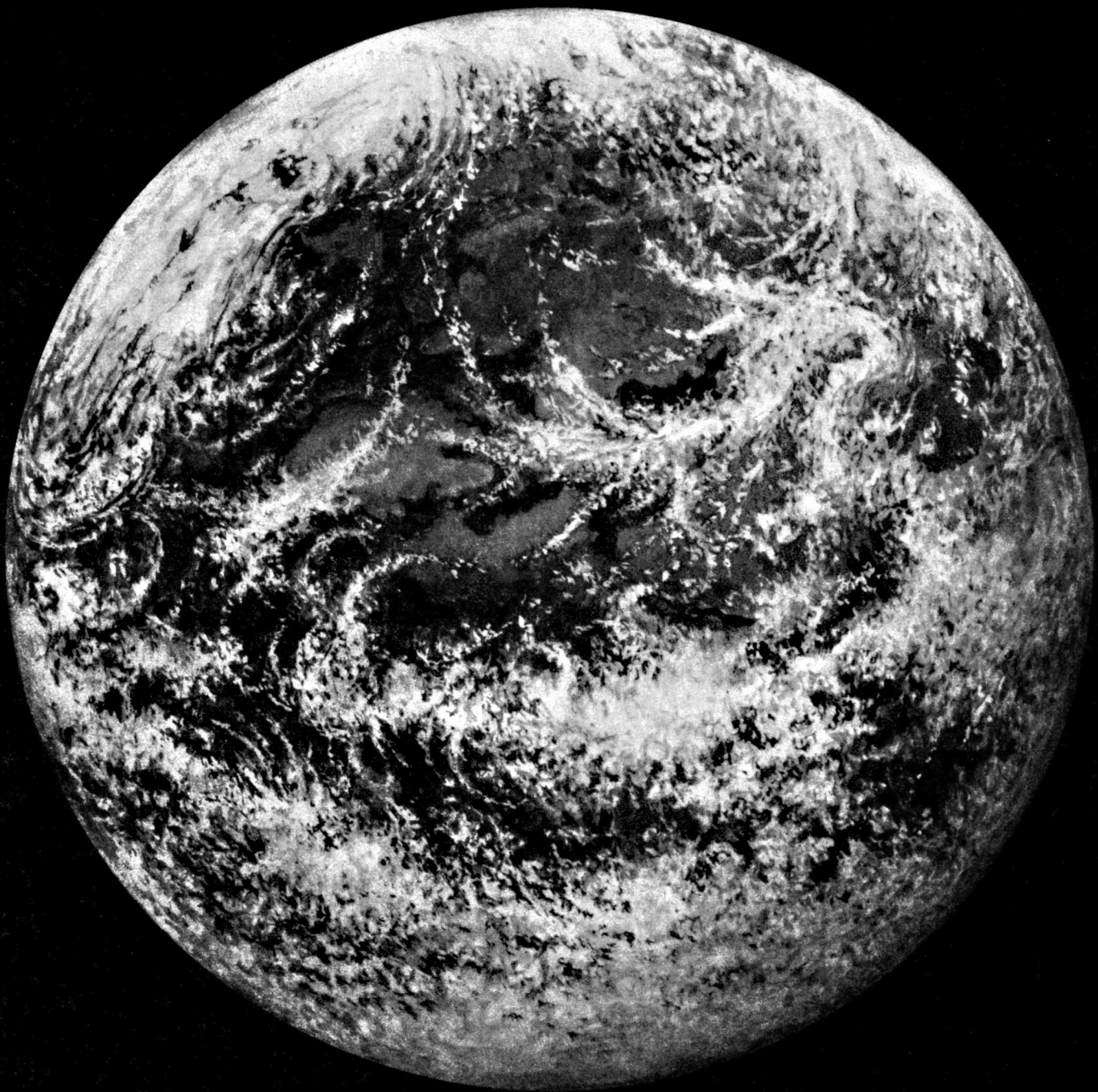


Hârnlore

Issue 9, Spring 1990



**COLUMBIA
GAMES INC.**

Hårnlore

ISSUE 9 Spring, 1990

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EDITORIAL

Welcome to Harnlore #9. As you can see from the date on the cover, with a heroic effort, and a little slight of hand, we are now back on schedule. Feels good.

This issue has had two stillbirths. The first, after several months of work, would have contained the promised article on guild economics. But then we began to realize that we simply couldn't make it work without dealing with a *Household* budgeting routine first. So then we switched to an article on that, but we still haven't got it finished. So in desperation, we give you...

GODSTONES

A major revision of an article that first appeared in *Encyclopedia Harnica* 6, published in 1984. It is one of several EH articles which have never been reprinted. This alone would justify its appearance here. But we have also updated the "Rules for Godstones" to be compatible with *HarnMaster*, published in 1987. Hope you like it.

P.S. Would you like to see other updates of out of print material in Harnlore? Drop us a line if you do, or even if you don't.

THE HEART THAT BROODS

Another *Common Knowledge* tale, one of an ongoing series dealing with the legends and folklore of Harn and Lythia. These are always presented in two parts: a player legend suitable for photocopying on one page, and GM notes on another page.

This tale deals with a legend surrounding some not so nice Sindarin. Legends abound suggesting the existence of "dark elves", and *The Heart That Broods* would seem to confirm there is some truth to such tales.

Tom Dalglish

Next Issue (Harnlore #10)

HOUSEHOLD: with luck, an article dealing with the economics of running a Household. The thrust is to get players to spend money on the basic necessities of life: food, clothing, and shelter. Otherwise (chuckle) they suffer.

Hi again. Well, we're still getting a lot of letters that we can't handle: too long, too many questions, too complex. We got one that pointed out that our in-depth products prompted in-depth questions, and we agree, but do you really expect us to answer 10-page letters, each with 20 questions? Of course, we are still able to read and appreciate everything we get (barely). Last issue's extract from *HarnLine* seemed to go over pretty well, so we'll be repeating the idea now and then. Our first letter, from Hollis Gray Jr., of Mobile, Alabama, has only seven questions:

[1] *Can skills be raised past certain set limits on opening. For example, Unarmed combat has a maximum of ML79 without specialized training. (A) Can it be raised past ML79 upon opening without specialized training; (B) how about with specialized training; (C) can weapons be opened above ML69 or missile weapons above ML79?*

Whether a character can begin play with combat skills open above the training limits depends on whether the GM has given him actual combat experience in the pregame. If he fought in several campaigns in the pregame, the limits may not (at GM discretion) apply.

Conversely, some GMs take the perfectly reasonable position that combat in the pregame cannot increase OML above 69 for a melee skill or 79 for a missile skill. Except in rare, discretionary cases, such as to give some help to a "disadvantaged" character, this is our preference. We are not exactly sure what you mean by specialized training. Unarmed combat has a provision for specialized training, but we have left most of these considerations to the GM.

[2] *Are different kinds of training cumulative at character generation? Eg: a character gains SB3 as an automatic skill in Stealth, later receives SB4 for the occupation (Hunter), and then chooses to allocate 3 option points to Stealth. Does this give him a total OML of SB10 (total of all), SB7 (Hunter SB4 plus option points) or is it only SB4 (highest of all three)?*

Occupational OMLs *supercede* the OMLs for Automatic skills. Hence, upon becoming a hunter the character would simply add SB1 to his automatic SB3. The ambiguity is our fault, we should have put +1SB next to Stealth (etc.) on the Occupational Skills Table. And remember that there is a limit on optional development. Check *Improving Open Skills (Skills 2)*. Option points can only improve a skill *once*: Your hunter could not start Stealth better than SB5: SB3 (auto), +SB1 (hunter), +SB1 (OP).

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[3] Do psionics suffer 'misfire' as spell casters do on CF?

