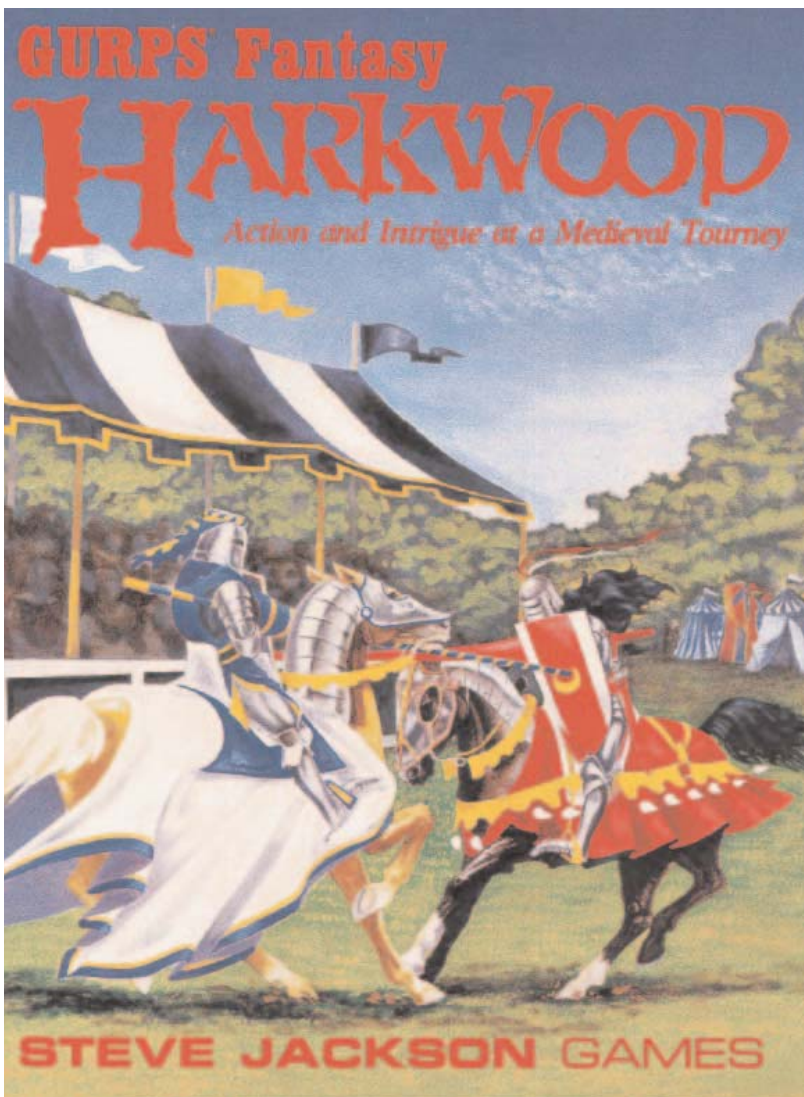


GURPS®



TOURNEY OF TREACHERY

Welcome to Harkwood! Fame and fortune await you in Baron Fenmarc's Prize Tourney, the largest tournament in southern Caithness! But it won't be easy – there are over a hundred knights and adventurers, ready to compete with sword and lance, bow and crossbow.

The bazaar at the Tournament carries its own enticements and opportunities. Merchants have journeyed to Harkwood, bringing exotic wares from all corners of the known world. Also here are alchemists and wizards, selling their talents and enchantments to those who can afford them.

But this year, someone else is attending the festival – a base villain, plotting to ruin Fenmarc and seize control of Harkwood. Can this evil Mastermind be unmasked in time to stop his diabolical plan and save the baron and the barony?

This PDF is a scanned copy of the last printed edition of *GURPS Fantasy: Harkwood*. No changes or updates from that edition were made, but we have appended all known errata to the end of the document.

