

# Harnlore

ISSUE 2

SUMMER 1987



**COLUMBIA  
GAMES INC.**

# Harnlore

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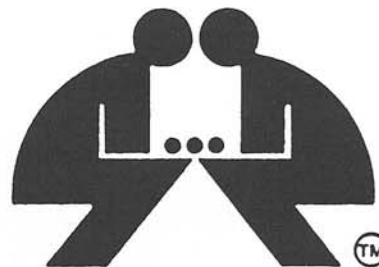
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Welcome back to the second issue of Harnlore. The results of the feedback card are given below.

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Hi. As you can see, you generally liked our first effort with Harnlore, although certain items were clearly less favoured. As a result, you will notice that there is no Fiction or Rules in this issue. That's not to say that they won't come back at some point in the future, but we thought we'd try something new. Even though Edspage was fourth from the bottom, you're gonna have to live with it anyway. We have given another Character Sheet, even though it was easily the least popular item. This is not because we're trying to force it on you, but because most people who didn't like it said it should have been connected with the plans, or be a more powerful character. This is both. Another change is that the plans in this issue, the lair of a Morgathian priest, are spread over two pages instead of being crammed into one. Again, this is in response to your suggestions.

As to proposed products, we were gratified to see that all the products that are in the works or have had some detailed planning done on them all graded over 3.9. It's nice to know we can anticipate some of your likes.

Speaking of surveys, there have been a few requests to let you know the result of the survey of future regional modules that we did in the Lythia module. For those of you who did not see it we asked people to pick the three areas of Lythia that they would most like to see done as regional modules. The question excluded Harn, Ivinia, and the three planned modules of Shorkyne, Trierzon, and Azeryan. Almost every area of Lythia received at least one vote, including areas in central Anzeloria. The clear favorite was Karejia, which received nearly double the number of votes of the second place region. Including Karejia, the top five were, in order; Dalkesh, Byria, Gothmir, and Meluria.

This issue we have a few new features. Reports to the Council is partly in response to requests for more details on the intrigues that are floating around Harn. We hope that it gives you some scenario ideas, and we hope you like the format. This also has an adventure scenario attached.

From time to time we have had requests to tell you more about ourselves. Why anyone cares is beyond us, but we have provided brief biographies in this issue to satisfy those of you who do. The pictures of us are not retouched more than necessary. We actually look much better than is shown.



# LETTERDEMAIN

The winner of the "name the Letters column" competition is Richard Suzuki of Saratoga CA. His winning entry can be read at the top of the page. The nine runners up are Dennis Walker, GA; Greg Johnston, CA; Doug Burrows, WA; Anthony Gann, FL; Kevin Dietrick, MD; Denis Ricard, Quebec; Brian Dorion, Ontario; Fred Faulkner, KY; and Bill Williams, Ontario. Our thanks to everyone who responded, many entries were supported by well reasoned and amusing letters, and did much to entertain us in the office.

Dear Sir,

*I have one quibble about the Harnmaster combat system. I get the impression that Harnic weapons are made out of balsa, as they seem to break with improbable frequency. Under the existing rules, swords are more likely to break than shields, which is highly unrealistic. There are numerous accounts in literature of shields being hacked to uselessness after a long battle. However, if swords, which were expensive, broke as often as your rules suggest, war would have been economically impossible.*

*Brant Gibbard, Ontario*

Dear Brant,

The weapon qualities given are Averages. See Combat 21 for a description of how to determine weapon quality based on the skill and level of success of the individual weapon crafter. Regarding shields, a single blow is unlikely to shatter one, whereas a single blow may destroy a sword. The respective weapon qualities are meant to reflect that. GMs should adjust weapon qualities according to special circumstance and weapon crafter skill.

Sirs:

*I'm definitely interested in events as they unfold on Kethira, especially post-Miginath Kaldor, neo-imperial Tharda, and I'm very curious to know if there is an illegitimate, would be conqueror biding his time in Alagon. I thoroughly enjoyed your St. AuGustyne of Hyppa, although Leriell/Cooperstown was a bit much. I'm always challenged by your sources; both names and "history".*

*Fred Faulkner, Kentucky*

Dear Fred,

Future events on Kethira were the most common request we received after the first issue of Harnlore. In this issue we have Reports

to Council, which details a potentially important issue in Kaldor. We are planning a more general view of Kethira Prime. We're also pleased to see that you, like a few others, discover and enjoy our occasional elaborate puns. (For those readers who don't know what Fred is referring to, we'll leave you to discover this mystery [and several others] on your own.)

Sirs:

*Raising an old question, what about the fact that the manor of Meldun has more buildings than households (free and serf). Azadmere and Tashal on the other hand have far less buildings than households. It would be very enlightening if you would describe the various types of buildings present on Harn and Lythia in both rural and urban settings.*

*It is hard to figure out under whose control mines are. This applies to the Thardic Republic and Kaldor especially. Since Thardic mines are privately (or guild) owned, which clan is in charge of each mine? Also, is the Thardic Republic the only place on Harn where clay, mica, zinc, etc. is mined?*

*It would also be nice to see a short household description for nobility; do barons have ostlers, knights have servants, etc.?*

*Paul Lehman, Texas*

Dear Paul,

We hope we got your last name right, it's our best guess from your signature. Sorry if there's any error. As to your letter. Firstly, according to the Atlas Key in the Chyvisa module there are 38 serf and rural freeman families living at Meldun. Excluding the Manor there are 41 buildings on the map. Several of these, perhaps as many as ten, would be barns, storehouses, and workshops. As to cities, there is a tendency on Harn for urban dwellers (particularly the poor) to be crowded into tenements, which show as one building on the city maps. In the soon to be released Son of Cities module we will be doing extensive plans of various Harnic buildings.

All mines in Kaldor are owned by the king. Generally Thardic mines are owned by the clan in control of the settlement the mine road originates from. If the road originates from a legion manor it is probably under the control of the most powerful clan in the district. Zinc is also found in Melderyn. Clay is found in almost every stream, but we have only shown

# LETTERDEMAIN

extensive or high quality clay deposits. Large mica deposits are extremely rare. Keep in mind that few mines produce only one mineral. We have listed the primary ore, but most produce quantities of several others.

For a description of noble households see the Manor article in EH 3. Unfortunately, it's now out of print, although we have a few available by mail-order. Price is 5.00 US.

