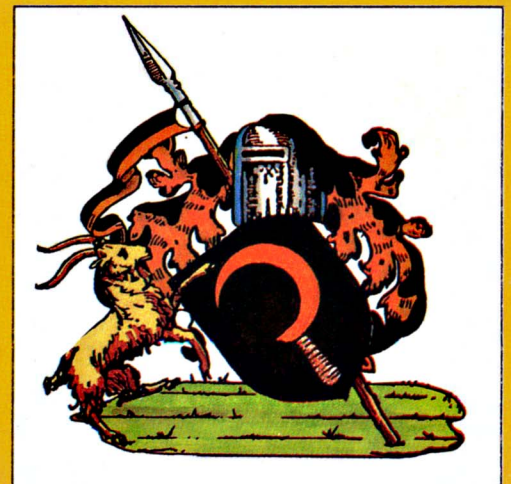


# Hârnlore™



## Issue 10

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Refuge of the Copper Hook
- **Real Estate**  
Home Sweet Home
- **Caelyndd**  
Legend of a Cursed Warrior
- **Ode to the Gods**  
An Epic Limerick
- **Bjaka's Raid**  
Legend of a Wind Demon



**COLUMBIA  
GAMES INC.**

#9010

# Hârnlore

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## SUBSCRIPTIONS

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**SUBSCRIBERS:** Be sure to advise us of any change of address.

**Hello Again,**

In this issue, Letterdemain combines regular letters with some e-mail from *HårnLine*. Hope you like the blend.

**Hello,**

*If a character is attacked by a creature capable of multiple attacks (eg. fangs & claws) or by an opponent with two weapons, does the attacker get two separate attacks, or one regular attack and one ignore attack, or what?*

*Phil Green Texas*

**Dear Phil,**

No one gets two attacks unless he wins a Tactical Advantage. It sounds like a good idea to have several weapons, but all it really does is give the attacker a choice. You could argue with this, but the alternatives make play rather complicated and don't seem worthwhile.

The system would still work if you gave characters one attack for each weapon, but where would you draw the line? Do you let a typical warrior attack once with his sword, once with his shield (which is after all a weapon) and once by kicking? Do horses get four or five attacks each?

If you feel multiple weapons do not give enough advantage, you might be better off giving an Initiative bonus. For example, by adding the Attack class of all offensive weapons to IR.

**Dear Sirs,**

*Being severely provoked by your overly ostentatious praising of our blood - and beer-thirsty neighbours, the Swedes, I've had it. Denmark, the ornament of Scandinavia, the best beer-brewers of the world, and the ones who discovered North America 400 years before Columbus... Skol....*

*I have noticed a small but nagging inconsistency within the HårnMaster rules. If you compare the two paragraphs on specialization on Skills 7 and Combat 20, you will notice a seeming lack of consistence. In the skill section you use a weaponcrafter as an example stating that the craftsman can choose Broadsword as a speciality giving him a +10 bonus with the possibility of improvement to +15, +20 or better. In the combat section, the same weaponcrafter would first have to specialize in "weapon-smithing" earning the +10 bonus, then in swords (all of them) for an additional +5 bonus, and finally in broadsword for another +5 bonus (on broadsword fabrication only). Could you please clarify?*

*Niels Lademark, Denmark*

**Dear Niels,**

Send us some huge samples of Danish beer and we'll apologize for getting more mail from Sweden...

You found an edit error. Some weaponcraft franchises concentrate their efforts in a specific area, and the most common division is between weapons and armour. Hence, you could find a shop that sold weapons only, or armour only (although the master would be able to make either). Specialization in the skill-rules sense is a different matter. I recognize ten basic Weaponcraft specialities:

Weaponcraft Specialities	Armour
Swords Bastard Sword, Battlesword, Broadsword, Dagger, Estoc, Falchion, Keltan, Taburi, Shortsword.	Quilt
Shields Tower, Kite, Knight, Roundshield	Kurkul
Axes Shorkana, Handaxe, Battleaxe, Glaive, Poleaxe	Ring
Poles Javelin, Spear, Trident, Lance, Pike	Scale
Flails Nachakas, Ball and Chain, Warflail	Mail

In addition to these ten, there are various cultural specialities such as *Longknife*, *Gargun Weapons (mangs & mankars)*, the *Hepekerian Thanath*, and so on. GMs can set up any kind of specialization rule they want.

A variant rule is to halve the bonus each time it is applied to the same speciality. So the first would be worth 10, the second 5, the third 2.5 (rounding to 3), the fourth 1.25 (rounding to 1) and the fifth 0.63 (rounding to 1). Only five bonuses could be effective in a speciality.

We may have under-used the specialization rule. When we release a second edition of *HårnMaster*, we may broaden its application.

**Dear Mr. Crosby,**

*I have been using HårnMaster for nine months and I appreciate the system as by far the best historically based role playing system on the market. I particularly like the tactical interaction between attacker and defender in combat, and the armor and weapon damage system. I have spent a great deal of time studying medieval combat. HårnMaster is one of the few systems which does not offend my sense of how it should feel to an individual combatant, [but] I do have a few complaints...*

*...missiles are too inaccurate and lack penetrating power at close range. The ability to "dodge" arrows, devalues bows and crossbows far below their historical capacity. Arrows move much faster than swung swords and appear unexpectedly (unlike swords which normally have bodies attached to them). I suggest you halve a character's Dodge skill against missile attacks, although not necessarily against thrown weapons. You might also reduce Shield against missiles.*

# LETTERDEMAIN

Modern tests indicate that longbow arrows could penetrate even plate armor at close range. Historically, longbowmen often held their fire until armoured troops reached point blank range in order to improve armour penetration. Why not add the tens digit [index] of the range modifier to the "P" value of arrows and conversely decrease it when the modifier is negative for a penalty?

On the subject of damage in general, why does the damage table favor blunt weapons by having such a low minimum damage for these weapons (one instead of five for edged weapons)? I should think that a small bleeding cut would produce more damage than a small bruise?

**Thomas J. Thomas, Bloomington, IN**

Dear Thomas,

In HårnLore 2 we made the distinction between High and Low velocity missiles. All thrown projectiles are considered *Low-Velocity*; arrows are HV. While the basic missile range modifiers do take HV-LV distinctions into account, we generally recommend halving defence against HV missiles. We should point out, however, that when you actively dodge a HV missile, most of your dodging occurs *before* the missile is fired.

Your idea to add/subtract the index of the missile range modifier to/from Impact is a good one. We like it.

There are no *small* bruises on the damage tables. *Small* bruises frequently occur as non-strikes and are totally ignored by the combat system. HårnMaster bruises represent concussion damage severe enough to *affect physical activity*, including some simple fractures. The reason for the impact threshold at one for blunt and five for E/P is to allow a non-penetrating edge or point strike to have a chance of bruising the victim. If you analyze the injury system, against *unprotected* flesh, you should find that the Edge is most deadly and Blunt the least. Armour has a habit of converting E/P strikes into bruises.

**HårnLine Message To: .....All**

**Subj: .....Armor**

Why does Robin get so much flack about armor effectiveness? The main reason is the misconception of what a typical knight's armor consists of.

Around the second half of the 10th century (950-1000AD) a typical knight wore, a spangenhelm (metal helm made from several pieces) 'though conical helms, beaten from a single piece of iron were increasingly used. A mail habergeon or short hauberk (short sleeved) became much more common than those of scale construction. A poor knight would have substituted ring for mail. Some form of absorbent garment was surely worn beneath such hauberks, though padded quilt gambesons (of Byzantine

and/or Islamic origin) did not reach most of Europe 'till 1050-1100AD. Roundshields were being replaced by kite shields and most importantly he would have used a fine "broadsword" still being made by the piled or laminated method, though the shape became less massive and more tapered, and a lance.

From 1000AD-1100AD major improvements were lengthening the hauberk to cover the knees, full sleeves (usually), mail chausses (leg protection, front only) for the wealthy, mail coifs with chin protection, nose and cheek guards on conical helms, kite shields became larger and improved forging made better quality swords.

From 1100-1200AD mail mittens, face masks on helms and the padded gambeson were the major improvements, although leather cuirass did appear, being of Byzantine or Eastern use.

From 1200-1300AD great helms, iron knee protection added to leather knee pads, leather cuirass and mail leggings which covered both front and back of legs were the major improvements.

What does this mean for Hårn? It means that the average knight (who is unlanded and cash poor) owns a war horse, a fine sword, shield, short mail hauberk (short sleeved), plate half helm, short mail coif, and some type of padded undergarment. Barons or Earls might be able to afford better armor with more complete protection. Let's look at our average knight :

Coverage/Armour	B	E	P
Skull (Mail Coif + Plate 1/2 Helm)	10	18	13
Neck (Mail Coif)	3	8	5
Shoulders, Upper Arms, Chest, Abdomen, Groin, Thighs (Mail + Quilt)	9	11	7
Knees (Mail + Knee boots)	5	12	8
Calf, Foot (knee boots)	2	4	3
Elbow, Forearm, Hand	0	0	0

Plenty of places that have no armor and certainly not invulnerable in those that do.

### Note on Weaponcrafters and Armor:

The first assumption that must be made is that armor stops only bad blows and helps against good solid blows.

Kurbul is over-rated, the romans used it early on and replaced it with mail and scale. Ring weighs too much for the added protection it gives. It weighs twice as much as leather and only adds 2 pts to bash and 1 pt to edge. Suggest leave armor value alone and reduce weight. The availability of kurbul on Hårn is very low because it's made by the same guild that makes mail, the weaponcrafters. And they make more money on mail than kurbul. Also, it is culturally hard to get. Most armor is made to fit, with the money up front, some standard armor could be bought, but PC's should be at the mercy of what's available in their size. ☞

*Clarifications and House Rules:*

1. Normal clothing does not provide armor protection unless that's all you are wearing, one layer only.
2. Special penalties are given out generously to those who seem to abuse the rules, for example: 2 layers of leather and 1 layer of padding would incur a minimum penalty of 25%.
3. Weapons are given added strike aspect, for every 2 points of weapon quality above average an added 25% impact is gained. (Eg. a heavy broadsword with a weapon quality of 16 is 175% normal, 5B 9E 5P.)
4. There is no superior leather, cloth or kurbul.

George Mitchell, Reading PA

Dear George,

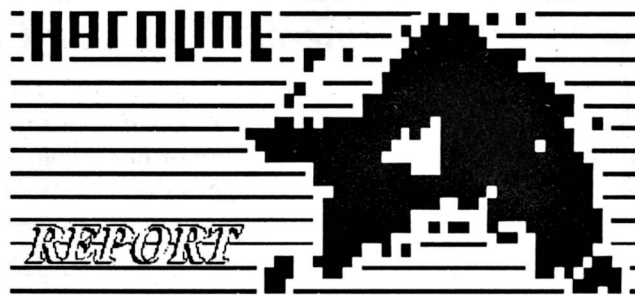
Thanks for the support. We had always assumed that the criticism we receive on armour (ie. that it is too effective) took most of your points into consideration: that full-coverage is hard to come by, far from perfect, expensive, and encumbering. We may have been wrong — perhaps some of the critics were not fully aware of the points you have raised. We thank you for raising them.

On the subject of *kurbul*. One of the reasons we have given it a unique name is that it includes some relatively unique armour. In "inventing" the broad class of leather armour, we were a little bit inspired, not only by historical models but by the works of M.A.R. Barker. *Kurbul* has a broad range of quality, from ordinary boiled leather, to the skillfully worked "leather-plate" of the Greeks and Japanese, perhaps even to a weaker cousin of *chlen* hide... Because of this, I would not like to see superior *kurbul* done away with.

In our opinion, cloth comes in different thicknesses, is made of different materials, and with various methods. This seems to justify variation in in cloth's ability to turn blades and otherwise protect its wearer.

Your impact bonus on superior WQ weapons is a bit scary. We always envisioned that the BEP values given for weapons only represented averages, and that weaponcrafters could improve on them — sharper swords. What you suggest would certainly make the weaponcrafters' art more critical.

By the way, just in case anyone is interested. We generally use mid-Atlantic spelling, but we always spell armour, and its derivatives, with a *u*. The reason is to avoid confusion with the synonym for heraldry, which is spelled *Armory*. □



A Report on *HârLine*, the International Computer Bulletin Board Service for those using *Hâr/HârMaster*.

A lot has happened on *HârLine* since our last issue of *HârLore* (a lot has happened everywhere).

The *HârLine Forum*, our conference for folk using *Hâr/HârMaster*, is now an international ECHO available via the Vervan Gaming Network (VNet). Now, it may be possible to get in touch with other *Hâr*nians without calling long-distance. Worldwide, there are over 20,000 BBS capable of carrying the ECHO, so chances are that there is, or will soon be, a local node near you. So if you have a computer and modem give us a call. The messages on the *HârLine Forum* are always interesting, and there are even some play-by-e-mail-games in progress. Thanks to Mike Matson and Ron Lahti for setting up the echo, and to Rob Duff, as always, for giving us the use of Duffle Board.

*HârLine* has one of the most active userships of any ECHO. The message per user ratio is remarkable. This is a *great* place to trade ideas. There aren't a lot of us out there, so this is a perfect way to swap nastinesses (is that a real word?)

We will soon release two of our *HârLine* libraries over the network so that they can be downloaded locally as well. There are sixty to eighty files in the main library. Some are re-releases of out of print material, some are simply articles that would not fit anywhere else. Some have been contributed by *HârLine* users, some are "official" material.

The *HârLine Sanctum* is up and running (on Duffle Board only). This is where we put files before they are published, so that *Sanctum* members can pick them apart and playtest them. This service certainly seems popular with the members.

For those who still prefer to call Duffle Board direct, we have installed an offline mail reader to speed access and slash long distance charges. By the time you read this, it will be up and running (and maybe even debugged). ☛

# HÂRNLINE

## Modemers... Now You Can Call HârnLine Toll-Free

The *HârnLine Forum*, formerly available only on Duffle Board (Vancouver, BC., Canada), is now available to your favorite BBS via echomail. If one of your local BBS's already carries echomail, all you need do is leave a message to your SysOp asking him or her to join VNet and pick up the *HARNLINE* echo by contacting one of the individuals listed on the table below. The table shows VNet contacts responsible for mail distribution in various regions. If your SysOp gets in touch with his closest contact, he can get the information required to get the HârnLine echo.