Generally yes, but the extent is up to the GM. To keep things simple, we recommend that Psionic misfires result in an E3 shock roll and "psionic blinding" for 2d6 hours (see *Fatigue* on Skills 16). GMs are free to extend the effects. We are contemplating a rewrite on psionic talents to make them more like spells. What do you think?

[4] With the *Focus* spell [Common/II] must a *Shek-Pvar* create the target [elemental object] of the spell or may he purchase it?

As written, the focus-object does not have to be made/grown by the mage. I am, however, rewriting several of these spells and this may change in our 2nd edition *Shek Pvar* rules.

[5] For humans, the total number of siblings is 1d6-1 plus sibling rank. What is the formula for non-humans?

For most purposes, use 1d3-1 (Sindarin) and 1d4-1 (Khuzdul), plus Sibling Rank in either case to determine family size. Non-human Sibling Rank may be generated by modifying the 1d100 roll on the offspring table: (-30) Sindarin; (-20) Khuzdul.

[6] How is a character treated for defence during combat while groping or rising, or when making a free move? How about during missile combat?

A character who **gropes**, such as to pick-up or draw a new weapon, forfeits his turn whether successful or not. If the grope is unsuccessful, however, he yields a tactical advantage to an *engaged* opponent which is resolved immediately. For this purpose, he can use any viable defence, but obviously cannot defend with a weapon he failed to grope.

The same principles apply to the two other cases you mentioned.

[7] In a *Counterstrike* how are the results applied if they receive a B*# as far as sequence is concerned?

The results are applied simultaneously; which strike is resolved first really doesn't matter. If only one character wins a tactical advantage, play that *after* both simultaneous strikes have been resolved. If both characters win a tactical advantage, they cancel out each other, and the turn ends immediately.

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Dear Hårnfolk,

I'm curious about the "First Gods", their names and worshippers if any (eg. *Manrasusba*, primal god of fire). Please send me information on where to find said information, thanx.

Eric Proctor Oregon City, Oregon

Dear Eric

Just about everything we've published on the First Gods is contained in *Gods of Hårn*. We aren't planning any more in a hurry because religious information isn't exactly snapped up (despite excellent reviews for *Gods*). The First Gods were never worshipped anyway.

Dear Sirs,

One of our players recently asked if modifiers could be added to weapon impact due to high/low Strength, the reasoning being that a stronger, character with an equal chance of striking his opponent should do more damage. A suggested bonus was +1 to impact for every point of Strength above 14 and -1 for every point below 6. It sounded reasonable to me, but I thought I'd check first to see if there was a specific reason why such modifiers were left out of the *Hårnmaster Rules*.

Gilbert Pili, Escondido, CA

Dear Gilbert,

This is a far more complex issue than most people realize. It really doesn't matter how strong you are, hitting someone with a feather won't change the impact appreciably. The real advantage of strength is that you can use a *heavier* weapon. If you check out *Combat 3*, you should notice, under Strength/Weight adjustments, a table that modifies impact according to strength, but only when a character is using appropriate weapons. Hence, a character with 14+ Strength, using a *heavy* weapon, adds 25% to its impact. On the other hand characters with Strength below 8, always inflict 75% impact. Remember to adjust weapon weights for load purposes when a character does use heavy or light weapons. We admit this is crude, but it's better than the +1 for strength option.

Fellows,

100 Bushels of Rye is grand, especially the development of *Loban*. I'd like to see more. I'm still a bit baffled by the religious climate. How does a

LETTERDEMAIN

peasant respond to the multiple holidays? What rituals/festivals do they observe over a year? What comprises them? . The bollering contest in 100 Bushels for example, sounded interesting; give us more of that sort of thing.

Also, regarding health care practices, it seems a substantial number of people never make it out of infancy. Please develop the Physicians' Guild. Midwives and their magic also fascinate me; let's see something about that.

Enough of demands; here's one complaint. I don't have the **Staff of Fanon**, so perhaps I shouldn't be so poorly disposed; but considering the time and money I spend getting acquainted with Hårn, the thought of abandoning it to travel on undeveloped worlds... yuk.

Shane Hart, Minneapolis, MN

Dear Shane,

The majority of peasants worship Peoni and keep her holy days. Those who do not, generally observe their own customs, at least where their religions are legal. Most religious observances take place "after work", anyway.

The original recovery/healing article was much longer, but had to be severely trimmed to fit in *Hårnmaster*. Since then there has been little interest expressed in development of things medical - too bad. Perhaps your interest will raise others.

As for your abhorance of *In Search of Panaga*. Yours is not the only such view we have encountered, but we ask you to consider this. Kelestia is not just a single part of a single world. Spending all one's time on and around Hårn is fine, but does not preclude venturing into other parts of the Kethrian family of worlds - there is, after all, nothing to prevent the adventurers from returning to Hårn. We'll let you in on a little secret. One of the reasons we like the megagame concept so much is that when people are using Hårn/Kethira in conjunction with other worlds, published or original, Hårn does very well by comparison, and PCs usually want to spend ever more time there.

We don't think that developing a part of Yashain is an abandonment of Hårn - it is really development of Kethira in a slightly different direction, an exploration of the potential of Kelestian roleplaying, a little salt for the mixture. Try it - you might like it.

Dear Columbia Games

My number one choice for a new product would be *HårnLife*, a guide to everyday life on Hårn. I have never seen it suggested anywhere, but it could be enormously useful. One of your products' greatest strengths is their great attention to detail and realism. You have obviously put a massive amount of work into Hårn, and the results are awesome. However, maintaining Hårn's high level of quality requires a cooperative effort between Columbia Games and the GMs who use Hårn. Unfortunately, most of us GMs don't have the fundamental knowledge of medieval society necessary to keep the game environment believable. I'd like to see a Hårn product that would describe everyday details of farming, housing, customs, dress, etc.

One other suggestion is that you might consider providing a new weather system. The current one is too simplistic and unrealistic. For instance, a given weather condition rarely lasts as long as one day. In our world, long cold spells, heat waves, and droughts occur with alarming frequency and devastating results. Under the present rules, it seems that Hårn is spared such drastic climatic effects...

Ralph Reinert, Lindenwold, NJ

Dear Ralph

Your first point: The upcoming *Players Guide* should assemble a lot of the data you want, but to assemble infinite data requires infinite time...

Your second point: Ouch! Simplistic and unrealistic? Actually the weather systems we have given you are based on real cyclonic weather patterns for northwestern Europe. As for the changeability... well, you're not the first to complain about that. A first step, and one we have now adopted in the new *HårnWorld* module, changes the old weather changing roll:

Roll 1d10 (instead of 1d6) Increase weather position by one on a roll of 1; decrease it by 1 on rolls of 8 or 9, and by 2 on a roll of 10. Adjust to taste. You could use 1d12, or even 1d20 to slow down the changes a bit more.

Above all, you have to remember that not all parts of the world have similar weather changeability. Hårn is loosely based on Britain, where the weather changes so often it's often hard to decide whether to go to work in the morning with your umbrella or your sunglasses. Many Brits do both! But perhaps we overdid it a bit.



RICH MAN, POOR MAN?

Thanks to all who sent their congratulations to me concerning the new ownership structure. The support is much appreciated. But I wonder where I am going to find the time (and money) to meet half of your expectations? Which of the above two realities will come true depends on your

point of view. The first, I suspect, can only describe job satisfaction, and I'm filthy rich there.