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *GURPS Fantasy: Harkwood*, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. All rights reserved. *GURPS Fantasy: Harkwood* is copyright © 1988, 2006 by Steve Jackson Games Incorporated.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the authors' rights is appreciated.



STEVE JACKSON GAMES
e23.sjgames.com

GURPS[®] Fantasy

HARKWOOD

Action and Intrigue at a Medieval Tourney



STEVE JACKSON GAMES

TOURNAMENT OF TREACHERY

Welcome to Harkwood! Fame and fortune await you in Baron Fenmarc's Prize Tourney, the largest tournament in southern Caithness! But it won't be easy — there are over a hundred knights and adventurers, ready to compete with sword and lance, bow and crossbow.

The bazaar at the Tournament carries its own enticements and opportunities. Merchants have journeyed to Harkwood as well, bringing exotic wares from all corners of the known world. Also here are alchemists and wizards, selling their talents and enchantments to those who can afford them.

But this year, someone else is attending His Excellency's festival — a base villain, plotting to ruin Fenmarc and seize control of Harkwood. Can this evil Mastermind be unmasked in time to stop his diabolic plan and save the baron and the barony?

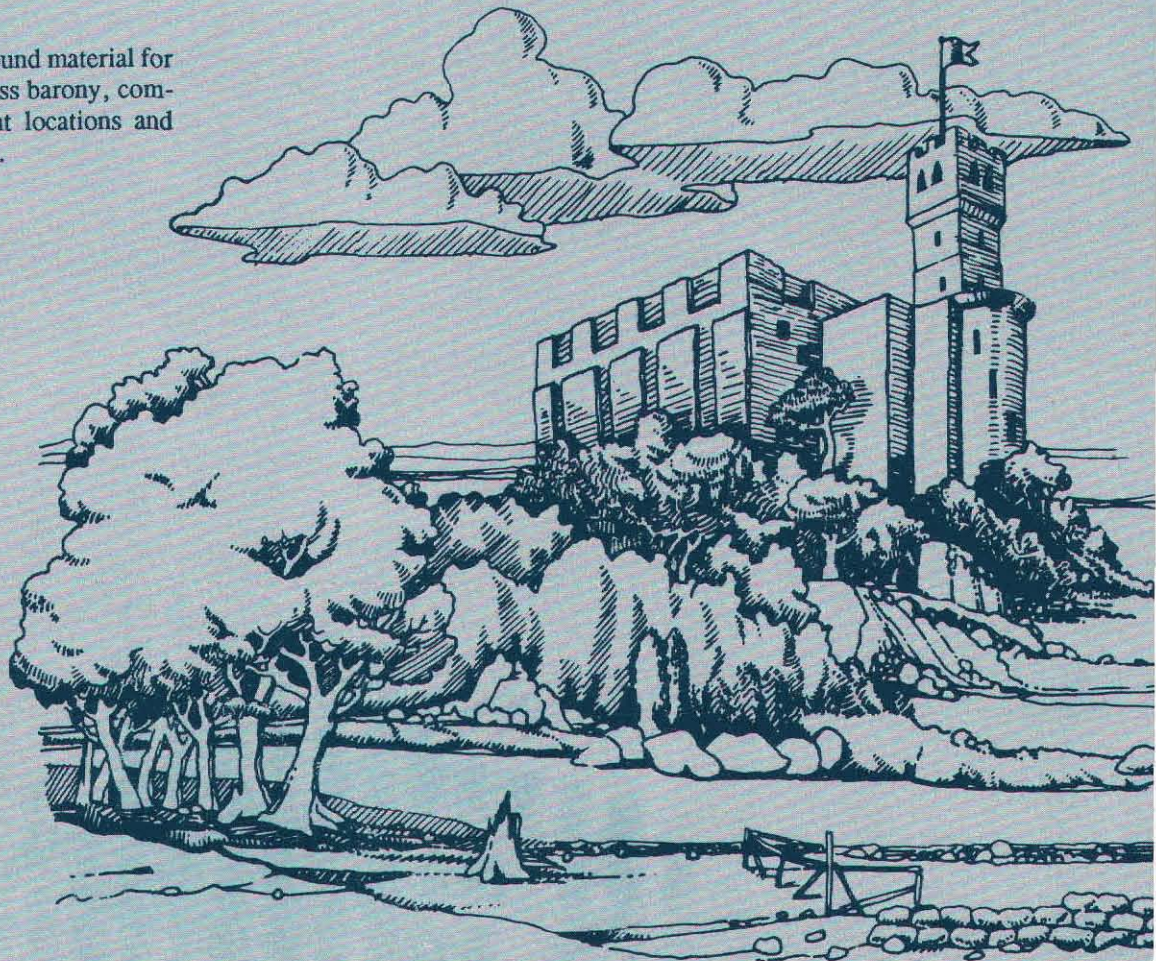
Harkwood is an adventure/sourcebook for *GURPS Fantasy*, set in the world of Yrth. Inside, you'll find:

- *Tourney Rules* — new rules for non-lethal tournament combat and knightly jousting — including the Lance skill!
- *Intrigue in Harkwood* — an action/intrigue adventure for 3 to 6 players, set during Baron Fenmarc's Summer's Day Tourney.
- *Caithness* — the sourcebook for a medieval kingdom in the world of Yrth, including its sixteen baronies and lordings, and their rulers ... with the seeds of a civil war in which the PCs can play a heroic part.
- *Harkwood* — detailed background material for a campaign set in this Caithness barony, complete with maps of important locations and over 20 non-player characters.

You Pick the Villain!

Harkwood is designed so that *you*, the game master, can choose the villain you prefer. Six potential Masterminds are detailed, each with a different accomplice, so that *you* may pick the one which best suits your campaign. Notes throughout the adventure keep you posted on how the Mastermind *you* selected affects the course of the adventure. A *different* ending to the adventure is provided for each villain, making *Harkwood* six adventures in one!

Written by Aaron Allston
and J. David George
Edited by J. David George
and Monica Stephens
Cover art by Darla Tagrin
Illustrated by Guy Burchak



SJG00795 6101

STEVE JACKSON GAMES

GURPS® Fantasy

HARKWOOD

A Campaign Setting and Adventure for GURPS Fantasy

By Aaron Allston and J. David George

Edited by J. David George and Monica Stephens

Cover by Darla Tagrin; Interior Art by Guy Burchak

Maps and Graphics by Carl Manz, Czeslaw Sornat, and C. Mara Lee

Production by Carl Manz, Czeslaw Sornat, Melinda Spray, and Monica Stephens

Beverly Hale, Managing Editor; Ken Trobaugh, Art Director

GURPS System Design by Steve Jackson

System Development by David Ladyman

Playtesters: The Hexworld Bunch — Terence L. Blakely, Richard Boriskie, J. David George, Michael Moe, Luray Richmond, Mark Richmond, and David Stokes. The Wrecking Crew — Ray Carter, Eric Jerome, Dean Kenady, David Ladyman, Dan Ormiston, Larry Stohr, Mike Vragel, Bill Williams, Cindy Yarbrough and Todd Yarbrough.

Blindtesters: W. G. Armintrout, Jim deLongpre, Al Gaspar, John and Melody Hamrick, Steve Jackson, N.W. Alex Koponen, Dave Marquart, Bob Meyer, Dan Moertl, Joseph G. Paul, Glenn Pederson, Mike Sell, Joe Schweitzer, Bill Seurer, Lynn Seurer, Warren Spector, Larry Welborn, and Philip Yanov.

GURPS is a registered trademark of Steve Jackson Games Incorporated. *Harkwood* is copyright © 1988 by Steve Jackson Games Incorporated. All rights reserved. Printed in the United States.