Dear Editors:

*The range of the Odivshe spell Breath of Dhivu is noted as index yards. But what is the diameter of the cone? I'm assuming that range tells me how long the cone will be, not how wide it will be at the mouth of the cone. Also, do you have any thoughts on where on the body electrical or frost damage occurs? Is it your intention that damage be divided equally among all exposed body parts?*

Garry Hamlin, Michigan

Dear Garry,

The diameter of the cone is one third of the range to the target, ie. if the target is nine yards away the cone's diameter is three yards. An entirely feasible optional effect would be to allow the caster to vary the diameter of the cone. This might have the effect of increasing the zone effected, but decreasing the damage applied, and vice versa.

Damage should be applied to all body parts struck. For example a Breath of Dhivu spell would do equal damage, reduced by armour if applicable, to all body parts struck. GMs might also wish to consider the stance of the target. If a human is standing sideways to the cone, only the body parts facing the "attack" should be affected. By the way, we're not really sure what you mean by "electrical" damage. We assumed you meant burning spells like Orb of Zatarra or burning light spells like Beam of Nolar.

Sirs:

*I just got Melderyn and I want to offer my congratulations on another fine product. However, I have one minor concern. The activities of the Laranian fighting order of the Lady of Paladins seem more like those of the church of Agrik. I thought Laranians were supposed to be into chivalry and honour, not genocide. Please explain.*

David Bailey, Virginia

Dear David,

While the stated aims and doctrine of the church of Larani are indeed, chivalry, honour, courage and compassion, and while most Laranians attempt to follow such aims to the best of their ability, it is also true that the Laranian church has had more than its share of corruption. The vast economic and political power wielded by the church in many regions has occasional unfortunate side effects; venal, semi-pious rascals with an eye to the main chance rather than devotion to the principles of their deity have risen to high positions in the church, including the pontifical seat. While this is relatively rare, it nonetheless is an ongoing problem in most churches. For a more complete explanation, see the GODS OF HARN module. As to the specific case of the Lady of Paladins, the order sees the "crusade" against the Solori as a means of expanding their power. Additionally, as is stated in the Solori article, they believe, or profess to believe, that the Solori are sub-human and exempt from the provisions of the Chivalric Code. This belief is best expressed by the last knight of the order we spoke to (Sir Sylvis of something or other) who claimed that "Da Solori are da disease, and we're da cure."

Dear Sirs:

*On the cover of HARNMASTER, which church uses a crucifix? Or does the figure represent a herald?*

Sgt. E. Herbold, New York

Dear Sgt. Herbold,

What you perceive to be a crucifix is actually a stylized sword, a symbol frequently used by the church of Larani. The priest holding it is in travelling robes, not in his formal regalia.

Dear Sirs:

*On the maps of Kanday and the Thardic Republic, I assume the symbol of a lower case "r" enclosed in a square stands for ruins, because I cannot find it on any map key.*

Jason Lutes, California

Dear Jason,

Your assumption is correct. This is noted on a special key on the Tharda map, just under the "L" in "Thardic Republic". It is also keyed on RETHEM 14.

# LETTERDEMAIN

Dear Sirs:

I would like to offer my congratulations on HARNMASTER. On the whole it adds a great deal to your other fine products. Having said that, I have several problems with the Missile Combat Rules (Combat 12).

Firstly, no authority I've ever seen attributes anywhere near an effective range to the longbow and heavy shortbow that you do. While most agree that EXTREME range for a longbow could be 400 yards, MAXIMUM EFFECTIVE range (the absolute distance over which you can kill things) is generally considered to be about 200-300 yards.

Secondly, nowhere can I find any suggestion that the range of a longbow is greater than that of a crossbow. Even medium crossbows had ranges equal to longbows.

Thirdly, the impact of a Harnmaster arrow is the same at every range. This is patently absurd. There is evidence that the English longbow could pierce plate armour at a range of 60 yards or less, and had a killing range of about 150 yards against less well armoured troops, and up to about 300 yards it was effective against unarmoured troops. Beyond that its effect was largely psychological. Presumably Harn is not immune to gravity and friction. Missiles slow down and become less dangerous the further they have been fired. The Range to Target table makes things harder to hit when they are 400 yards away, but if they are hit, they will suffer the same damage as a target ten yards away.

My fourth point regards the Dodge defence. This is fine against thrown weapons or long range bowfire, but it is unreasonable against short range bowfire. Dodging must assume the missile has left the bow, otherwise the archer just re-aims. To suggest you can dodge an arrow at very short range is ridiculous. Since Dodge is the best possible defence against missiles it is commonly used by players, making bows much less effective.

My last point regards Blocking and the catch option. It is silly to suggest that anyone can catch an arrow fired at close or medium range. If you could see it you'd be doing well, touch it doing amazingly, and catch it? Well... There's a lot of energy in a small, smooth shaft. Consider the speed and the lack of handles. Please clarify this

so we don't have people snatching arrows out of the air.

John Williams, British Columbia

Dear John,

You make several good points in this letter, and we'll do our best to address them below. First, as regards the range of the longbow. On Combat 19 we refer to the Emelrene longbow as having a range of 300-400 yards. This is intended to be a superior weapon to the Terran version, and indeed to most Lythian bows. Range for "lesser" longbows should be adjusted accordingly.

Secondly, the generally inferior nature of crossbows was a deliberate decision. We are well aware of the power of the crossbow, and we are equally well aware of the irritation to players or GMs who see a favorite, highly skilled, well armoured PC or NPC get wasted by some punk with a crossbow. In our opinion they are the most heavily abused, and little understood, weapon in Fantasy Role Playing.

Thirdly, as regards range/impact. You're absolutely right, and the rules are as is because we were trying to simplify missile combat without providing ludicrously complex formulas. If a modifier is desired for impact we suggest that impacts be as given up to the 30 column on the Range to Target Table (Combat 12), and then reduced by one for each column to the right. Thus, at maximum range, a longbow would have an impact of 5 instead of 8. This is only a simplification of a number of factors, but it should answer your problem.

Fourthly, the Dodge defence. This is the result of a change to the system in the final stages of development. Originally there were two classifications of missile weapons, low velocity (thrown) and high velocity (fired). These got combined but unfortunately the Dodge table was not altered. We suggest that GMs refuse players the option of dodging high velocity missiles, or give a significant penalty to the player's dodge attempt.

Finally, it was never our intention that anyone be able to catch arrows in mid-flight. Quite honestly, it never occurred to us that any player would conceive of trying. The catch option is intended for use only with things like thrown axes, stones, swords, etc. GMs should allow players who attempt to catch arrows to do so, providing they slow them down by bouncing them off their chests first.



