

Hârnlore™



Issue 11

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Live Like a King, For a Price
- **Bognor**
A Fyvrian Parable
- **Kaseroas**
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**COLUMBLA
GAMES INC.**

#9011

Hârnlore

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Hårnlore masters,

How far will you go with the Earthmasters? I ask this somewhat apprehensively, as I have never cared too much for them. The Earthmasters always struck me as too science-fictional for Hårn, which is essentially a medieval setting. The Earthmaster sites remind me uncomfortably of those Lost Cities of the Ancients that Traveler players occasionally stumble upon. The Earthmasters are interesting, but PLEASE keep their presence in Hårn to an absolute minimum.

I am firmly against the idea of a multiworld Hårn "megagame". I realize this may be a minority opinion, but I find the "megagame" concept not just disagreeable, but actively pernicious! It is hard enough to keep the players (and GM) culturally and psychologically oriented in the fantasy/medieval framework that is the core of Hårn without them being able to jump through a Godstone and find themselves on another world, in another dimension, in another body, etc...

Are the humans of Kethira divided into "races" as on Terra? That is, are there blacks, Orientals, etc?

G. G. Heingartner, East Quogue, NY.

Dear G. G.,

We do not intend any further Earthmasters development. However, there is a general apprehension, embodied in your letter (and in other communications from other folks) that I have always found puzzling: that Earthmaster culture is fundamentally scientific/technological in nature. I have never felt this way. Earthmaster culture(s), at least insofar as they are indicated by their artifacts, are aural/psionic. You may, and apparently do, assume that the Earthmasters possessed a "science" of psionics, were able to precisely measure aural effects, mass-produce aural artifacts, and so on, but I have never assumed this. The Shek-Pvar also deal in aural phenomona, but no one ever accuses them of using scientific method or of being technocrats...

The megagame concept is (partly) a clever way of getting more people to use Hårn. It is virtually impossible to persuade a long-time GM to throw out his own world and use ours, but the megagame idea allows the GM to keep all he has built over the years, and still find a use for ours. It also lets several GMs cooperate interactively. We hoped that, having tasted Hårn, most players would want to settle there...

Tropical Kethirans are dark to black, but we haven't made up our minds on East Lythians, Kamerandians, etc.

Dear Sir,

... I want to know if the following suggestions are in line with HårnMaster:

COMMUNICATION AND PHYSICAL SKILLS — may be opened at SB1 when first attempted, provided there is an instructor available.

CRAFT AND LORE SKILLS — may be opened at SB1 after a week of instruction by a teacher of ML40+. The character also forfeits his three monthly skill development rolls.

How do you do, and how many new skills may a PC acquire without losing his ML in other skills (by disuse)?

... The Hårn maps, from single houses to whole continents, are excellent. However, some names could be better. OK, I'm aware that Swedish, and the number of Hårn modules sold in Sweden, are of little significance, but it surely makes it hard for me when I find in the Menglana module the following place-names: *Vimerby* (my mother was born in *Vimmerby*); *Ekesjo* (I made my military service there); *Skara* (a neighboring town); *Lund* (several friends study at the University in Lund)... Please don't use a map book when picking names!

In general, the names on Hårn are OK. The impressive amount of names makes one envy the work done. There are a few glitches, but they are few. The worst I can think of is *Fisen* keep, which translates as "Fart keep"...

Björn Hellqvist, Skövde Sweden

Dear Björn,

Your house rules look workable to us. There are no obvious conflicts with the HM rules.

The skill-decline issue is an interesting one. I suggest the following "trial balloon" to handle it:

- Forget Monthly Skill Development Rolls. Replace them with 30 (or whatever number you find appropriate) Skill Maintenance Points (SMPs) per month per character. SMPs may be expended as follows:
- Ten (10) SMPs may be used to attempt a skill development roll. Any skill for which a development roll is made is automatically "protected" whether or not the development is successful.
- One (1) SMP can be used to "protect" a skill (without developing it).
- Each *Unprotected* skill may suffer decline. Roll 1d6: ☞

LETTERDEMAIN

1d6 Roll	1	2	3	4	5	6
Effect on ML	-2	-1	-1	•	•	•

- If the ML Decline Enriched Magic rule (from Shek-Pvar) is in use, Spells are excluded from this rule.
- Native tongue is always excluded (unless the character is isolated and silent).
- The character *must* protect skills he uses every day at work before protecting non-work-related skills.

If anyone tries these rules out, let me know how they work...

Sweden is very important to us, representing a surprisingly large part of our European sales... we also get disproportionately large volumes of mail from Sweden — sometimes it seems like several letters per capita per month... We love Sweden and would like to visit one day (sigh)...

You *Must* realize that with tens of thousands of place names there are going to be anomalies. We suspect that every place name we have used means something in one or more Terran languages, but we do not copy place names from Terran maps. We did try for "Nordic-sounding" names for Ivinia and Orbaal. We may have been a little too authentic from time to time...

We once received a letter from Mr. Harold Harn who was very impressed with the product (especially the excellent name); at least he did not ask for royalties...

We have discovered that Hårn (without the circumflex accent) means "urine" in German (we are now very careful about including the accent)...

By the way, somewhere in Ivinia, several features are named after Swedish Hockey players. We've changed the names a bit, but...

Dear Columbians,

Greetings from the antipodes.... One of my players has a Savoryan Shek-Pvar, and both he and I have more than a passing interest in seeing Robin Crosby's Hårnic Tarot in print.

What are the chances of having some supplementary information on alchemy published? The description of the Skill in HårnMaster is all too brief. What, for instance, are the differences between it and herblore? I have thus far assumed that in general herblore is used to identify and estimate the properties of certain plants and herbs, while

alchemy is used in the preparing of these raw materials into potions and the like. But of course alchemy is a far broader, more esoteric subject, with interest in the nature of spirit and life forces, as well as simple poultices and poisons. Here we also have the link with Pvaric philosophies. What is the potential here for "original research" by alchemists, and would they be able to create or contribute to the creation of artifacts of power?

Kiraz was doubly welcome, with its addendum of the lead-in for part two of In Search of Panaga. The two seem to fit nicely together.

Lloyd Brady, Victoria Australia

Dear Lloyd,

Alas, the demand for the Hårnic Tarot has been, and remains, virtually non-existent. Tom tells us that we should avoid producing very expensive products that no-one wants — this kind of activity should be left to the government.

The alchemy module is in playtest, sort of. I uploaded it to the HårnLine Sanctum and asked the members to write me a few hundred recipes (recipes are the alchemist's equivalent of spells). So far the response has not quite met the quota. Fortunately (sort of) the demand for an alchemy module is also disappointing, so we have not really given it a high priority. It's "maturing"...

I'm glad *someone* thought combining Kiraz and Panaga II was a good idea...

Dear Mr. Crosby,

When will the final part of In Search of Panaga be available? I am loath to start my players on this path if delay in the campaign may result.

Do you intend to produce a module for Ridow? If yes, then keeping players clear until it appears ought to be pretty easy; if no then I can go ahead with designing my own version. If I don't know, however, I may miss out on some fine material and use scarce free time on an unnecessary task.

Andy Gibson, Cleveland, England

Dear Andy,

ISOP 3 will be sixty-four pages long with six interior colour maps. Yes, we know — It's kind of big. You should see it *early* in '93...

I recommend that the adventure trilogy be played intermittently with much unrelated action occurring between the trilogy volumes. I would ☞

allow *at least* six months (real time) and several gameyears to complete the whole epic. It's not meant to be played without interruption (just as well too...).

At this point we have no intention of producing Ridow, ever. We might, however, proceed with such a module if we are suddenly struck by some remarkable inspiration, or buried in thousands of desperate letters from folk...

We "reserve" the right to develop anything named on the regional map. GMs are advised (encouraged even) to add new sites to the regional map and develop those. There is, by the way, one unnamed site on the Hârn regional map (under the R in Rayesha Mountains). We have no idea what it is, and you should feel free to develop that one...

Dear Columbia Games,

First, I have to say I am more and more impressed by Hârn and HârnMaster, even if, sometimes, the immensity of the material makes it difficult to play.

The only comments I have to make though is on the adventures. The ones you publish in HârnLore are good, but the modules are in my opinion "boring", well-made and with a great sense of the feeling of the places, but lacking in "adventure". What I mean is there are too few scheduled encounters. The module Araka-Kalai had some good plots, but I was very disappointed when you didn't include the Court of Ilvir. I may be lazy, but I buy Hârn because it is a good world, much better than I ever can make, and I like to minimise my own work.

It is a nice concept not to "programme" the adventures too much, but sometimes I feel like you leave too much of the "living up" of the adventures to the GM, especially when you left such an important place as the Court of Ilvir to the "discretion of the GM".

What I would like to see is how you will make an old-fashioned wilderness adventure, perhaps in the mountains, with a dragon or a dangerous lost civilization at the end.

L. G. Backstrom Uppsala, Sweden

Dear L.G.,

We may have made a mistake in not including the Court of Ilvir in Araka-Kalai, but the issue of encounter-programming in general cuts to the very heart of our philosophy. We'd like to hear from more folk on this one... □

Hi,

The article on Lakise in HârnLore 9 was all very well, but what about numbers? Are there any?

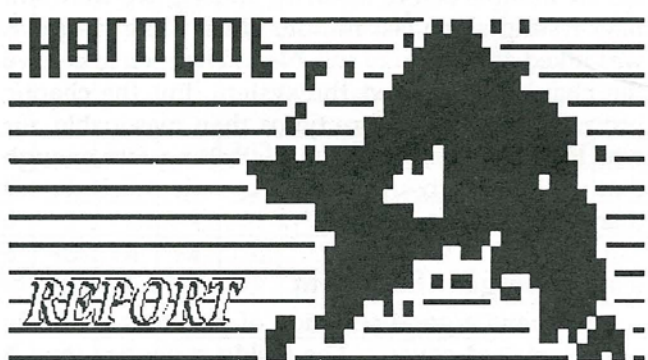
Carl Stengel, Milbank SD

Dear Carl,

Lakise Numerals

I don't know what came over us to leave them out... Lakise certainly has numerals, even a sign for zero. We provide them now...

0	∅	5	≠
1	—	6	≡
2	≡	7	≠
3	≡	8	≡
4	≡	9	≡



A Report on HârnLine, the International Computer Bulletin Board Service for those using Hârn and/or HârnMaster.

We really hadn't expected to include another report on HârnLine quite so soon, but there have been developments.

First of all, due to circumstances beyond our (or anyone else's) control, we have temporarily suspended our participation of HârnLine on Duffle Board.

We have lately had offers from pay-services such as America-Online to set up a Hârn(Master) and/or Columbia Games service. Such a professional forum could let us reach more folks at less cost, and even to hold live gaming events... We do not have the resources to properly support several online services. Let us know what you think... Would you like HârnLine the way it has been, on GENie, on AOL, Compuserve, or what? □



Battle-Lusting

Well, our long delayed *BattleLust* skirmish rules finally made it (August '92). We've had lots of mail on this product, with an unusual range of opinions. Some of you rate BL as "awesome" or "brilliant". Others say the rules are a "disappointing rip-off".

Not much common ground there.

Some of the "rip-off" comments arose because we included a Hårn Map and reprinted six pages of old material from HårnWorld. Why did we do this? Not everyone who buys *BattleLust* will be a Hårn fan, nor will they necessarily be FRP gamers. But everyone has to campaign somewhere, and we thought we'd give 'em a taste of our stuff. In short, we're trying to broaden our appeal, something we really must do if we are to survive the perilous nineties.

Despite years of grunt work, BL changed a lot in the six months before its birth. Indeed, we were still play testing some last-minute ideas while the press was inked and ready to roll. Now, I happen to believe the changes improved the system, but the chaotic process resulted in more typos than reasonable, for which I apologize. At least it's selling fast enough that we'll get a fix-up reprinting done much sooner than normal.

Tom's Bargain Basement

We have a good selection of products available with damaged covers. The inside pages are fine. If you are short a module or two, this is a great way to fill in the blanks. We sell these "flawed gems" to bargain-lusters at half-price, plus postage. Just order normally, but specify "UGLIES" or words to that affect.

Quality or Bust

Castles of Orbaal recently came out. Sad to say, the color maps were sized incorrectly, causing white blotches to appear around some map edges. Because of the Xmas rush, we did not discover the error until roughly 1000 copies had been shipped. None of the mistakes were "fatal", but a reprint of the offending pages has been done anyway. None of our autoship customers got bad copies (we recalled those just in time), but some store-bought copies will be flawed. If you can't live with these maps, just mail us the offending pages with two dollars to cover postage, and we will send you the new replacement cmaps.