1. Introduction	2	Castle Harkwood	19
The Setting	2	Headsman's Glade	20
Caithness	2	Tourney Glade	20
<i>Classes in Caithness</i>	2	Darrek's Manor	21
Harkwood	3	Dame Jaenyth's Tower	22
Character Creation	4	The Clumsy Lion	22
<i>New Skill: Area Knowledge</i>	4	Harkwood Town	23
Character Roles	5	Guilds in Harkwood Town	25
<i>Orders of Chivalry</i>	5	The Healers' Guild	25
<i>Men and Women of the Cloth</i>	6	The Armsmen's Guild	26
Using Existing Characters	7	The Allied Crafters' Guild	26
Goods and Services	7	4. Campaigning	27
<i>New Advantage: Clerical Investment</i>	7	Creating Characters for Harkwood	27
<i>Nonhuman PCs</i>	7	<i>Index to NPCs</i>	27
2. Caithness	8	The Harkwood Adventure	28
The History of Caithness	8	Who is the Mastermind?	28
<i>Nonhumans in Caithness</i>	9	<i>The Go-Between</i>	28
The Church in Caithness	10	Who is Merrin of Halsur?	31
Communities of Caithness	10	When Things Go Wrong	32
<i>War for the Throne</i>	10	5. Intrigue in Harkwood	34
The Northlands	11	6. Tourney Rules	62
The Midlands	13	Non-Lethal Combat	62
The West	14	Conducting Non-Lethal Tourney Combat	62
The Southlands	16	<i>Honor and Calling Wounds</i>	62
3. Harkwood	18	Jousting	62
Geography	18	Horses	63
Economy	18	Lances	63
Defensive Forces	18	<i>New Skill: Lance</i>	63
History of Harkwood	18	<i>Jousting Lances</i>	63
Important Locales in Harkwood	19	Conducting the Joust	64

For a current GURPS errata sheet, and a free catalog of our products,
send a legal-sized self-addressed stamped envelope to:
Steve Jackson Games, P.O. Box 18957, Austin, TX 78760

STEVE JACKSON GAMES

1

INTRODUCTION

Something's wrong in Harkwood.

A peaceable barony in the south of Caithness, Harkwood is known for the quality of the woods and furs that come out of its forests, and for the Prize Tourney that Baron Fenmarc holds there twice a year. It's not known for rumors of trouble, or hints of conspiracy . . . at least, not until recently.

But lately, something's been in the wind. Mercenaries are being hired and sent off toward Harkwood. In the barony itself, there have been too many riders around at night, running who-knows-what from one end of the barony to the other. There's trouble coming . . .

Harkwood is a campaign supplement for *GURPS*. It's a combination of a multi-session adventure, a permanent campaign setting, and material to expand on the description of Caithness in *GURPS Fantasy*.

This *Introduction* describes the setting to the players, and provides guidelines for creating characters to be used in the adventure.

Chapter 2, *Caithness*, describes the kingdom of Caithness in the world of Yrth, introduced in *GURPS Fantasy* and *Orcslayer*.

Chapter 3, *Harkwood*, describes the campaign setting, a barony in Caithness.

Chapter 4, *Campaigning*, provides guidelines for GMing *Harkwood*.

Chapter 5, *Intrigue in Harkwood*, contains a full-length adventure set in Harkwood.

Chapter 6, *Tourney Rules*, provides rules for non-lethal combat and jousting.

Players may only read this Introduction and the Rules section. Players should read these sections before creating characters for this adventure. Only the GM can read the remaining sections of this supplement.

Classes in Caithness

Like most medieval kingdoms, Caithness is very class-oriented. Each person's life is determined almost entirely by the social class to which he belongs. Of course, the class structure in Caithness is not nearly so rigid as that of Megalos; in Caithness, the brave, competent and loyal are often rewarded with an increase in status, in the form of lands or title.

Though a character might eventually find himself numbered among the highest nobility in Caithness, players may create beginning characters of no higher Social Status than 3. Here, we present the upper ranks of the Caithness nobility and their proper forms of address. On p. 3, we describe persons of Social Status 3 and below, giving extra detail to aid players in character creation.