HARNLINE UPDATE

Our BBS (Bulletin Board Service) *HårnLine* has attracted a good deal of interest and participation from various computerized Hårnfolk. There is a growing list of unpublished Hårn stuff on *Hårnline*. Users should note that *Duffle Board* (the home of *HårnLine*) has moved. The new phone number is:

(604) 877-7752
(8-N-1) 2400/1200/300 baud

The major complaint we get about *HårnLine* is the cost of calling Vancouver, Canada from various parts of North America and Europe. We are studying the problem to see whether we should: (a) Join a national service such as *CompuServe* or *Gente*, or (b) Establish our own *HårnNet* with node boards in major cities. Putting it on our toll free line is beyond the resources of Fort Knox, and wouldn't help overseas users anyway.

Some folk seem to spend an hour on the phone the first time they call and then, after they hear from the telephone company, do not call again for awhile (presumably until they can float a new mortgage). Watch out for this; if you are going to download a lot of files, call when the rates are cheap, and you might want to borrow a 2400 baud modem first. Optionally, marry a banker's daughter.

Again I'd like to thank Rob Duff for the free use of his BBS facilities. You might be interested in some statistics on *HårnLine*'s first year (1989) of operation.

Total Active Users.....163	Total Active Calls.....1234
Av. Calls per Month.....95	Av. Calls per User.....8
Total Messages.....1087	Av. Messages/Month.....84
Av. Messages/User.....7	Total Downloads.....2307
Av. Downloads/Month..177	Av. Downloads/user....14

Unsurprisingly, the most frequent callers are located in the Vancouver area, but for 50% of all *HårnLiners*, the call is long-distance.

There are about 50 files currently available on *HårnLine*, mostly unpublished stuff, or revisions of published stuff. Some files have been contributed by users, which we try to encourage.

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NEW PRODUCT REPORT

Well, 1989 wasn't a banner year for new products at Columbia. We only managed to publish *Kiraz*, the *Tome of Lyabvi*, and the *Tome of Peleabn*. Of course, we also managed to get out three reprints, *Azadmere*, *Chyvisa*, and *Melderyn*. Incidentally, some of you may not realize that *Kiraz* is also the second installment of the Panaga trilogy, the first being *Staff of Fanon*. We received several comments on our Feedback Contest asking why the Panaga trilogy did not appear. The final installment will appear around Xmas.

HårnWorld

Released last month was our *second edition* of the original Hårn regional module. There isn't much new, except we trashed Kaldor, moved Lake Benath 200 miles west, and added a new race of Teenage Mutant Naveh Turtles! The product is a total rewrite of *Hårndex* and *Hårnview* both of which are now better organized and profusely illustrated, with 152 pages instead of the old 96, plus the (unchanged) map of Hårn. The cover depicts the planet Kethira from space, and peeping through the clouds is good old Hårn. If your old Hårn is the worse for wear, buy a new copy, if not two copies. It would make a nice gift for your favorite buddy...nudge, nudge.

Shorkyne

Now in final edit mode, Robin says this regional module will be his best piece of work, ever, so you can be assured of its excellence. We were a little unsure about this one, in that sales of *Ivinia* were disappointing, and many of you wrote to say you were only interested in Hårn. But the recent survey placed *Shorkyne* very high, so it is coming up soon. Price will be \$40.00. Order today.

BattleLust

This long awaited product is still in playtest mode, always a time-consuming process around here. When we do get it finished, *BattleLust* will include an excellent set of medieval skirmish rules for 25mm/15mm miniatures, rules for PCs to command their own mercenary companies, historical data, and as much military data on Hårnic armies, castles, and fighting orders as we can cram in.

A HARNIC LIMERICK

*There was a young squire from Kanday,
 A randy young man so they say.
 To a maid in the bay,
 He said during play,
 Now, this fealty is really OK*

Can you do better? We will publish the best limericks we receive in *Hårnlore 11*, and give the creator of the very best limerick (my choice) a free copy of *Shorkyne*. Contest closes May 31/90.

Of all the enigmas in the Kethrian Family of worlds, none is more puzzling than that of the Earthmasters who, some 20,000 years ago, appeared from nowhere then five millennia later disappeared as suddenly. Their power was godlike and their nature unknown. All that remains of them is their deserted sites and a precious few of their amazing artifacts, the greatest of which are the Godstones.

"Godstone" is a misleading term. While most people respect and fear Godstones, few actually worship them. Their name is rich in the tradition of times when they were attributed to the gods and, therefore, deemed proper objects of veneration. Nowadays, with church doctrine agreed that the Earthmasters were not divine, Godstones are regarded more as "natural" wonders, manifestations of great power perhaps, but not the work of the gods. Contemporary scholars typically refer to them as "Esoteric Portals", "Gates of Transition", "Wells of Change", and a thousand other titles varying in descriptive and poetic value. But among common folk, "Godstone" remains the most popular name.

Earthmaster Sites

Many scholars define an Earthmaster site as one possessing a Godstone. Most Earthmaster sites have been built with a combination of pseudostone and local materials specifically to house Godstones. In some cases the structures include what seem to be transient accommodations for Godstone users.

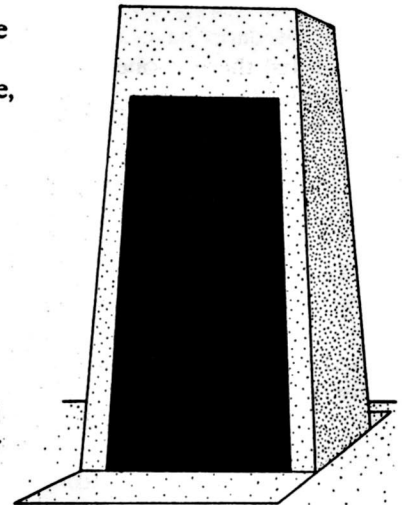
Ordinary people have an overwhelming tendency to avoid Godstones and Earthmaster sites. Rarely do they have direct knowledge of Godstones, even those close to where they live. Local legends often mention shadowy gates to dark places, through which evil, otherworldly monsters sometimes come to carry off children and terrorize villages.

Physical Appearance

The typical Godstone is a ten foot high monolith, five feet by three at the base and four feet by three at the top, projecting from a base, six feet square and three feet thick. The upper surface of the base is usually set flush with ground/floor level, leaving only the monolith itself visible.

Godstones are made of a "grey", featureless, stonelike material called *pseudostone*, a material commonly used in Earthmaster construction. Pseudostone is impervious to physical harm and seems to be at body-temperature or to have no temperature at all. If the Godstone is active (turned on) its front side frames an utterly black, eight foot high regular trapezoid (4' at the base, 3' at the top) which is the actual portal. The other side retains its pseudo-grey hue regardless. If the stone is passive, the front is indistinguishable from the back.

Godstones are immobile. Even if the ground is dug away from beneath its base, a Godstone remains in place, floating in midair if necessary. Most Godstones are, however, set in pseudostone floors making this kind of experiment difficult. Godstones are also set into walls, and sometimes disguised with wood, stone, or other facings. They can be hidden by spells of illusion.



Active Godstone

Close examination reveals a Godstone's "grayness" to be a pattern of tiny black and white areas the proportions of which match an active Gate. The black absorbs light totally; the white diffuses it equally in all directions. The effect is blurred and disquieting and has been known to cause eye strain and disorientation and, in some cases, a mild nausea.

Detecting Godstones

A Godstone emits radiant aura, a powerful psionic "field" which, to the sensitive, make it "stand out like a beacon". Detection range is 5xAura feet, or 3xSensitivity ML feet. Even those with low Aura are able to sense powerful forces when they come in range, although they are less able to identify the source or nature of the phenomenon. The field does not have the attributes of a living Aura which tends to fluctuate in size and "hue"; the Aura of a Godstone is static, non-changing, cold, and impersonal. Many find it intimidating. The field emitted by a passive Godstone is only a tenth as powerful.

Function of the Godstones

Assuming everything is in working order, a person who steps into the gate of a Godstone vanishes utterly. His physical body is destroyed and (if he has reasonable luck) he will appear at another place with a reconstituted body. It takes no skill or talent to walk into an active Godstone, just courage.