Curse of Hlen

Robin is finished with this third and final piece of *In Search of Panaga*. It took longer than expected (always does with NRC) but at least this time he has an excuse. It started as a 32 page module, grew to 40 pages, then 48, then 56, and now weighs in at 64 with oodles of color maps. Will ship in 4-6 weeks.

Talking Dirty

When I compile survey responses, it always comes out that we are very clever folk. We seem to consistently turn out superior products and yet, and this is a BIG yet, we don't get much respect in terms of market share.

Why? I've got no idea and its time I did. What follows is a market survey, but not your normal "pat-us-on-the-back" survey. This one poses the tough, negative questions rarely seen in surveys. Don't be bashful - TALK DIRTY to me. It should make you feel better; it will make me try harder; and this will translate into better products and service to you. Feel free to expand on your opinions with a letter.

THE TALKING DIRTY SURVEY

SCHEDULE (check one)

- I hate your constant delays.
- Your delays are annoying.
- Just tell me when, and stick to it.
- Take your own sweet time.

PRODUCTIVITY (check one)

- I like you just the way you are.
- Can you hustle up just a bit?
- I'd like to see 50% more Hårn products.
- Get the lead out. Double output (at least).

QUALITY (check one)

- Declining rapidly.
- Slipping.
- About the same.
- Improving.

PRICING (check one)

- I'd pay more.
- Fair prices for quality given.
- Expensive for what you deliver.
- You're robbin' me blind.

MONTY HALL (rank 1-4, 1 being first choice)

- Adventure modules.
- HårnMaster rules expansions.
- Regional modules (Azeryan, etc.).
- Cities, castles, etc.

INTELLIGENT SPECIES	HGT	FRM	STR*	END	DEX	AGL*	SPD	EYE	HRG	SMT	TCH	VOI	ITL	AUR	WIL	MOR
Human Male	5d6+50															
Human Female	5d6+48	-3					-2			+1				+2		
Sindarin Male	4d6+51	-2	+1		+2	+2		+4	+3	+3	+2	+3		+4	+2	+4
Sindarin Female	4d6+50	-2	+1		+2	+2		+4	+3	+3	+2	+3		+4	+2	+4
Sidhe Male	4d6+51	-2	+1	+1	+3	+3	+1	+6	+4	+4	+4	+4		+6	+2	+4
Sidhe Female	4d6+50	-2	+1	+2	+3	+3		+6	+4	+4	+4	+4		+7	+2	+4
Khuzdul Male	4d6+40	+4	+4	+2	+1				+2		+1			-2	+3	+2
Khuzdul Female	4d6+40	+4	+4	+2	+1				+2		+1			-2	+3	+2
Gargu-Arak Male	3d6+27	+1	+3	-1			+2	-2	+5	+2				-4	-1	-4
Gargu-Arak Female	3d6+29	+1	+3	-1			+2	-2	+5	+2				-4	-1	-4
Gargu-Kyani Male	4d6+32	+4	+3					-2	+2					-4		-1
Gargu-Kyani Female	4d6+33	+4	+3					-2	+2					-4		-1
Gargu-Hyeka Male	4d6+33	+4	+3					-2	+2					-4		-4
Gargu-Hyeka Female	4d6+34	+4	+3					-2	+2					-4		-4
Gargu-Viasal Male	4d6+34	+4	+4					-2	+2					-4		-4
Gargu-Viasal Female	4d6+36	+4	+4					-2	+2					-4		-4
Gargu-Khanu Male	4d6+36	+4	+5	+1				-2	+2					-4	+1	-4
Gargu-Khanu Female	4d6+38	+4	+5	+1				-2	+2					-4	+1	-4
Aklash Neuter	4d6+70	Mas ¹	+8	+8	3d3	-2		3d2		3d3		3d2	3d2	1d2	+4	n/a
Hru Neuter	9d6+112	Mas ¹	+40	+30	-2	3d2	-2	-2	-2	-2				1d2	+2	n/a
Nolah Neuter	5d6+50		+3	+8	+1	+6	+2		+4	+4			+1	+4		n/a
Umbathri Neuter	2d6+12		+4	+3	+1	+6	+6	+4	+4	1d2			+2	+8	+1	n/a
Vlasta Neuter	2d3+13	-4			+6	+10	+14	+6	+4	+8			1d3	1d2		n/a
Asiri M/F/N	5d6+30	-2		-2	+3	+4	+6	+5	+1	2d2				+3		n/a
Dryad Female	4d6+50	-2		+3	+1	+2	+2	+2	+3	+2	+2	+3		+2		
Elmithri Neuter	6d6+30	-2	-1			+1				-2			-1	+1	-2	
Lesser Gytevsha M/F	5d6+50			+1		+2	+3			+3	+2		-2	+4	+1	-4
V'ihir Neuter	8d6+50		+17	+17	+5	+2	+5						+4	+10	+14	-8
Centaur Male/Female	n/a	n/a	+8	+7	+1		+4	+4	+1	+1			+1	+2	+1	
Dragon Male/Female	n/a	n/a	+37	+25	-4	-2	+3	+6	+4	+3	-2	+2	+2	+2	+8	
Griffin Male/Female	n/a	n/a	+10	+9	n/a	+4	+3	+8	+4	+4	-2		-2	1d3-1	+1	
Ilme Male	n/a	n/a	+25	+20	-3	-4		+1	+3	+3	-2			-2	-4	
Ilme Female	n/a	n/a	+35	+27	-2	-4	+1	+1	+3	+3	-2			-1		
Yelgri Male	4d6+34		+3	-2	-2			+6	+4	+4				-4	1d3-1	
Yelgri Female	4d6+32		+2	-2	-2			+6	+4	+6				-4	1d4-1	

* Subject to Weight or Frame modifiers

1 Mas: Automatically a Massive Frame

WEAPON COMPARISON

HÂRNMASTER

COMPARITIVE WEAPON MODIFICATION TABLE

CLOSE: Halve Attack and Defence Class
(except Shields).

MOUNTED: Attack Class +1 Defence Class -1

Club, Dagger, Falcastra, Falchion, Foot/Knee, Grainflail, Handaxe, Hatchet, Isagara, Javelin, Lance, Mace, Mankar, Maul, Morningstar, Pike, Poleaxe, Shorkana, Shortsword, Sickle, Stick (2'), Warhammer, Whip	Ball & Chain, Bastard Sword, Battleaxe, Battlesword, Broadsword, Fighting Claw, Glaive, Keltan, Longknife, Mang, Nachakas, Spear, Warflail	DODGE, Hand/ Forearm, Staff, Trident	Round Shield, Knight's Shield (Heater)	Kite Shield	Tower Shield
Net, Taburi			Buckler		

Attack Weapon		0	1	2	3	B	R/H	K	T
Animal, Grapple, Hand/Forearm	0	▪	D05	D10	D15	D15	D10	D05	▪
Boss Gore, Shield (all), Dagger, Fighting Claw, Foot/Knee, Hatchet, Keltan, Shorkana, Sickle, Taburi,	1	A05	▪	D05	D10	D20	D15	D10	D05
Handaxe, Longknife, Mankar, Shortsword, Stick (2'),	2	A10	A05	▪	D05	D15	D20	D15	D10
Broadsword, Club, Estoc, Falchion, Javelin, Mace, Mang, Nachakas, Warhammer	3	A15	A10	A05	▪	D10	D15	D20	D15
Ball&Chain, BastardSword, Falcastra, Grainflail, Maul, Morningstar, Net, Spear, Staff, Trident,	4	A20	A15	A10	A05	D05	D10	D15	D20
Battlesword, Glaive, Isagara, Lance, Pike, Poleaxe, Warflail, Whip	5	A25	A20	A15	A10	▪	D05	D10	D15
Attack Class 6 can be achieved only mounted warriors using class 5 weapons.	6	A30	A25	A20	A15	A05	▪	D05	D10

LOW VELOCITY MISSILE WEAPONS (Thrown Items: Rocks, Javelins etc.)	LV	A25	A20	A15	A10	▪	▪	▪	▪
HIGH VELOCITY MISSILE WEAPONS (Arrows, Quarrels, Slingstones etc.)	HV	A35	A30	A25	A20	A15	A10	A05	▪

The function of *Weapon Class* in HârnMaster is to provide a weighted assessment of the *comparitive* combat values of weapons in combat situations.

This table is designed as a kind of shortcut. By using it, players and GMs can more or less ignore the *Weapon Class* attributes of weapons. If you try it out, let us know how you like it.

Giving Missile weapons an attack class (or rather two attack classes) may address the issue of defences against missile weapons. Simply giving each missile weapon an LV or HV attack class may be the easiest way to handle the problem. This has not really been tested, so please let us know if it works. Also tell us if you like this kind of thing in your HârnLore (we're running low on letters).

CHYREFAL 1

LOCATION: Ikonli Hundred, Ikoshire, Melderyn
STATUS: Royal Castle
GOVERNMENT: Sheriff of Iko
POPULATION: 540 (District); 410 (Settlement)

The principal settlement of the island of Ikom and Shire moot of the Melderyni shire of Iko has a long history. The first human habitation at Chyrefal was a colony of the *Henge Culture*, contemporary with similar cultures in Emelrene and on the isle of Melderyn. The *Twelve Arrows* dates from c.2600 BT, and is the only visible Henge Culture remnant. Caer Chyrefal's foundations contain stones from that period, but they may have been requisitioned from earlier structures and/or other sites.

The Jarin first built at Chyrefal around BT 1100, and the site has since been continuously occupied.

During the *Five Kingdom Period*, Chyrefal was royal seat of the Kingdom of *Chaig*. After the foundation of Melderyn, the Isle of Ikom became the Earldom of Iko. The ruling house died out in 590 and the Earldom lapsed; it was formally abolished by the royal Shires Edict of 630. The present castle was built in 478.

As the Shire Moot of Ikoshire, Chyrefal is held for the king by Sir Balsen Torele, the Sheriff of Ikom. Shire moots are held with some irregularity. The Crown leaves Ikoshire very much on its own.

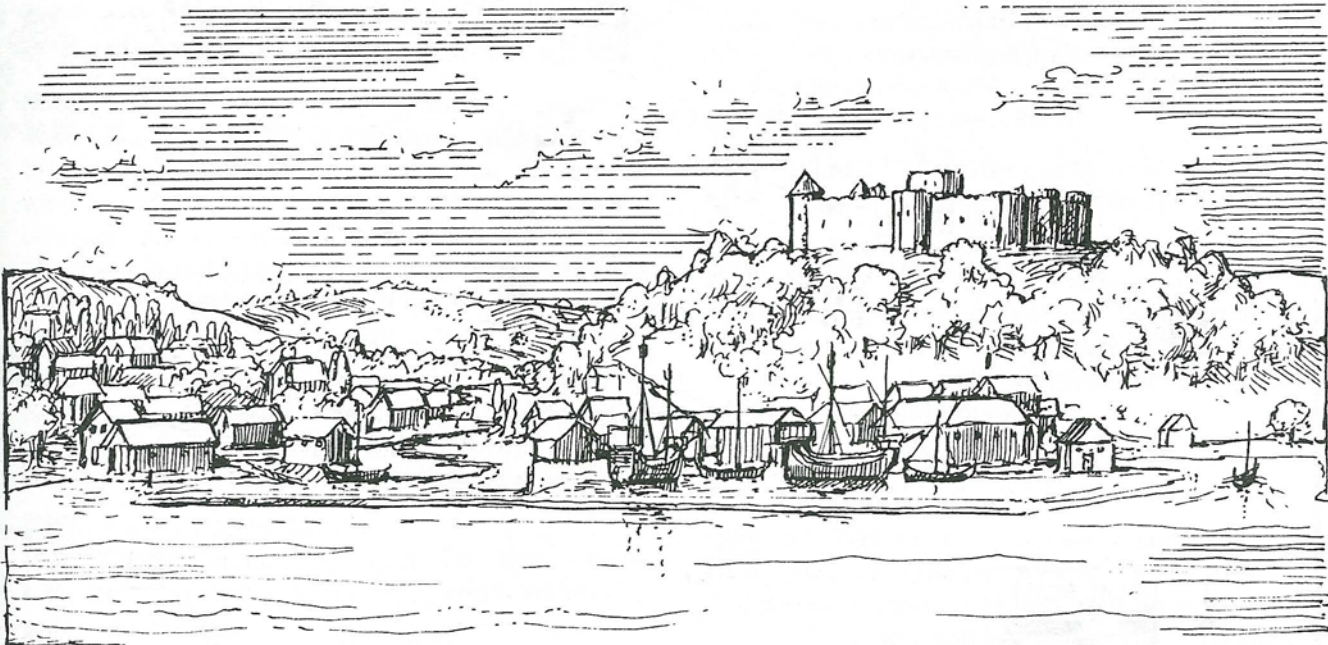
Sir Balsen is a highly competent administrator. He is in his mid forties, quiet and studious, with an eye for administrative talent and a knack of picking the right person for the job. His blond hair is turning gray and he has a weakness for young ladies that tends to irritate his thirty year old wife Melrena. They are childless.