## REPORTS TO THE COUNCIL OF ELEVEN

Melderyn's Council of Eleven, through its many agents, guides the general flow of Harnic political events, although most of those so guided are generally unaware of this subtle and generally benign influence.

We thought it might interest some of you to see the kind of report typically made to the Council. If you like the column, more Reports will be forthcoming.

Melderyni intelligence agents operate in all parts of Harn, in Ivinia, and in certain parts of nearby mainland Lythia. This service exchanges information with Emelrene's organization which is similar.

In most regions, there is a chief agent responsible for the compilation of data from lesser agents. The following is an extract from the 719 report on Kaldor made by Eriila Kaphin, Lord Privy Seal of Kaldor, lover of King Miginath, and an Advisory Member of the Council of Eleven.

**MOST WISE AND EXCELLENT LORDS,**  
herewith be it known:

Certain of the lords likely to pretend to the throne on the death of my lord Miginath address themselves to the issue of a Kaldoric port with access to the sea. A conversation was overheard between the lord Maldan Harabor, sheriff of Meselyne and bastard son of HM, and Troda Dariune, Exchequer Royal and Earl of Balim; the latter gentleman is clearly concerned about the issue. This episode is reported because your agents generally agree that the Earl of Balim will select the next king. This conversation demonstrates that, even if, as many of us suspect, the Earl plans to select himself, he maintains at least the illusion that his influence may put one of the other heirs on the throne. He maintains the hopes of the other heirs, and makes as few enemies as possible.

The dialogue recorded was preceded by the normal conventions. It occurred during the sheriff's most recent visit to Tashal. My own comments are indicated thusly [ ].

**HARABOR:** I hear talk of paving the road to Kiban. [The Mercantylers' Guild is considering this project.]

**DARIUNE:** If this were to occur, caravans would have to compete with river traffic. I

think that no one would unload barges for such a short land journey.

**HARABOR:** Ah... It is a pity that the Tuleme Falls block the [Kald] River's mouth.

**DARIUNE:** True. Considerable wealth might accrue if there were good access to the sea, but I wonder if, even were it possible, that would be the best route to the sea?

**HARABOR:** You are right of course. The Sindarin King might object to increased traffic in the estuary. Perhaps a development of our holdings on the Farin [Trobridge Inn.] might be more advisable.

**DARIUNE:** Daelda might also object to river traffic along his western border. Besides the Salt Route would require paving. The Kath and Chelni might also have something to say, and they speak most vociferously when they speak at all.

**HARABOR:** Nevertheless, I have heard talk that certain mercantylers are proposing to build a major depot at Trobridge Inn.

**DARIUNE:** Or one at the mouth of the Shomos, or at Tuleme Falls. Talk is free; they would need royal assent... [What he means by royal assent here is far from clear to myself.]

**HARABOR:** My lord would agree that the northern routes to the Nuthelan coast are too long?

**DARIUNE:** They probably are. Over seventy leagues of new road, a new bridge, a line of forts... and this to reach a strip of marshy coast that would have to be drained at immense cost. On top of all this, such a port would be hard to keep open in the face of Orbaalese piracy... Lorkin and Arone would only be a few hours away, in a good wind. Besides, who would our mercantylers trade with in that direction?

**HARABOR:** What of Burzyn? His majesty [Miginath] has a legitimate claim to the Chybisian throne.

**DARIUNE:** The primary danger there, of course, is alienation of Chunei. That is a step that should be carefully contemplated, but might be achieved through wise diplomacy, rather than force of arms.

**HARABOR:** I can see how it might be possible.

# Reports to Council

Having sounded each other out on the issue of a Kaldoric port, Harabor and Dariune spoke of nothing else of significance. It seems clear, however, that Dariune managed to convince the Sheriff that conquest of Chybisa would be the simplest way for Kaldor to obtain access to the sea; there remains, however, caution with regard to repercussions in Melderyn. Whether or not Dariune is serious about such a project, only he knows; nevertheless, a diplomatic effort may be expected to secure HM Chunel's acquiescence upon the death of Miginath. Regardless of whether you my lords believe Kaldoric dominance of the Ulmerien basin to be in the best interests of Melderyn, such a diplomatic effort has one potential benefit. It will at least keep Kaldoric attention away from potential maritime outlets over which Melderyn could exercise a lesser degree of control.

ON THE SAME SUBJECT my lords, your agents have recently intercepted a letter from Korobin Nalasa, an itinerant mercantyle, and addressed to Querene Valain, a wealthy merchant financier in Tashal; the communication was sent on after examination. An extract follows:

*My dear Querene,*

*Further to our conversation last month, I now believe that the expedition to survey for a depot and port site on the Shomos River is certainly worthwhile. I will, therefore, collect your share of the monies required in the near future, and will have one Hurin Tharagor (a Thardic Mercenary I have retained) recruit the necessary personnel. The expedition will be leaving as soon as feasible from either Tashal, Kobing or Burzyn. This will depend on Tharagor's success. He may or may not be accompanying the group.*

*yours sincerely  
Korobin*

Since the establishment of a depot or port on the Shomos is clearly an immediate and tangible possibility, with the mid to long term potential of developing into a maritime outlet not controlled by Melderyn, I will be attempting to plant an informer with the expedition.

End of report. Respectfully submitted,  
Erila Kaphin.

**Harnlore 8**

## ADVENTURE SCENARIO: THE SHOMOS EXPEDITION.

The GM has the option to involve PCs in the expedition mentioned in Erila's report. A group of unspecified size is to be recruited by Hurin Tharagor in Tashal or Burzyn (or elsewhere at GM discretion). The group will be given a poetic map (purporting to show the way to the Shomos) and instructed to find any/all defensible sites suitable for the construction of a depot (warehouse) and port facility. The GM must allocate such sites before the expedition arrives on the river. Whether or not Hurin Tharagor actually accompanies the group depends on how much guidance the GM believes the PCs will need along the way. One or more of the group, possibly a PC, may be approached by an agent of Erila Kaphin, and offered money to give a detailed report on the expedition. There is the possibility (GM discretion) that the agent be instructed to sabotage the expedition, but this is unlikely.

The Shomos region is now occupied by the nomadic Pagaelin (see CHYBISA module). These tribesmen represent the greatest danger faced by the expedition. Until the Migration Wars (178-240) however, the river's north bank was quite densely settled by Pagostran farmers, and there were a few substantial settlements. Most notable of these was the port of Jandarin. The site of Jandarin, which is now almost entirely buried ruins, is left to GM discretion; if you want the PCs to encounter it, locate it appropriately. Obviously, Jandarin is one of the sites which a competent survey should discover. The precise details of Jandarin are left to the taste of the GM, but an optional site map is provided; this may serve as a common local map and may be photostated and given to the players if and when the expedition arrives there. The map uses the standard local scale and key.