The physical bodies of living things are manifestations of their personal auras (or souls). Godstones act upon the auras of their users; it is the aura, that is actually teleported to a new location. Normally, only an item that has an aura of some kind will appear at the destination with the traveller. All living things have auras and will make the journey, although not always in the same form. Metallic objects can rarely be transported.

The Elder Peoples

The Sindarin have a dislike of Godstones, despite the fact that there is one located within their kingdom at Pesino. Many elves have the innate ability to step from one world to another and have no use for the Gates. Furthermore, the Godstones' artificial psionic field tends to interfere with the particularly sensitive auras of the Sindarin and cause them discomfort.

The Khuzdul are less sensitive to the psionic fields of the Godstones, but they keep the stone in Azadmere closed for their own reasons. This may be because the Khuzdul have weak auras and consequent difficulty in using Godstones. Those who have "knowledge" of the matter believe that they probably used the Godstones of Kiraz and Azadmere to immigrate to Hârn and do not wish to see them used again by that which they were fleeing. Khuzan interest in the Earthmasters seems to be limited to their building techniques, particularly the creation of pseudostone. But even these studies were let lapse when they discovered enough of the secret to realize that they could never duplicate Ancient masonry. The masons of other races have taken similar interest, but with even less success.

Experimentation with Godstones

No living scholar in the Kethrian family of worlds, of either arcane or scientific schools, has ever discovered the underlying principles of the Godstones. Many have concluded, by simple observation, that they are manifestations of psionic (aural) phenomena. In other words, they are not physical artifacts at all. But this has not prevented the odd experiment, some of which have had calamitous results.

One celebrated case is that of Huros the mage, who sought to disprove the notion that Godstones are impervious to physical harm. It is said that he built his home around a Godstone and, after years of trying,

managed to damage it. There was an explosion that destroyed everything for half a league around, and any who ventured near the crater for some years thereafter sickened and died. The story is difficult to verify and may be a rumor fostered by the Sindarin or Melderyni mages to discourage abuse of these powerful artifacts.

People have thrown inanimate objects into a gate with chains around them. The object and the end of the chain sit there until they are pulled out. If an animate entity is thrown in on a chain, the chain can be pulled out but the entity is gone, no matter how well it was secured to the chain.

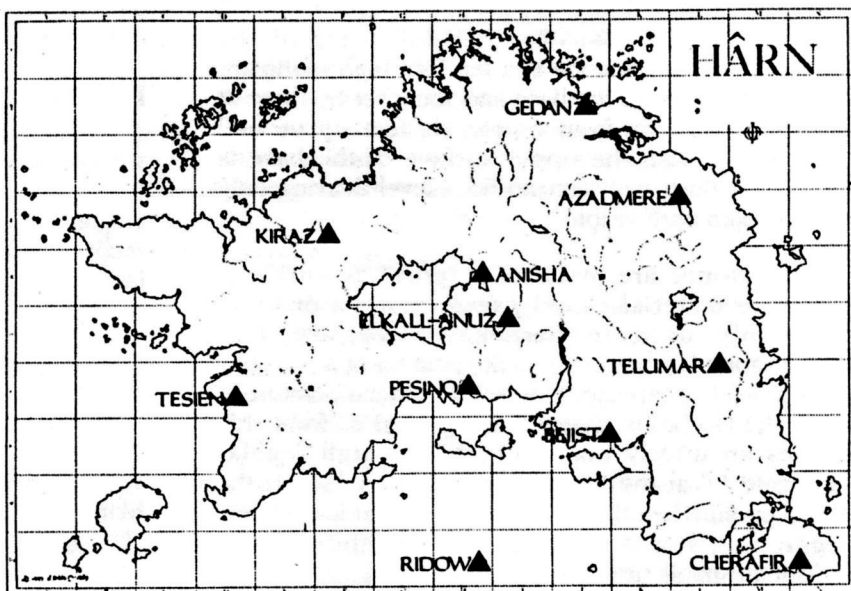
There is one fanciful tale of a Godstone being used as a handy place to toss garbage. Some of this refuse had no aura and, unable to be transported, it was presumably stored by the Godstone. This situation continued for some years, but eventually something must have malfunctioned. What appeared to be all the garbage in the world, or so the story says, suddenly exploded out of the Godstone making the area uninhabitable for some time.

Godstone-Like Artifacts

Godstone-like artifacts and effects sometimes take other forms. Some accomplished mages have developed spells to duplicate teleportal operations, but spells, curses, and divine intervention seem to work on different principles. The Earthmasters themselves left a number of devices that share attributes with the Godstones. The existence of the *Jeriberi* has been rumored but never established. These are said to be portable Godstones that cast a cone-shaped field which acts on any object whatsoever, even if it has no aura. The *Jeriberi* are claimed to be the size and shape of an egg, made of pseudostone and operated by telepathy. Even if such an object were used in public it would be difficult to distinguish its effect from that of a spell or miracle.

Hârníc Godstones

The Hârníc Isles on Kethira have one of the largest concentrations of Godstones in the Kethrian family of worlds. Eleven Godstones are known to the mages of Melderyn, and there are legends of another, greater than the rest, the Twelfth Godstone, the Master Stone, supposedly located in the fabled city of Labr-Darin, said to be a fully functional Earthmaster city located deep with some Hârníc mountain.



Another artifact that employs the same or similar principles is the *Sli-Hordrh*. This crystal tetrahedron is made of translucent, or transparent pseudostone. One is secretly possessed by Daelda the king of Eval. Sli-Hordrh (it has never been clear how many of these there are) are reputed to only act on a part of the aura of their wielders, allowing their body to remain intact (and conscious?) while their point of perception wanders in a unique kind of ethereal state. These "devices" also allow a kind of telepathy, although it is not certain that this function relies on the same fundamental "Godstone" principle.

Miginath, the king of Kaldor, is said to number among his possessions a *N'Garith*, an exquisite bowl that looks like pure white jade and grants visions to those who gaze within. This seems to rely on "Godstone-principles", but the *N'Garith's* other function, which has to do with mental health, does not.

The largest known artifact with Godstone-like effects is *Gazer's Well* located at Elkall-Anuz. This ordinary looking reflecting pool has water in which anything that cannot swim or tread water will sink, even wood. Although there is a tunnel running beneath it, the well seems bottomless; anything cast in sinks and vanishes. Lothrim the Foulspawner believed that the "bottom" of *Gazer's Well* was somewhere in Yashain. Lothrim was obsessed with proving his belief and would often have bystanders seized, weighted, and thrown into the well. He would then stand for hours staring into the waters for some vision of his "volunteer ambassador". In case victims or other users should appear on the surface, travelling in the other direction, he had a permanent guard stationed to seize them for questioning. There are two similar "wells" at Telumar, but one was damaged and drained by a landslide in 707.

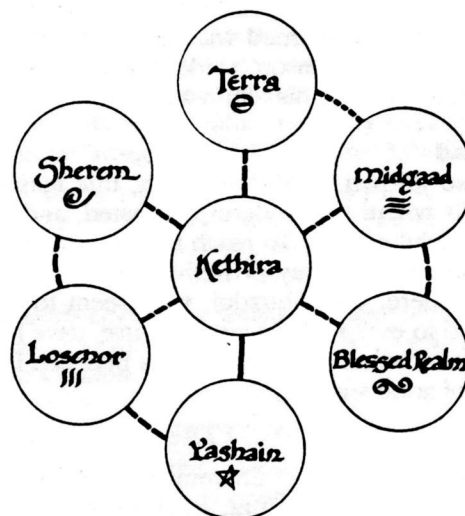
INTERWORLD TRAVEL

Travel between alien worlds is never easy, but Godstones are by far the easiest route between the group of worlds known as the *Kethrian Family*. The Earthmasters, wherever they came from, certainly used them for this purpose. Godstones exist on all worlds of the Kethrian Family, and possibly on worlds of other families as well. Anyone with the courage to step through an active Gate, set to an unknown destination, may easily find himself on another world.