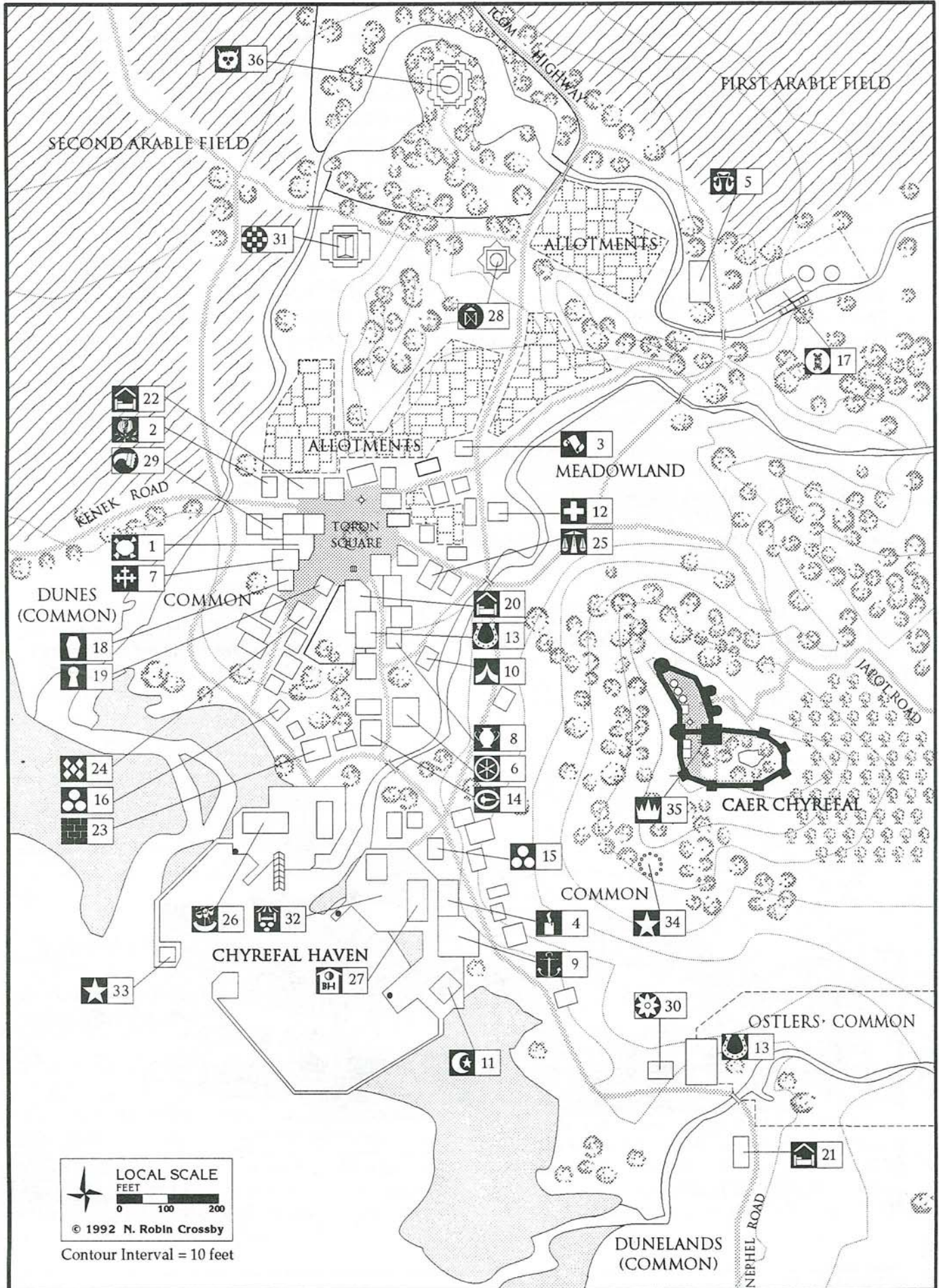
The Odivshe chantry in Chyrefal was established in 503 BT and is considered one of the best in Lythia.


The three streams on the site spring from the same hill, only a few hundred yards off the map to the North east. Local legend has the streams populated by all manner of sprites and elementals, but sightings have fallen off during the last century. Nevertheless, most locals still avoid *Three Springs Hill* since people do go missing from time to time.


Chyrefal Taxes


Property Tax (Residential):	9% per annum
Property Tax (Guild):	6% per annum
Hawking License Rate:	11% of goods' value
Bonding Rate (per month):	1% of goods' value
Piloting Fee:	40d / passage (in or out)
Wharfage Fee:	1¼d per foot per day
Vessel Registry:	75d per foot per year








 **1 CLOTHIER (Gyren of Hardas)**
Size: 6 Quality: ★★★★★ Prices: average
 Gyren is a competent clothier whose gowns and other creations are appreciated by ladies throughout Melderyn. Her establishment also offers a full range of other goods. In addition to 6 permanent staff, Gyren employs several dozen part time homeworkers.


 **2 APOTHECARY (Horl of Birien)**
Size: 3 Quality: ★★★★★ Prices: high
 Horl's small establishment does a good business with the arcane community and with the settlement at large. His prices are high because he has to import much of his wares.


 **3 LEXIGRAPHER (Mirin of Gathas)**
Size: 5 Quality: ★★★ Prices: high
 The castle, chantry and temples comprise more than half of Mirin's business. He is a short, chubby, balding fellow whose jovial demeanor and excellent singing voice make him popular in local taverns.


 **4 CHANDLER (Tendan of Vurdos)**
Size: 6 Quality: ★★★ Prices: high
 While Tendan provides most of Chyrefal's lamps and candles, he makes just as much money by reselling the goods of other craftsmen. Trading ships in a hurry often place their orders with Tendan to save themselves time. This establishment includes a sizable warehouse.


 **5 HIDEWORKER (Dysel of Chaldin)**
Size: 5 Quality: ★★ Prices: average


 **6 WOODCRAFTER (Ban of Okada)**
Size: 8 Quality: ★★★ Prices: average


 **7 WEAPONCRAFTER (Tohal of Miros)**
Size: 5 Quality: ★★★ Prices: high
 The sheriff does not employ a full time weaponcrafter at the citadel, but Tohal maintains a contract that makes him a "half-bonded" master. The shop is not open to the public. Tohal sells his wares in the marketplace about twice a tenday.


 **8 POTTER (Kasir of Pordas)**
Size: 7 Quality: ★★★★★ Prices: average
 Now nearing seventy, Kasir is a renowned artist who now leaves most of the work for his two bonded-masters. He never found time to marry.

 **9 SEAMANS' GUILD**
 Chyrefal's sailors' hostel is busy, well-regulated and comfortable. Most years, numerous sailors winter here.


 **10 TENTMAKER (Sanalas of Tirs)**
Size: 2 Quality: ★★★ Prices: average


 **11 PILOTS' GUILD**
 Birnon of Sentiles is master of the Chyrefal chapter of the pilot's guild. He is one of Hârn's richest retirees after a career spanning forty-eight years, most of them as pilot, captain and owner of his own ships. See also: 33 The Beacon/Pilothouse.


 **12 PHYSICIAN (Paelid of Ardras)**
Size: 3 Quality: ★★★★★ Prices: average
 Widely regarded as the best doctor on Icom, Paelid maintains a practice catering to the nobility and wealthy merchants. He, or more likely his apprentices, do, however, minister to the occasional patient of lesser distinction.


 **13 OSTLER (Dysen of Edalinga)**
Size: 8 Quality: ★★★★★ Prices: high+
 The Edalinga clan has held the only ostler franchise in Chyrefal for several generations. Dysen has his public establishment next to the Red Bell (20), and maintains an Ostlers' Common on the south side of the village.


 **14 METALCRAFTER (Darth of Venon)**
Size: 4 Quality: ★★★ Prices: average


 **15 MERCANTYLER-Usurer (Lan of Yupa)**
Size: 2 Quality: ★★★ Prices: average
 Lan is known for his unusual generosity, an attribute more assumed than real. Nevertheless, he is somewhat more likely to loan funds to the poor than are most usurers.

 **16 MERCANTYLER-Usurer (Tyat of Lyn)**
Size: 4 Quality: ★★★ Prices: average
 While Tyat is in the usury business, his main profits come from patronage and merchant banking. He is the local head of the Mangai, a position which lends him considerable local influence.

 **17 MILLER-Millwright (Must of Fryel)**
Size: 4 Quality: ★★★ Prices: average

 **18 EMBALMER (Arvin of Endras)**
Size: 3 Quality: ★★★ Prices: average
 Arvin is a competent embalmer. He is also the local contact person of the Lia-Kavair, a position with little power in Chyrefal where the thieves' guild is relatively poor and impotent.

 **19 LOCKSMITH (Larten of Shomostra)**
Size: 3 Quality: ★★★ Prices: average

 **20 THE RED BELL (Barl of Dysen)**
Size: 11 Quality: ★★★★★ Prices: high
 Barl serves a selection of imported wines as well as the best local ales and ciders. Service is polite and comprehensive. This is where visiting gentlefolk and merchants stay. Few locals care for the prices.



21 THE WHISTLE (Lyman of Aleama)
 Size: 7 Quality: ★★☆☆ Prices: average

A pleasant inn on the south end of the village. Because of reasonable prices and good quality, this is the drinking establishment preferred by many locals, and the home away from home of most knowledgeable travelers.



22 TORIN'S ALEHOUSE (Torin of Alsir)
 Size: 5 Quality: ★★ Prices: low

A low-grade, cheap drinking house favoured by poor folk. There are no accommodations.



23 MASON (Sinom of Math)
 Size: 4 Quality: ★★☆☆ Prices: average



24 JEWELLER (Soal of Kimli)
 Size: 2 Quality: ★★ Prices: low



25 LITIGANT (Hilon of Shirkyl)
 Size: 3 Quality: ★★☆☆ Prices: average



26 SHIPWRIGHT (Lineas of Kunard)
 Size: 8 Quality: Prices: high

Lineas runs an efficient yard. He has a fascination with ship design and was among the first on Hårn to build a *karune*. Most of his business is the construction and maintenance of Chyrefal's sizable fishing fleet.



27 BONDING HOUSE

Chyrefal's bonding house is a relatively graft-free operation. The sheriff keeps a close watch on financial matters.



28 TEMPLE OF SAVE-K'NOR
 Order of the Hyn-Aelori

The temple has a subtle, but meaningful influence on the sheriff, whose standing orders include the instruction to listen to advice from this quarter. The present *Ibarti* is Irval of Hastis, a fairly non-descript sixty year old who was assigned to Chyrefal to finish his career in peace.



29 TEMPLE OF ILVIR
 Order of the Five Coils

This order's only temple takes particular interest in amphibious Ivashu and provides limited shelter for pilgrims on their way to or from Araka-Kalai. The master (and founder) is Urovan of Dysa, a vigorous forty year old immigrant from Emelrene.



30 TEMPLE OF PEONI
 Order of the Balm of Joy

Chyrefal's poorest temple is also its most visited. Little more than a shrine with spartan accommodations in the back, *Pelnala* Kyse of Nonal with his two *Esolani* are supported solely by offerings from local adherents (most of whom are poor).



31 TEMPLE OF LARANI
 Order of the Spear of Shattered Sorrow



32 MARKETPLACE



33 BEACON & PILOTHOUSE

The Chyrefal beacon is lit between dusk and dawn. It is not particularly bright, but does serve its purpose.



34 THE TWELVE ARROWS

The only local remnant of the Henge culture, the Twelve Arrows, also called the *Giant's Quiver*, date from c.2600 BT. They are 12 cylindrical obelisks arranged in a 45 foot circle. The structure used to include lintels. Each column is four 7 foot cylinders, just under 7 feet in diameter. The second highest stone in each column has a two foot high frieze, depicting animals/people which resemble those sometimes seen on Earthmaster relics. Some scholars use this evidence to link the Henge Culture with the Earthmasters.¹



35 CAER CHYREFAL

The citadel of Chyrefal is a royal castle. The office of constable is attached to that of the Sheriff of Iko, whose official residence it is. The keep is not particularly large, but the western tower, built during the sixth century, provides additional space. The keep was originally built with four floors; one more was added in 590 and another two since 650. The keep's seven floors give it a tall, narrow aspect, and have caused some masons to question its ability to withstand bombardment. Fortunately, Caer Chyrefal has never been attacked by more than a few vikings who neglected to bring siege engines.