## JANDARIN SITE MAP

Both a Common/Player and GM version of the Jandarin local map are provided. The GM version identifies various features of the old town; the walls, of which nothing now remains above the surface, are indicated as a dashed line. Also shown are the locations of the town cemetery, the citadel, and the harbour. Note also "Mirekin's Fall", a cliff rising 180 feet to its top in the old citadel. The cliff was named for a "prince" of the city who fell to his death. Much of the north/right bank of the Shomos at this location is now a swamp.



# Reports to Council

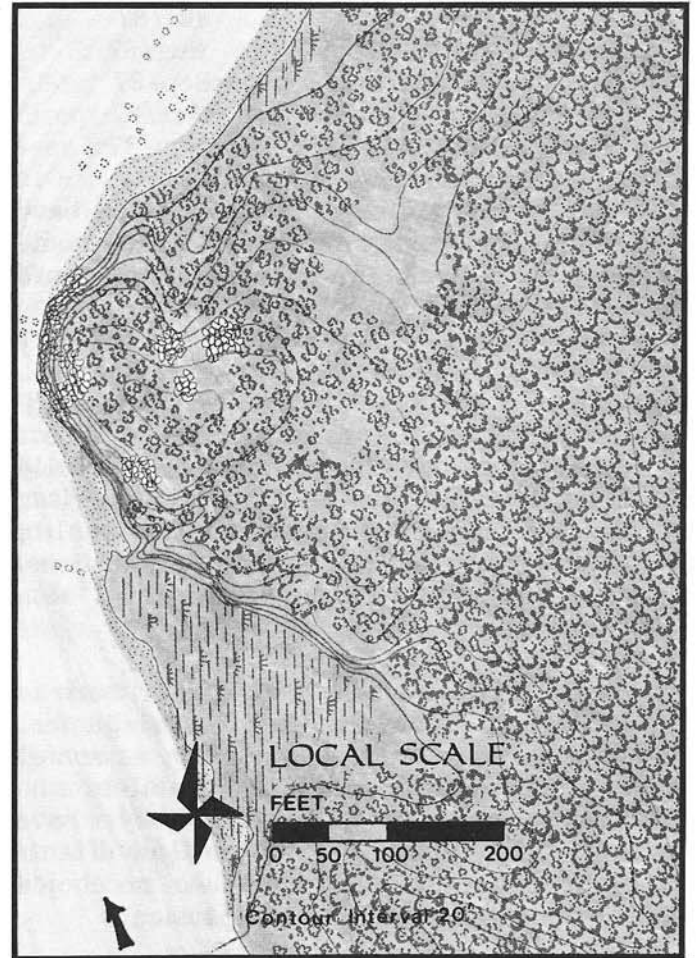
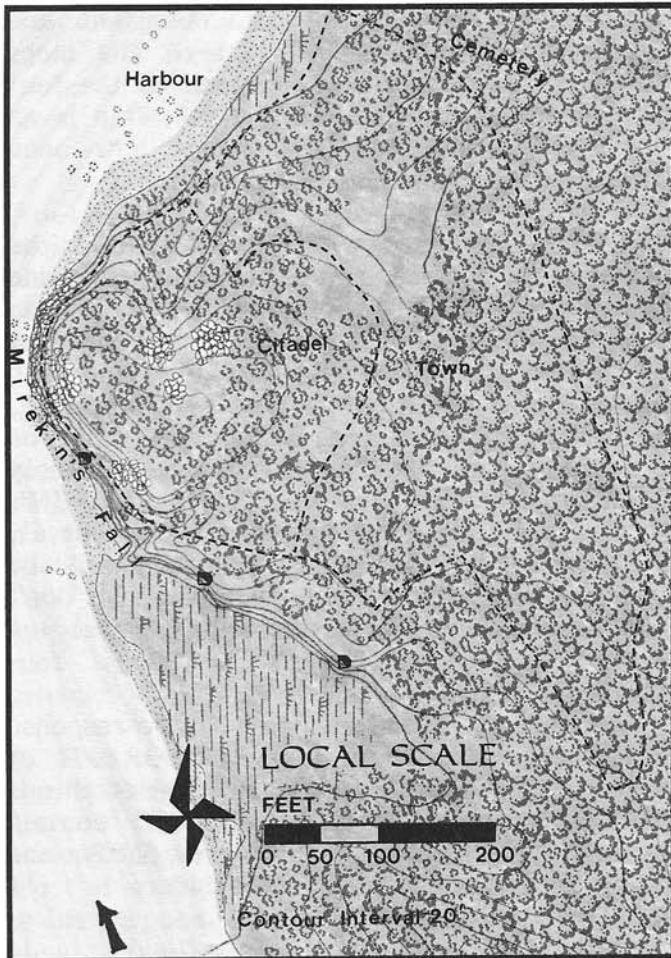
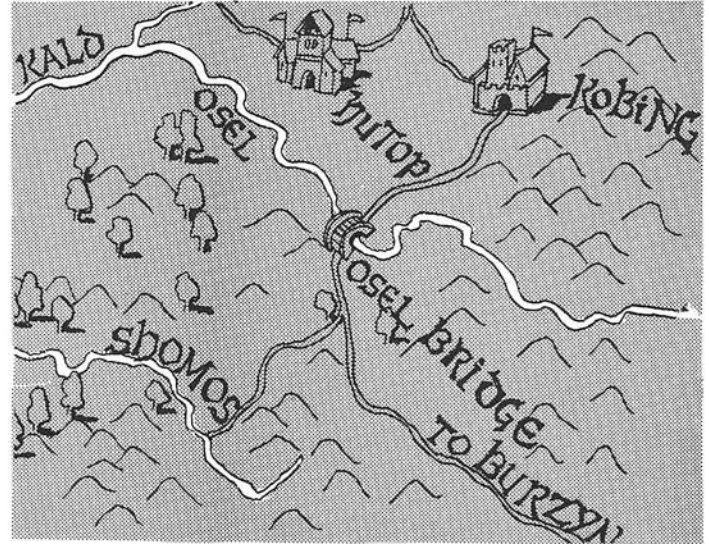
The sandy-swampy areas are particularly dangerous, being abundantly supplied with quicksand.