REGION	(STATES/COVERAGE)	LOCATION	CONTACT	PHONE
NORTHWEST	(AK ID OR WA)	Eugene OR	Adrian Ng	503-346-9674
FAR WEST	(CA HI)	San Diego CA	David Nolan	619-695-3011
SOUTHWEST	(NV CO NM UT)	Sparks NV	Ken Johnson	702-358-7233
PLAINS	(ND SD NE MT WY MO KS)	St. Louis MO	Chelsea Carlstedt	314-965-1385
SOUTH	(OK TX KS AR LA)	College Station TX	Danny James	409-846-4480
MIDWEST	(IL IN WI IA MN MI)	Burlington IL	Joel Veeneman	708-683-2390
DIXIE	(TN KY NC OH WV)	Burlington IL	Joel Veeneman	708-683-2390
SOUTHEAST	(FL GA AL SC)	Cape Coral FL	Jay Wigginton	813-574-2301
EAST	(NJ NY DC/MD VA DE PA)	Caldwell NJ	R Merritt	201-228-4589
N ENGLAND	(ME NH VT MA RI CT)	Caldwell NJ	R Merritt	201-228-4589
EUROPE		Vienna AUT	Johannes Mistelbauer	43-1-526-7858
ASIA		Eugene OR	Adrian Ng	503-346-9674
CANADA		Oshawa ON	Rick Johnston	416-579-6302

### OTHER NETWORK CONTACTS:

HARNLINE Echo Moderator	Trinidad CA	Michael Matson	707-677-3588
PCBoard Mail Systems	Wentzville MO	Joe Crosby	314-941-9151

This information was downloaded from the HârnLine Forum ECHO and is subject to change (usually without notice).

## HârnLine BBS List

The following BBSs are carrying the *HârnLine Forum* at time of writing. This list is *NOT* complete.

LOCATION	BBS Name	SysOp(s)	Telephone	Network Node(s)
Canada, BC., Vancouver,	Duffle Board	Rob Duff, (Robin Crossby)	(604) 877-7752	1:153/713.0 (Fido);
Canada, Ontario, Oshawa	AlphaCity BBS	Rick Johnston	(416) 579-6302	Not Available
Canada, Ontario, Oshawa	Assassin's Grove	Jeff Mitchell	(416) 571-6965	1:229/422 (Fido) 45:632/102 (VNet) 10:416/102 (Brigadoon)
USA, California, Diamond Bar	Castle of the 4 Winds	Chris King	(714) 860-3213	1:103/315 (Fido); 45:512/102 (VNet); 8:911/202 (RBBSNet)
USA, California, Indio	T&L BBS	Tom Alford	(619) 345-5835	1:202/802 (Fido); 45:511/0 (VNet)
USA California, Stanton	The Castle Ethaire	Mark & Barbara Cleveland	(714) 636-3982	1:103/155 (Fido); 45:512/405 (VNet); 26:1714/155 (Signet); 42:1001/5 (CandyNet)
USA, Florida, Plantation	The Gentleman Loser	Seth Goldberg	(305) 370-8708	1:369/48 (Fido) 45:574/102 (VNet); 10:305/108 (Brigadoon)
USA, Illinois, Burlington	The Red Star	Joel Veeneman	(708) 639-2390	1:115/639 (Fido); 45:45/901(VNet)
USA, Minnesota, Rochester	The Castle BBS	Bob Richter	(507) 281-8292	1:292/49 (Fido) 45:554/101 (VNet)
USA, New Jersey, Caldwell	Dragon's Cave BBS	Ralph Merritt	(201) 228-4708	1:269/102 (Fido); 45:580/102 (VNet); 50:5201/102 (EchoNet); 99:9220/102 (EggNet)
USA OK Tulsa	Alpha Complex	Josh McCormick	(918) 622-1121	1:170/806 (Fido)
USA, Oregon, Salem,	Purgatory BBS	Nancy/Neal Feldman	(503) 370-9739	1:105/605 (Fido) 45:45/904 (VNet)
USA, Texas, Addison	The Wyrms's Byte	John Bowlin, Tom Wheeler, Brad Boles	(214) 484-2590	1:124/4220 (Fido) 42:1036/1 (Candy) 45:542/200 (VNet)
USA, Texas, College Station	Starfleet Operations	Daniel V. James	(409) 846-4480	1:117/327 (Fido) 45:354/0 (VNet)

Please note that *HârnLore* will not normally contain this much information about *HârnLine*. The normal practice will be to include the occasional report, but one and a half pages will rarely be required.

For the latest information about *HârnLine*, call Duffle Board. ☐



**A New Beginning**

Never before in the history of fanzines has an issue been so late (and still been published). Well, there's not much to say except we came within a whisker of axing HårnLore. The page count had proven to be too restrictive, wouldn't

allow us to do color local plans, and was such a piddly money maker that it got zero priority in a company that treats deadlines with contempt at the best of times. But I decided to resurrect it in a new form. In essence, we've doubled the page count, added color, and increased the price (a lot). This mix, essentially a blend of our old *Encyclopedia Harnicas* and the old HårnLore, will (I hope) fix these problems.

**BattleLust...**

...is finished. It's only taken a few years (four to be precise) but we finally have a system that we like. Its gone through more playtests (and playtesters) than anything else we've done before. That may make it our best product ever. Then again, I'm sure you've all heard the old joke about a camel being a horse designed by a committee.

Unlike some earlier versions, the final version is 100% compatible with *HårnMaster*. For those who don't know, BattleLust is a skirmish level rule system for miniatures (or dimes and pennies) plus lots of good stuff on military roleplaying, logistics, etc. We've actually created more stuff than we can print in one book so we will probably have to give you an expansion or two. Anticipated publication is April/May.

**Castles of Orbaal**

Also on the horizon is Castles of Orbaal. This module covers Marby, Sherwyn, Pled, and Arathel, but is actually an excuse to publish the long awaited Orbaal kingdom map. Coming right up.

**Coranan Pink Pages**

Having difficulty finding people to play Hårn/HårnMaster? It's not surprising, we're an elite group (meaning there aren't a lot of us out there). If there is enough interest, we'd like to publish in future HårnLore issues a GM/Player directory to help you get in touch with each other. If you want to be included, send us your name and phone number - tell us whether your are a Player, a GM, or both, and if you are using HårnMaster, Hårn, or both.

HårnLore 8 Survey - Results			
1	Spell Tomes	<b>RULES</b>	%
2	Shorkyne	HårnMaster	75
3	BattleLust	AD&D	9
4	Arcane Lore	GURPS	5
5	Son of Castles	Own	5
6	Grandson of Castles	RoleMaster	2
7	Trierzon	RuneQuest	2
8	Ridow	Other	3
9	HarnBeast		
10	Nasty & Brutish	<b>AGE</b>	%
11	Gods of Harn II	16-19	9
12	Azeryan	20-29	57
13	Players Guide	30-39	27
14	HarnFolk	40+	7
15	Ibanvaal	Average: 26 years	
16	Orbaal Map		
17	25mm Plans		
18	Harnic Tarot		
19	Auto-Ref		

**HårnLore 8 Feedback Contest**

Above is a tabulation of the survey we ran in HårnLore 8. For those who didn't see the survey we listed 19 ideas for new products and asked you to rate them 1-19. Our future publishing plan is based (kind of) on this survey result.

**Submissions**

We don't accept a lot of stuff, and you won't get rich writing for us, but if you want to see your efforts in print feel free to submit material based in some way on Hårn or HårnMaster. We advise you to start small. Common Knowledge articles, or mini-scenarios are best. We *MUCH* prefer you to send computer files than hardcopy. You can upload files to HårnLine on Duffle Board (not to remote bbs's) or you can mail us a disk. We pay \$20-40 per page (depending on the amount of work we have to do on the material). We can handle ASCII text (without formatting) or any file format readable by Word For Windows or Word for the MacIntosh.

**The Great Limerick Contest**

In HårnLore 9, I whipped off a Hårnic limerick and ran a contest to encourage like submissions. The response was, dare I say it, pitiful. Maybe it was the tight deadline (you ought to know better by now) or maybe 1990 was a bad year for creative juices. Whatever, we only got three submissions. But one of these (the winner) is an epic Limerick (surely a first) which is a gem, if a bit risque. It appears on the next page. My congratulations to the writer, Scott Wilkerson of Chicago, Illinois.

**T**he Gods are quite tricky and mean,  
Their best side has yet to be seen.  
If you don't miss a mass,  
And you give them no sass,  
You might live to see age nineteen.

A Hlean priestess inspired  
Can worship without growing tired  
For hours or days  
With no stops or delays  
'Till the layman's more blessed than desired.

Now they don't sing 'bout this in the lays,  
He who knows of the ten thousand ways  
Is missing a claw  
So he's got to southpaw  
On his pillar of fire when he plays.

If you wish to have life renewed  
If you're clumsy and not very shrewd.  
Then Peoni's your God  
Cause she'll take any clod  
After all, who else worships a prude?

If you feel something scratching your thigh  
In the dark when there's no one nearby  
Then you'd best grab your meat  
And beat a retreat  
Or you can kiss your Li'l Friskies goodbye.

Aelori thought study travail  
Till Save K'nor his lamp did unveil.  
She really took quick  
To that prodigious wick  
And he was quite moved by her tail.

The priesthood of Morgath contends  
He who buggers a corpse has no sins  
If you follow the Wraith  
It's a tenet of faith  
Ye will always run into dead ends.

In Erael where the elf lords stand pat,  
And dark halls where dwarf kings have sat  
Though they're quite hard to get  
The favorite pet  
Of course, is the Siamese cat.

The Lord of the Perilous Quest  
Was one who young Frith wished to guest  
Though she tried to entreat  
He would not eat her sweet  
Time was wrong, he likes bloody the best.

The Ivashu that roam oe'r the land  
Are borne of the Craven Lords hand  
He blames their conception  
On a raging erection  
Cause they sprout when he spills in the sand

Larani the chaste so it's said  
Is sweet, 'till that aspect has fled  
What she turns into then  
Is a bane to all men  
She's a bitch when she starts flowing red

It's a negative light I have cast  
On the Gods, from the first to the last  
If perchance I misspoke  
And they can't take a joke  
Then stand back, you'll get caught in the blast.

*Scott Wilkerson*





**LOCATION:** Chyren Hundred, Zabinshire, Rethem

**STATUS:** Orderial Fief held from the King

**GOVERNMENT:** Akarata (Grandmaster)

**POPULATION:** 225 (Approximate)

Hyen was built in 532 under the Corani Emperor Shorka (528-555). The project went over budget as the supervisor, Kalvian Workol (nephew of the infamous astrologer) grew scandalously rich. An investigation (led by Kalvian) attributed blame to five masons who were impaled; their ghosts "linger yet without the wall".

Hyen changed hands several times during the *Interregnum* (588-635) eventually coming into the Rethemi royal domain, where it fell into disrepair. Nemiran (672-681) granted it with Menekod, Dunir, and Selvos to the Order of the Copper Hook in 681. The Order quickly enlarged the keep, adding the northwest tower, palisade, and gatehouse.

In 682, Grandmaster Ezar Zhirdoka provoked the war that came to bear his name. *Ezar's War* lasted until 697. The Order's losses are largely blamed on the too ambitious fortification program. The northwest tower was added in 695 — the same year Menekod fell to the Kandians. Hyen became the new headquarters (and only stronghold). It was attacked several times, but, miraculously, did not fall.

The *Peace of Selvos* (697) officially ended hostilities between the kingdoms of Rethem and Kanday, but the Order of the Copper Hook have never recognized the treaty, not least because all of the land ceded by King Chafin was Orderial land. With most of their fiefs in Kandian hands, and with the assassination of Ezar in 698, the Copper Hook felt powerless to object; the new Grandmaster dutifully reaffirmed his oaths of fealty and homage to Chafin, and helped crush the epidemic of revolts that plagued postwar Rethem. Officers of the Order do not revere the memory of the late Chafin, to whom they have affixed the epithet: "*The Coward of Selvos*".

Since Ezar's War, the Order has used Hyen to launch raids into Kanday, primarily against the Order of the Checkered Shield. They are careful to avoid spreading the conflict. In recent years, factions on both sides have halfheartedly sought peaceful settlements, but the young men seem, in the words of Grandmaster Mareg Yaredar, to be "having too much fun..."

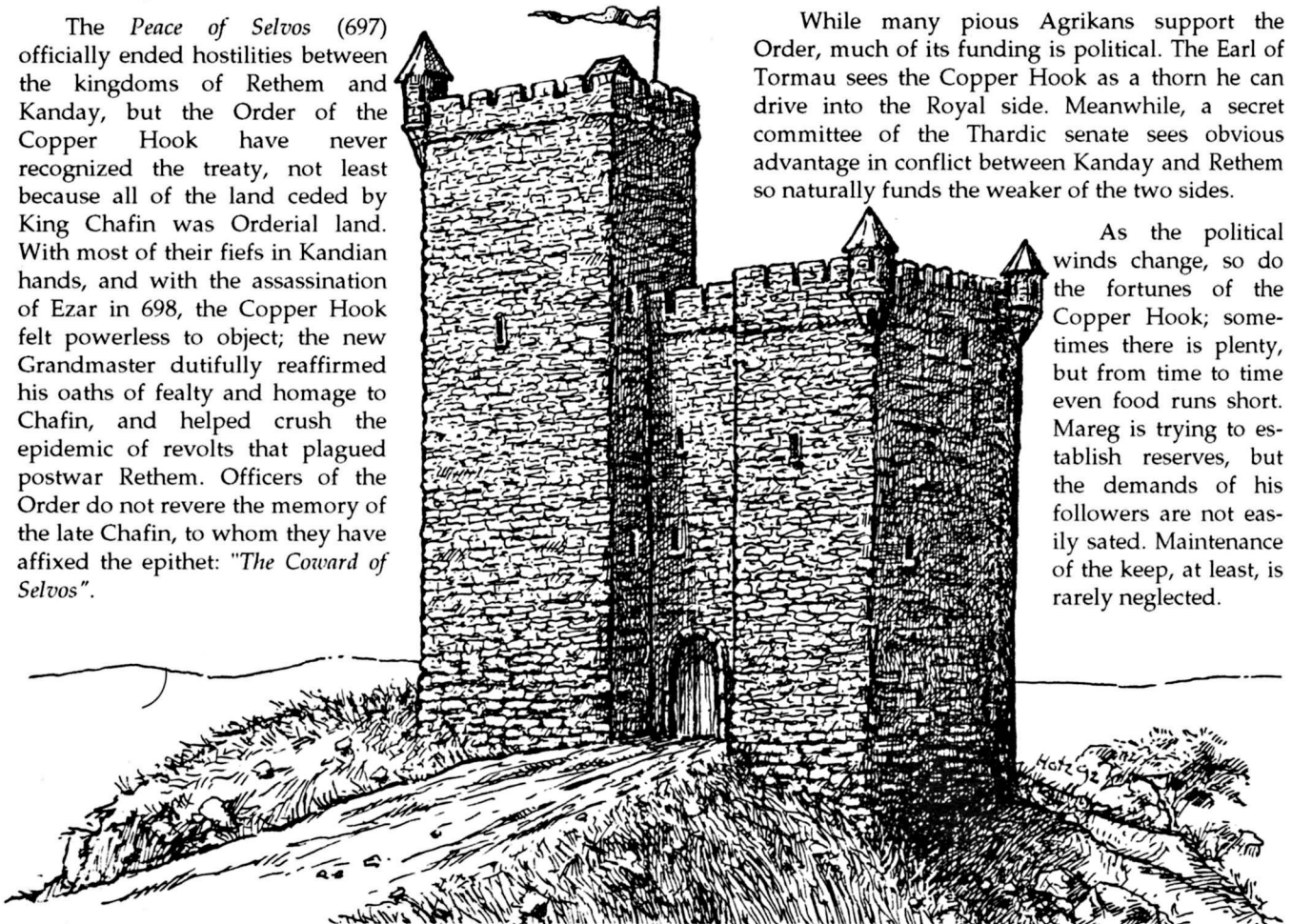
Mareg Yaredar, the present *Akarata* (Grandmaster) is a morose fifty two year old, whose sad demeanor masks a cunning mind. Like many of the Order's knights, he dreams of the day when Menekod and the other lost lands can be recovered. He is, however, a realist who respects the Checkered Shield and knows that an ill-conceived, or badly executed plan will earn the wrath of two kings.