Excavations to construct Caer Chyrefal in the 470s revealed that the hill is, in fact, a huge funerary tumulus². The engineers disinterred a few dozen corpses which were subsequently reburied at sea. Earth was added to the hill, and the keep constructed at a greater height (seventy feet above sea level) than was originally intended. Heavy rain sometimes reveals more graves, and it is said that those entering the keep's escape tunnel sometimes hear angry whispering.



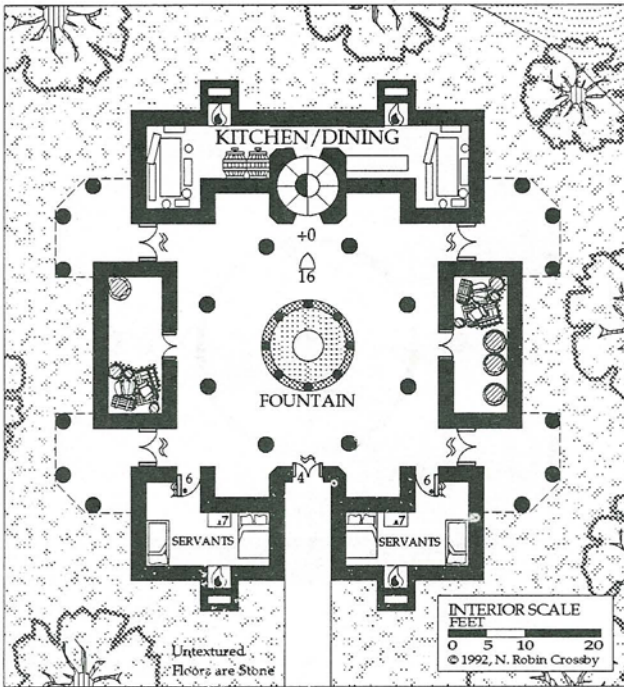
36 ODIVSHE CHANTRY

Size: 12 Quality: ★★☆☆

See Interior Plans/Descriptions on following pages.

1 The ring is a *Rainbow Sanctum*. See "Sanctum" in *The Tome of Gray Mysteries* p.47, and "Aural Environment" in *Shek-Pvar* p.26. The *Twelve Arrows* increase the ML of any spell by 5%.
 2 Containing perhaps 1000 graves.

Ground Floor



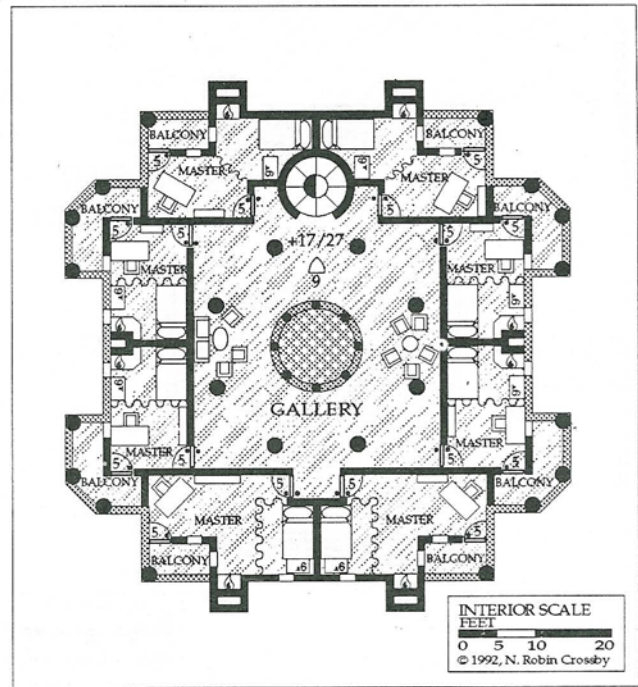
The ground floor is essentially an open entry area. At the centre of the building there is a large fountain. One of the challenges for apprentices is to determine how it works.

This main chamber is used as a Hall of meditation and contemplation. It is usually cool, humid and dark, despite the fact that the five sets of doors are usually kept open during the day.

Above the fountain there is an opening in the sixteen foot ceiling to a gallery in the first floor. There is also a gallery on the second floor, so the ceiling over the fountain is actually thirty-six feet above.

The small serving staff are resident on the ground floor. The kitchen occupies the north side of the building. Most masters and apprentices dine in their chambers or in halls/common areas on higher floors. The Seneschal is named Firden of Uru. He is a *fairly* honest administrator, well able to keep the chantry running without supervision from the masters. He has held the position for nearly thirty years and owns several houses in Chyrefal. This lets him anticipate a comfortable retirement. He has no esoteric skills.

First Floor/Second Floor

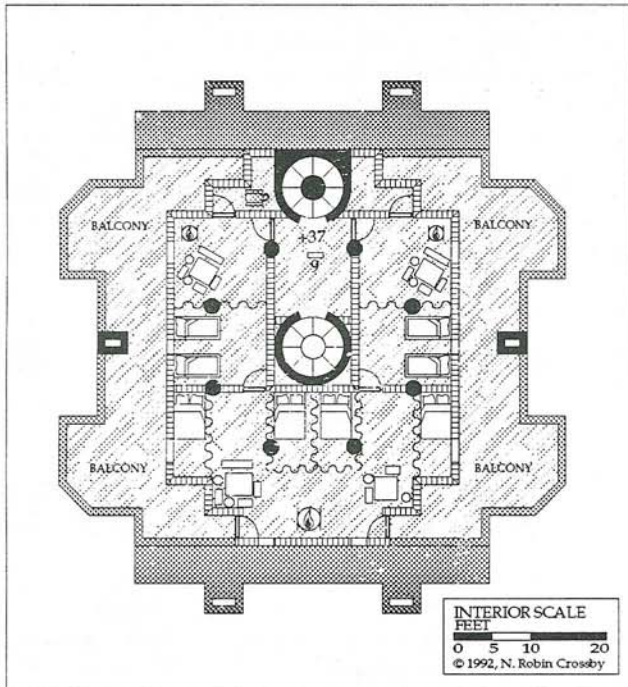


The first (+17') and second (+27') floors are substantially similar. They are the main residential areas. On each, there are eight master's suites, each with its own fireplace and balcony. The suites have running water provided by several cisterns in the tower dome (See Sixth Floor) and a system of in-wall pipes.

There are sixteen suites in all. Only about twelve are occupied by permanent or semi-permanent masters at any one time; the rest may be vacant or occupied by transients.

The central galleries look down on the ground floor fountain, and are surrounded by common areas used for conversation, relaxation and dining.

Third Floor

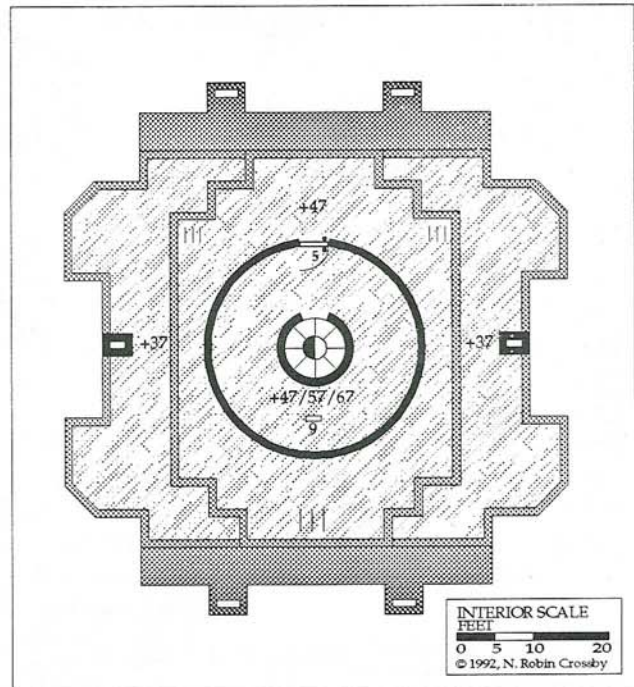


The third floor (+37') contains chambers for apprentices, and other transients. Transients are also accommodated on the first and second floors. The rooms are reasonably comfortable. There is a broad balcony on either side of the building.

Only three braziers heat the entire floor. In the dead of winter, this is barely adequate, especially since apprentices must find their own fuel. Some assert that the cold helps with studies —most of the residents do not agree.

The third floor has sufficient accommodations for twelve in comfort. The more senior residents occupy the southern chamber while the two northern rooms contain bunk beds.

Fourth/Fifth/Sixth Floor

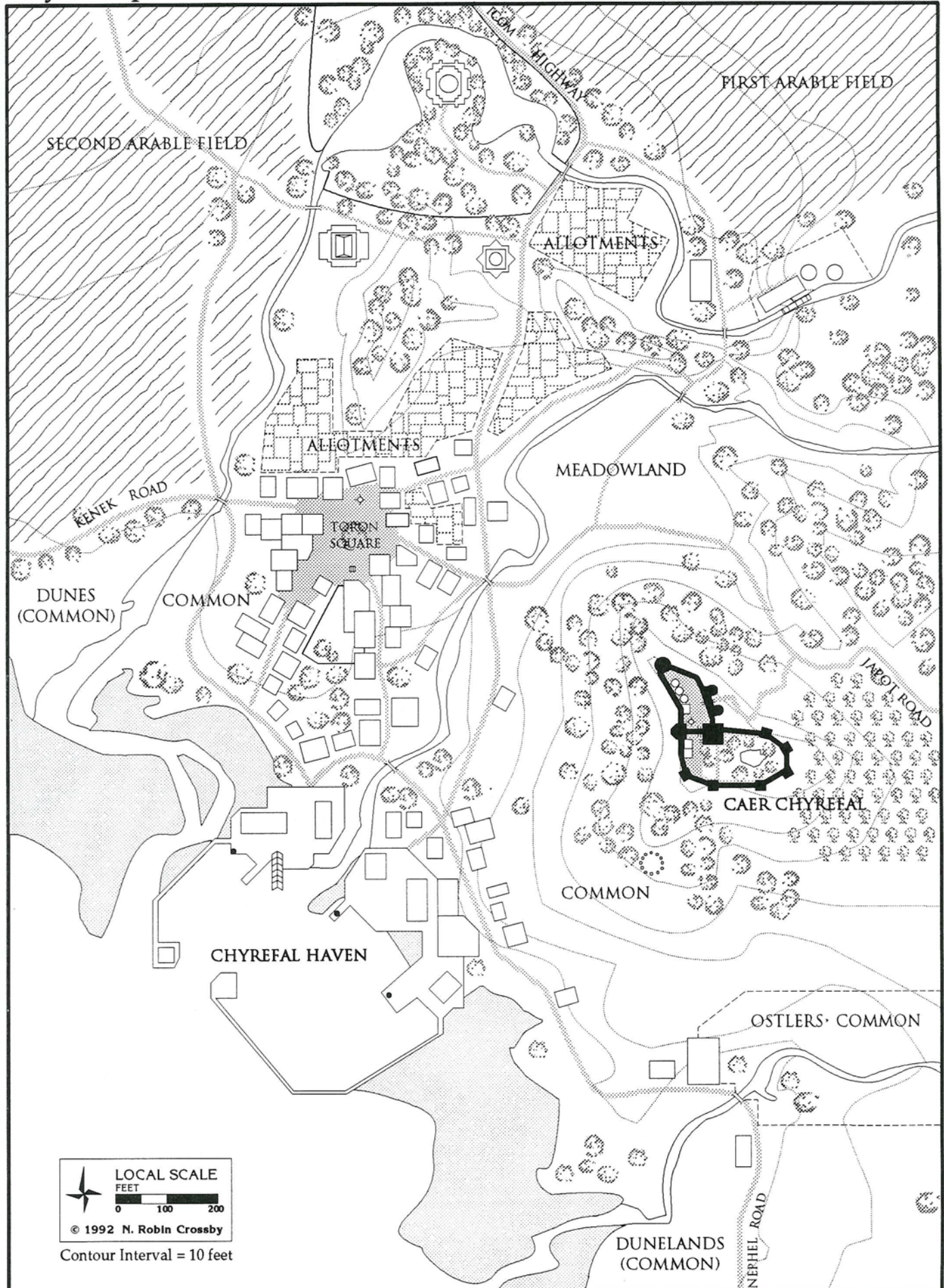


The fourth (+47'), fifth (+57') and sixth (+67') floors are of similar design except that (1) there is a door to the +47' level only on the fourth floor; and (2) the sixth floor (highest) chamber has a twenty-four foot domed ceiling.