King or Queen

Requirements: Status 7; Wealth (Filthy Rich).

Forms of Address: "My Lord King" or "My Lady Queen" or "Your Majesty."

Archbishop

Requirements: Status 6; Literacy; Duty to Church and God (Demanded on 10 or less); Clerical Investment.

Forms and Addresses: "Archbishop (name)" or "Your Grace."

Baron or Baroness

Requirements: Status 5; Duty to Crown and Kingdom (Demanded on 10 or less); Wealth (Wealthy or better).

Forms of Address: "Baron/Baroness (name)" or "Your Excellency."

Bishop

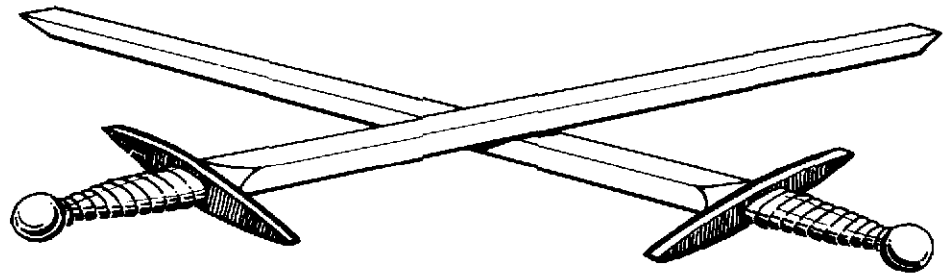
Requirements: Status 5; Patron: Church (Extremely powerful organization, appears on 9 or less); Duty to Church and God (Demanded on 10 or less); Literacy; Clerical Investment.

Forms of Address: "Bishop (name)" or "Your Lordship."

Landed Lord or Lady

Requirements: Status 4; Duty to Crown and Kingdom (Demanded on 10 or less); Wealth (Wealthy or better).

Forms of Address: "Lord (name)," "Lady (name)," "My Lord," or "My Lady."



The Setting

Caithness

The GM and players should reread the description of Caithness in *GURPS Fantasy* before creating characters or running the adventure. Everything about Caithness in *Fantasy* is common knowledge throughout the kingdom.

Compared to its motherland to the east, Megalos, Caithness is a very young kingdom. Conall of Craine — later King Conall I of Caithness — led the first successful settlers into the region only two centuries ago. Even today, Caithness is thinly populated, with wide tracts of arable land unsettled. Caithness' population centers are small and widely scattered; regional lords hold huge areas in fief to the crown, but lack the manpower to take full advantage of their holdings.

Since his coronation three years ago, young King Conall VI of Caithness and his advisors have worked to reassert royal authority over the land. Most of the baronies and lordings have sworn their loyalty to Conall, but a few refuse to ac-

knowledge his authority. Though Conall and his loyal lords are working to settle matters peacefully, the dark cloud of war looms on the horizon, especially in the relatively populous Northlands of Caithness.

Many of Caithness' lords, both royalist and rebellious, are quietly hiring soldiers for the coming confrontation; this has brought a number of mercenaries into the kingdom. Some are Caithness freemen, hoping to make their name and fortune with the sword, but just as many are professional soldiers from other lands, seeking to profit from Caithness' misfortune.

The Regions of Caithness

The most densely populated area of Caithness — relatively speaking, of course — is the north. The capital and Crown Principality of Carrick, the baronies of Tacitus and Mershall, and the lordings of Fordham and Deerwood, all lie within the prosperous Northlands. Most of the land in the north is taken up by small farms and orchards, which raise all manner of vegetables and fruits.

Of late, Baron Deneral of Mershall has been exerting increasing pressure on neighboring Tacitus and Carrick. He is said to be hiring fighting men, and may be planning to march against Baron Elohar of Tacitus or perhaps even the king!