Along Mirekin's Fall are situated three caves. The two furthest inland are at the base of the cliff, the southwesternmost is forty feet above the beach. The mouths of all three caves are natural and blocked within twenty feet by loose rubble; this may be cleared by diligent effort. The contents of the caves, should any PC ever find and excavate them, is left to GM discretion. Some suggestions follow:

- (1) The cemetery to the northwest included catacombs and tunnels built by graverobbers, which may lead here.
- (2) Smugglers used the caves.
- (3) One or more of the caves are the escape route from the citadel.
- (4) The citadel/town were equipped with sewers; these are the outlet(s).
- (5) One of the caves was the hurried burial site of the city's last governor and/or his household and may contain treasure.
- (6) The lair of bats, bears or other beast(s).
- (7) The lair of one or more Nolah.

## GM NOTE

In providing this "adventure" we have adhered to our philosophy of not leading the GM by the nose. Let us know if you find the feature useful, if you like the amount of detail given, or would like more (or less). If you want more detail, what else would you like to see? Please write...



## RIPOFF CITY

In spite of the fact we sent ALL of you a FREE issue of Harnlore 1, we did get some comments on how expensive it was. Some comparisons with the DRAGON were made and we were accused of running "ripoff city".

This type of comparison is understandable, but hardly relevant. The DRAGON contains lots of paid advertising, and has a production run of roughly 100,000 copies. HARNLORE, on the other hand, has no paid advertising and a production run of 2000 copies. Be assured, we ARE losing money on HARNLORE, but we are willing to subsidize it within our modest limits to provide a forum for Harn.

## THE WORLD OF TARDY (Again)

Well I'm sorry to report we are running behind our most pessimistic schedule again. Listed below is an updated list of planned releases this year. No excuses, except to say there is a slowdown in the FRP business, (see: Hype to Hobby) which has forced us to trim our plans.

Araka-Kalai	Jun/87
Pilot's Almanac	Jul/87
Lionheart	Jul/87
Shorkyne	Aug/87
Son of Cities	Sep/87
Ibanvaal	Oct/87
Trierzon	Nov/87

Other products listed in the catalog have all been postponed until 1988. Kiraz may come out this year if Araka-Kalai (also an adventure module) is well received.

## HYPE TO HOBBY

From a big high in 1982/83, the FRP business has declined roughly 50% in sales. Many companies have been wounded (hopefully not mortally) by this decline, others have risen to the challenge by producing better quality products. The industry is not dying, far from it, but it is regressing back to the level of a hobby instead of a hype.

Our products, because they appeal more to the dedicated gamer than the casual gamer, have not suffered in sales as much as some. However, many distributors and retailers who got started and grew with the hobby, have found the going tough. Their cash flow affects our cash flow, which means we have no choice but to moderate our own expansion.

## CASTLES OF HARN

At one time or another, most of you have told us to "keep it up". I always thought you meant the quality. Eric Hotz is a sex maniac so you know what he thought. Ed King seems to have decided you wanted plans of more castles and keeps. He is working on a product not previously listed which deals with six Harnic castles and two keeps. These are Lorkin and Quimen (Orbaal), Ithiko (Rethem), Sarkum (Kanday), Geshte (Tharda), Geda (Chybisa), Chyrefal (Melderyn), and Qualdris (Kaldor). We will publish this early in 1988, and probably keep it up again later in the year.

## ORBAAL MAP

We have been berated by some of you for not having a kingdom map in the Orbaal module. Fair comment, but a map could not be included, at least not without charging a lot more money. The kingdom requires a map at least the size of the Harn map, and even then the scale would be roughly 30mm hexes. If we get enough votes on the feedback card, we will consider issuing this map, and applicable data, for approximately \$10.00.

## THE TIDES, THEY ARE A CHANGIN'

In case you haven't noticed, the local maps in our most recent modules, Menglana and Melderyn, have changed slightly. The maps show contours, and we have clarified the fact that they are drawn at low tide. This is an evolving design change that has now been stabilized with the Menglana maps.

All future maps will, as applicable, be drawn at low water. The black coastal line indicates the HIGH water mark, but shoals, rocks, beaches, and other features visible at low water are also shown. Elevations and contours are taken from mean water level, the average of high and low waters. The upcoming PILOT'S ALMANAC will be fairly specific on tides at various places, but GM's may assume a tidal range of 15 feet in all locations for now; that is, high water will be fifteen feet above low water. GM's who don't care about such niceties can go fish.

## HARNFOLK

We were not overwhelmed with the response to the character sheet in HARNLORE 1, or the rating for Harnfolk. Publication of this is delayed for now. Araka-Kalai will contain four pre-generated NPC character cards, and if you like these we will reconsider.

Talk again in August.



## GM NOTE:

Although we have placed this site in Melderyn, it could easily be moved to any other appropriate location on Harn. The following notes should suggest any number of possible adventures to gamemasters. GMs are referred to the Religion and Treasure sections in HARNMASTER for explanations of Ritual Invocations and specific items.

## ESCORSEN'S HERMITAGE

Escorsen's Hermitage is located on the island of Melderyn, in the northern reaches of the Leonese Marshes in the east of the island. (For those of you who own Melderyn, Escorsen is located in the forest in the same hex as the words "Leonese Marshes".)

Escorsen is of Azeryani origin, born in Meokolis, the great capital city of the empire. He entered the church of Morgath at an early age and quickly proved to be a skilled acolyte. He was inducted into the Fifth Circle of Command over a decade ago. This, together with his high level of piety, gives Escorsen command of terrifying powers. As is common with Morgathian clerics, Escorsen abandoned his birth name when he entered the church. He currently calls himself Escorsen of Tenir, after the forest hundred in which he lives. Escorsen has been dwelling here for six years, since his arrival from Azeryan in 714.

Escorsen is highly intelligent and utterly cruel. His penchant for cold and ruthless sadism, combined with mild xenophobia, make him a formidable enemy, particularly in light of his considerable clerical and psionic talents.

Escorsen is a senior member of the Torkena-Matan, the dreaded "Holy Office" of the Morgathian church. Like all members of that sinister and malign organization, Escorsen is answerable only to the Vynkhadur (Pontiff) and the Namana-Khidur (The Jury of the Dark Orb, the pontifical advisors). Although the purpose of the Torkena-Matan is primarily to root out "heresy" among the Morgathian priesthood, it has numerous broader objectives.