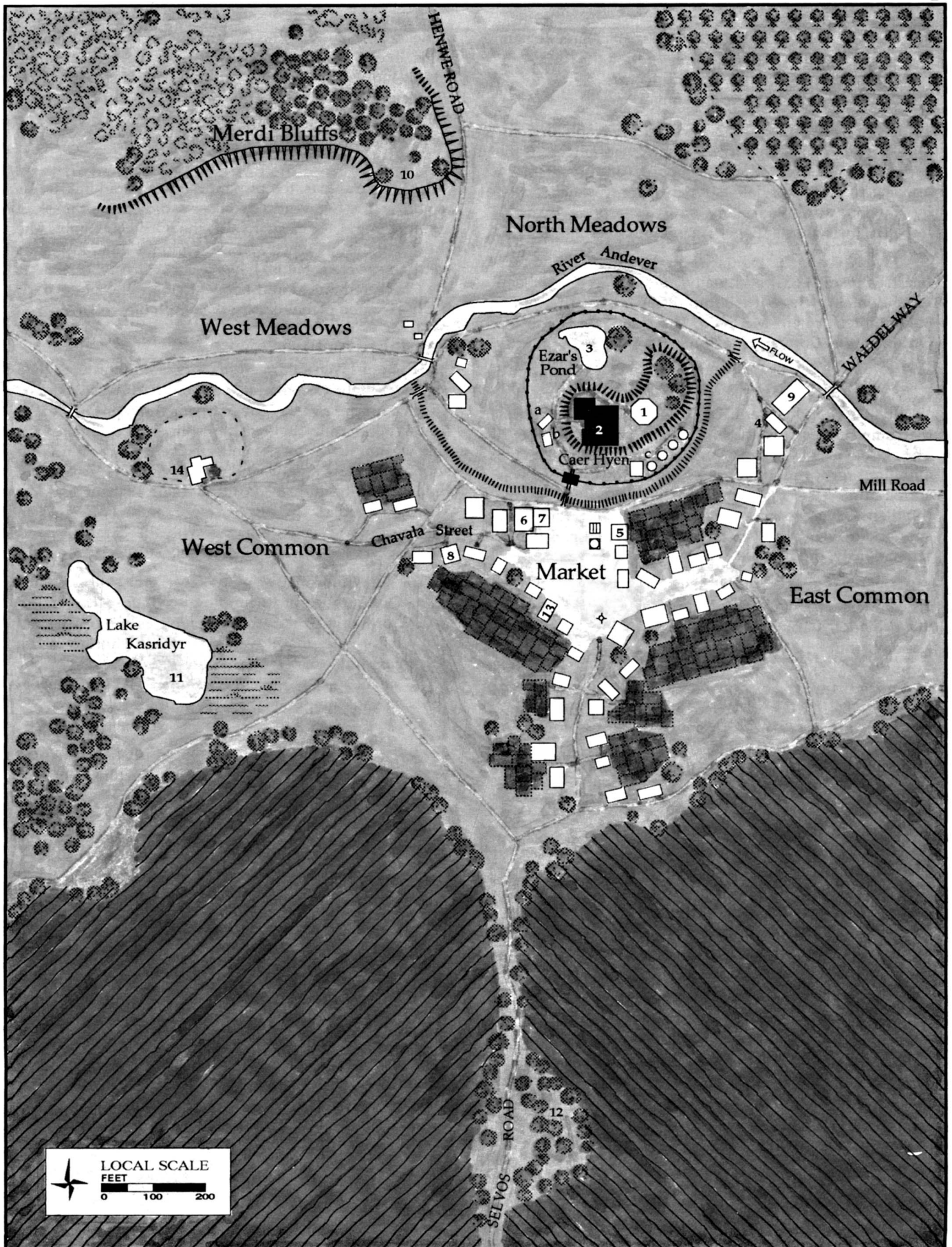
## Feudal Structure

Each of Hyen's thirteen manors is administered by a *Telmen* (Knight Commander) appointed by the Akarata. The manors are *elgaren* (governorships) rather than feudal fees. While fertility is low, this still represents considerable wealth. Revenues are collected centrally and used to support as many knights and men as possible. Additional funds come from patrons throughout Rethem and the Thardic Republic. The Copper Hook is the only Agrikan fighting order actively engaged with the Laranians, and the Checkered Shield are considerably stronger.

While many pious Agrikans support the Order, much of its funding is political. The Earl of Tormau sees the Copper Hook as a thorn he can drive into the Royal side. Meanwhile, a secret committee of the Thardic senate sees obvious advantage in conflict between Kanday and Rethem so naturally funds the weaker of the two sides.

As the political winds change, so do the fortunes of the Copper Hook; sometimes there is plenty, but from time to time even food runs short. Mareg is trying to establish reserves, but the demands of his followers are not easily sated. Maintenance of the keep, at least, is rarely neglected.





**1** **TEMPLE** of the *Order of the Fuming Gate* the Agrikan clerical order which sponsors the *Order of the Copper Hook*. The temple is poor and since Ezar's War has served mainly as apologists for the Copper Hook. The temple was rebuilt during Ezar's War. Its heart is the great fire pit, an octagonal shaft which, according to Agrikan belief, becomes a direct conduit to Balgashang during major rituals (the rest of the time it ends in the cellar.) The shaft also functions as a chimney. See Interior Plans.

**2** **CAER HYEN**, the headquarters of the *Order of the Copper Hook*. See Interior plans. The northwest tower was added during Ezar's War. [a] bonded master Weaponcrafter; [b] stable; [c] storage and granaries.

**3** **EZAR'S POND** was created following Ezar's War. The pond's maximum depth is 22 feet. Ezar's pond is kept well stocked with fish and provides food all year round.

**4** **HIDEWORKER (Awal of Braimon)**  
Size 6    Quality: ★★★    Prices: average

**5** **THE BLOODY HOOK (Vardrin of Sauras)**  
Size 7    Quality: ★★★★    Prices: average

Vardrin is the son of an Azeryani immigrant who died in Ezar's War. He harbours a profound hatred for Kanday and the Laranians. He is a slight, unhealthy man, but has two large, rough employees in the Aridon twins, Birl and Kith.

**6** **BONDING HOUSE** much of Hyen's economy is involved with the little wars against the *Checked Shield*. However, the settlement is also a haven for smugglers and the knights of the Copper Hook seem unable (or unwilling) to stamp out the thriving black market. The bonding house is operated by an officer of the Copper Hook who is reassigned at least quarterly. This prevents any single person from getting too wealthy. Nevertheless, this is a popular assignment.

**7** **WEAPONCRAFTER (Durvo of Aelwest)**  
Size: 9    Quality: ★★★★    Prices: average  
Durvo is a very busy man, well known locally for his solid, reliable products and reasonable prices. The Copper Hook often places contracts with this establishment.

**8** **METALSMITH (Gyran of Teltara)**  
Size: 4    Quality: ★★    Prices: average

**9** **WOODCRAFTER (Dyrel of Ekira)**  
Size: 4    Quality: ★★    Prices: Low

## Hyen Taxes

Property Tax (Residential):	6% per annum
Property Tax (guild):	4% per annum
Hawking Licence Rate:	5% of goods' value
Bonding Rate (per month):	0.5% of goods' value
Poll Tax (Spring):	3d per adult

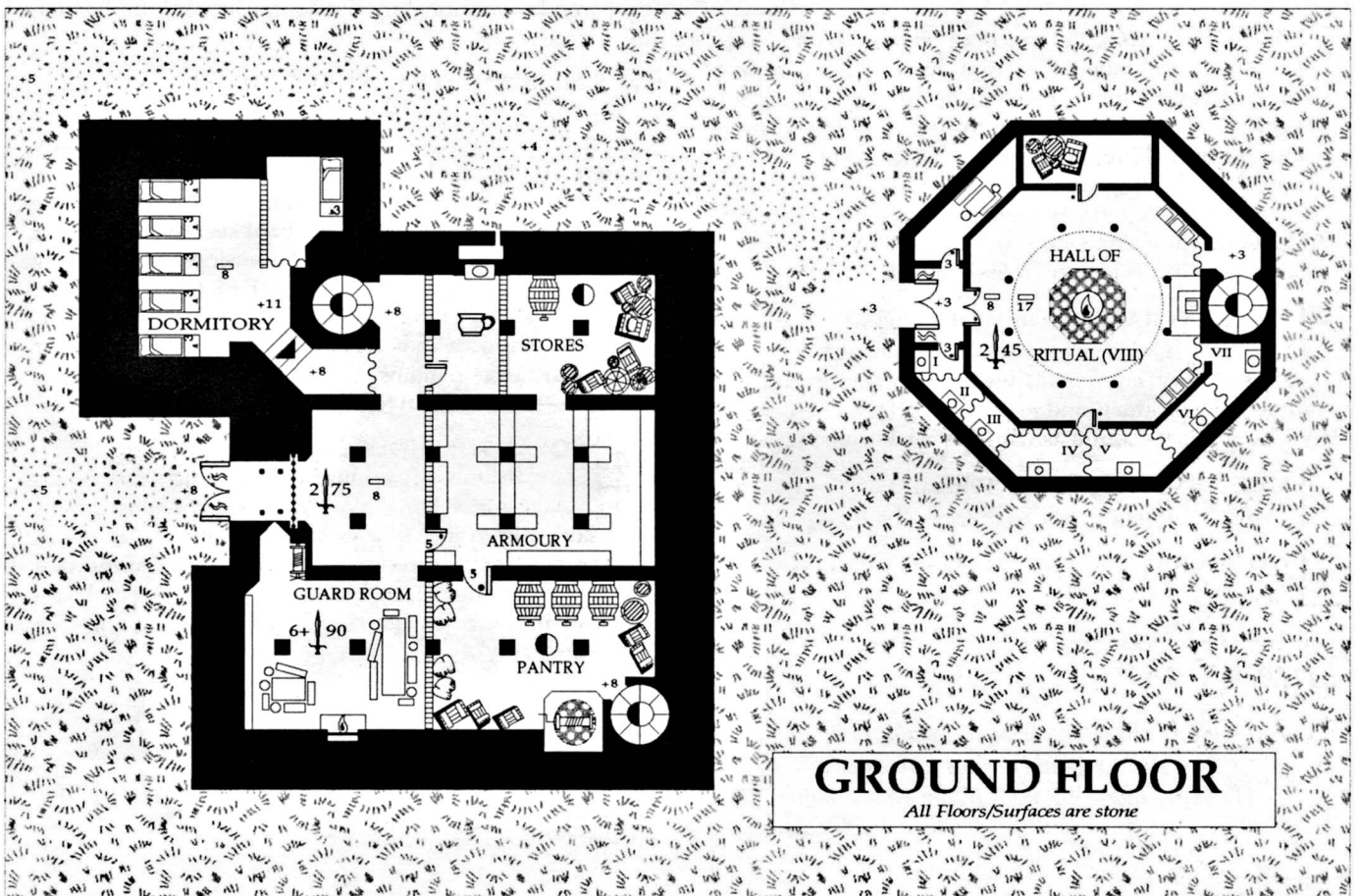
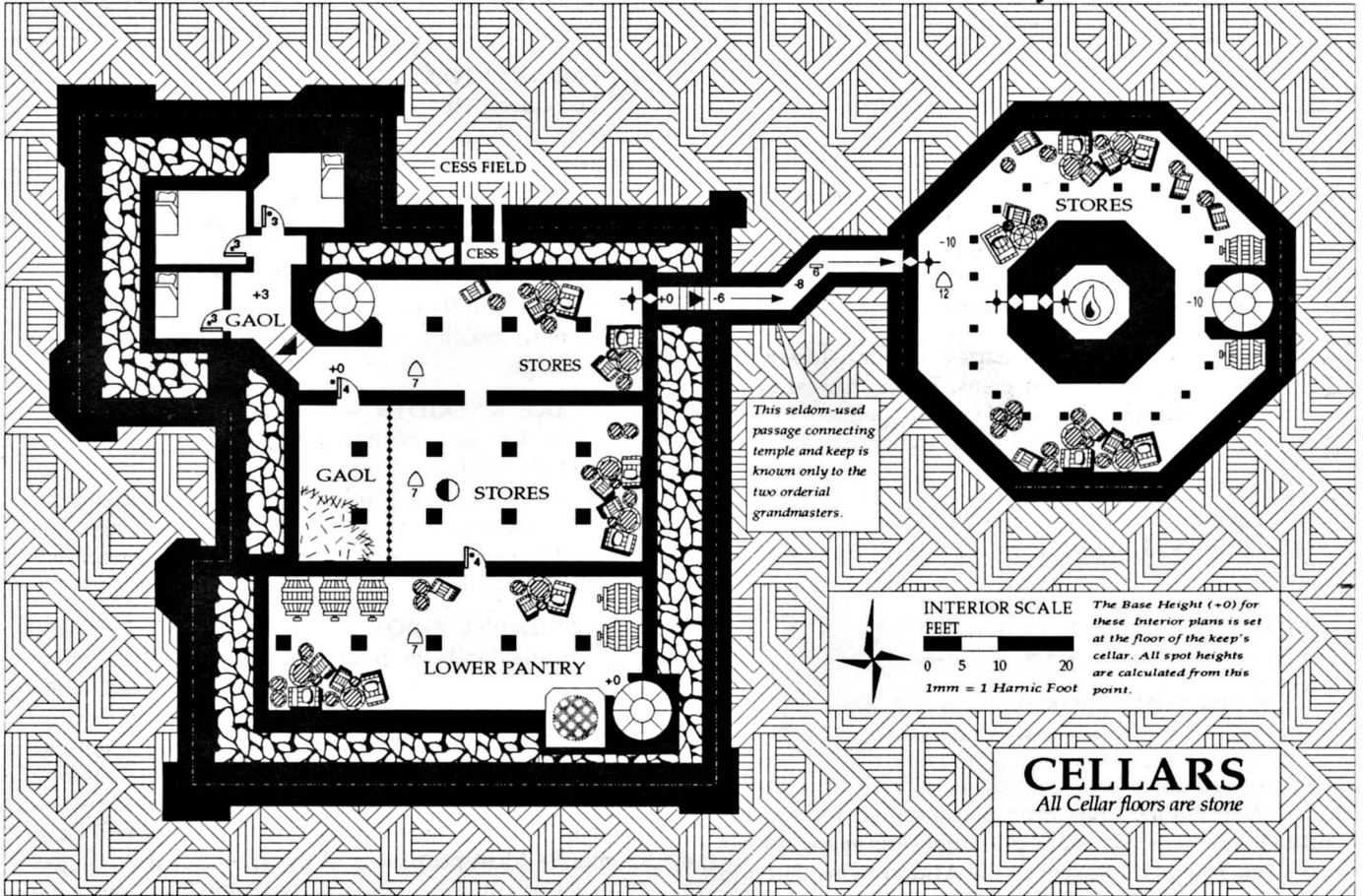
**10** **MERDI STONES** — before the Corani king Arosta conquered the mouth of the Thard, a Merdi fort stood here. Now all that remains are a few ruins overlooking the Hyen Valley. People can walk through these ruins without even noticing them. All that is visible are a few vague, rectangular, stone outlines low to the ground, and overgrown with foliage. The legend of tribal retribution which deterred the Corani from building the keep on these Bluffs (which would have been a superior site) is now lost, but it concerned the massacre of the Merdi village.