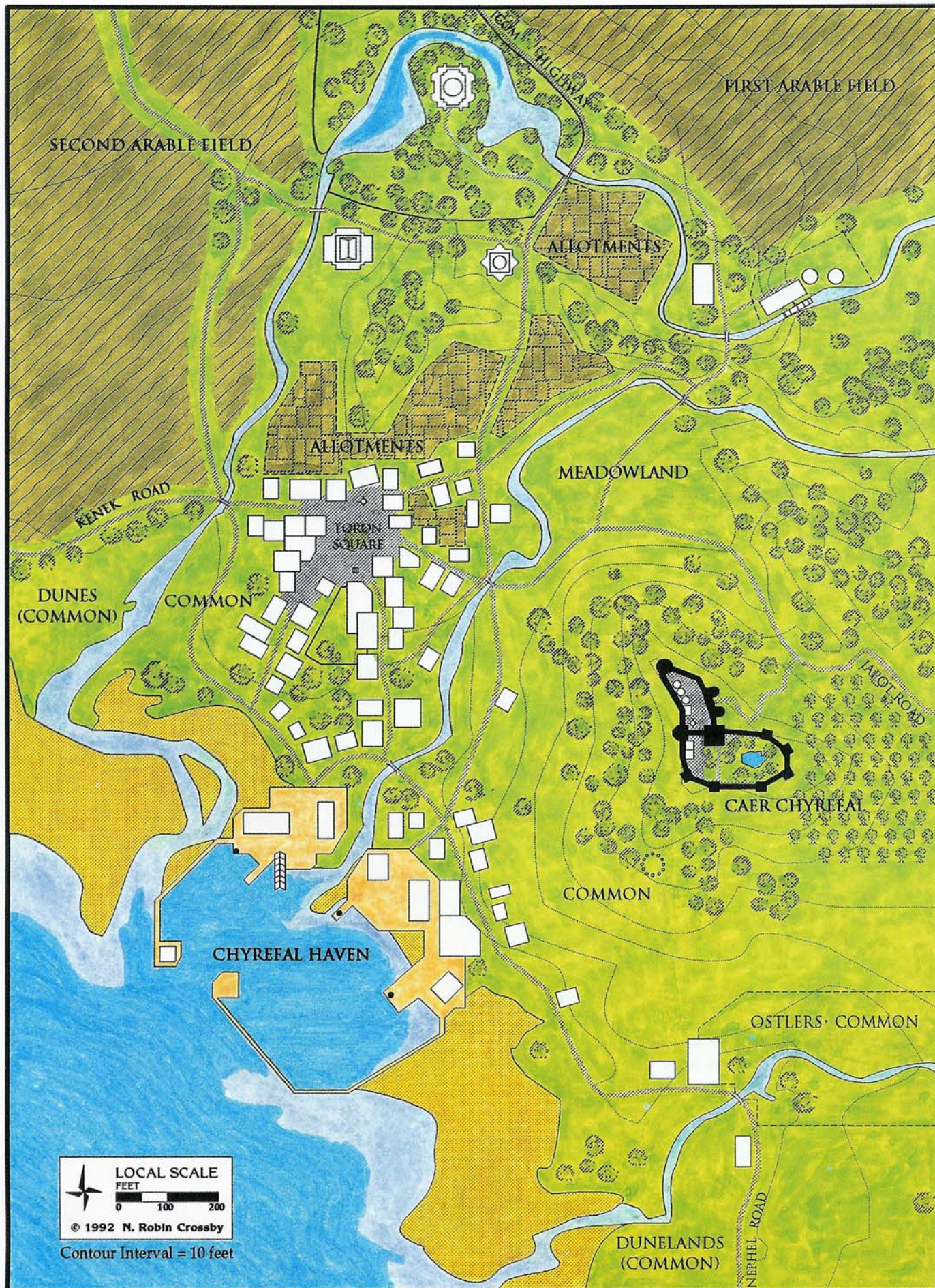
The three tower chambers are used by various resident masters for experimentation. None have windows. Each chamber is an Odivshe Sanctum — the higher the more powerful: 4th floor 5 point; 5th floor 10 point; 6th floor 15 point.

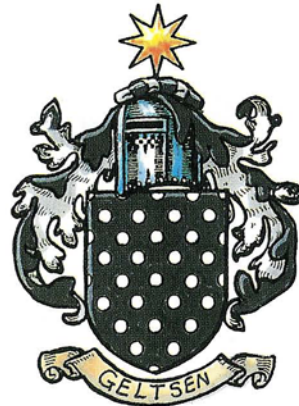
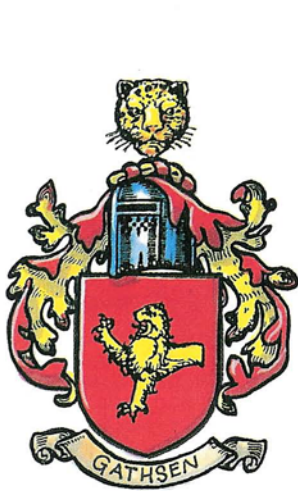
The dome atop the tower is thick enough to hold five hundred-gallon water tanks, in a crawl space accessible from the sixth floor by ladder. These tanks provide running water to the masters' suites, the kitchen, and tower chambers.

Apprentices are given the task of keeping the tanks full. A new apprentice is allowed to use a large bucket; each year the size of his container is reduced. No one is allowed to graduate until he can keep his tank full without any container.

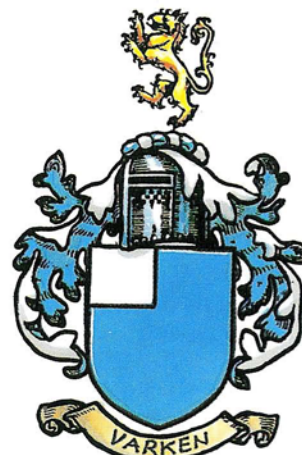
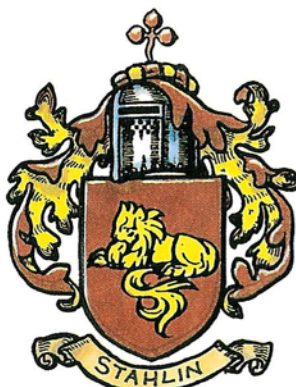
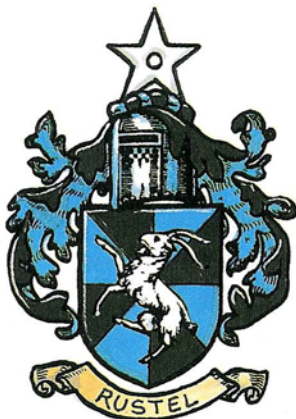
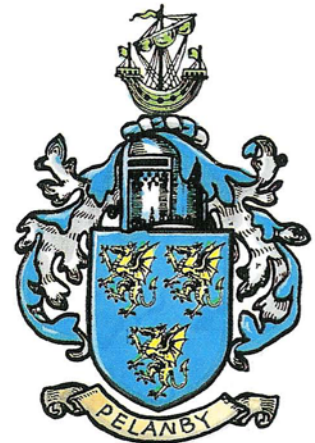
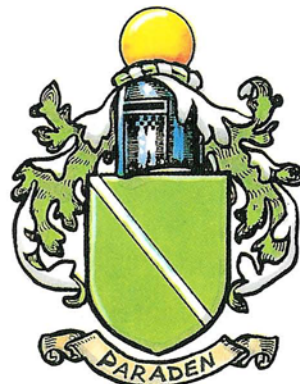
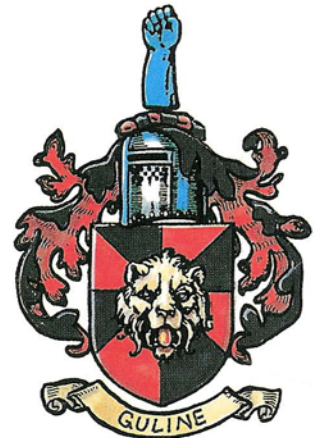
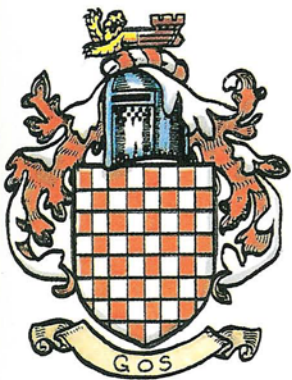


LOCAL SCALE
FEET
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© 1992 N. Robn Crossby
Contour Interval = 10 feet





Achievements of the
GreatClans
of
Harbaal



The Greatclans of Harbaal

ELENDY, King of Avastran Pendragon of Harbaal

A Barry of seven, azure and argent, a phoenix proper.
Crest: a Sea-Lion erect of the second.
Motto: *Phoenix Rising.*
Registry: The Phoenix Herald, 658.
Major Seat: Ifane.

GATHSEN, King of Gatenlund

Gules, a demi-lion passant, gold.
Crest: a leopard's face proper.
Motto: *Swords of the Isles.*
Registry: The Phoenix Herald, 663.
Major Seat: Megrana.

GELTSSEN, King of Geltheim

Sable plate.
Crest: a molet of eight gold.
Motto: *Death Cherished.*
Registry: The Phoenix Herald, 673.
Major Seat: Gelt.

GOS, King of Elgosia

Chequy of 64, tenne and argent.
Crest: a lion and ship dimiated proper.
Motto: *Vanguard of the North.*
Registry: The Phoenix Herald, 664.
Major Seat: Gosheim.

GULINE, King of Tonanby

Gyrony gules and sable, a lion's face proper.
Crest: a cubit arm azure.
Motto: *Valour is Peace.*
Registry: The Phoenix Herald, 663.
Major Seat: Gulinheim.

LEDENSEN, King of Ledenheim

Quarterly azure and vert, a dragon rampant gold.
Crest: a quatrefoil gules.
Motto: *Duty, Death, Destiny.*
Registry: The Phoenix Herald, 672.
Major Seat: Leden.

MARENSEN, King of Gavrios

Paley of five, gules and argent. Upon an inescutcheon of the first, a molet of six of the second.
Crest: none.
Motto: *Honour is Wise.*
Registry: The Phoenix Herald, 665.
Major Seat: Genja.

PARADEN, King of Ketania

Vert, a bendlet argent.
Crest: a roundele gold.
Motto: *Courage Rules.*
Registry: The Phoenix Herald, 669.
Major Seat: Kereon.

PELANBY, King of Padona

Azure, three dragons rampant gold.
Crest: a lymphad sanguine.
Motto: *Pain Brings Glory.*
Registry: The Phoenix Herald, 666.
Major Seat: Noortel.

RUSTEL, King of Lytheim

Gyrony sable and azure, a goat rampant argent.
Crest: a molet of five pierced argent.
Motto: *The Way is Honour.*
Registry: The Phoenix Herald, 663.
Major Seat: Lyth.

STAHLIN, King of Saliom

Sanguine, a lion dormant gold.
Crest: a trefoil of the field.
Motto: *We Rest Secure.*
Registry: The Phoenix Herald, 670.
Major Seat: Anstal.

VARKEN, King of Anval

Azure, a canton argent.
Crest: a tyger rampant gold.
Motto: *Glory Rewards.*
Registry: The Phoenix Herald, 674.
Major Seat: Varkenheim.

Format: These are brief extracts from register entries. Registers generally allow at least one page per clan.

Registry: The Phoenix Herald is resident in Ifane at the pendragon's court. His "register" is unofficial until his attempt to establish the *Phoenix College of Arms* receives formal approval from the College of Heralds. Harbaalese arms, registered at the *Dragon Lodge* in Fuhreling (Ivinia) with roundshield designs, are recorded with the Phoenix Herald as shown.

Clans & Titles: Only the twelve major great clans of Harbaal are given. The valhakar of each greatclan is considered a king. The King of Avastran is also Pendragon of Harbaal.



Players sometimes question why their characters should be obliged to spend "hard-earned" money on good food, untorn clothes, pleasant accommodations, and life in general. Frugality and wise planning, they might argue, should permit them to save perhaps seventy percent of their incomes to really get ahead in the medieval rat race.

GM: You're unskilled, part-time ratters. You can't save anything much because you don't have anything much. You need all you have (and more besides) just to get by.

Player: Well it's true the adventuring business has been a bit slow lately, but we are very frugal ratters. We are willing to forfeit the normal luxuries, live like ascetics. Show us where it says in the rules that we can't live in a hole in the ground and live on nuts and berries...

GM: Well you can live in a hole in the ground and eat nuts and berries, but there may be dire consequences (with a tone of mysterious foreboding in his voice)...