Escorsen was sent to Melderyn to "loosen the choking grip of the Witch Realm", and "create dissidence and instability". Since his arrival, Escorsen has recruited several agents, most of whom are not fully aware of his nature or his purpose. He is reasonably well informed about public events in Cherafir, and

periodically visits the city. He is posing as a cleric of Ilvir, and his considerable acting ability has served him well in this regard. Escorsen should not be regarded as insanely psychotic. He is not some maddened animal who attacks everyone in sight, and may be charming, even helpful, to random visitors. The occasional wayfarer who has stumbled across the hermitage has usually been convinced that they have encountered a slightly eccentric Ilviran priest. The few who were not convinced are no longer among the living.

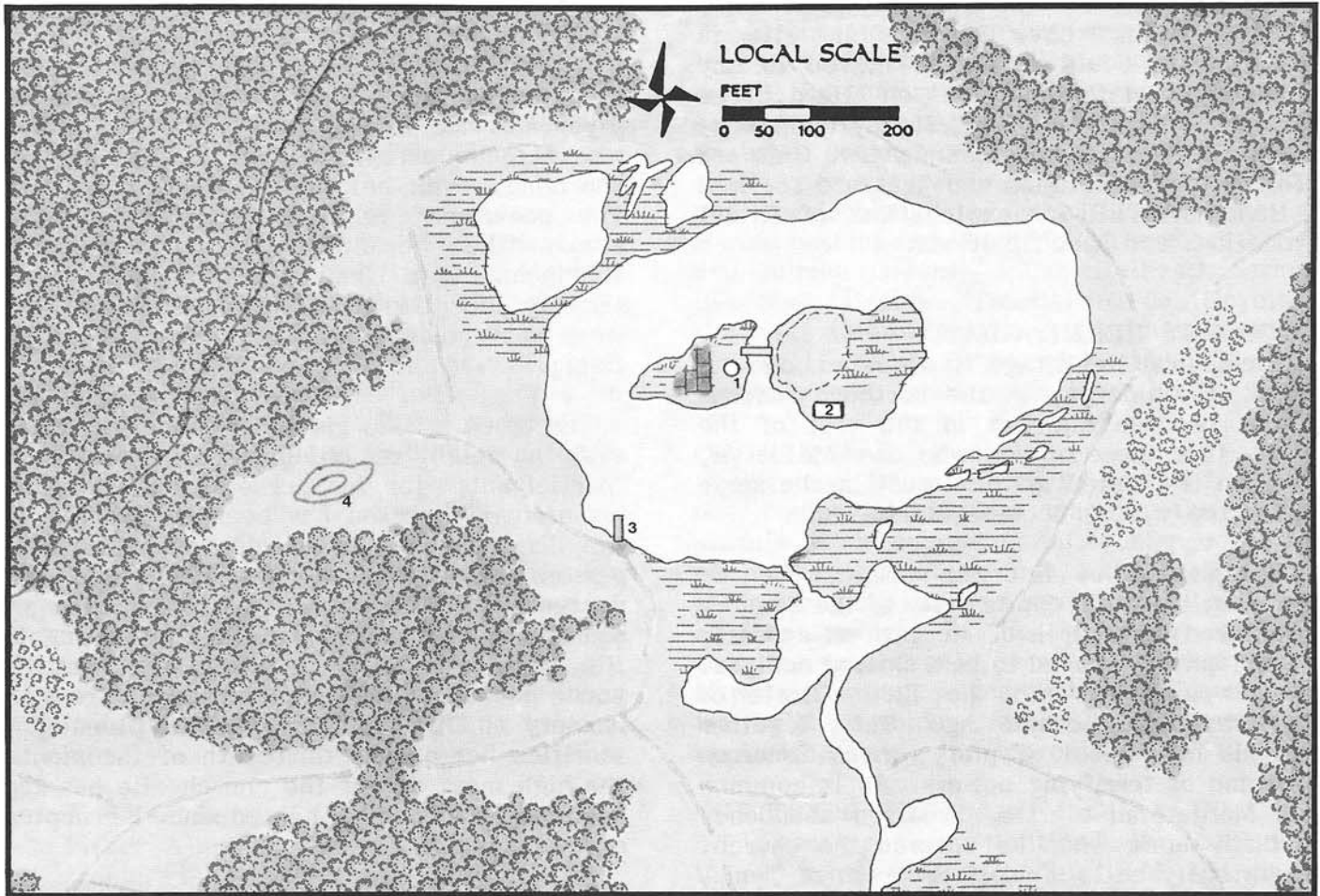
Escorsen is also given to wandering widely over the nearby region, generally in search of "participants" for his perverse rituals. Since his arrival Escorsen has been responsible for the disappearance or murder of about thirty persons. So far, he has managed to avoid any detection or suspicion, although villagers sometimes speak of the "stalker in the night." His most recent victim is Keryne of Shilt, a young novice Peonian nun, kidnapped from the nunnery at Ulmstane. Escorsen is planning to sacrifice her on the thirteenth of the month, the high mass day of the church. He has kept her imprisoned and tormented since her capture a few days ago.

Escorsen's other purpose is exploratory. About two decades ago an ancient journal was discovered in the archives of the pontifical seat in Meokolis. It appeared to be the writing of a first century TR Morgathian priest called Sekelen, who told of travelling to "the Wizards' Isle" in company with several others. They seem to have spent some time in Cherafir and Nurisel, "seeking the Befouler's Scourge". The exact meaning of this last phrase is unclear, although Escorsen and others believe it to be a reference to a particularly potent Bukrai Blade, a Morgathian holy weapon. Sekelen claimed to have visited the barrow grave of "a great priest lord" who had "entered the pure state of undeath." There he had beheld the "Scourge", although apparently at great risk; several members of his party were slain.

Escorsen believes that the barrow referred to by Sekelen is one of those in the vicinity. He hopes that his careful explorations will uncover the relic or its keeper. Were he to succeed, this would be an important coup, both for his own career, and for the overall objectives of his church.



# ESCORSEN'S HERMITAGE



## 1. ESCORSEN'S HERMITAGE

Plans are given below. Escorsen keeps a copy of Sekelen's journal here, written in Old Jarinese with Nuvesarl script. He also keeps several other written works here, including a letter written in Ormauk, the secret Morgathian temple tongue which establishes his credentials. He also keeps a one foot long rod of jet that is a Type 2 Holy Artifact. The rod contains the ritual invocation Shadow. It has six charges. Escorsen also possesses one other esoteric item which he discovered while exploring Sciorda's Howe (4). This is an Earthmaster artifact called the Mirror of Soul Stealing. Escorsen has not yet been able to determine its nature.