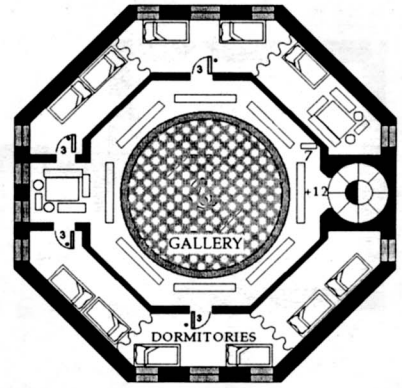
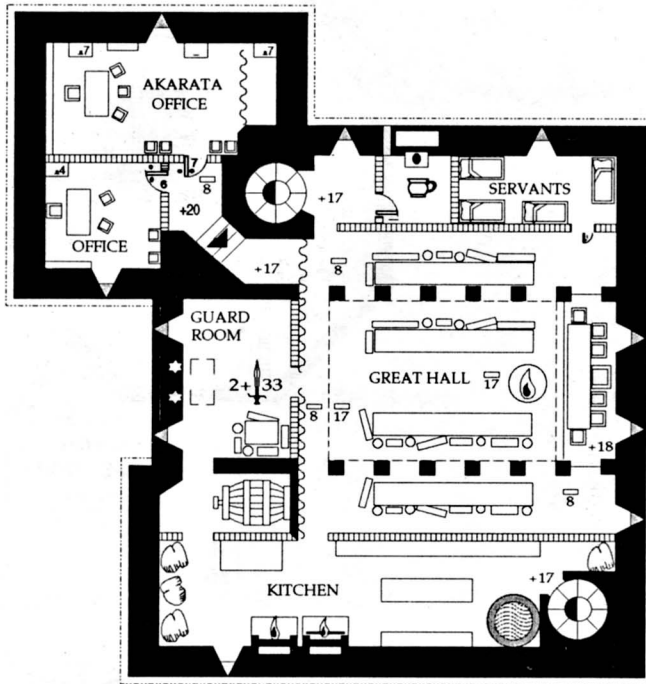
**11** **LAKE KASRIDYR** — a shallow, silted, swampy lake left isolated and rather stagnant when the Andever changed its course several hundred years ago. This is a breeding ground for numerous varieties of insect, and represents a health hazard to the village. The tendency of locals to use the lake as a refuse dump does not help the problem.

**12** **WEIRDING GROVE** — a stand of timber believed by the locals to have magical properties. Many suspect that the Grove is in some way connected to the Sindarin. In fact, the area is an unusual kind of Fyvrian focusing environment. Apart from its usual sanctum-like advantages. A person who stands here in meditation long enough ([20-Aura] x 10 minutes) will learn the year in which he will die. One who doubles this time will learn the month. Most people avoid the spot, but the villagers have never cut the trees and will not even burn the dropwood, since inhaling the fumes invokes frightening prescient visions.

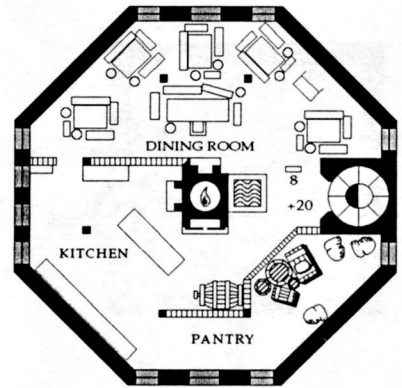
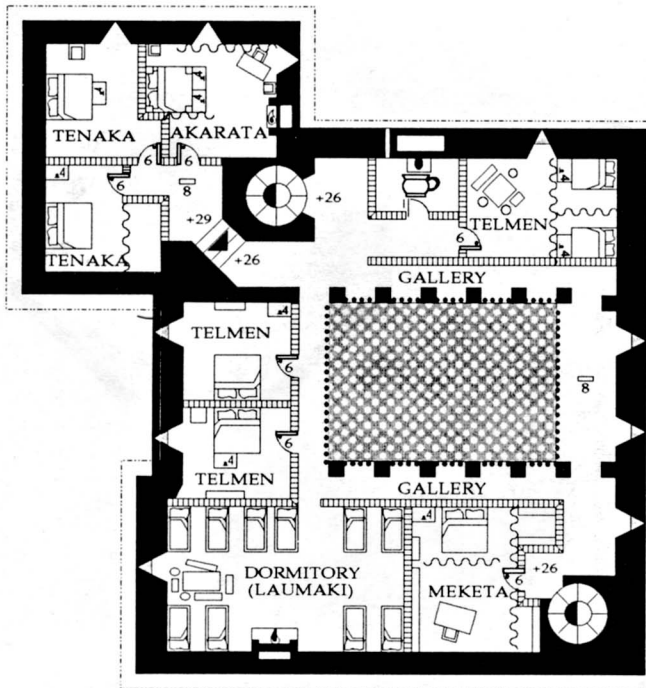
**13** **MERCANTYLER/USURER (Hoardal of Keleto)**  
Size: 2    Quality: ★★★★    Prices: high  
Hoardal has one of the most difficult situations of any usurers on Hârn. The Order of the Copper Hook is constantly squeezing his operation to fund their little wars. It is only through careful bookkeeping and clever manipulation that Hoardal stays in business. As the only usurer, Hoardal is an essential part of the community. The fact that the grandmasters realize this has saved his life on several occasions. That Hoardal has not called for guild assistance remains a puzzle. Likely, the Copper Hook has some hold on him.

**14** **ROYAL TOLLHOUSE**  
Standard tolls are applied on all traffic using Selvos Road, Chavala Street or Waldel Way. The tollhouse has its own compound and is generally manned by a manus (five or less men) of the royal army. Because of the tacit antipathy that often exists between the Copper Hook and the Crown, the royal "garrison" exhibits something of a "siege mentality".

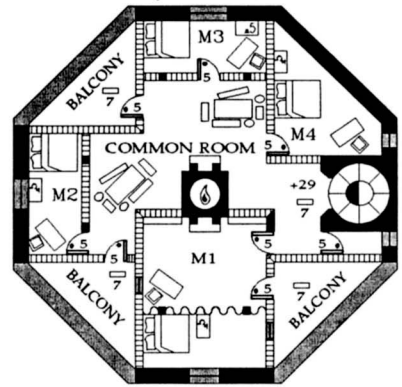
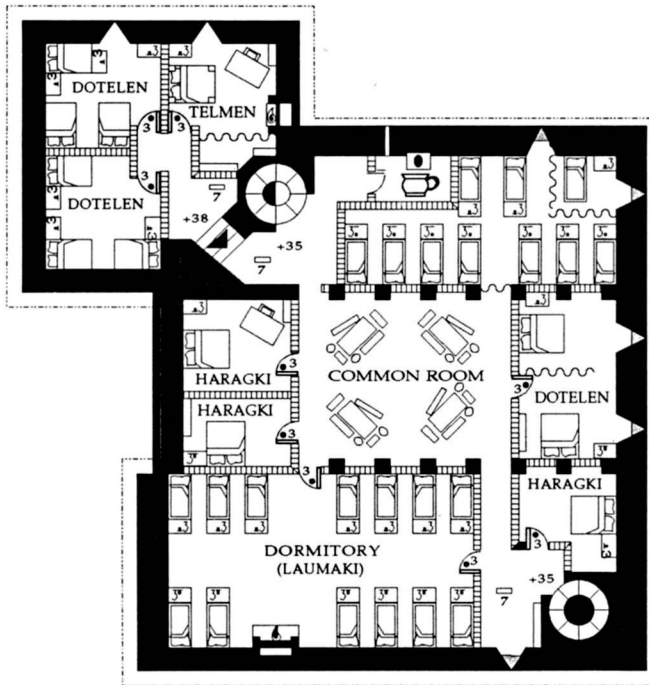




**FIRST FLOOR**  
*All Floors are wood*

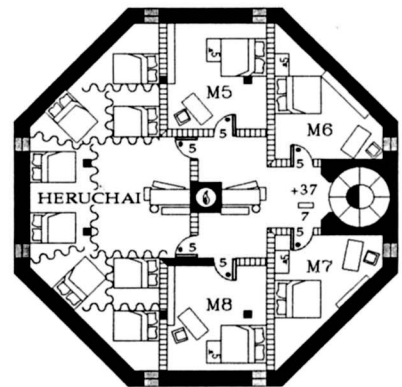
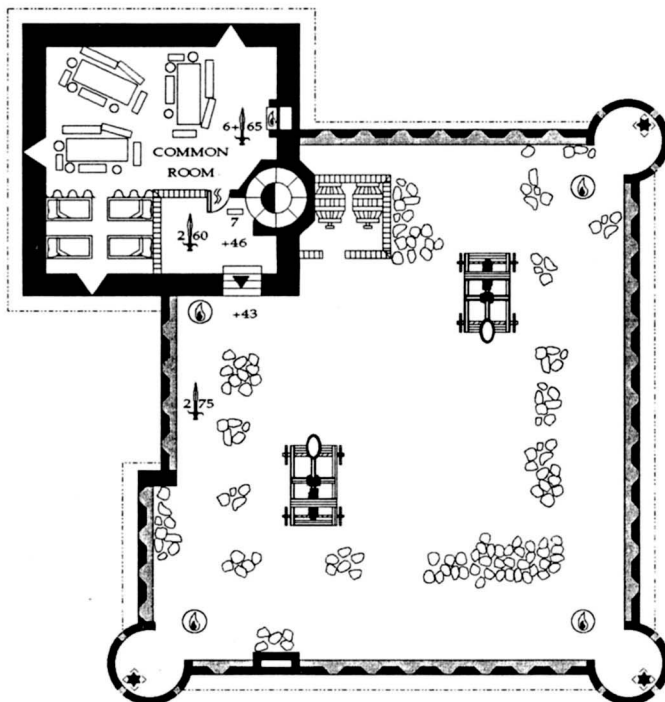


**SECOND FLOOR**  
*All Floors are wood*



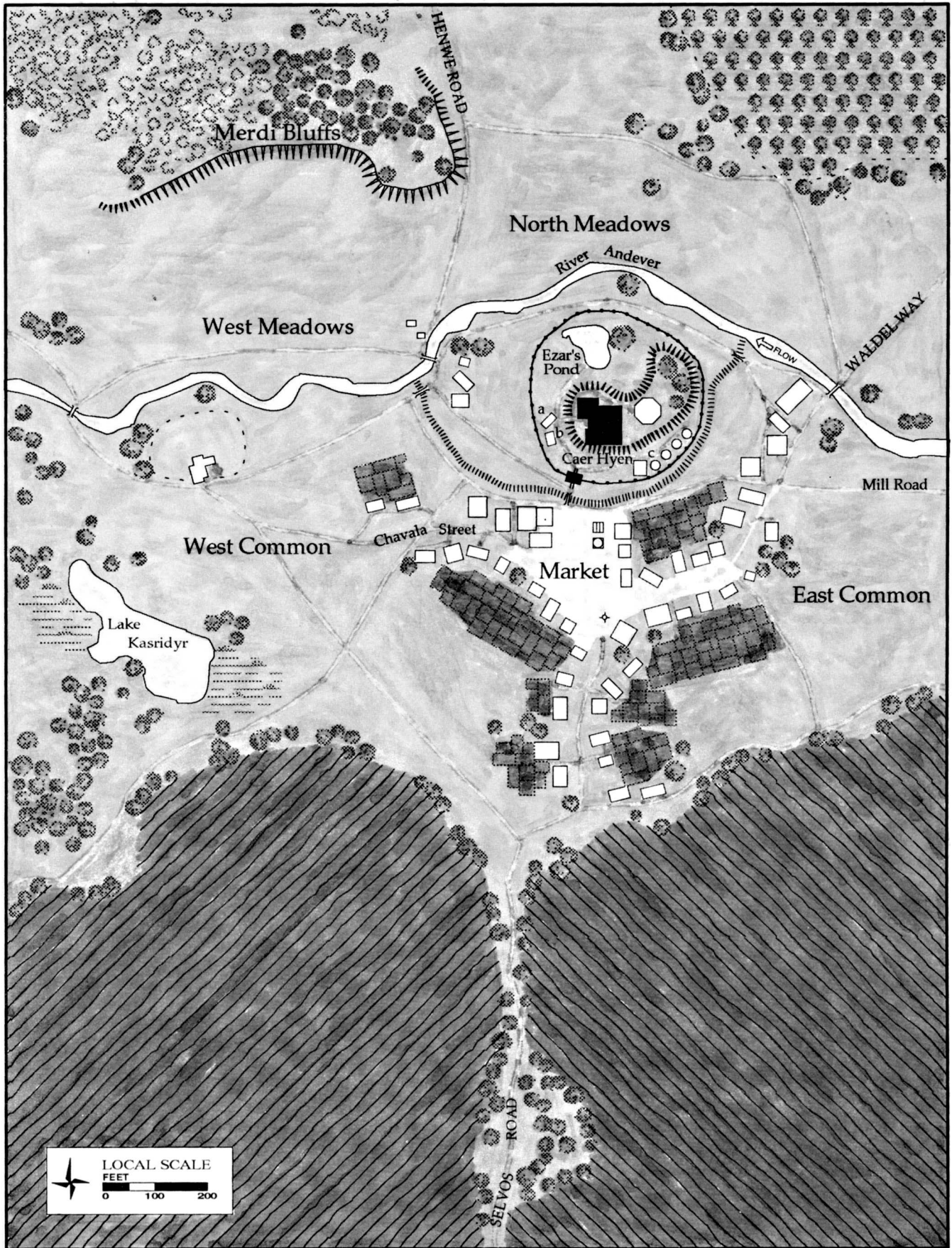
*Master's Quarters*  
 M1: Senesharil, Viriahn,  
 and Aperagris  
 M2: Aperalis  
 M3: Apevisha  
 M4: Apephelis