The Kethrian Family

The world of Kethira, on which Hârn is located, is the nexus of a family of seven worlds. Kethira is a kind of crossroads. The ease of access between the seven worlds varies, but travel between Kethira and other members of the family is generally easiest. Other families of worlds exist, but these can only be reached via the respective nexus worlds; such a trip is always hard, almost impossible.

The Kethrian Family



ACCESSABILITY

- Moderate Link
- - Intermediate Link
- - - Hard Link

No one in living memory has fully explored the whole Kethrian Family, but between them the mages of Melderyn have visited them all at least once. The secret societies of Melderyn are probably not the only interworld travellers, but they are the only ones to have made a map of the family. This map (illustrated above) is really just a diagram of the routes between the six other worlds known to the mages. It shows the interworld accessibility of the Kethrian Family.

The Kethrian Worlds

The worlds of the Kethrian Family have different levels of magic and technology. A brief description of the worlds other than Kethira is given as an aid to the GM. Additional information may be found in our *Kelestia* article, published in EH 4.

Blessed Realm

The realm of the god Siem, this world is thought to be the ultimate destination of the ever migrating Sindarin, the elven heaven. It is also known by several other names including, Aman, Ealdor, and Fairie. The Sindarin of Hârn still occasionally "set sail" from Eval to the Blessed Realm. Siem controls access to this world. Few interworlders can reach it without his permission, and it is extremely rare for non-Sindarin to be admitted.

Losenor

Rumored to be the original home of the Earthmasters, Losenor is now an uninhabitable fireball of which very little is known. It is often cited as evidence that the Earthmasters lost control of their

technology and laid waste their own world. One Melderyni mage by the name Elkal managed to make the journey and returned with hardly credible tales of great heat, and crimson, starless skies. Elkal became inexplicably ill after his return and soon died.

Midgaad

Also known as Middle Earth, this magic-strong world is where the Sindarin originated, and probably the Khuzdul as well. To reach the Blessed Realm, the Sindarin came by way of Kethira and many chose to remain there. The Khuzdul, who seem to have fled Midgaad to escape some terrible curse, have numerous legends recounting sweeping wars between incredible forces of good and evil.

Sherem

Little is known of Sherem. In some ways it has more magic than Kethira, in some ways less. One Melderyni mage, in a report entitled *Journey to Forgotten Realms*, described its physical laws as chaotic, and declared it unworthy of another visit.

Terra

The only near zero-magic world in the group, the peoples of Terra have built their societies with science and technology rather than magic. Numerous Melderyni have visited Terra, curious to experience life on a non-magic world. Most describe it as a savage, plague world, where the mindless pursuit of technology threatens the survival of all Terran species.

Yashain

Often called Kethira's "half-world", Yashain is a world that runs on magic. It is the home of many gods, including Larani and Agrik. It is also called the realm of the dead. Most Kethrians believe they go to Yashain when they die, there to live immortal lives with some chance of being reborn on Kethira. Physical laws on Yashain bear little relation to those of other worlds. Traditional notions of politics, geography, weather, and climate, even eating and sleeping are invalid. There are dozens of realms, ruled by gods, with demons and dead heroes for nobility. Kingdom borders are vague and shifting, and the realms always seem to be at war, an infinite struggle of good against evil, chaos against order. Yashain has been described as "Islands of Insanity upon a Sea of Chaos".

Interworld Metamorphoses

If a traveller uses a Godstone (or any other method) to move between worlds with radically different environments, there is a good chance that his physical form and/or his personal powers and attributes will have changed when he reaches his destination to bring them more into line with the norm in the destination world. This also applies to inanimate objects. Mages travelling from a magic-strong to a magic-weak world, for example, have their magical

powers sharply curtailed or eliminated. Conversely, a traveller able to transport firearms or gunpowder from a "high-tech" world like Terra to a "low-tech" world like Kethira finds that his guns will not fire and his black powder will not ignite. These changes are a feature of the nature of Kelestia and no one has much hope of finding a way around them.

A feature that distinguishes Godstones from most other forms of interworld travel is that they use a kind of pseudo-intelligence to protect their users. If it is functioning properly, a Godstone will, if necessary, modify a traveller's physical form so that it is better able to survive in the destination world. Consequently an interworld traveller may look like a human in one world, and become a fish when he arrives on a "water planet". Each traveller usually has a particular form for each world he goes to. But, since the body is a manifestation of its aura, if the traveller's personality changes markedly between visits, he may look considerably different on his return. Often, however, if the required form change is too extreme, the Godstone will simply "refuse" to make the transfer.

Godstones on Other Worlds

Information on the Godstones of other worlds is scarce. Those who discover a Godstone tend to keep its location a secret. Pymel the Meticulous wrote the following notes in his personal journal information that was released to his fellow arcanists after his death in 666 TR. Of Terra, he wrote:

...in Aegiptus was there one, and Maya, and also in Lánitus now sunk beneath the gray waves, and others there were too...

Of Midgaad, Pymel wrote:

...where dwell the white, the gray, and the dark ones, and too the fiery fiend, there they stand a-brooding...

There have been reports of Godstones that stood free, that is with no structure to house them. Pymel, a major source for such "common knowledge", writes:

There atop Haráka's Hill, but a few [arrow] flights from the village square it stood. Dour and forbidding it encompassed the aspects of the villagers and they walked ever in its shadow and deemed their lives accursed that they should be born to dwell their lives in such a damn'd place as that.

Pymel neglects to mention where he encountered this unhappy village. He goes on to say that the villagers referred to the Godstone as a, "well of souls forsaken" and made regular sacrifices to it by casting people through the gate, a practice not uncommon among primitive peoples dwelling near Godstones.

RULES FOR GODSTONES

Two key *HårnMaster* attributes (characteristics) are used in the operation of Godstones, namely *Aura* (psychic ability) and *Will* (mental strength). If your FRP rules do not include these attributes, they may be determined by the sum of 3d6 (+2 for females).

Note: the Earthmasters had Auras in the 13-28 range, and consequently had a much easier time using the Godstones.

Attribute Testing

Aura and Will are tested according to the *HårnMaster* rules (Skills 8). The attribute is multiplied by 1, 2, 3, 4, 5, 6 or 7, to produce a *Target Level (TL)* which may be modified at GM discretion. Any TL larger than 95 is treated as 95 and any TL lower than 5 is treated as 5. A 1d100 roll is made. If the roll exceeds the Target Level the attempt fails; otherwise it succeeds. Any percentile roll divisible by five (5) is a critical result: all other rolls indicate marginal results. Hence there are four possible levels of success: Critical Failure (CF); Marginal Failure (MF); Marginal Success (MS); or Critical Success (CS).

OPERATING GODSTONES

Anyone may step through an active Godstone. This can, of course, be extremely risky. An unknown destination may be very dangerous to the health of the user. Even if an active Godstone has been used before, and that location was safe, the setting may have been changed in the interval by some other user. To activate passive Godstones, or to read/change their settings, characters must first *attune* to them.

ATTUNEMENT

Attunement is an empathic relationship between the Godstone and the character. Before a character can attempt any other operation on a Godstone, he must attune to it. This is true whether the Godstone is active or passive. Any character with an Aura may attune by entering a light trance while touching the stone. The time required for the operation is 30-Aura seconds. Attunement is attempted by testing against 5xAura, or against Sensitivity ML.

- CF** 4d6 FP, E4 Shock Roll. No attunement.
- MF** 2d6 FP, E2 Shock Roll. No attunement.
- MS** 1d6 FP. Character is Attuned.
- CS** Character is attuned (no fatigue).