Player: Er... What consequences?

It stands to reason that the time and cash characters invest on living in general profoundly affects their health, reputation and psychological well-being. This should at least be *considered* in roleplaying, and that is the purpose of this article.¹

Spending adequate cash, wisely, makes the household healthier and safer; spending too little exposes it to disease, malnutrition, and scorn. It is human nature to improve living standards to the limit of income (despite what some players argue).

¹ A cynical Gamemaster might also see "housholding" as a legitimate (or at least workable) way to separate PCs from their surplus wealth. (Assuming, of course, that "Surplus Wealth" is not a contradiction in terms... from the GM's point of view at least.)

However much is spent, chores must be done and household duties are labour intensive; for a resident of a medieval castle to attain a living standard "reasonably" close to that enjoyed in 20th century North America or Europe, he would need 350 servants, and *lots* of money.

ORGANIZING DATA HOUSEHOLD BUDGET FORM

Each month the *Household Head*² allocates funds and labour to various operations. The amounts determine indices which express the household's well-being, whether or not they have comfortable living space, are eating well, look presentable, etc. These indices in turn determine residents' susceptibility to disease, social status, and so on.

All this is easily done by filling out the *Household Budget Form*. The form need not be compiled every month. In most households, things do not change very often, so modification is necessary only to reflect significant change.. The system is intended more as a yardstick than a strait-jacket.

Name of Household

A label by which the household is identified by Players and GM. If there is a single Household Head, the household may bear his name. PCs may choose any convenient name.

Location

The household's address. Few streets have signs and few houses have numbers. Hence an approximation such as *Mitu Alley*, *The Alienage*, *Chereafir* is usually the best that can be managed.

² See *Glossary* p.7

HOUSEHOLD 2

Budget Date

Theoretically, a household budget is compiled each month, but in practice, the Household Budget Form is only updated as needed. The month and year of the most recent update is entered here.

Market Relationship Factor [MRF]

MRF reflects the household's relationship with local tradesmen (a form of "estrangement"). It is assigned and modified at GM discretion. The value of goods purchased on the household's behalf is partly determined by MRF. Established households tend to have higher MRFs. In general, MRF runs from 0.8 (unpopular with vendors) to 1.5 (popular). Typical housewives have MRFs around 1.25.

Households which are perceived as wealthy by local merchants are often charged more (because they can afford it) — reduce MRF. For a newly established household, MRF may be set at 1.00. Hiring a popular local housewife may (at GM discretion) influence MRF if she is in a position to do some/most of the marketing.

Option: assign discrete MRFs for each budget sector where shopping is necessary (Food & Drink, Clothing, Housekeeping, Luxuries). This represents individual relationships between local merchants and the residents who deal with them. To calculate a sector-MRF determine which person does the most work in that sector and derive his Rhetoric Skill PEF (using table to right). Then multiply this PEF by the general household MRF as assigned above.

RESIDENTS

Everyone living in the household should be entered on the resident list (the upper half of the Household Budget Form). If there are more than twenty residents, additional form(s) are required. Enter each resident's position in the household (eg. Head, Spouse, Family, cook, etc.) with his wage (if any). It is necessary to distinguish between family and other residents.

Division of Labour (Hours)

Three budget sectors (Food & Drink, Clothing and housekeeping) require labour and are dealt with in the resident list. For those contributing labour (eg. doing some cooking), the number of Hours each contributes to each of the three tasks should be entered on the Household Budget Form.

Household Skills

The three main budget sectors (Food & Drink, Clothing, and Housekeeping), call for distinct skills:

Budget Sector	Skill Required
Food & Drink	Cookery
Clothing	Textilecraft
Housekeeping	Housekeeping

Cookery and Textilecraft are standard HårnMaster skills, but there is no such skill as Housekeeping (who'd want to learn it?). So the GM assigns Housekeeping ML/SI at his discretion based on player background. ML40, might be average for a young man, ML60 for a young woman. Unless raised in the lap of luxury, Housekeeping is an automatic/family skill.

Personal Effectiveness Factor [PEF]

A more effective/skillful worker can achieve more in less time. Therefore, in order to most efficiently assign household tasks, it is necessary to determine the *Personal Effectiveness Factor* (PEF) of each resident performing household duties.

If a resident is contributing hours in any sector, it is necessary to determine his PEF for that sector and enter it on the Household Budget Form. Eg. A resident working in the Clothing sector needs a Clothing PEF; if he does some cooking, he also needs a PEF for Food & Drink. PEF is derived from the applicable Skill Index (see above) by means of the Table (right). For example, a character with a Cookery SI of 7 would have a Food & Drink PEF of 1.05, and a character with Textilecraft SI 4, would have a Clothing PEF of 0.90³.

SI	PEF
0	0.10
1	0.40
2	0.65
3	0.80
4	0.90
5	0.95
6	1.00
7	1.05
8	1.10
9	1.15
10	1.20
11	1.25
12	1.30

Basic PEF may be temporarily or permanently modified by overwork, advanced age, illness, injury, laziness, etc. See *PEF Modifications* below.

Youth

Young people tend to have lower MLs in their skills, not least because their Psycho-Physical attributes are not yet fully developed. In general children under five years old are pretty useless, and

3 Note that PEF can be derived from any skill ML, and may have utility across a wide range of non-household related activities. PEF may prove a useful concept for GMs.

generally require constant supervision taking adults away from other household activities. A nine-year-old has achieved effectiveness for household chores.

Working Conditions

Assuming 30, 12-hour working days, an adult could reasonably work 360 hours per month. While this schedule is well within the capability of most people, it will keep few deliriously happy. Competent servants, whose employers wish to keep them, are treated better. A contented servant serves better and longer than one who is obviously unappreciated. Someone who only has to work 150 hours a month usually spends some of his free time on details which, while they might not show in the calculations, make life more pleasant for everyone. Contented servants are also less likely to find employment with the household's enemies as spies or saboteurs, and they tend to steal less. Despite considerable expense, and several other drawbacks, it is often a good idea to employ domestic servants and treat them well.⁴

Working Conditions Table

Hrs/Month/Day	Conditions	Cont.	PEF
420+ (14+)	Grossly Overworked	80%	x 0.85
360+ (12+)	Overworked/Miserable	90%	x 0.95
300+ (10+)	Hardworking, tired	95%	x 1.00
240+ (8+)	Comfortable	97%	x 1.05
180+ (6+)	Casual and Contented	99%	x 1.10

The *Working Conditions Table* assesses working conditions (contentment) based on the total hours an individual actually works at all his activities (not just household chores). It also shows the effect of overwork and the likelihood that a given servant will remain in service. The GM can roll 1d100 for each servant at the end of each month. If the roll is greater than his Contentment rating, he quits, or threatens to – negotiation is possible.

The chance of a servant leaving also depends on his skill(s). Great cooks in large settlements are offered alternate employment just about every month, while bad ones have difficulty finding new jobs. Wages should also affect contentment.

⁴ Most settlements have a kind of "servant's network" for exchanging news and gossip. Employing professional servants may give clever PCs access to this network.

Effective Hours

In each main sector (Food & Drink, Clothing and Housekeeping) each resident's Effective Hours are determined by multiplying his Hours by his PEF. Eg., a resident with Clothing PEF of 1.25 contributing 12 clothing hours is adding $12 \times 1.25 = 15$ Effective Clothing Hours. Once all residents' Effective Hours are entered, Total Effective Hours are entered for each main sector.

Labour Demand Factor [LDF]

LDF is the "optimum" number of hours needed by a (main) budget sector for one month. Actual/Effective hours need not, and usually will not match LDF. Each of the three main budget areas has a distinct LDF:

Food & Drink LDF:	90 hours +4 hours per resident.
Clothing LDF:	3 hours per family member + 2 hours per other resident
Housekeeping LDF:	1 hour per 20 square feet of living space +1 hour per resident.

Labour Factor [LF]

LF expresses the relationship between LDF and Total Effective Hours in each main sector. There is a distinct LF for each main Sector. To calculate LF, divide the sector's Total Effective Hours by its LDF.



HOUSEHOLD 4

BUDGET SUMMARY

Budget information is compiled in the Budget Summary section of the Household Budget Form.

Budget – Where there is a box for the purpose, the Household Head enters a Gross budget (pence) for that sector. Obviously, the household cannot budget more funds than are available.

LF – Labour Factor is carried down from above for each main sector.

MRF – The household's Market Relationship Factor is carried down for each applicable sector. (If Optional Discrete MRFs are used, they are distinguished here.)

Num/R – Enter the total number of residents.

TSF – *Total Square Feet* is the area of the household.

Val/R – *Value per Resident* equals (Budget x LF x MRF) divided by Num/R. For Living Space, Val/R is Square feet per Resident. Note that when calculating Luxuries Val/R only family members are counted.

Domestic Wages – the sum of any/all wages.

Mortgage/Rent – the mortgage or rent payments owed each month.

Taxes – If the household "owns" the property, enter the amount of taxes due per month (as applicable). In many cases, property taxes are paid annually.

Maintenance – If the household owns the property, it is also responsible for maintenance, which may be recorded on the Household Budget Form.

Once all monthly residential expenses are entered, the total Household outlay is easily totalled.

INDICES

As well as providing a record of household expenses and the hours of effort required to keep the household running, the Household Budget Form is used to generate several indices. These indices give the GM/players a good indication of how they stand. Most of the consequences of these indices are social. A household whose members wear rags or live in squallor is generally unable to impress anyone or advance socially. The uses for this kind of reference in roleplaying are extensive.

Food & Drink Index [FDI]

FDI reflects the quality and quantity of food and drink consumed by residents and, determines the likelihood of starvation and/or malnutrition. In most poor urban households the FDI hovers around 30. FDI is derived from *Food & Drink Value per Resident* (Val/R) by means of the following table.

Val/R	FDI	Meaning
1-15	1-15	STARVING — Householders are weak, unmotivated, barely able to move. This level of nutrition for more than a few days will begin causing deaths, at first among the servants. Householders are <i>highly</i> susceptible to disease, and could easily die from colds or viruses.
16-30	16-30	MALNOURISHED — physical attributes and skills are effectively reduced 10-50%. Householders are weak, susceptible to disease, and preoccupied with food.
30+	30	ADEQUATE — everyone is receiving nutrition sufficient to their needs, over the medium to long term. However there may be specific incidences of poor nutrition. Food may be unappealing, and folk are hungry.
31+	31	
33+	32	
36+	33	
40+	34	
45+	35	AMPLE OR COMFORTABLE — Everyone has plenty to eat and food is more than sufficient to meet nutritional needs, with a good variety of pleasant victuals.
51+	36	
57+	37	
64+	38	
72+	39	
81+	40	VERY COMFORTABLE . — Everyone has an abundant supply of pleasant, nutritious foods. No one goes hungry unless they want to.
92+	41	
104+	42	
117+	43	
131+	44	
146+	45	NOBLE OR DECADENT — Everyone is conspicuously <i>Very Comfortable</i> , and with far more than they need. Householders may tend toward corpulence, and may waste lots of food.
162+	46	
179+	47	
197+	48	
216+	49	
236+	50	

All residents are included in food & drink calculations, because any who are ill-fed tend to steal the difference. (Moral philosophy is a full-stomach activity.) This does not mean that servants eat as well as family. Every resident eats according to his station, but too much disparity between the best off and the worst off cannot long exist in practice.

At values of 31 or less, Food & Drink Val/R equals FDI; for example, if FV/P is 7, then FDI is also 7. *Effective* Food value can be increased by up to 30% by skillful cooking.

Clothing Index [CLI]

Clothing Index indicates how well residents (especially family) are dressed. Clothing is of vital social importance. People are judged, and accorded courtesy and respect according to the clothes they wear. Nothing is more important in making a first impression. CLI is derived from Clothing Value per Resident (Val/R) by means of the table following. Eg; if Clothing Value/Person is 21d, then CLI=19.

Val/R	CLI	Val/R	CLI	Val/R	CLI	Val/R	CLI
¼d +	1	1¾d +	7	5¾d +	13	18½d +	19
½d +	2	2d +	8	7¼d +	14	21½d +	20
¾d +	3	2¼d +	9	9d +	15	24¾d +	21
1d +	4	2¾d +	10	11d +	16	28¼d +	22
1¼d +	5	3½d +	11	13¼d +	17	32d +	23
1½d +	6	4½d +	12	15¾d +	18	36d +	24

CLI is a *maintenance* level. The true condition of clothing worn by residents is more accurately given by average CLI over the previous twelve months. (Medieval clothing is expected to last *at least* a year, then be demoted to "second best", then, after another year or two donated to the poor.)