**THIRD FLOOR**  
*All Floors are wood*

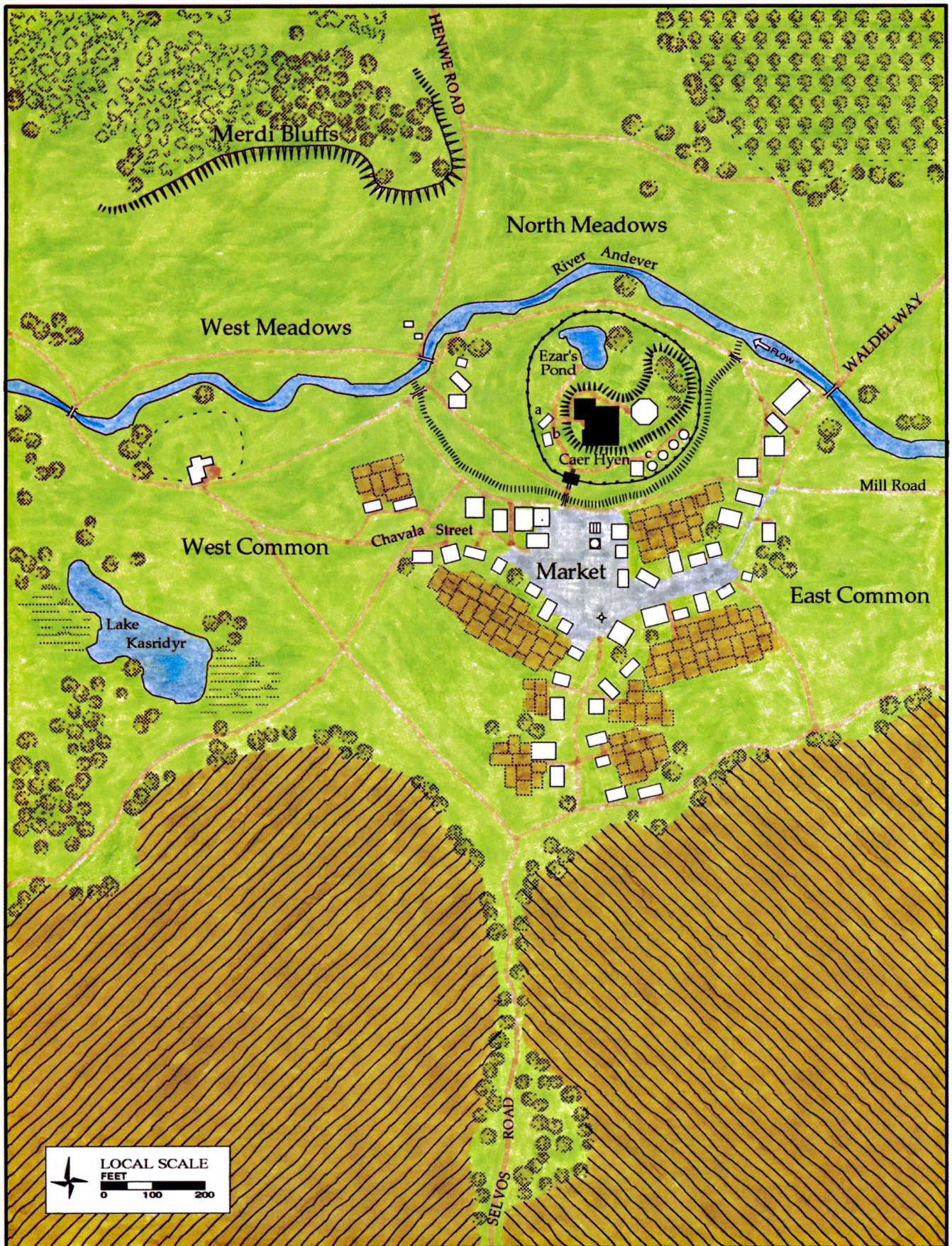


*Master's Quarters*  
 M5: Apersuphur  
 M6: Apehakai  
 M7: Apeaterahn  
 M8: Apehanar

**FOURTH FLOOR**  
*All Floors are wood*

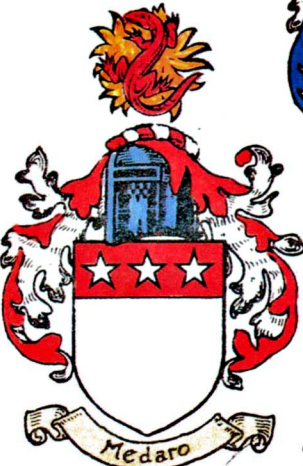
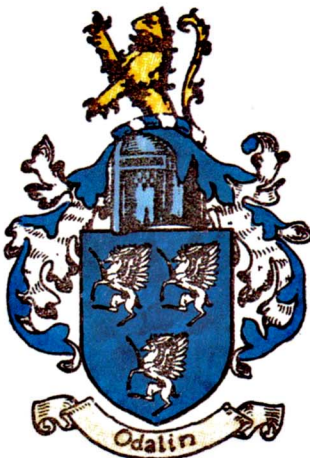
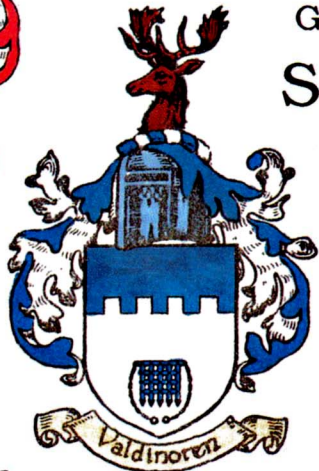
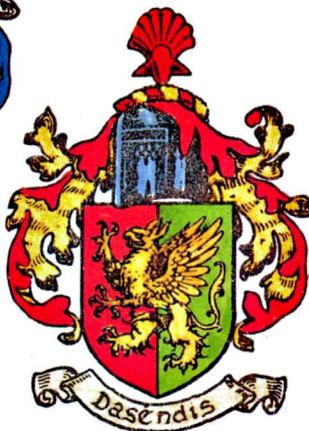
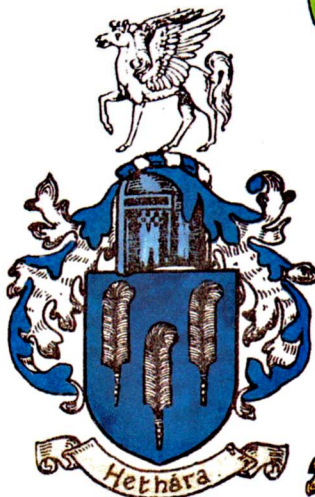
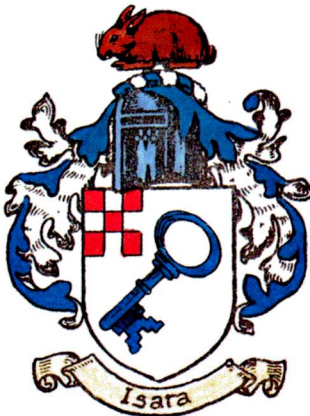
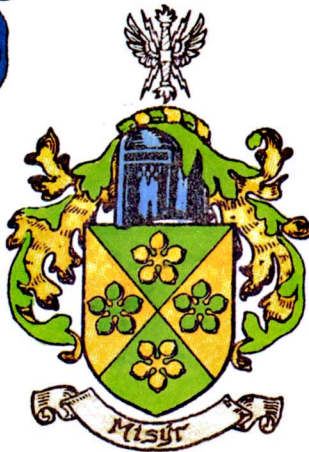
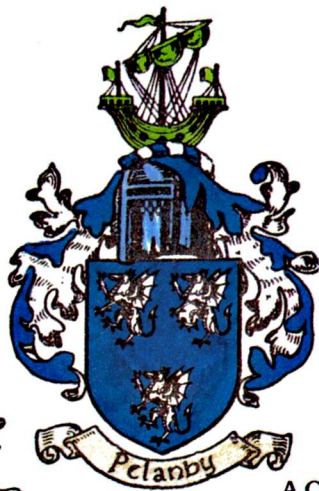
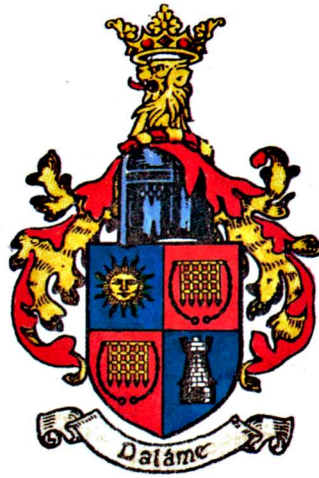


# HYEN





ACHIEVEMENTS OF THE  
GREAT CLANS OF  
SHORKYNE



# The Great Clans of Shorkyne

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## **BIDELES, Telkor of Kolare**

Purpure, a talbot sejant Argent. Crest: a stag lodged of the second. Motto: *Strength from the Heart.*

**Registry:** Chaplet , 582

**Major Seat:** Kolare

## **DALAME, King of Shorkyne.**

Quarterly: 1st azure, the sun in his splendour or; 2nd & 3rd: gules a portcullis of the second; 4th of the first, a tower argent. Crest: Above a lion's head coupé, a coronet, both of the second. Motto: *No Hope but Triumph.*

**Registry:** Chaplet , 690

**Major Seat:** Quarelin

## **DASENDIS, Malnir of Dumala**

Party per pale, Gules and Vert, a gryphon rampant, Or. Crest: an escallop of the first. Motto: *Prosper in Honour.*

**Registry:** Chaplet , 658

**Major Seat:** Turessgal

## **GAVARINES, Malnir of Aneola**

Party per fesse gules and argent, three roses, countercharged. Crest: A bull's head caboshed, of the second. Motto: *Virtue Conquers All.*

**Registry:** Chaplet , 542

**Major Seat:** Eslon

## **GORLUME, Malnir of Falimæ**

Quarterly sable and gules, upon an inescuteon argent, a boar's head erased, azure. Crest: a cockatrice or.

Motto: *Shall Right Prevail.*

**Registry:** Chaplet , 634

**Major Seat:** Chures

## **HETHARA, Malnir of Loala**

Azure, three plumes palewise argent. Crest a winged horse passant argent. Motto: *The Sword is Reason.*

**Registry:** Chaplet , 537

**Major Seat:** Hologore

## **ISARA, Archbishop of Netela**

Argent, bend-sinister-wise a key azure. Canton: a chequy of 9 gules and of the field. Crest: a coney couchant sanguine. Motto: *Courage Protect.*

**Registry:** Chaplet , 583

**Major Seat:** Netela

**Note:** the arms are attached to the office, not the clan.

## **MEDARO, Telkoren of Vadone**

Argent, in a chief gules, three molets of five points of the first. Crest: A salamander of the second in flames proper.

Motto: *Honour above Treason.*

**Registry:** Chaplet , 539

**Major Seat:** Vadone

## **MISYR, Malnir of Avan**

Party per Saltire, Vert and Or, four Cinque foils countercharged. Crest: A thunderbolt argent.

Motto: *Courage Dominant.*

**Registry:** Chaplet , 568

**Major Seat:** Telekur.

## **ODALIN, Malnir of Pilatha**

Azure, three winged stags rampant argent. Crest: a demi-lion rampant or. Motto: *Of Pain, Glory.*

**Registry:** Chaplet , 555

**Major Seat:** Thanrin

## **PELANBY, Telkor of Alagon**

Azure, three dragons rampant argent. Crest: a lymphad, vert. Motto: *Wisdom is the Sword.*

**Registry:** Chaplet , 540

**Major Seat:** Eshapel

## **SUREDARA, Malnir of Malpynia**

Party per saltire, azure and vert, a cross-formy-quadrate, argent. Crest: an arm embowed to the dexter, tenne.

Motto: *Valour and Wisdom.*

**Registry:** Chaplet , 567

**Major Seat:** Eilyria

## **TABIN, Telkor of Ensel**

Vert, a tower gold. Crest: a bear's head erased and muzzled, sanguine. Motto: *Treason Defy.*

**Registry:** Chaplet , 543

**Major Seat:** Enselet

## **TELTHAEL, Malnir of Sabinia**

Party per chevron azure and argent, a lion's head erased proper in chief. Crest: a male gryphon statant, or.

Motto: *No End Save Victory.*

**Registry:** Chaplet , 578

**Major Seat:** Sabin

## **VALDINOREN, Malnir of Shaplane**

Argent, a chief embattled azure, in base a portcullis of the second. Crest: a buck's head coupé, sanguine.

Motto: *Endure in Adversity.*

**Registry:** Chaplet , 538

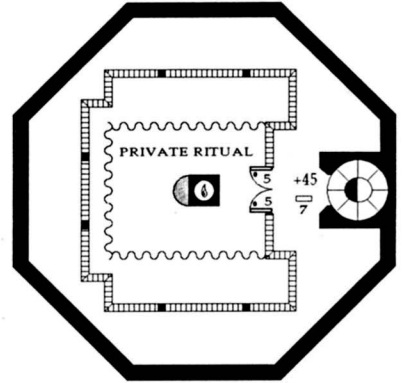
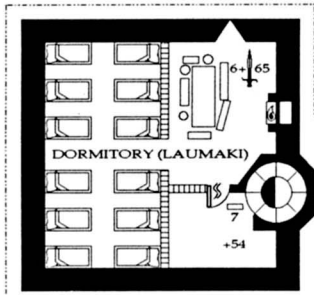
**Major Seat:** Antiome

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**Registry:** *The Chaplet Palace of Arms, located in Quarelin, was founded in 537, one year after the Kingdom of Shorkyne was founded. The date is the most recent registry and/or amendment. Components of achievements may have more ancient associations with some clans.*

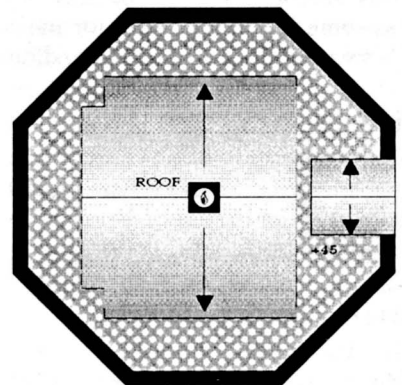
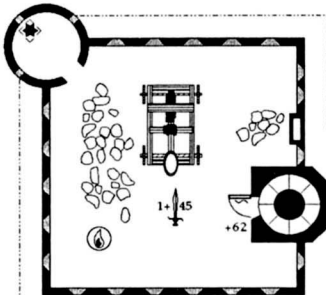
**Format:** *These are brief extracts from register entries. Registers generally allow at least one page per clan, and all of the above clans would merit several pages.*

**Clans & Titles:** *Only major clans, who hold a Malniren (county) or better are listed. Only the clan's best title is included. Clan Dalame, for example, also hold the Telkoren of Tharia, and the Malniren of Kemol, Montivel, and Quareld.*



**FIFTH FLOOR**

*All Floors are wood*



**SIXTH FLOOR**

*All Floors are wood*

## Cellars

There are holding cells in the keep's cellar; few are held long. Both cellars are used mainly for storage.