If successful (MS/CS) a character remains attuned until he breaks the tactile link, steps through the Gate, or fails at any operation. Once attuned, the following operations may be attempted:

- [1] Activate the Godstone
- [2] Read the Setting
- [3] Change the Setting
- [4] Shut Down the Godstone

[1] ACTIVATING GODSTONES

There is a 30% chance that an encountered Godstone is active. Experienced players will soon note the difference between an active and passive Godstone by the presence or absence of the black "gate" on its front. But even this basic difference may occasionally be disguised by illusory spells. Roll against 5xWill:

- CF** 3d6 FP, E3 Shock Roll. Remains Passive.
- MF** 2d6 FP, E2 Shock Roll. Remains Passive.
- MS** 1d6 FP. Godstone Activated.
- CS** Godstone Activated (no fatigue).

Note: Passive Godstones remember their previous setting; when activated, they will be automatically set to that location.

[2] READING THE SETTING

An attempt to read the current setting of an *active* Godstone. This operation is optional (a character may reset without reading the setting). Roll against 7xAura:

- CF** 3d6 FP, E3 Shock Roll. No information.
- MF** 2d6 FP, E2 Shock Roll. No information.
- MS** 1d6 FP. Character reads setting.
- CS** Character reads setting (no fatigue).

Note: Only the character who reads the setting is given information (he may wish to mislead others). Unless the character has been there before, information given should be a brief visual description of the destination.

RANDOM SETTINGS

GMs do not have to record Godstone settings. It may be assumed they are changed (randomly) by the several dozen NPCs who use them. The following tables can generate the current setting of Godstones.

Destination Type

Most Godstones are set to the location of other Gates, since this provides a way back. But they may be set to ordinary places. They can even be set to a specific person, which means the Godstone will seek out that individual's location and teleport a user to him.

- 1d100 Type of Setting**
- 01-65 Near another Godstone.
 - 66-99 Location with no Godstone.
 - 00 A person (GM discretion).

World Setting

The following table randomly generates the target world for any Godstone on any Kethrian world. A "00" roll indicates a setting outside the Kethrian Family.

Origin World	Target World						
	Ble	Ket	Los	Mid	She	Ter	Yas
Blessed Realm	01-39	40-59	60	61-96	97	98	99
Kethira	01-09	10-49	50	51-64	65-74	75-79	80-99
Losenor	01	02-49	50-69	70	71-85	86	87-99
Midgaard	01-34	35-44	45	46-96	97	98	99
Sherem	01	02-39	40	41	42-96	97	98-99
Terra	01	02-78	79	80-88	89	90-98	99
Yashain	01	02-71	72	73-74	75-78	79	80-99

Northwest Lythia Settings

The following table generates Godstone settings in the Hårn [h], Ivinia [i] and Shorkyne [s] regions.

1d100 DESTINATION	1d100 DESTINATION
01-05 Anisha [hH5]	51-55 Imeruva [sG8]
06-10 Azadmere [hL4]	56-60 Korkorum [iK5]
11-15 Bejist [hK8]	61-65 Maruchom [iF6]
16-25 Cherafir [hN0]	66-70 Pesino [hH7]
26-30 Dinibor [sF6]	71-75 Ridow [hH0]
31-35 Elkill-Anuz [hI6]	76-80 Telumar [hL7]
36-40 Kiraz [hF4]	81-85 Tesien [hD7]
41-45 Gedan [hJ2]	86-90 Xyryam [iK4]
46-50 Hedegu [sC0]	91-00 Other (GM discretion)

[3] RESETTING GODSTONES

A new destination is set by mentally visualizing it and exerting *Will* to change the setting. When given a mental image of a new location, a Godstone conducts a search for a location that resembles the image. Since mental images can be vague, the Godstone can get confused. If the image is poorly constructed, the Godstone may be forced to reject it.

The Reset Roll

The roll is made against a target level (TL) which is a multiple (WM) of Will. Basic WM is 3, adjusted as noted below. Fractional adjustments to WM (eg: +half WM) may be assessed at GM discretion.

Destination Type: Resetting a Godstone to the location of another Godstone is easiest (+0), to a location without a godstone (-1), and to a person (-2).

Familiarity: Good familiarity with the intended destination is required for accurate visualization of a location. Adjust WM from -2 (character has never been there before) to +2 (character is particularly familiar with the location (eg: his bedchamber).

Mental Discipline: Those with high mental discipline, such as shek-pvar, can create more precise mental images. GM may adjust WM +1 at his discretion.

Memory: A good memory helps provide detail *if* the character has actually been there. Increase WM +1 if the character's Intelligence is over 13.

Interworld Linkage: Godstones have a primary affinity with the worlds in which they stand, and secondary affinity with other worlds. For a moderate link decrease WM by 1, intermediate link by 2, and hard link by 3.

Roll 1d100 against Target Level (WMxWill). Maximum TL is 95; minimum is 5.

- CF** 5d6 FP, E4, Godstone shuts down
- MF** 3d6 FP, Godstone resets randomly.
- MS** 2d6 FP, Resets to intended destination.
- CS** Godstone resets to intended destination.

Reset accuracy is **not** automatically apparent. The character must read the setting to determine success.

[4] SHUTTING DOWN GODSTONES

Godstones may be shut-down (made passive). Use the same procedure as Activating Godstones [1], except CF means failure to close, etc.

Harnlore 12

MALFUNCTIONS

Godstones have been around for a long time and things break, don't they. And since there is no one around with the requisite skill to repair them, Godstone malfunctions tend to be permanent. At GM discretion, there is a 10% chance that any Godstone is malfunctioning. Some possible consequences are:

- 01-15 Backsnatching:** once the Godstone has a character's pattern, it can "reach out" any distance and transfer him between worlds at random intervals and triggering.
- 16-35 Delay:** a year and a day in the life of...
- 36-55 Inter-Correspondence:** a stone that confuses destinations with their correspondence points.
- 56-75 Geometric Malfunction:** stone forgets that two physical objects cannot occupy the same space and/or no longer performs reliable up/down calculations. This might cause travellers to appear several feet above the ground.
- 76-85 Duplication:** a stone that, once it has the traveller's pattern, duplicates it, possibly with random variations. This might act on the body, the aura, or both, but should be far less likely to produce duplicate auras.
- 86-00 Pattern Confusion:** improperly stores patterns and sometimes restores physical forms improperly, and/or forgets which body goes with which aura.

EFFECT ON POSSESSIONS

Since Godstones act on aura, items devoid of aura may not be transported. All living things have aura, and most once-living things such as meat, wool, or wood, usually have enough residual aura to accompany their owners. Some artifacts have artificial aura. Persons of high aura may be able to "drag" aura-less items within a few (Aura/2) inches of their skin. For any/each item the GM may test a multiple of the carrier's Aura.

- Recently Dead Animals: 7xAura
- Recently Dead Vegetable: 6xAura
- Long Dead Animal: 5xAura
- Long Dead Vegetable: 4xAura
- Untempered Mineral: 3xAura
- Tempered/Worked Mineral: 2xAura

Items lost in transit are "stored" in the departure Godstone. If the same traveller returns to that stone within a reasonable period, some or all of his lost possessions may be restored to him.

MEGAGAMING

GMs may use the Godstones to link different worlds under one or several GMs into a *megagame* wherein characters travel from one world to another in the course of their adventures. Each world can operate under its own natural laws (rules). Powerful characters from a magic-strong world should find their abilities reduced when they arrive in a magic-weak environment like Kethira (and vice-versa). Each player might have several character profiles describing the same character, reflecting changes in personal powers as he moves from one world to another. The *megagame* concept is one of the most interesting in roleplaying.