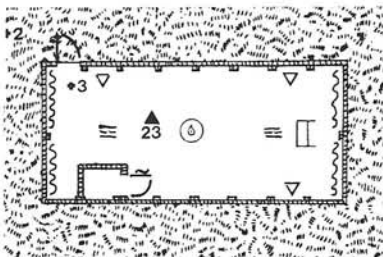
## 2. MORGATHIAN SHRINE

This appears to be a storage shed from the outside. Beside the usual trappings of a Morgathian shrine, the building is presently serving as the prison of Keryne of Shilt. Plans are given below.

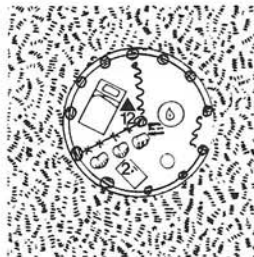
## 3. DOCK

## 4. SCIORDA'S HOWE

This is one of several barrow graves in the vicinity. Escorsen has put most of his exploratory effort into this barrow. Although he is not yet fully aware of it, this is the barrow mentioned by Sekelen. It appears to be a normal chambered tomb (see Taztos in the THARDA module for an example) but this actually lies atop an older crypt containing the "body" of a third century BT Morgathian cleric. He is now an extremely powerful Gulmorvrin, but is unable to leave his crypt because of a sealing spell placed on the entrance by the mage Genin about a hundred and fifty years ago. Escorsen has not yet discovered the existence of this lower tomb.



MORGATHIAN SHRINE



ESCORSEN'S HERMITAGE

# HARNMASTER™

NAME ESCORSEN of TENIR		
OCCUPATION STATUS FIFTH CIRCLE CLERIC of Morgath		

## CHARACTER PROFILE

<b>BIRTH</b>		<b>PHYSICAL</b>		<b>PHYSICAL SKILLS</b>		<b>COMMUNICATION</b>		<b>PSIONIC TALENTS</b>		<b>SPELLS</b>			
SPECIES HUMAN	SEX M	STRENGTH 7		NAME	BASE	ML	NAME	BASE	ML	NAME/CONVOCAION/LEVEL	BASE	ML	
BIRTHDATE 1MORGAT 661		ENDURANCE 15		Climbing	11	59	Awareness	11	79	Disembodiment	16	63	
SUNSIGN MAJARA/LADO CUSP		DEXTERITY 13		Jumping	11	61	Intrigue	16	105	Hex	16	85	
BIRTHPLACE MEOKOLIS		AGILITY 13		Stealth	14	86	Oratory	16	92	Medium	16	87	
PARENT OCCUPATION Priest		SPEED 14		Throwing	10	54	Rhetoric	16	85				
SIBLING RANK 2nd		EYESIGHT 9		Swimming	15	18	Ritual	16	89				
ESTRANGEMENT AVERAGE 42		HEARING 13					Singing	14	51				
CLANHEAD FATHER		SMELL/TASTE 11					Lovecraft	16	62				
		TOUCH 13											
		VOICE 15											
<b>MEDICAL</b>		<b>PERSONALITY</b>		<b>COMBAT SKILLS</b>		<b>LANGUAGES/SCRIPTS</b>		<b>LORE/CRAFT SKILLS</b>					
LEFT HANDED		INTELLIGENCE 15		NAME	BASE	ML	NAME/TYPE	BASE	ML	NAME	BASE	ML	
LARGE BIRTHMARK		AURA 16		Unarmed	13	71	H. Azeryani	16	97	Alchemy	16	58	
LEFT SHOULDER		WILL 16		Dagger	13	82	L. Azeryani	16	91	Acting	14	83	
BALDING		MORALITY 04		Crossbow	12	41	Ormauk	16	89	Agriculture	13	48	
		PSYCHE	Xenophobia (Mild)				Harnic	16	81	Cookery	12	51	
			Sadist				Dalken	16	43	Embalming	12	25	
<b>APPEARANCE</b>		DEITY MORGATH					Old Jarinese	15	38	Herblore	13	33	
HEIGHT 5'5"		PIETY 482					Nuvesari/s	15	107	Survival	12	63	
FRAME Heavy							Lakise/s	15	99	Tracking	11	37	
WEIGHT 155							Runic/s	15	96				
COMPLEXION Dark							Ayaran/s	15	103				
HAIR COLOUR BLACK							Neramic/s	13	85				
EYE COLOUR BROWN													
COMELINESS HANDSOME 17													







/s → Script

## COMBAT PROFILE

<b>PHYSICAL PENALTY</b>				<b>LOAD (Items Worn/Carried)</b>				<b>WEAPON ANALYSIS</b>																							
Encumbrance	2			<b>ITEM</b>	Weight	<b>Weapon</b>	Weight	Quality	A/D	B	E	P	Notes																		
Fatigue				Weapons (Total)	6	Crossbow	5	10	M/A	-	-	7																			
Injuries/Locations	HR	IP		Armour/Clothing (Total)	6.8	Dagger	1	14	1/1	1	2	4																			
Bloodloss	H6			MISC.	5.0																										
<b>PHYSICAL PENALTY</b>				<b>ARMOUR &amp; CLOTHING</b>																											
Endurance Index (EI)				Size/Factor																											
				Description/Material(s)	Weight	Quality	Skull	Eyes	Face	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet								
				Hood/Cloth	0.3	Ave	✓			✓																					
				Tunic/Cloth	3.2	Ave					✓	✓	✓	✓		✓	✓	✓	✓	✓											
				Knee boots/Leather	3.3	Ave															✓	✓	✓								
<b>SPECIAL PENALTIES</b>	Value																														
<b>COMBAT FACTORS</b>				<b>ARMOUR ANALYSIS</b>																											
MOBILITY (Speed x 5)	70			LOCATION	B	E	P	F	S	T	LOCATION	B	E	P	F	S	T	LOCATION	B	E	P	F	S	T							
DODGE (Agility x 5)	65			Skull	1	2	1	2	0	2	Shoulders	1	2	1	2	0	2	Thorax	1	2	1	2	0	2	Thighs	1	2	1	2	0	2
INITIATIVE	71			Eyes							Upper Arm	1	2	1	2	0	2	Abdomen	1	2	1	2	0	2	Knees	2	4	3	4	1	3
FATIGUE RATE (Load÷End)	1			Face							Elbows	1	2	1	2	0	2	Hips	1	2	1	2	0	2	Calves	2	4	3	4	1	3
				Neck	1	2	1	2	0	2	Forearms	1	2	1	2	0	2	Groin	1	2	1	2	0	2	Feet	2	4	3	4	1	3
											Hands																				