## Ground Floor

The temple's ground floor holds 7 halls of lay ritual (I to VII) as well as the main hall. Lay supplicants use one of the first seven chambers depending on their (and their gift's) importance; rituals are assisted by clerics of increasing rank. Very important supplicants sit with priests in the great hall, and may witness ritual combat.

The keep's ground floor houses the well-stocked armoury. The dormitory is used by *Laumaki* (members of the commonality) on guard standby. There is generally one company of *Laumaki* guarding both keep and temple. Those who are not at their posts can be found in the tower dormitory or southwest guard room.

## First Floor

The keep's first floor holds the great hall, kitchen, servants' quarters and offices. The Copper Hook holds a good dinner and there are often guests, including members of the Clerical Order. A barrel of water is kept near the guard room in case someone fires the main gate.

The temple's first floor holds dormitories for twenty two *Agnichari*. While discipline is severe, the life is generally better than that of a peasant on Orderial lands. The gallery gives a good view of ceremonies below.

## Second Floor

This keep's 2nd floor contains officer's quarters as well as some dormitory space for the commonality. The temple's second floor is its cooking/dining area.

## Third Floor

The keep's third floor is mostly *Laumaki* dormitories (and common room) and officer's quarters. The temple's third floor is devoted entirely to master's quarters, and includes three covered balconies.

## Fourth Floor

The manganels on the keep's roof are usually well-stocked with ammunition. The shed holds oil and water. *Laumaki* quarters and common room are located in the NW tower. Four of the temple's masters, and all eight of its *Heruchai* live on the temple's fourth floor.

## Fifth Floor

The temple's fifth floor is a "penthouse" hall of ritual used exclusively by the priests. The keep's northwest tower contains *Laumaki* quarters.

## Sixth Floor

The temple does not have a sixth floor. The keep's NW tower has its battlements at this level.

## The Copper Hook

Caer Hyen holds quarters for 18 officers and 110 men. The officers are all, by definition, gentlefolk.

These accommodations are adequate for somewhat more than half the Order's full (paper) strength. The rest are scattered throughout the Copper Hook's thirteen manors, on leave, or on special assignments.

At last count, the Order is able to muster about 180 men (infantry) and approximately 40 officers (cavalry), but could probably manage about twice these numbers in a dire emergency — most of the additional troops would be lay-adherents and some of the priests.

## The Laumaki

The Commonality are organized into sixteen under-strength companies, three of which are listed as "inactive" and do not actually have any men assigned to them. Hence, the average simple company has fourteen men, including two, three, or four non-commissioned officers.

This simple force can, at need, be supplemented by two companies of special militia. These troops are drawn from all thirteen manors and are quite well-trained (for militia). Apart from these special troops, the Order does not give serious consideration to peasant militia, preferring instead to keep them unarmed and to draw on the peasantry to meet its needs for forced labour. When the Copper Hook marches *en masse*, there are usually a couple of conscripted labour companies in the train.

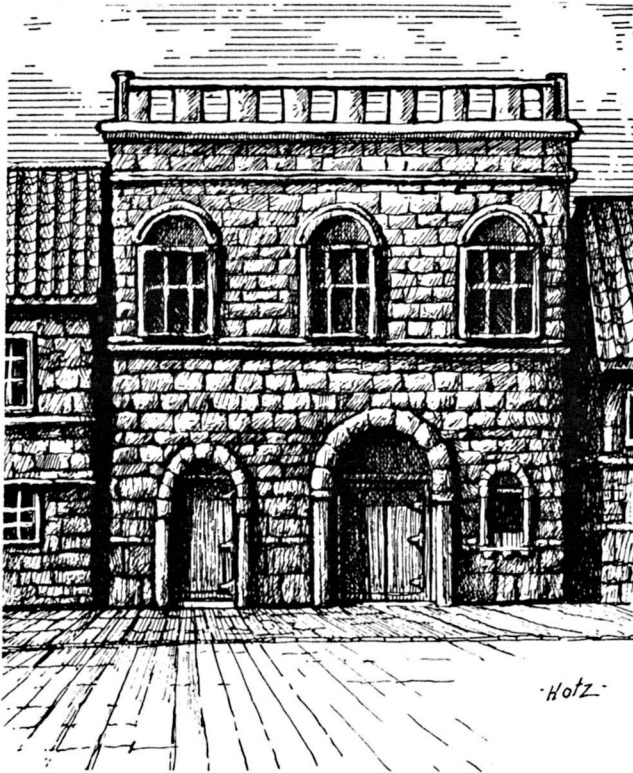
## The Knights

The Order's forty knights are organized into four full strength squadrons — two of medium horse and two of heavy horse. Only about half the fighting strength is stationed at Caer Hyen. From this cadre the Order draws manorial administrators, and assigns officers to command the *Laumaki*. Consequently, the squadrons are stretched rather thinly.

The quality of this cavalry is unsurpassed on *Hårn* because of its small size and dedication. Various other organizations (including the Checkered Shield) could muster equal or superior forces were it not for their even greater administrative commitment, but few match the Hook's disregard for self-preservation in battle.

## Home Sweet Home

Everyone has to live somewhere, and FRP characters are no exception. Given free reign, PCs may adopt nomadic lifestyles, staying in inns and carrying their possessions on their backs. This is a rootless, expensive lifestyle which real people would adopt only of dire necessity. If only to give their PCs one more headache, GMs should encourage them to establish households, somewhere to put up their feet after a long hard bout of adventuring, a place to hang their helms and call their own.



## Choosing a Place to Live

Player-Characters do tend to travel, so they may have difficulty deciding what region to live in, let alone in which town or district. For most Hårnians, a character's birthplace is a dominant consideration. Characters with NPC families might want to locate close enough to stay in touch, or, depending on their Estrangement, as far away as possible.

Another consideration is work. Everyone has to eat, and even PCs may have to resort to some kind of honest labour to get by. Many PCs start play as journeymen; this dictates a somewhat nomadic lifestyle, and a rather low standard of living, but those with regular jobs should not plan too long a commute. Even those who prefer "casual" work, only as absolutely necessary, must still consider local job markets before setting up Households.

## Owning and Holding Land

Despite its relative abundance, land is the ultimate measure of wealth. In a feudal society, all land belongs to the monarch. Lesser lords do not own their land they *hold* it. This right of holding can be inherited, delegated, sometimes even bought and sold (usually with restrictions) but the land remains the property of the crown which retains mineral, taxation, expropriation, and other rights.

## Restrictions On Land Transfer

Feudal land is held in exchange for service/rent, and as long as the obligations attached to the land are honoured, the grantor *may* not care to whom the land passes. Nevertheless, feudal land grants forbid holders from alienating land without permission from their lieges. Feudal estates are *held in trust*. The lord governs and subinfeudates, exercises various delegated rights and virtually unlimited *de facto* power, but he is always beholden to his liege.

## Fee Simple and Fee Taile

Land that is held in *fee simple* may be "owned" and/or inherited by anyone, without regard to class. The sovereign retains fundamental rights, but *fee-simple* property can be bought and sold, more or less freely. This is as close as anyone other than the monarch can come to outright ownership.

Land that is held *fee-taile* can only be owned by persons of a specified class. Many landholders, from great nobles to lowly peasants, hold their land in *fee taile* with the restriction that only an heir of the same clan who takes the appropriate oath(s) of homage and fealty to the liege can inherit. Institutional land is usually *fee taile* with the provision that it be held by the institution (eg. a church) in perpetuity. Of course, all grants can be negotiated and modified by mutual consent of liege and holder.

Some clans claim to hold their land in *fee simple*, but only mean that they can choose their own heirs without interference, provided they honour the succession laws/customs. Even then, the liege may retain the right to bar an heir from inheritance, and nearly always requires *heriot* and/or oaths of fealty/homage from the clan's chosen heir. Many scholars argue that this kind of fee simple is really *fee taile*, although it does not *necessarily* limit inheritance to a specified *class* of heir.

*Fee simple* land remains within the governmental jurisdiction of the fief/etc., where it is located.

## Markets, Towns and Charters

The marketplace is the heart of any successful town. In most jurisdictions, the right to hold a fair or market<sup>1</sup> can be granted only by the crown<sup>2</sup>. A town's charter spells out its rights and privileges and invariably includes the following features:

1. A crenellation licence (replacing any previous licence) to permit the building of town walls.
2. Transformation of town jurisdiction to *fee simple* (instead of *fee taile*). While this has been the custom in all Hârníc towns, there are *feudal* towns elsewhere with some or all *fee taile* land.
3. Provision for government, taxation and defence. These attributes determine whether the town is a *freetown* or *feudal town*.

*Freetown charters* are usually granted to associations of guildsmen in exchange for substantial fees. Freetowns are self-governing. Their charters remove them from the feudal structure; they owe fealty directly to the king (or the grantor of their charter). Such arrangements are unpopular with feudal lords, especially if their land is expropriated for the purpose. The only Hârníc freetowns are Aleath, Golotha, and Thay. A town with a *Feudal charter* remains within the jurisdiction of the lord on whose land it stands, who makes his own provisions for taxation defence and civic government.

Patterns of land ownership in *fee-simple* towns vary a great deal. In feudal-fee-simple towns, the liege is likely to retain title to much/most of the property, and to rent/lease it for revenue, but there are usually other major landlords. These include churches, the Crown (which usually receives land in part payment for the original charter) various guilds, and other institutions. The town government, of a *freetown* also generally retains title to significant parcels of land.

## Buy, Rent or Lease

Choosing a household location also depends on whether characters intend to buy, rent or lease. If the characters want to "buy" they will probably have to live in a town because that is where nearly all fee simple land is located. Even there, most urban property is owned by wealthy gentfolk or guildsmen who lease or rent it out for revenue.

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<sup>1</sup> This right is held by every keep, castle and town on Hârn.

<sup>2</sup> In Shorkyne, for example, the right to grant crenellation licences and town charters is retained by the Malnir (count).

Fee simple land is almost unheard of in the countryside where most land is held in exchange for agricultural labour, military service, or rent. Rural land cannot be alienated without the consent of the person from whom it is held (liege). In practice, however, peasants (even the unfree) often "trade" land, with the tacit consent of their lords.

## Renting

Renting demands minimal capital, but tenants are at the mercy of landlords and can be evicted without notice (although a few days notice is usually given) if they miss a payment or if the landlord simply wants them out. Laws protecting tenants are few and far between. Many landlords shamelessly exploit the poor. Rents range from 1 to 3 percent of real property value (as opposed to assessed value) per month (12-36% per year). Landlords can seize chattels for non-payment of rent.

## Leasing

Leasing is simply renting with tenure. A lease is a contract. Its terms describe the duration of the leasehold, the rent, and any other obligations. Some lease contracts make the tenant responsible for maintenance and/or taxes (generally at less rent). Seven, fourteen, twenty-one and ninety-nine years are common leasehold terms. A leaseholder usually has rights established by municipal bylaw — his landlord cannot evict without cause. A lease may or may not be transferable; if it is, the landlord's permission is usually required. Transferable leases have market value, which declines with age (and expiration draws nearer); the decline is less if there is an option for renewal in the lease.

Leaseholders usually have the option to sub-let or rent out the property although this does not diminish their responsibilities. Some urban real estate is sub-let several times over. Most rural "freeholders" are, in effect, leaseholders with perpetual, heritable tenure.

## Urban Property

Most urban land is held in fee simple by wealthy gentfolk or guildsmen. If the town is not a free-town, its lord usually keeps much of the land himself. Usurers have a tendency to accumulate urban property in fee simple or leasehold. They appreciate the security of local real estate, and are able to obtain property by foreclosure on mortgages and by investing profits.

## The Litigants' Guild

In large settlements there are often litigants who specialize in realty, offering a range of services to buyers and vendors. Litigants act as agents for property sellers, earning commissions ranging from 5% to 15% when a sale is completed. They can also aid clients with leasehold and mortgage contracts, transfer of title deeds, etc. Litigant fees for such services vary by location and expertise, but are typically 12-36d per day. Most real estate transactions can be completed in a single day.

## The Masons' Guild

The Masons' Guild is a dominant player in the urban real estate market. In response to guild pressure and public demand for minimal safety standards, most civic authorities require that all buildings within their jurisdictions be constructed, repaired, and maintained by masons who usually subcontract all or part of the work to woodcrafters or other guildsmen. Some towns permit only stone buildings. Those who circumvent the Masons' monopoly, even if they manage to convince (bribe) a civic official to grant an exception, will find it almost impossible to get supplies from guildsmen to build or repair a home. Persistent or flagrant offenders of guild privilege can expect special attention.



## Mortgages

A mortgage is any loan secured by real property. Most usurers require the would be borrower to own the real property *before* it can be used as security for a loan. The idea of mortgaging a house one does not yet own has not caught on. In most cases, characters will have to acquire the full purchase price of a property before buying it. Once a character owns real property there is no reason why he should not mortgage it to raise the money to buy additional properties.

Most usurers deem real estate good collateral, so mortgage interest is usually lower than it would be for unsecured loans: 1-1½% (12-18% per annum) compounded monthly. Persons of good repute, those well-known to and trusted by the lender might obtain rates as low as half a percent per month (6% per annum). Repayment of the mortgage principal may be spread over one to ten years, in monthly, quarterly, or annual payments, but interest on the declining balance must be paid each month or quarterly. In most civilized jurisdictions, the mortgager has the right to seize the property (including all goods therein) if *one* interest payment is missed. One day's grace is required by law in most settlements. Obtaining a refund for previous principal payments or negotiating the return of seized household effects can prove *difficult*.

## Title Deeds

While it is not mandatory, characters who are buying will probably want a deed, provided by the vendor or his designated agent. It is a good idea to have the deed transfer witnessed and sealed by an alderman or registrar, depending on local government organization. These officials charge the buyer a fee for this service, ranging from threepence to twelvecence (perhaps more for fast service).

## Finding a House

Whether the plan is to lease, rent or buy, the way to find a place to live is to look for signs on buildings, ask residents in the desired locations, or consult with a litigant. Some buyers want quiet neighbourhoods; others prefer the hustle and bustle surrounding markets and city gates.

## Neighbourhoods

Large towns consist of neighbourhoods or quarters. The urban poor, most of the population, tend to rent multi-story tenements in slum districts, typically low-lying areas around docks and rivers, or areas furthest from the market and city gates. Middle and upper class neighbourhoods tend to be upwind, in higher parts of town, closer to public squares and markets, with wider streets.

Better neighbourhoods may have special security: extra town patrols, private guards, or *understandings* with the Lia-Kavair. If the characters can protect themselves, they may not mind living amid neighbours who earn income by redistributing other peoples' valuables and body parts.



## Lot Values

The size and shape of a lot can be designed by the GM or read off the local map (if any). Lots tend to be rectangular. Value is based on square footage and neighbourhood, tending to be highest within walled towns. *Suburban* land values outside town walls, but still within civic jurisdiction, are 30-70% lower.