The Heart That Broods

N. Robin Crossby

Legend of the Dark Elves

I'd tell ye a story 'bout when the elder peoples gave up their rule over this land and Daelda, Sindarin King of Hârn fell mortally wounded 'neath the weapons of them cruel invaders. There was them as soon leave these isles forever, and did; and there was them as went t' dwell in that Shava Forest, and they did that also; and there were a few, only a few, who wanted to slink into the shadows, and did that too.

Now most folk reckon elves a kindly lot, aloof p'raps, but not mean nor cruel. There's them as soon ne'r see the faery folk, nor their doin's, their magic, nor e'en their strange, pale faces. But there's not many folk fear the Sindarin as much as their due. For they be a strange and power'd folk, and their moods as like to set 'em off a-ragin', as strike a song t' warm the heart.

Stories there be about the *Morsindari*, dark elves they say, lurkin' in the shadows between trees, carryin' off children who wander too far, creepin' into the nurseries of mortal folk to take the young uns t' raise as changelings. Many tales there be o' that ilk, but I thought ye might like to hear the truth of it.

See, back when the new king Aranath said to 'is folk, "now passes the age of the fair folk and comes the age of men," there was one among them called Gwydriel, a powerful sorceress, who spoke out agin the new king.

And Gwydreil said:

"There are those among us with strength enough to carry this fight to the barbarians, and drive them from this land. So, I say, let us drive out all these mortals, whose evil has so wounded our land. A strong heart can carry it forth."

But Aranath said,

"Mayhap we could drive out the mortalfolk, but at what cost? Could thy magic repair our wounds or restore the lives forsaken. And what of our faithful friends, the Jarin, who have dwelt long here and served us well? Wouldst thou, in thy heartless rage, destroy them too? And by what right can we, or any others, claim this land or any other land?"

And Gwydreil answered,

"Aye, give them the choice, leave or die, Give all mortals that choice, and make our land pure again. O king, who but us, one with this fair land for the span o' two hund'rd mortal lives, who but us has more right to this land. Aye, I say, drive all mortals beyond the seas, or to their graves. I have the stomach for it."

Long that debate raged afore Aranath carried the day, and took his folk to Erael, and made a kind of peace with mortalkind. Gwydriel, he banished, tellin' her to seek another world where such fights might be worth the fightin'.

But Gwydriel had resolv'd ne'r to depart this land. And took she her followers, into the far reaches of Hârn, and made she her plans to rid this land o' mortalkind.

Now, Gwydriel knew that so few followers could ne'r prevail agin all manish folk. So she resolved to evil sorcery to achieve her wicked ends. She sent her servants to steal mortal children from their beds at midnight, and spirit them to her hidden camp. There the dark elves raised the mortal kind, and taught them something of the weirding ways, and gave them a hatred of mankind.

Generation after generation, they stole of humankind, takin' a boy here, a girl there, choosin' which boy should get which girl with child, makin' a new breed to be her slaves. And some call 'em changelings and some halflings, and some just call 'em the little folk. But ever they hid themselves in the darkest woods, far from the prying eyes of hunting folk, and from the revenge of tearful fathers.

Still they be in the shadows of the world, bidin' the time. And still they sometimes see a babe they like, and take it for a changeling. And that is why good parents keep tight bolted doors and windows at night.

So remember child'r'n, remember Gwydriel and her dark elves, remember her changelings. Walk not alone in 'em woods, and, keep ye nearby at all times. And if yer mother should forget, remind her to keep the windows and doors bolted. Aye child'r'n, ne'r forget 'em dark elves.



GM Notes

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

Location

Elves are a moody lot at the best of times, forever seeking atunement with the natural world. There has always been itinerant Sindarin, in strange states of mind, wandering throughout the forests of Northwestern Lythia. They are there, but they are not particularly numerous or noticeable. Their numbers are probably less than a thousand at any given time. Usually they do not intrude on the affairs of men and one of the reasons for their reluctance to interact is this legend.

Tales featuring malevolent races of magical beings are common throughout Hârn and Lythia. This one may have a grain of truth, and it is not difficult to suppose the story to be true. One can easily imagine Gwydriel and her degenerate band lurking about on the fringes of civilization taking babies from time to time. Clearly, the dark elves would have to be furtive and nomadic. They might also be somewhat more primitive than their settled cousins who can draw on the markets of Elshavel and Ulfshafen, and on trade with mortal folk, for the fruits of civilization.

The breeding of the changelings is an interesting proposition. The GM may decide whether magic was used in Gwydriel's breeding programme, and to what extent her "halfings" are altered from the human norm. They are, by all accounts, smaller and slimmer than humans, smaller even than the Sindarin, hence the name of halfling. They tend to be dark of complexion (Gwydriel did not want them confused with the offspring of real elves), agile, dexterous, and placid by nature.

Lead In

There are dozens of ways in which player-characters could find themselves involved with the dark elves. They are nomadic and could reasonably be encountered in virtually any part of Hârn.

First, it is unlikely that Gwydriel and her companions have entirely severed their ties with the rest of the Sindarin. They may visit Erael covertly, or interact with the Sindarin through Jarin agents. A party of adventurers might easily encounter one such group bound for Erael, or in council with some Jarin.

Secondly, the GM might suppose a connection between Gwydriel and Bejist. Perhaps she knows that

the former Sindarin king, Daelda, is entombed there alive (kind of) and she might have sought his release and assistance to bring about her dream. It is easy to imagine a scenario wherein the mad female visits that tragic tower from time to time. This kind of scenario could really give the players a workout, considering the presence of equally deranged Navehan priests at that site, not to mention the odd encounter with treacherous Pagaelin.

The most obvious lead-in, of course, is for the PCs to happen by chance upon a village where one of the dark elves has just seized a child or two and, through carelessness, left a clue that can be deciphered and followed by the group.

The players can then begin a long-term quest to end Gwydriel's evil, a mission that could engage the PCs in a harrowing chase through all parts of Hârn trying to match wits and woodcraft with that dangerous band for several sessions.

Perhaps, like *In Search of Panaga*, this would be an intermittent quest, one that circumstances would force the PCs to pick up and put down as clues and challenges developed.

Gwydriel likes to keep informed. Her agents and companions wander everywhere on Hârn gathering information about the doings of men. Her hatred of humankind may cause her malevolence to extend beyond the kidnapping of children, perhaps to murder and robbery, assassination and arson. And who knows what alliances this elven sorceress has made with mankind's other enemies?



Gwydriel

The leader of the dark elves is an old and bitter female. She is not particularly attractive (for an elf) a characteristic which she shares with many of her companions. Unlike most Sindarin, she is overly concerned with the affairs of men, and might, reasonably, have a minor role in

Hârn politics, likely a cunning and malicious one. Her arcane powers are awesome.

Height: 5" 01"		Frame: Light		Weight: 115 lbs	
Hair: blonde		Eyes: grey		Cml: plain	
Str 10	Eye 16	Int 17	Mob 55		
End 12	Hrg 15	Aur 21	Dge 75		
Dex 14	Smt 15	Wil 16	Ini 68		
Agl 15	Tch 14	Mor 4	FR 01		
Spd 11	Voi 17	Sunsign: Ulandus			
Weapons: Dagger/80, Sling/90, Heartbow/70.					
Spells: 32 Fyvria/100, 18 Odivshe/65, 14 Jmorvi/65, 12 Savorya/40, 6 Peleahn/40, 1 Lyahvi/10, 20 Neutral/55. (Average MLs)					



I have had several requests lately to release information on Hârníc scripts, especially *Lakise*, the most common of the three. And why not...

With the illustrations here, GMs/players should be able to accurately "translate" Hârníc names (to produce realistic maps, for example) or, if desired, to write English in the Lakise alphabet. My players and I sometimes undertake both of these practises.