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# Columbia Folk

<b>COLUMBIA</b>  <b>GAMES INC.</b>					
NAME	N. Robin Crossby	Tom "I don't buy that" Dalglish	Edwin "Don't bother me now, it's baseball season." King	Richard "Can I interject..." Porter	Eric "You want it when? Ha ha ha." Hotz
BORN	London, England; 1954	Aberdeen, Scotland; 1945	Burnaby, Canada; 1955	Vancouver, Canada; 1965	Burnaby, Canada; 1960
JOB DESCRIPTION	Originator, writer, cartographer	Publisher & Janitor	Editor, writer	Whatever no-one else is doing	Art Director, Illustrator, Production.
EDUCATION	Associate degree (Philosophy)	BA in History.	Incomplete BA in Medieval Eng. Literature	Huh?	Incomplete BA Archaeology and Fine Arts
FIRST EXPOSURE TO RP	Mid Sixties	1983	1975	1977	1976
PREVIOUS CAREER	You mean I haven't been at this forever?	Merchant Seaman	Political Organizer	Whatever paid the rent	Archaeological Field Artist, Surveyor
FAVORITE COLUMBIA GAMES PRODUCT	Harnmaster Gods of Harn	Napoleon	Rethem/Kanday	War of 1812	Harnmaster
LEAST FAVORITE COLUMBIA GAMES PRODUCT	Anything over a month old	Azadmere	Whatever I'm working on now	Orbaal	Evael
GREATEST STRENGTH	Perfectionism	Browbeating Crossby	Lifelong Boston Red Sox fan	Spotty brilliance	My right arm
GREATEST WEAKNESS	Perfectionism	Chivas Regal	Lifelong Boston Red Sox fan	My mouth	My left arm
FAVORITE GAME	Power (unpublished)	Bluffing Bankers	Rotisserie League Baseball	Playing 'smuggler' with the D.E.A.	Friday the 13th Splatter game using TSR's Biol rules
NO, A REAL GAME	Harnmaster Megagame	Diplomacy	Seven card high-low stud	Backgammon, Chess, Cathedral	Slapshot, Miniatures (ACW, WW1, Medievals)
AMBITION	To recognize something I've written after it's published	To finish Pilots' Almanac	To see the Sox win the Series before I die	Too lurne howe two spel krekly	To see the Sox win the Series after Ed dies
LAST BOOK READ	Chanur's Homecoming C.J. Cherryh	Texas James Michener	Why Time Begins on Opening Day Thomas Boswell	Father Christmas Letters J.R.R. Tolkien	The Regiment Farley Mowat



I am not exactly sure how much interest there is in the spelling and pronunciation of Kethiran words, but some of you are clearly not satisfied by the note on the title page of Harndex. I do know that there is a lot of variety in the way that Harnic and Kethiran words are sounded out, even around the Columbia Games office. So a few notes on how to say names might be in order.

When you read a name in one of our products, it is important to remember that one of our writers has translated it from the original script into Roman. The conventions of the original script are rarely identical with those of the Latin, so certain common conventions must be invented. There is also variation in style among our translators.

Even if there were a standard dictionary in circulation on Lythia, only a minority of Lythians could read it; so much for standard spelling. While Harn, for example, has a single dominant language (Harnic), differences in dialect are so extreme that the same word could be unrecognizable ten leagues away. Language evolves, and the main element in its evolution is probably laziness. If the speaker can find a quicker, easier or "cuter" way to say a word, he may yield to the temptation to try it out, and it may catch on locally.

Bearing this in mind, in transcribing Kethiran names I have tried to simulate local pronunciation with the Roman alphabet. The English language and Latin script are not always up to the task, but we try. However, there are certain conventions of pronunciation which, while they are far from being universal rules, may help the reader in simulating local Kethiran pronunciation.

[A] is usually soft as in cAr, sometimes hard as in thAt.

[AI/EI] are usually pronounced "EYE" sometimes as in dAY.

[AE] this is rarely pronounced EE, both vowels are sounded, usually as a long A and short soft E: Hence Pagaelin is sounded Pah-gay-elin.

[C] Where a single C occurs without an H, it is almost always hard as in Cat.

[CC] Usually followed by an E, may be pronounced either as a double K or as an S.

[CH] is almost always paired with H (CH) and is given a hard pronunciation as in CHicken, never as in SHip.

[DH] a soft TH as in THere.

[E] usually short/soft as in pEn or hElp; when followed by O or A usually pronounced long/doubled as in pEEl.

[G] always hard as in Golf.

[I] usually short as in chIcken; sometimes, especially when occurring as the last/terminal vowel, as a double E or Y (eg. skI)

[IA] as a medial or terminal combination this is usually pronounced EE-AH as in medIA.

[IU] pronounced EE-UH as in tedIUm.

[J] The Ivinians always, and other northern peoples sometimes pronounce this as Y; otherwise it is pronounced as in Jam.

[LL] pronounced as in Welsh (approx. HL).

[O] is usually short as in jOhn, rarely it is long as in phOne. It is never doubled is in spOOm.

[OU] usually pronounced as double O.

[QU] pronounced KW as in QUeen.

[Q] when Q occurs without a U, it is pronounced K.

[S] always pronounced hard as in paSS, never as Z. [SS] is extremely rare and indicates a particularly long sounding S.

[TH] always hard as in THought, never soft as in THe.

[U] usually pronounced UH as in Ugly; sometimes OO as in spOOm.

[W] Ivinians and other northern peoples often, but not always pronounce this as V.

[X] as an initial letter, this is interchangeable with Z (as in Xylophone). As a medial or terminal letter it is pronounced KS as in boX.

[Y] Pronounced as a short double E as in emPtY, very occasionally as I, never as AI as in skY. Hence, Melderyn is pronounced Mel-der-een.

[ZH] More like J than Z, as in the name of the Russian general ZHukov.

There are no silent letters. Hence, "thane" would be pronounced THAR-NAY not THAYN. Double consonants are rare, and generally redundant.

I have only scratched the surface of the subject here. If there is sufficient interest, the pronunciation guide can be continued in future issues of Harnlore.

It should be noted that there are a number of important exceptions to the "rules" laid out here. If we continue this article, the next step will be to give you a pronunciation guide (with accents) for common place names and entities (Naveh, for example, is pronounced Nah-VAY). Have fun, and please write...

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