REAL ESTATE DATA TABLE				
Neighbourhood	Lot per Sq/Ft	Building per Sq/Ft.	BQF	Availability per MktSz
Slum	2f-1d	1f-2f	0.5	1d8-1
Poor Quarter	1d-2d	2f-1d	0.8	1d6-1
Middle Class	2d-4d	1d-2d	1.0	1d4-1
Good Area	4d-6d	2d-3d	1.2	1d3-1
Best Area	6d-8d	3d-4d	1.5	1d2-1
<p><b>Prices:</b> assume typical Building Quality Factor (BQF) for the neighbourhood. The high price range applies when property is scarce, the low end when there is surplus. High quality houses may (GM discretion) exist in poorer areas, and vice-versa. Home prices are determined by adding lot and building prices.</p>				
<p><b>Availability:</b> The die roll is made per Market Size (MktSz) for each class of real estate. Hence, in a town of MktSz4, there are 4d8-4 houses available in slum areas. The GM can modify a town's MktSz to reflect economic, health, political, or military situations. Such adjustments also affect price.</p>				

A lot's basic value per square foot, according to its neighbourhood, can be read off the Real Estate Value Table (p.4). Inflation is not a *major* factor in long-term property value, but prices do fluctuate in the short and medium term, and show gradual gains over decades and centuries. GMs should take historical, political, geographical, agricultural, and other factors into account when haggling over home prices. For reasonable fees (eg. 3d) litigants will proffer advice on the market situation.

While vacant lots within the walls of most towns are hard to find, PCs may be able to acquire an empty lot to build a house of their own design. If there has recently been a fire or war, or the town is fairly new or has recently extended its walls (a natural part of growth) there may be one or more empty lots here and there.

Older, and poorly made buildings also fall down from time to time, possibly knocking down a few neighbouring houses in the process.

## Demolition & Renovation

Medieval folk do not move house very often, so cityscapes evolve slowly. Many of the buildings are centuries old. Characters may have to demolish or renovate an existing house if they hope for decent living space.

The cost of demolition for any building is generally about half the cost of constructing a slum of the same square footage. Renovation, either to improve a building's quality, or to add space, is rarely cheaper than building. Laws in many settlements require that masons do all demolitions.

## Lot Value Fluctuation

Lot value is not easily changed by the owners alone, although a whole neighbourhood that upgrades itself or neglects maintenance can have an effect. GMs who develop lot values for settlements where PCs live will produce dynamic, interesting situations: Divide the town into neighbourhoods and modify lot values for each neighbourhood according to random factors and known trends.



**LOT VALUE TREND TABLE**

The GM can use this table to modify neighbourhood lot values by on a monthly or yearly schedule. Alternately, lot values can be fluctuated *quarterly* using either the **Month** or **Year** column.

1d100	Lot Value Trend	Month	Year
01-02	<b>Bust</b> (Collapse in prices)	-1d3%	-3d6%
03-10	<b>Rapid Decline</b> (Mild Panic)	-1d2%	-2d6%
11-35	<b>Slight Decline</b>	-1%	-1d6%
36-60	Little or No change	—	± 1d3%
61-90	<b>Slight Improvement</b>	+1%	+1d6%
91-98	<b>Major Improvement</b>	+1d2%	+2d6%
99-00	<b>Boom</b> (Rampant Speculation)	+1d3%	+3d6%

**TREND ROLL MODIFICATIONS**

The maximum modification is 1 (so boom & bust are always possible). If positive factors exceed negative ones, add one to the Trend Roll, if negative factors exceed positive, subtract one from the roll. With this system, the GM can establish and maintain price per square foot for each neighbourhood. The following factors may affect land prices (the Trend Roll):

- (1) Property values in adjacent neighbourhoods.
- (2) Political situation (usually applies to whole town).
- (3) Landlord/speculator buying/selling in the area.
- (4) Change in building quality and/or condition.

**Building Size**

The typical urban building covers its whole lot, sharing common walls with its neighbours. Gardens are reserved for the wealthy. Local maps do not show building height, which may be set by the GM or randomly generated with the table (right) rolling 1d100 plus Market Size plus or minus 10 for Neighbourhood (poorer areas tend to have more multi-story buildings — rich people are less inclined to climb stairs).

1d100	Floors
01 - 05	1
06 - 10	1.5
11 - 20	2.0
21 - 35	2.5
36 - 55	3.0
56 - 80	3.5
81 - 95	4.0
96 - 100	4.5
101+	5+

A 30x40 foot structure has a *footprint* of 1,200 square feet; if it has 3 floors, its square footage is 3,600. A "half-floor" can be a ¼ to ¾ of a floor, probably an attic (cellars are rarely lived in). With these data, GMs can easily create floor plans, and knowing the building quality and neighbourhood the *basic* building value is easily determined.

The following table describe an average slum building. Its footprint and lot size are 600 square feet and it has 3½ floors. Inside, it is divided into three 600 square foot dwellings rented to three

families, and a "half-flat" in the attic occupied by a single person (or very poor family).

Description	Area	Value	Taxes
Lot	600.0	450.0d	n/a
Building	2100.0	787.5d	n/a
Total	n/a	1237.5d	99d

Rent Summary	Area	Rent
Ground Floor	600	80d
First Floor	600	96d
Second Floor	600	82d
Attic	300	42d
Total	2100	300d

The landlord is paying 8% property tax on an assessed value of 1237.5d for a total of 99d per year. As an average landlord he sets his total rents to bring in about 3 times his total taxes (on both the building and lot) in this case 3d more. The total rent for the building is divided among the tenants roughly in proportion to the size of their flats. In practice, his *assessed* taxes would probably be lower than the 99d given, and his rents might also.

**RURAL PROPERTIES**

Throughout civilized western Lythia, most rural land is **held** (*fee taile*) by feudal nobility or churches. Buying property in such situations is usually impossible, but the holders usually have the right to grant freeholds (leaseholds). If a feudal landlord is dispossessed, existing leaseholds are usually recognized by the new lord, but some tenants may be obliged to defend their right to hold their land in court. In the (most extreme) case of an invasion, the conqueror may bring in his own people — only in the event of war or rebellion are there wholesale changes in landholding.

**Freeholds & Yeomanry**

Those who locate beyond civic jurisdiction will likely have to deal with manorial lords who may be less profit-minded, but who often wish to impose service obligations on tenants. The descendents of those who contracted to provide service in exchange for land may find themselves judged bound to the land and, therefore, unfree a generation or two later. Such lords may need cash rents or labour/service (to work their demesnes) or both, depending on land use in their estates. Characters may fancy yeomanry or freeholding, especially if they want to take advantage of high Agriculture ML.

## HOMESTEADING

As a final option, characters can pioneer in the wilderness. However, few tracts of wilderness are unclaimed — human/gargun tribes inevitably dispute the intrusion of pioneer households. Tribute of some kind may be the only alternative to massacre (assuming there is an alternative to massacre). Characters who do establish homesteads can avoid all kinds of irritants, — until civilization follows. Construction costs may be eliminated provided local materials are employed and the characters provide their own labour. Importing materials or labour to a wilderness site would, of course, be very expensive.

## PC LANDLORDS

Despite the reluctance with which most landholders dispose of their land, almost anyone with enough money can acquire urban holdings, in fee simple or leasehold, regardless of their social class, although it can be more difficult in feudal (non free) towns. Characters may wish to invest surplus this way. Real estate values do not increase rapidly, but an earthquake, plague, fire, flood, war, depression or other upheaval can have dramatic effects on short term real estate values. Events generated by the Random Event Table (HårnMaster) often fluctuate values. Would-be landlords should consider all the factors. A lightly defended town in the path of an advancing barbarian hoard may have great real-estate bargains, but...

Landlords are often unpopular people, feared and hated by their tenants, envied and sabotaged by their peers. Property "tycoons" can become involved in all kinds of *interesting* situations. Many major landlords protect their anonymity by hiring litigants or mercantylers to manage their real estate.

## PROPERTY TAXES

The owner (landlord) is responsible for payment of urban property taxes. This is traditionally an annual tax payable on the first day of Savor. The tax is charged on the *assessed* value of real estate. Bribery of civic tax assessors to deflate values is widespread. Tax rates vary by settlement, but are typically around 6% of assessed value for a guildsman's place of work (including any residences attached thereto), and 8% for everyone else. Properties outside the town walls, but under civic jurisdiction owe the same (or slightly lower rates) but pay 30-70% less than in-wall taxes because their property values are that much lower.

## Property Tax Assessment

Property assessment does not usually occur annually. Landholders can expect visits from the assessors every few years. Some towns assess only once a decade. Assessments tend to undervalue property. Consequently, assessments (and taxes) often vary somewhat from market value.

## Quality and Condition

Landlords are responsible for maintenance and most prefer to keep their investments from falling down. On construction, each building is given a *Building Quality Factor (BQF)*, reflecting how well it has been built, what materials have been used, etc. BQF ranges from 1 (flimsy wooden shack) to 5 (solid, well-built, stone building). An average townhouse has BQF3.

A building's *Condition* Factor reflects its current state of repair. A new building has a Condition of 100. Each month, the GM rolls 1d6 to determine building deterioration. If the roll is greater than BQF, Building Condition deteriorates by one. The GM may order additional roll(s) if there is a storm, earthquake, flood etc. If Condition drops below 80, there are holes in roof/walls, creeping damp, etc.

If a building's condition drops below 50, some/all of it may collapse (10% chance per month), and if it drops below 25, the chance of collapse increases to 20%/month. The market (real) value of a building is roughly equal to its Original Value x (Condition/100). Hence the value of a building the condition of which has fallen to 43, is 43% of its original value. Of course, even an expert cannot expect to estimate building value exactly — errors of plus or minus five to fifteen percent are common.

## Maintenance/Repairs

Masonry skill is used to increase Building Condition. Most towns require that masons do the work. For each manday of labour per 1,000 square feet the mason tests Masonry ML:

- CF: Reduce Condition by one (1)
- MF: No effect on Building Condition
- MS: Increase Building Condition by SI/2
- CS: Increase Building Condition by SI

A member of the Masons' Guild can perform work on his own buildings regardless of his rank. Non-members are obliged to hire master masons. □

## The Legend of Bjaka's Raid

The first people ever to see Bjaka were the sailors of the *Windwalker*. She was a mighty sailing ship which the Jarin used, afore the Ivinians came, to move cargo between Thay and Lethwyn which is now called Geldeheim. She would sail to Thay loaded with amber and hides, and would sail back with pottery and precious metals.

As the ship sailed on Jarin Bay, it would use the top of Mount Fyso to steer by. The mountain was tall and could be seen from many leagues off, but it was a gloomy sight. The top was always shrouded in grey clouds, even if the sky was bright and clear. Some of the sailors said this was a bad omen, but no one gave the mountain any heed because it never changed and nothing bad happened near it.

But one night, as the *Windwalker* rested near a beach and the seamen drank and gambled, one of the sailors named Biden noticed that something was different about the mountain. He looked closer and saw flame and lightning jumping from cloud to cloud. He told the others to look, and they did, but by then the flame and lightning was gone. Biden tried to convince the others of what he had seen, but they did not believe him.

After the ship had set sail the next morning, one of the clouds left the mountain and started flying towards the ship. It came closer, easily outrunning them, and landed on the deck. The cloud was gray, and swirled first one way, then another. It seemed to some that perhaps the cloud was breathing: in, and then out. After a few moments, a voice came from the cloud. It was a voice like that of a man, loud and commanding; perhaps even regal. The cloud said:

*I am Bjaka, Master of the Winds, Ruler of Windheim. Yield unto me your cargo, and no evil shall befall you. But if you obey me not then shall you be punished.*

The cloud stayed on the deck, awaiting an answer. All of the sailors wanted to agree, but the owner was greedy. He asked Bjaka if they could keep some of the cargo in exchange for helping him unload it. The cloud changed colour from gray to black, and a mighty wind struck the ship. Then Bjaka roared and changed from a black cloud into a black whirlwind which began to tear the deck apart. He flew towards the owner, picked him up in the wind, and threw him screaming into the bay.

All the sailors jumped overboard, rather than face Bjaka's fury.

As the sailors swam away, the wind grew powerful, and dark clouds gathered. Soon the swimmers were in the midst of a storm. Few of them survived this mighty storm Bjaka created, and fewer still survived Bjaka's wrath. He commanded his cloud servants to carry some of the men to his mountain. Biden and two others were snatched from the water and taken to Mount Fyso. As they were flown away, they begged Bjaka for mercy. He showed them none, for these three were never heard from again.

But the ones who survived the storm and were not captured by the clouds landed on the very beach whence they had drank and gambled on the night before. Too exhausted to move, they saw small gray clouds fly from Mount Fyso to fetch the cargo from sinking *Windwalker*. They flew until no cargo was left, and then Bjaka let out a mighty roar and threw the ship onto the beach, where it shattered into thousands of pieces.

The remains of the *Windwalker* lie still upon that beach, teaching any that care to heed the lesson that Bjaka should be respected and obeyed. And since the time he struck the *Windwalker*, no ship sailing the Jarin Bay has been safe. Bjaka still lands on ships and takes their cargo, but he no longer speaks to anyone. He has given his first and final warning.



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

## Mount Fyso and its Inhabitants

The flames and lightning Biden saw on Mount Fyso before the attack were the result of a drunken stupor, not of Bjaka. Biden often hallucinated when he drank, which was also often, but this hallucination was the one everyone remembered. Everything else in the story is correct, but exaggerated. For example, the ship was not thrown onto the shore, it merely ran aground during the storm.

The mountain is the location of a naturally occurring Lyahvi power focus. It operates primarily to enhance and distort Lyahvi (and secondary) magic, and to dampen and distort tertiary and diametric magic. The effect is permanent, but intermittent and unpredictable; it cannot be dispelled. The effect is usually weak, almost unnoticeable and extends for a league around the mountain. On rare occasions, when the stars are properly aligned, the zone can extend as much as 10 or 12 leagues. It was on such an occasion that the *Windwalker* was attacked by Bjaka, who can only operate within the Lyahvi focal area or in his natal, ethereal plane. The Lyahvi focal area is essentially a correspondence point with Bjaka's natal plane.

The cloud servants are free-willed air elementals. They serve Bjaka out of fear and are not fond of him. If an elemental tries to leave, Bjaka sends trustworthy elementals to bring him back. Then he makes an example of him in front of the other elementals. If Bjaka were destroyed, the elementals would first rejoice and then return to their original ethereal plane. Since Bjaka originated in that same ethereal plane, he is able to pursue them there, and his greater power deters his ethereal servants from escaping. None of these elementals know any spells, but they can become invisible at will.