If family size does not exceed half the total number of residents, it may be assumed that family CLI is one point higher and non-family CLI, one lower than the generated index.⁵ CLI is interpreted as follows:

CLI	Appearance/Condition of Clothing
1-4	RAGGED — Dirty rags fit only for the urban poor.
5-8	PEASANT — Old, but probably clean garments suitable for respectable peasants or poor tradesmen.
9-12	DECENT — Garments that are usually clean and mended, suitable for crafters and tradesmen.
13-16	MIDDLE CLASS — clean & well-mended, not too old, garments suitable for the middle class. Not ostentatious.
17-20	GOOD — Reasonably new, clean and mended garments suitable for the nobility or up and coming middle class.
21+	DECADENT — Several sets of good, new clothes in a condition and of a quality that speaks of high nobility, royalty, or great wealth. <i>Conspicuously</i> lavish.

⁵ Ambitious GMs/Players may wish to experiment with calculating a discrete CI for each resident.

Housekeeping Index [HKI]

HKI indicates household cleanliness. Housekeepers clean and do minor repairs. In larger households, these duties are divided between chamberlain(s), butler(s), maid(s), etc. Housekeeping LDF also depends on available living space. HKI is derived from Housekeeping Value per Resident (Val/R) with the same table used to derive Clothing Index (left), and interpreted as follows:

HKI	Appearance/Condition of Residence
1-7	HOVEL/SLUM — Filthy and unsanitary. Residents are highly susceptible to any disease that appears. Combined with a FDI under 30, the household will not last long.
8-14	GOOD — Reasonably Clean and healthful. — typical for rural peasants, some of the urban poor and much of the middle class.
15-21	CLEAN AND HEALTHFUL — Health is not a consideration. Visitors will refrain from holding their noses.
22+	SPOTLESS — A level usually achieved with a lots of daily cleaning in households where servants outnumber family.

Note: Standards of personal cleanliness in medieval Europe declined as forests were denuded and the supply of fuel (for hot water) grew scarcer. Hårn, and NW Lythia, have relatively abundant fuel. Consequently, levels of personal hygiene tend to be higher, at least among the middle and upper classes.

Luxury Index [LXI]

Luxuries are the little and not so little extras which make life pleasant after necessities are provided. They include beer, recreation, wine, food delicacies, works of art, comfortable furniture, and entertainment.

When calculating Luxury Value per Resident (Val/R) Num/R (number of residents) includes only Family members. (All other indices count *all* residents). Household LXI is derived from Val/R (Value per *family member*) using the table (right).

Val/R	LXI
0d +	0
3d +	1
7d +	2
12d +	3
18d +	4
25d +	5
33d +	6
42d +	7
52d +	8
63d +	9
75d +	10
88d +	11
102d +	12
117d +	13
133d +	14

Luxuries are of less benefit if the recipient(s) do not, for example, eat or drink properly. A reasonable proportion must be maintained. Therefore, LXI cannot exceed ten percent (10%) of the total Standard of Living Index (see below). If LXI is greater than 10% of SLI, it is reduced to 10% of SLI.

HOUSEHOLD 6

Living Space Index [LSI]

Available living space affects hygiene, comfort and spiritual well-being. All residents count because crowded servants infringe on family privacy. LSI equals Total Square feet (TSF) divided by the number of residents (Num/R), divided by 20, but the maximum LSI is 20, so any LSI over 20 is reduced. LSI under five is considered cramped (except for sailors at sea). LSI 5-10 is deemed average in town, but tends to be greater in the countryside, where a "typical" family might have 675 square feet. and a LSI of 6.75.

To get a good feel for the household environment, the GM/players may wish to draw a floor plan assigning rooms to various functions. If the household contains several unrelated PCs (unwilling to share beds) there are constraints over and above those applying to "normal" households. Sleeping arrangements may also limit hiring live-in servants.

Standard of Living Index [SLI]

SLI is a general assessment of household living standard on an open-ended scale. It is determined by adding together FDI, CLI, HKI, LSI, and LXI. Generally speaking, the higher the SLI the better.

SLI	General Interpretation
0-45	Poorest of the Poor — in danger.
46-70	Low Income — but getting by
71-90	Reasonably Comfortable and Respectable
91-115	Quite Wealthy and comfortable.
116+	Ostentatious — in the lap of luxury

Summary

The amount of detail in this article exceeds that required by most roleplayers, but GMs occasionally wish to audit household accounts and this system is, at least, a yardstick against which financial practices can be measured. Using the system obviates the need for PCs to actually go out and purchase basic items, and lets them concentrate on less mundane affairs. How high a SLI the characters try for depends on the kind of image they wish to present to the outside world; the risk of disease they are willing to run; the ways in which they want to divide labour among themselves; the money they want to spend; even where they want to live.

SUPPLEMENTARY CONSIDERATIONS

Non-Resident Servants

Non-resident help, such as a twice-a-week charlady, may be viable. Such servants work within, but live outside the household and are not residents, unless meals are provided, in which case they are residents for the purpose of calculating FDI. Servants who do not receive room and board are paid higher wages.

Room at the Inn

Some take the easier, more expensive option, of living at an inn which is effectively a large household. Most inns offer three grades of accommodation. The following table is a guide. The inn's quality (star-rating) is cross-indexed with the grade of accommodation rented. The table shows : (1) FDI, (2) HKI and (3) LSI. Hence, shared accommodation at a "4-star inn" has a FDI of 41, a HKI of 16, and a LSI of 11. Indices can vary independently at GM discretion. CLI and LXI remain the guest's responsibility.

Quality	C-Dormitory FDI/HKI/LSI	B-Shared FDI/HKI/LSI	A-Private FDI/HKI/LSI
★	32/8/5	35/10/8	38/12/11
★★	34/10/6	37/12/9	40/14/12
★★★	36/12/7	39/14/10	42/16/13
★★★★	38/14/8	41/16/11	44/18/14
★★★★★	40/16/9	43/18/12	46/20/15

Eating Out

Some households lack cooking facilities and are obliged to eat at inns, taverns, or cookshops. Some folk eat out by choice. If residents eat out regularly, the eating establishment's FDI can be assigned by the GM based on the table above. A good cookshop might, for example, be assigned a three and a half star rating and a FDI of 40. Other SLI components are "homegrown".

If the family opts to eat out half the time, it should be easy enough to work out an average FDI that considers both home-cooking and eating out.

Glossary of Household Terms

For short definitions of key terms, see foot of Household Budget Form (p.8).

Household

a structure or group of connected structures which share communal facilities, including all the residents thereof.

Resident

anyone living in the household. All residents are listed on the *Household Budget Form*.

Head of the Household (or Household Head):

the person who makes the administrative, financial and economic decisions for the household.

While being the head of a household may lend one a certain standing in the community, it also carries some serious responsibilities. In many legal situations, the household head is socially and legally responsible for resident's actions. If a family member or servant, for example, is caught stealing in the marketplace, the head of the household may be obliged to make restitution. If the household falls behind in the rent, misses a mortgage payment, or neglects to pay a bill at the market, it is the Household Head who gets sued.

Societal norms demand a clearly identified head for each household: outsiders will not enter into agreements with "household administration committees". Even if a PC household runs itself by committee, one of its members should present himself to the world as the Household Head.

Family

the Head of the Household and anyone other resident designated by him (or them) as a family member. Family members enjoy higher standards of living than other residents (if any).

Servant

a resident paid to provide housekeeping or personal services to family members, including cooks, cleaners, nurses, etc. In most households, family members perform at least some "servant" functions.

Guest Allowance

In most cultures, guests are treated as well as, or even better than family members. If guests are to be entertained, the simplest procedure is to make a Guest Allowance by considering a family of four, for example, to be a family of five. The allowance depends on the amount of entertaining anticipated, but it is best to be generous. Entertaining is critically important for "upwardly mobile" households, which should make a guest allowances of at least 20% of the family (eg. a family of five would allow for two guests). A guest allowance is made by entering "guest" under *Name of Resident* on the Household Budget Form.

Sub-Household

a household within the main household, which does not share the communal facilities. A Sub-household might be a craftsman and his family, servant(s) with special status, or a barracks for mercenary guards. Such living units may or may not be classed as Sub-households at the discretion of the Head of the Household. Sub-households are allocated separate budgets out of which they manage themselves. Once their budgets are paid, sub-households can be ignored by the main household.

HOUSEHOLD 8

Household Budget Form

Name of Household	Location (Address)	Budget Date	MRF
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Name of Resident	Position (if any)	Wage (if any)	COOKING			CLOTHING			HOUSEKEEPING			Total Hours
			Hours	PEF	EFH	Hours	PEF	EFH	Hours	PEF	EFH	
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												
13												
14												
15												
16												
17												
18												
19												
20												
Total Effective Hours:												
Labour Demand Factor (LDF):												
Labour Factor (LF):												

— Budget Summary Section —

Budget Sector	Budget	x	LF	x	MRF	/	Num/R	=	Val/Res.	=	INDEX
Food and Drink		x		x		/		=			FDI
Clothing		x		x		/		=			CLI
Housekeeping		x		x		/		=			HKI
Luxuries				x		/		=			LXI
Living Space			TSF			/		=			LSI
Domestic Wages											
Mortgage/Rent/Loan											
Taxes											
Total Budget											SLI
Standard of Living Index											SLI

MRF: Market Relation Factor; **PEF:** Personal Effectiveness Factor; **EFH:** Effective Hours; **LF:** Labour Factor; **Num/R:** Total Number of Residents; **Val/Res:** Value per Resident; **FDI:** Food and Drink Index; **CLI:** Clothing Index; **HKI:** Housekeeping Index; **LXI:** Luxury Index; **TSF:** Total Square Feet (area of residence); **LSI:** Living Space Index; **SLI:** Standard of Living Index.

The Tale of Bognor: A Fyvrian Parable

Bognor of Barth was one of the greatest, and undoubtedly one of the most eccentric, Fyvrian mages of the last century. Legend credits Bognor with having been an alchemist and herbalist in his youth before his being taken into the Wizards' Guild by a wandering Viran in the 670's. In any event, Bognor had a deep knowledge of Fyvrian lore and an almost uncanny knowledge of plants and animals. One of the youngest mages in recent memory to achieve the rank of Viran, in his thirties, Bognor was considered by some to be one of the leading lights of his profession, and a mage of enormous talent and awesome power.

Alas for Bognor, he had a terrible temper and stubborn pride. After a long series of inter-professional grievances and personal conflicts with other mages of his ilk, he stormed out of the Gelimo chantry, vowing never to return. Then he disappeared for five years. Rumor seemed to suggest that Bognor traveled widely during this period, perhaps even to the furthest reaches of eastern Lythia. In any event, Bognor returned to Hârn in 690, after his hiatus a changed man; his hair had become long and unkempt, his garments ragged and torn, and his eyes held the gleam of a visionary (or a fanatic). Except for a brief appearance in Cherafir, Bognor soon vanished again, this time to the North of Hârn.

Bognor settled in the Anoth delta and lived in a small tower where he was free to conduct his research and live his life free from the disputes that had so marred his career. His was an isolated abode, and this, as well as his lack of tolerance for politics, kept him largely aloof from the turbulence and tumult that wracked the region during the years of his habitation. He lived alone in an odd tower on a tidewater island. His servants were few, and Bognor actively discouraged unexpected visitors from disturbing his peace.

Bognor was a master in all aspects of Fyvrian lore, but he seemed to delight most in enchantments that dealt in growing things, such as plants. Combined with his great ambition and boundless pride, this natural predilection was eventually to cause his downfall. Whispers circulated that Bognor had begun to dabble in uncontrollable magics and powerful arts far beyond even his capacity to understand, much less control ...

In 696 the calamity struck. One of Bognor's servants appeared at the gates of Lorkin castle; he was raving, almost incoherent, and in a deep state of shock. Although he was eventually nursed back to health, he seemed to be afflicted by some sort of mental block — perhaps the terror of his experience — that prevented him from relating anything relevant about the recent past. When questioned about his master, he would relapse into a condition of what can only be called "stark horror," and would ramble on about "putrid doom," and "wretched death". Obviously, something momentous had happened to Bognor and his household...

In 702, and again in 705, parties of adventurers set across the marshes in search of Bognor's famed tower. The first could not find it, while the second disappeared, possibly as a result of bandits and brigands hiding in the bogs during the time of the Jarin Rebellion. To this date, neither Bognor's fate, nor the exact location of his fabulous tower, have been discovered...



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 all, and copy Part 1 for his players. GM notes are not intended for players.

The Story

The *Tale of Bognor* is known from northern Kaldor to southern Orbaal, and is used as a parable among the Shek-Pvar, especially the Fyvrians. Travelers avoid the Anoth Delta due to pirate activity. In 705, however, a well-equipped expedition sought the tower, and disappeared.