Lakise is an alphabetical script with fourteen vowels and twenty three consonants. All of the vowels look similar to each other, but there is considerable variety among the consonants. Lakise has no silent letters – if it isn't sounded, it isn't printed. Punctuation is fairly basic:

Stress: one accent is used in Lakise; it is shown as a "stress" mark and that is its function, to indicate which syllable of a word should be stressed in speech. It can be varied in size to indicate primary and secondary stress.

Separators: used to break words and/or sentences (the usage varies) but omitted if there is a "titlement" in use.

Titlements: these surround proper names (one before and one after). An individual's importance can be gauged by whether he is given a major or minor titlement. Any gentleperson would have a minor titlement at least, and a king, country, etc., would have a major titlement.

Superemphasis: a special major titlement, something like an exclamation mark (!) in Roman script. It tends to be overused.

Lakise has no question mark – this function is usually achieved in print by reversing the normal sentence order of verb and subject/object, but this varies with language.

The Lakise Script

Vowels

fat	let	fit	fox	luck
hay	meet	high	soon	lark
far			or	
ouch			cone	

Consonants

b	f	g	i	s
d	vorw	k	r	z
p	h	n	m	sh
	th			zh
	dh		nd	ch
	j			sl
	t			

- ~ Stress
- ◆ Separator
- ◆ Minor Titlement
- ◆ Major Entitlement
- ◆ Superemphasis

Hârn :LÚÍÍ

Melderyn :ΛÚÍÚÚÚÚÚÚÚÚÚÚ

Kaldor :ÚÚÚÚÚÚÚÚ

Miginath :ΛÚÍÚÚÚÚÚÚÚÚ

Encyclopedia Hârnica

4001 HârnMaster

A complete role-playing system with detailed character generation, sophisticated skill rules, detailed and realistic combat, and intelligent religious and magic rules. This is a coherent and common sense rule system that will delight veteran gamers.

4002 Pilots' Almanac

Rules and environment for piloting and navigation, shipbuilding, crewing, and maritime trade, plus a port almanac with details on shipwrights, taxes, fees, loading facilities, and tides.

4003 BattleLust

Miniature skirmish rules (10-60 warriors per side), campaigning, a data base on Hârnic castles and keeps, and rules for running characters as legionnaires, mercenaries, etc.

4101 Player Character Sheets

PC profiles for Hârnmaster, two color (orange & black), 25 sheets per pack.

4102 GM Character Cards

Character cards for the organized GM. They are 5" x 8", attributes and skills on one side, combat stats on the reverse. The cards are designed to fit a standard recipe box for filing. 25 cards per pack.

4501 Tomes of the Shek-Pvar

An expansion and update on the rules of magick from HârnMaster which includes many new common and neutral spells. Separate publications in the series include spell tomes for the six convocations, each containing 24 spells, one spell per page.

5001 HârnWorld

A second edition of the Hâm regional module, combined with an overview of the planet (Kethira) and continent (Lythia) on which Hâm is located. Includes color maps of the planet and continent plus additional maps and text on languages, ocean currents, astronomy, trade routes, and tectonics. The bulk of the module is, however, devoted to Hâm, including our remarkable full color map of the island of Hâm, an extensive gazeteer, and overview of the history, economics, politics, cultures, and religions of Hâm; and assorted GM tables. Simply magnificent.

5002 Cities of Hârn

Details and color maps on all seven Hârnic cities, namely Aleath, Cherafir, Coranan, Golotha, Shiran, Tashal, and Thay.

5003 Gods of Hârn

The ten churches and religions of Hâm in great detail. Includes church histories, myths, temple and church administration, fighting-orders, and a full color calendar of religious festivals.

5004 Azadmere

The dwarven kingdom and city, Habe keep and Zerhun castle, plus an article on Khuzan culture.

5005 Erael

The elven kingdom in the mysterious Shava Forest, Sindarin culture, plus maps and details on the Shava Forest, Elshavel, and Ulfishafen castles, and extensive maps/data on the mysterious Pesino ruins.

5006 Kaldor

A color map and subinfeudation of the feudal kingdom of eastern Hâm. Also includes maps and details on Olokand and Kiban castles, the trading post at Trobridge Inn, and the ruins of Anisha and Elkall-Anuz. The barbarian Chelni, Kath, and Tulwyn tribes are also covered.

5007 Chybisa

A map and subinfeudation of the tiny, beleaguered feudal kingdom of eastern Hâm, plus a local map and details of Burzyn castle, and an article on Hârnic Law.

5008 Orbaal

The fractious and unruly Ivinian kingdom in northern Hâm. Maps and details on Geldeheim and Leriell castles, the ruin at Gedan, and Noron's Keep. Also covered is Jarin culture, and the Anoa, Taelda, and Ymodi barbarian tribes.

5009 Tharda

A color map and details of the Thardic Republic. Maps/details on Moleryn and Telen castles, and the legion fort at Taztos. Maps and details on Hikun, Sirion, and Iracu mines. The Pamesani Games. The barbarian tribe Gozyda.

5010 Rethem

A feudal kingdom with a violent tradition of political intrigue and assassination. Also includes maps/details on Shostim and Tormau castles, and the ruin at Kustan; plus details on the Lia Kavair, and the barbarian tribes Kubora, Equani, and Urdu.

5012 Kanday

A color map and subinfeudation of the feudal kingdom of southwest Hâm; color maps and information on Menekod and Dyrisa castles, and the ruin at Tesien; plus the Adaenum and Kamaki tribes.

5013 Melderyn

The *Wizards' Kingdom*, mapped and subinfeudated; plus maps on Harden and Nurisel castles, and the henge of Gelimo; plus details on the Guild of Arcane Lore, the enigmatic Earthmasters; and the barbarian tribes Chymak, Hodiri and Solori.

5014 Araka-Kalai

Detailed maps and description of the home of Ilvir, father of th Ivashu. Includes seven suggested scenarios for *Hârnmaster*.

5015 Son of Cities

An expansion module for *Cities of Hârn*., crammed with details and interior plans on various sections of Hârnic cities. Highlighted are several temples, taverns, government buildings, and the wharves at Golotha and Cherafir, plus full color badges of all Hârnic guilds.

5016 Kiraz

Extensive maps and details on the abandoned Khuzan city in northwest Hâm. Includes several suggested adventure scenarios.

5017 Castles of Hârn

Color maps and details on eight Hârnic castles never before published. These are Geda, Geshtei, Gythrun, Ithiko, Lorkin, Qualdris, Quimen, and Sarkum.

5051 100 Bushels of Rye

A fully detailed adventure module for *Hârnmaster*. The adventure is set in Kaldor and will involve players in solving a mystery originating in the manor of Loban.

5061 The Staff of Fanon (Panaga I)

A detailed adventure module for *Hârnmaster*. This is the first of a trilogy of adventures that will involve your players in inter-world travel, seeking to uncover and destroy the mysterious and evil Panaga. The adventure introduces the magic-rich world of Yashain, a world your players will come to both love and hate.

5101 Ivinia

A region northeast of Hâm, brimming with warring kingdoms, icy fjords, and bold mariners. Regional map and cultural descriptions.

5102 Menglana

The corrupt and violent kingdom of western Ivinia. Includes maps and details on the city of Vulenheim, the strongholds of Pelyn and Froyaheim, and the temple at Kyriheim, home of the *Oracle of Lokts*.

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A module covering the aggressive and dynamic kingdom of central Ivinia, including maps and details on the towns of Harling and Pelby, Dagenborg castle, and two mysterious earthmaster sites.

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A regional module covering the turbulent land east of Hâm. Includes details on the Ivinian colony of Harbaal, the feudal kingdom of Shorkyne, and the Quarph states.

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