Bjaka is a powerful and unique ethereal, tacitly exiled from the society of his native plane because of his cruelty. He is ugly, short-tempered, lazy, and greedy. The only beings he likes are ones skilled at groveling. He has no need for the items he takes from the ships; he simply enjoys invoking fear and

causing human suffering. Bjaka is a skilled Lyahvian enchanter (treat him as knowing all Lyahvi spells at ML 75). He would have the same attributes as an air elemental (volume 80 litres).

Bjaka would like to take over Hårn, and then the world, but he is severely hampered by his inability to leave the vicinity of Mt.Fyso. He is also, in all likelihood, too lazy. The goal of world conquest is, in any case, unrealistic; he simply does not have the power. Bjaka uses the idea of conquest to influence the elementals to do his bidding.

## LEAD-IN

- (1) The characters come across the remains of the *Windwalker*. They could discover the legend when they research the history of the ship. A hint of treasure, and player greed should do the trick.
- (2) Biden is encountered. Although he would be quite old (at least 50 or 60), he would have many interesting stories to tell; particularly of his escape from Mount Fyso. He could be a useful source of information, or someone who now hallucinates even when he isn't drunk.
- (3) A cloud servant hears of the party's reputation (by spying while invisible at a local town) and hires them to kill/banish Bjaka. He (she? it?) could offer his services for a length of time after the mission is complete or offer to help the characters carry any treasure they want off the mountain. Keep in mind that only a desperate air elemental would try this, since he would be unlikely to live long if the PCs fail.
- (4) The characters come across an ancient Lyahvi text which mentions naturally occurring Sanctums and mentions Mt. Fyso as one. You could, alternately, make it a text on Astrology instead of Lyahvi magick. Bjaka would probably keep alert at the times the Sanctum enlarges, and would be keeping track of nearby sorcerers.
- (5) The characters might come near Mt. Fyso and be drawn closer by Bjaka's illusory powers, for some evil purpose...
- (6) Some mage (etc.), who has learned something about Bjaka/Mt. Fyso wants to investigate and/or destroy the hazard to navigation. He recruits the characters as bodyguards/etc.

## The Tale of Caelyndd

*'tis said that on a night when the rain lashes the skin from a travellers bones, the wind whips the clouds into a frenzied maelstrom and Yael's eye broods high in the heavens, that is when, if one listens closely, the screams of Caelyndd's victims can be heard as he howls for release.*

*Excerpt from a Harper's Tale of Caelyndd*

During the early years of the Atani Wars, there arose a mighty Jarin warrior known as Caelyndd. He was a courageous and proud man, capable of fulfilling any of the requests given him by his king, Daelda. So feared was the sight of Caelyndd and his lancers that the invading Lythian tribes revered him as a terrible avenging spirit, claiming that,

*when Caelyndd rode, Kethira itself could not help but shake with fear at the thunderous roar of hooves and thousands did they slay and thousands more they left to drown in the blood of the slain...*

From the fortress city of *Eirbashafen* to the gates of *Harmazad* and back to the crests of the Anadel heights, Caelyndd and his Lancers chased the barbarian hordes, routing them in battle after battle. From atop his grey mare, *Gwynedd*, he commanded his forces, and the mere sight of his lean figure and the flash of steel from *Aoife* struck such fear into barbarian hearts that many of them ran rather than engage so fearsome an opponent. However, it became apparent to Caelyndd that, even after many victories, there was little he could do to stem the tide of invaders and thus, he prepared to withdraw to a safe haven beyond the Anadels.

One night, as Caelyndd slept, Siem sent him a vision of doom wherein he visited a fog shrouded country, the forms of his men slowly disappearing and reappearing in the swirling mists. Their horses restlessly snorted their disapproval. Slowly, he signaled for silence. Saddles creaked and harnesses clinked lifelessly. Then a gust of wind parted the fog to reveal, for an instant, a circle of great stone giants and a pile of twisted corpses, atop which stood a hideous old crone. A battle horn sounded and Caelyndd was dragged from his mount.

Awakening, he decided to move with greatest haste, for not three leagues thence was a great stone circle known as *Cerlynn*. After crossing the Nuem the prophecy began to unfold as the warriors were surrounded by a fog "Unlike any other fog that had ever been on this or any other world..." and soon there were murmurings of divine influence and Pvaric intervention. After seven days of taxing travel in the unearthly mists, a gentle breeze bore

forth the scent of carrion and the mists parted to reveal a mound of horribly mutilated corpses within a circle of brooding stone watchers.

Caelyndd called a warning to his forces, drew *Aoife*, and laid about to either side. Thrice did his blade strike home and thrice did assailants fall. For five days (?) did the *Battle of the Mists* rage and many a Jarin fell to unknown, shadowy forms. Then, as quickly as it began, the fog lifted and the battle was over. Of their attackers there was no sign, but the toll which they had inflicted upon Caelyndd's men was terrible; two score of his lancers lay upon a field devoid of the corpses of their enemies. Atop the hill, under the watchful stones, lay the remains of a party of Sindarin archers, their smashed, twisted bodies almost unrecognizable, their faces contorted in terror.

Caelyndd commanded a tomb be hewn from the stone at the feet of one of the watchers. And so, the Sindarin were interred with all their treasures, and with the slain of Caelyndd's lancers as an honour guard. Then, great wards and traps were left to protect the fallen. As Caelyndd and his men departed the halls of the dead they were greeted by an old Lythian crone who proclaimed

*Hail Caelyndd! Guardian of the Lost Kingdom. Hail Caelyndd! Slayer of his own blood. Hail Caelyndd! Servant of a soulless master Hear my words and know that thy time hath fled, for now my people take revenge upon thee for all that hath been done them. Thou art accurs'd, doom'd to the fate of thy soulless master, bound to undying death for all eternity!*

Upon delivering her words of eternal damnation, she produced a tiny silver sphere and with a speed that belied her seeming age she cast it into the depths of the tomb. Caelyndd quickly disappeared into a swirling maelstrom of light and sound. Instantly Caelyndd's lieutenants descended upon the crone, capturing her and demanding the prompt release of their leader upon pain of death if she so failed. To this the crone replied

*Doomed be he, doomed to ne'er live nor yet die, for every seven score and ten years shall he walk Kethira and when he doth shall terror be his name, and shall this torment twist the soul out from his body and turn him into a creature of purest evil.*

At that, Caelyndd's men slew the witch and hastened to *Evael*. Now, every 150 years the specter of Caelyndd walks the lands and death follows in his boot steps. For now is he a creature of purest evil, a tormented soul, slaying wantonly as he searches for elusive slumber.

This is one of a series on the folklore of Hârn and Lythia, collectively called *Common Knowledge*. These articles are presented in two parts. The GM should read both and duplicate Part I for his players. GM notes are *not* intended for players.

## The Story

This story has wide distribution throughout Eastern Hârn and Orbaal where the Jarin regard Caelyndd as a tragic hero. The tale is also well known by the tribes of SE Harn, by whom Caelyndd is called the *Devil of the Storm* or *The Reaper in the Dark*. The story originated around 300BT.

## Eirbashafen & Harmazad

Eirbashafen is a mythical Sindarin fortress city established prior to the Atani Wars. The fortress is rumored to be somewhere in the Southern Anadels. However, some point out that *Hafen* means *harbour* so it had to be on the coast, most likely north of Garvin Bay. Harmazad is also rumored to be in the Anadel Highlands. Unknown to all but the Khuzdul and a few others, Harmazad is the name of a mining complex beneath Azadmere. How the name of a Khuzan mine became involved is unknown. However, it may cause interesting complications if the characters decide to quest for its location.

## Rings of Cerlynn & The Brooders

The Rings of Cerlynn are another mystery. Most assume they are a set of stones in Soloria or in the forests of mainland Melderyn. One loremaster, Dabeth of Kotos, insisted that they were the *Karlin Rings* on the island of Elnar. This theory is often discounted as the legend mentions that Caelyndd's troops crossed the Nuem. The second set of rings, the *brooders* under which the Sindar were laid is commonly thought to be near the mouth of the Biren. Actual placements are at GM discretion.

## The Sword Aoife (Pronounced EE-fa)

Given Caelyndd by King Daelda, *Aoife* may lie in or near the Sindarin tomb. *Aoife's* statistics are: WQ18; AUR14; WIL16; INT14; MOR16; Impact B4/E10/P5; Talents: Telepathy/80; Prescience/80; Mental Bolt/80; Powers: Vessel of Iladan (Peleahn): 27 spell levels; Focus (Peleahn) VI, Fount of Power V (45 EPs), Resurge. *Aoife's Purpose* is to protect her bearer whom she warns by *speaking* into the mind. *Aoife* uses her Prescience to *glance* seconds into the future and warn her wielder what to expect next. For each combat round, test Prescience ML and add the following results to the wielder's combat EML CS:+30, MS:+10, MF:+0, CF:-15.

The sword's personality is a duplicate of a Jarin Princess named *Aoife*, created with a version of the spell *Soul Stealer*. The talents were the Princess' and occupy no Will/EGO. *Aoife* and Caelyndd were lovers and she had her soul installed in the sword so they would never part. After 1600 years she is probably a little lonely. It is possible that the only way to lay Caelyndd to rest is to kill him with *Aoife*.

## Lead-In Options

Players should be introduced to the legend well in advance of when the GM wishes to use it. This allows time to plot, scheme and worry about what may happen and whether the story is *true*:

- [1] *Chance: players just happen to be in the wrong place at the right time. Caelyndd appears, offs some peasants and the players are the only ones capable of stopping the carnage.*
- [2] *The PCs somehow obtain Aoife who directs them to Caelyndd's next appearance in an attempt to prevent more tragedy and finally put her master to rest.*
- [3] *The PCs hear rumors of treasure in some caves under a standing stone near Yael. The players could find the silver sphere which imprisoned Caelyndd and undo the magick involved. The spell is Neutral VII.*

## The Specter Of Caelyndd

Caelyndd's specter is a foe worthy of the most hardened adventurers. Caelyndd has over the years been twisted into a cruel and hateful entity trapped between Yashain and Kethira. He stands six and a half feet tall, has reddish brown skin, shrunken and cracked with the centuries, and his head bears long, straw-like, blond hair. Overall, he has the appearance of a mummified corpse. Caelyndd appears at the height of the autumn's most violent storm. He has ten days to find peace before a vortex returns him to his prison for another 150 years.

HEIGHT: 78"      FRAME: Large      WEIGHT: 220lbs

Str	20	Agl	14	Hrg	12	Voi	6	Wil	18	Dge	70
End	18	Spd	10	Smt	5	Int	18	Mor	3	Init	75
Dex	15	Eye	15	Tch	4	Aur	13	Mob	50	FR	2

Weapons: Claws: 70/7t; Unarmed:105\*; Bastard Sword:100  
Natural Armour: B12 E10 P8 F13 S10 T9 (Eyes Included)

\*Aura drain: Caelyndd no longer requires food or water, but however, he does feed off of the Aura of his victims; every time he attains a grapple hold he drains 1d6 Aura from the victim. When Aura reaches 0 the victim is dead killed. If the character is not killed (ie. Caelyndd's attack is interrupted) the victim will recover lost Aura at a rate of 1 point per day.

*It is interesting to speculate just how the witch knew Daelda's fate. Remember, she did hint that Caelyndd would be sharing a similar fate to his "soulless master" in the legend.*



## Another Look at Armour

From my mail, I divine that some of you find working out armour protection on the fly rather tedious. So I thought a slightly different approach might win favour...

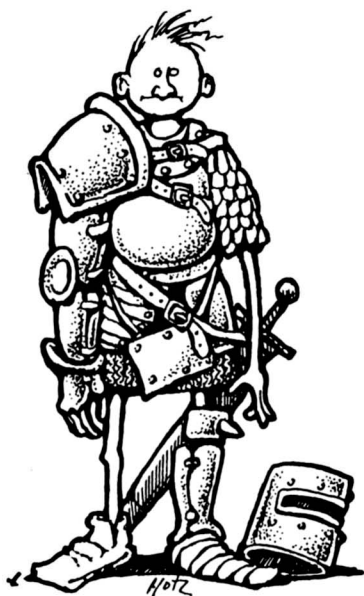
The table opposite lists armour protection values for various compound coverings. I have left out most unreasonable or rare combinations.

The basic table deals with Standard/Average quality materials. So if the victim is struck with the edge on the upper arm, where he is wearing Ring and cloth/hair, the GM can quickly determine that the protection value is 7.

To use the table, find the basic armour type (eg, Leather, Quilt, Kurbul, Ring, Scale, Mail, or Double Mail) and find the line which adds the appropriate additional coverings. Then read across. If you cannot find the armour combination worn, it may be an unreasonable one. I impose extra (encumbrance) penalties on characters who wear unreasonable armour combinations.

If there is Superior or Inferior armour involved, just add one for each superior layer and subtract one for each inferior layer. There may be *additional* modifications according to strike aspect (See table opposite below).

Let me know if you find this kind of thing useful...



STANDARD MATERIALS	ASPECT				
	B	E	P	F	S T
<b>Leather Plus</b>					
Cloth/Hair	3	6	4	6	1 5
<b>Quilt Plus</b>					
Cloth/Hair	7	5	3	7	3 5
<b>Kurbul Plus</b>					
Cloth/Hair	6	7	5	6	4 7
Leather/Hide	7	9	7	8	5 8
<b>Ring Plus</b>					
Cloth/Hair	4	7	4	6	2 6
Leather/Hide	5	9	6	8	3 7
Cloth/Hair,Leather/Hide	6	11	7	2	3 9
<b>Scale Plus</b>					
Cloth/Hair	6	11	5	7	3 9
Leather/Hide	7	13	7	9	4 10
Quilt	11	12	6	10	6 10
<b>Mail Plus</b>					
Cloth	4	10	6	5	2 9
Leather/Hide	5	12	8	7	3 10
Quilt	9	11	7	8	5 10
Quilt, Cloth	10	13	8	10	5 12
Quilt, Leather	11	15	10	12	6 13
Quilt, Kurbul	14	16	11	12	9 15
Quilt, Kurbul, Cloth	15	18	12	14	9 17
Quilt, Plate	16	21	15	14	11 19
Quilt, Plate, Cloth	17	23	16	16	11 21
<b>Double Mail Plus</b>					
Cloth	7	18	11	8	4 16
Leather/Hide	8	20	13	10	5 17
Quilt	12	19	15	11	7 17
Quilt, Cloth	13	21	16	13	7 19
Quilt, Leather	14	23	18	15	8 20
Quilt, Kurbul	17	24	19	15	11 22
Quilt, Kurbul, Cloth	18	26	20	17	11 24
Quilt, Plate	19	29	23	17	13 26
Quilt, Plate, Cloth	20	31	24	19	13 28

### Superior/Inferior Modifications

(Per Layer — no modification where there is no value) — Add 1 for Superior and Subtract 1 for Inferior, then make the following *additional* modifications:

Material	Inferior	Superior
Quilt:	+1T	—
Kurbul:	-1 P/T	+1 E/S
Scale:	-1T, -1E	+1E
Mail:	-1E/P/T	+1E/T+2P
Plate:	-1E/P/S/T	+1E/S/T

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