The Fate Of Bognor

As he died, Bognor was researching two spells. The first, *Bognor's Purification*, designed to inhibit infection and speed healing, critically misfired turning the mage and one of his apprentices into mounds of antibiotic-breeding fungus. Consequently, there was no one to contain *Bognor's Animation*, designed to give plants sentience and mobility. The uncontrolled flow of magical energy animated many local plants, some of which attacked and drove off the servants.

Bognor's Sanctum

Bognor's sanctum is a marvel of Fyvrian engineering, a tribute to Bognor's esoteric skill, and an interesting challenge for GMs to design and players to explore. It took fifteen years to grow and involved dozens of custom designed spells. The structure contains five floors within a gigantic living oak tree, with running water, a waste-disposal system, and in-floor heating. Rooms are heated by an enchanted compost heap in the cellar and an ingenious network of ducts. The inside walls are lavishly carved and decorated. Windows have intricately carved scrollwork and shutters. Adequate flowing water is provided on all floors by specially grown and enchanted vascular bundles (xylem). There are five floors:

THE "ROOT" CELLAR is twenty feet in diameter, nestled within the great tree's roots. Access is by ladder and trapdoor in the ceiling. The floor is dirt and there is a large, enchanted (mostly deodorized) compost heap that provides heat to the whole structure.

THE GROUND FLOOR is the entrance hall. It is a single room, thirty feet across. A large intricately carved staircase climbs the outer wall towards the

rear of the room and the trap door to the cellar is concealed beneath the stairs. The room contains hundreds of exotic plants.

THE FIRST FLOOR, almost thirty feet in diameter, is divided into three equal pie-shaped rooms. Two of the rooms were servants' quarters; the third was a pantry; no fire was permitted — most food was eaten cold; some cooking occurred outside.

THE SECOND FLOOR was the dining room. The mage often ate with his servants when he wasn't researching.

THE SANCTUM contained Bognor's bedchamber, library, and laboratory. It is twenty-five feet in diameter.

Animated Plants

Bognor managed to imbue much of the nastiness of humankind in his creations. After the plants awoke and slew or drove off the servants, they fought among themselves. Some were driven to the marshes, and a few into the countryside. Of all the plants, the one that called itself *Valdras* was the most intelligent, the most malignant and the most dangerous.

Valdras propagates by inserting fine tendrils into its victims. Immobile plants and sleeping animals are vulnerable. Once a tendril has infiltrated, a *Battle of Wills* occurs; a victim that loses is enslaved. Over time, multiple tendrils and vascular material are added to the physical link until it resembles a flexible root perhaps an inch in diameter. Through the link, which might reach hundreds of yards in length, *Valdras* draws nourishment and information. Sometimes the monster draws as much energy as possible, lets the victim die and withdraws its link. Sometimes the link is maintained for its information and manipulative values. At least one of Bognor's servants, and numerous woodland animals, are so enslaved. They are all emaciated, and, even though they may have very long "leads", their radius of movement is limited by the weight of link. *Valdras* possesses a veritable arsenal of ways in which to defend and feed itself.

Conclusion

If/when the characters defeat *Valdras* and gain access to the tower they may find any number of objects. The possibilities include: *Fyvrian Focii*, *Cones of Esoteric Insight*, and/or various tomes and spell descriptions.

The Token Of Kaseroas

*Now brave men all come hear the tale..... Of Kaseroas
No knight more brave or sword for sale.. Than Kaseroas
Man gnash thy teeth and woman wail.....For Kaseroas
For 'though he fell, he n'er did fail..... Not Kaseroas.*

*What man would claim or woman say....That Kaseroas
Bestained his honour on that day? O Kaseroas
What price shall treason ever pay To Kaseroas?
Let men of honour seek the way Of Kaseroas.*

Kandian Marching Song

In Tharda in the days of the Interregnum, when all the works of man were in chaos and brigands roamed the land taking all they would from whom they would, there was a warrior named Kaseroas.

Kaseroas was an honourable man and he gathered about him soldiers true, great warriors all, and he offered his band for hire. Thus did they become *free-lances*, not the ordinary sort of mercenary, for Kaseroas was a man of honour and goodness, and would serve honourable men and good causes. More than once they served the house of Kand, and once did service unto Genin the great mage. And they fought ever against evil.

When Kaseroas accepted a task, he gave unto his master a token. An amulet it was, like unto a sunburst with swords projecting therefrom, and of ebony. And when Kaseroas lent someone his amulet, they knew it for a token of his honour, and that Kaseroas and his brave men would serve faithfully unto death if need be.

Many times the band of Kaseroas fought and did much harm unto the forces of evil in that land, and even traveled beyond Tharda to fight darkness, for well Kaseroas knew that evil exists in all hearts and may be found anywhere. And ever was the word of Kaseroas his bond and his amulet the symbol of that bond.

One day, a fair and gentle-seeming knight came unto Kaseroas and asked of him his bond. The knight told that his daughter Lereyn had been captured by the Order of the Companions of Roving Doom, whose wont, then as now, was to breed much evil in the land. The maiden had been taken to a manor house and there had suffered an evil fate. Now, because of her terrible experiences, she was ailing and near unto death and must be rescued before the dark ministrations of the Companions should put an end to her. Kaseroas was moved by

the tale and gave unto the knight his amulet and an honourable bargain was made.

Thus did Kaseroas and his men hasten to the manor, attack it and, after fierce fighting, remove therefrom the woman Lereyn, and they return'd her to the knight. But the knight laughed at the mercenaries:

You have done the work I could not do. Now, have the honour of meeting Lereyn priestess of the Immortal Warlord of Balgashang. Yon flaming manor house is an outpost of the house of Kand who had captured Lereyn and were holding her for trial, and the men that you have slain were knights of the house of Kand... The word that binds is like unto a chain about the heart and given by fools... And your band of fools has been a nuisance to my masters for many years... say now your prayers to your whore goddess...

With that, he cast the amulet to the ground, and with the priestess rode off quickly. Kaseroas was about to give chase when over a nearby hill came five score warriors of the Companions of Roving Doom and they rode down upon Kaseroas and his brave men. And 'though for each of Kaseroas' band there were five of the enemy, no quarter was offered, nor asked. They fought for three days and three nights, and when at last Kaseroas and his men had fallen all, there were four score of the Companions dead about them.

Only one of Kaseroas' band escaped, a lad of twelve who hid beneath a comrade's body and, because of his wounds, was left for dead. He was found by farmers' wives come to loot and was removed to Aleath where he killed himself for the shame of not dying with his comrades, but not before he told his tale.

For many years the Token of Kaseroas lay trampled in the mud of that field. Yet, it is said, that it was found again, and lost and found many times. And it is said of the Token that if it is invoked by an a good and honourable man, in a good and worthy cause that Kaseroas and his warriors shall again come forth and do battle with sword and spear.

And this is the tale as told by the young mercenary.

This is one of a series on the folklore of Hårn and Lythia, collectively called Common Knowledge. These articles are presented in two parts. The GM should read all, and copy Part 1 for his players. GM notes are not intended for players.

THE TOKEN OF KASEROAS

The legend of the Token of Kaseroas, and especially the marching song an extract of which appears at the top of page one, originated in Kandy during the Interregnum. The tale spread from Aleath, throughout Hårn and northwestern Lythia. It is particularly popular among soldiers. The song is usually sung in a call-response style that makes it easy to learn and march to.

The story is a simple one: a man of honour is betrayed by an evil agent who turns his own honour against him. There are many such tales, but in the dark days before the establishment of the kingdom of Kandy, the tale of Kaseroas was an especially powerful symbol of forlorn hope.

The legend (page 1) should be photocopied and distributed to players who should probably be given an opportunity to forget all about it before the GM develops the story any further. The GM can develop or discard the facts of the story as he sees fit.

The central point is whether or not the Amulet, the Token of Kaseroas should be included as an item of treasure, and potentially found by player-characters. If it is made available, the GM may arrange its operation at his discretion. The following suggestions are proffered:

The Amulet

The amulet is described in the legend. The GM may vary its appearance somewhat, but if it is changed too much the legend itself becomes moot.

The amulet could be invoked by anyone holding it: Test 4xWill. On invocation, a ghostly band of 19 mercenaries will appear, led by Kaseroas (the 20th). The band will appear from around a corner or over a hill, but should not be seen to

materialize. The mercenaries bear grievous wounds and most are mutilated, but they can fight effectively. Since they are ethereal, they are generally immune to physical harm.

Kaseroas is able to instantly and accurately assess the morality of his summoner. If he judges the cause just, he and his men will charge the invoker's enemies and will, usually, defeat them quickly. The band will serve the invoker until the enemy is, in Kaseroas' opinion, defeated. Then Kaseroas will silently demand his Token and the band will march off. No person, cause or group can use the amulet more than once.

A mercenary struck by an enchanted weapon, dissolves to nothingness in about ten seconds. Until then, all strikes are ignored, although they may cause seemingly grievous wounds...

Profiles

The mercenaries are clad in an assortment of leather, scale and ring, and some have pieces of Kurbul, mail and/or plate, but their armour is irrelevant since they ignore all normal damage and are quickly dissolved by any enchanted weapon strike.

Str	14	Eye	12	Int	12	Mob	65
End	n/a	Hrg	18	Aur	11	Dge	65
Dex	16	Smt	0	Wil	+	Ini	75
Agl	13	Tch	0	Mor	15	FR	0
Spd	13	Voi	0				

Spear/90	Falchion/90	Roundshield/80
Broadsword (Kaseroas)/95		

† Special Ability: Infinite Will (the mercenaries are immune to any will-control spell).

Other weapon choices may be made at GM discretion.



Thank the Gods it's Friday... or is it?

Some of you want to know about weeks, weekdays and the like.

When a Hârnian says "week" he is referring to a *tenday*, of which there are three in each lunar month. If you see the term *week* in one of our publications, you can assume it means ten days.

On Terra, at least in the modern European bits, we have weekdays derived from Norse and/or Roman names for the planets, and since the planets were named for the gods, the weekdays can be said to have religious names. English weekdays are named after: Sol (Sunday); Luna (Monday); Tui, the Saxon war-god (Tuesday); Woden, or Odin (Wednesday); Thor (Thursday); Frygga (Friday); Saturn (Saturday). The French names tend to be named for Roman planets/deities.

The point is that all of these naming schemes are of religious origin. We have already done this for the Hârníc months — Tuzyn designed the calendar, and he did not have an easy time getting all the temples to agree to his month ordering scheme. Tuzyn Reckoning was only possible because all ten of the major churches were and are in agreement as to the basic myth of creation, the existence of all the gods, and most other fundamental metaphysical beliefs.

The seven day Terran week seems to be of Hebrew or Chaldean origin. The Christians adopted a seven day week to fit their own creation myth. Until the Roman Empire officially adopted Christianity in 313 AD, the Romans used an eight day week.

When it came to dividing the nice regular thirty-day month into "weeks" Tuzyn proposed a five-day period, but none of the temples were willing to be excluded.

At first glance, it seems that, given that there are ten days in a week and ten gods in the pantheon, it would be easy to name the tendays. There were efforts toward a standard ten-day week, but Tuzyn, and many other scholars, were against such a period — a *third* of a lunar month made no sense.

Over time, the various factions agreed to

disagree, and while some temples developed their own weekday-names, some five, some ten, and some fifteen day weeks, no scheme achieved the same kind of acceptance as Tuzyn Reckoning.

Nowadays, a *tenday* is simply a period of ten days, useful for some purposes, ignored for others.

One other scheme was proposed to name the days after the first gods, but no one had (or has) any empathy for those enigmatic forces, and such a scheme cannot solve the question of week-length.

There also exists the possibility of secular weekday names. In Azeryan, for example, there is fairly widespread acceptance of a six-day week the days of which are named after defunct emperors. Even there, however, the usage is not universal. The scheme originally included only five days, but an emperor had to be added...

All of this explains why there are no widely used weeks or weekday names in terms of Hârníc/Lythian culture, but there is one other reason.

When a GM or player begins using the Hârníc universe, there is a certain amount of material that he has to memorize. Adding to the burden does not favourably dispose the newcomer to the system...

Oops...

BattleLust Errata

On Page 50, Column 2, last paragraph, the example *should* read:

*Example: As the campaigning season begins, Lord Bontos holds 48 manors. He rolls a 9. Consequently, 33.6 (rounding to 34) "knight-equivalents" attend muster. He also gets $(48-34)*720d=10,080d$ in scutage (which can be saved until next year, or used to hire more troops).*

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