The central region of Caithness — the Midlands — is less developed than the north, but will someday be the heartland of Caithness. The major holdings in the area include the lordings of Sterling, Durham, Oakwood and Redhall, as well as the Archdiocese of Photius. The region is known for its grain — and especially for its beer and liquors — and to a lesser extent for its beef.

The large forest in the center of the Midlands belongs to Caithness' largest known population of elves. Though technically subjects of the crown — their leader, Lyondel, appeared at Conall's coronation three years ago to swear a token oath of fealty — the elves keep to themselves and manage their own affairs. To the east of this forest is the Archdiocese of Photius, the seat of the Church in Caithness. By proclamation of King Conall I, Photius is an independent region, ruled by the Archbishop, and subject only to Church law.

Three lordings lie on the edge of the Great Desert, which borders Caithness on the west. They are Ferrier, Wallace and Blythe. The first two are due west of Caithness' fertile Midlands, and benefit from a reliable underground water table. Wallace is relatively self-sufficient, but Ferrier's agriculture is devoted almost entirely to sheep herding; the lording trades wool and mutton to the Midlands lordings for staples like grain and vegetables.

Blythe is the southernmost lording of Caithness, lying in a narrow strip of arable land between the Great Forest and the Desert. Removed from the rest of the kingdom, Blythe ekes out a meager existence on its own. About three caravans of Muslim traders from the south arrive in Blythe each winter.

The Southlands of Caithness are a varied region. Donlis and Simonton benefit from trade on the River Smoke, while Denton has rich farmland and forests. Harkwood, on the edge of the Great Forest, is known for its woodcrafts.

Near Donlis, the River Smoke passes through a labyrinthine marshland, which only the local boatmen can navigate reliably. River piracy is not uncommon, and is rumored to be condoned by Lord Krاندall of Donlis. Megalan riverboats, heading to and from Simonton, tend to be the hardest hit.

It is no secret that Baron Cabble of Denton would like to add Simonton to his holdings; he attacked the lording some years ago, but Simonton, aided by Harkwood, turned back the Denton force. Trouble may be brewing again — rumor is that mercenaries are collecting in both Denton and Simonton.

Harkwood

On the edge of the Great Forest in southern Caithness, the Barony of Harkwood is famous for its wooden goods and furs, and for the benevolence of its ruler, Baron Fenmarc. Harkwood has an abundance of arable land, but — like

More Classes in Caithness

Lesser Lord or Lady, Governor or Landed Knight

Requirements: Social Status 3; Wealth (Wealthy or Very Wealthy); Duty to Baron or Regional Lord (Demanded on 10 or less, -10 points).

Rights: Subject to trial only by Landed Lord or higher. Knights may create Unlanded Knights and take Squires.

Forms of Address: (Lesser Lord or Governor) "Milord/Milady (name)"; (Knight) "Sir (name)" or "Dame (name)."

Mayor or Unlanded Knight

Requirements: Status 2; Wealth (Comfortable, Wealthy or Very Wealthy); Duty to Lord or Order (Demanded on 10 or less, -10 points).

Rights: (Mayor) Subject to trial only by Landed Lord or higher. Right to conduct trials of citizens of city ruled. (Knight) As Landed Knight.

Forms of Address: (Mayor) "Milord/Milady (name)"; (Knight) "Sir (name)" or "Dame (name)."

Priest

See sidebar, p. 6.

Squire or Military Captain

Requirements: Status 1; Wealth (Comfortable). For squire, Patron (Knight; appears on 9 or less); Duty to Knight (Demanded on 10 or less). For captain, Duty to his Men (Demanded on 10 or less; -10 points).

Rights: May only be tried by persons of Status 3 or higher.

Forms of Address: "Squire (name)" or "Captain (name)."

Freeman

Requirements: None. May have Wealth (Comfortable or Wealthy).

Rights: Right to stand trial for presumed crimes. Right to own land.

Forms of Address: "Freeman." "Goodman" or "Master" for Comfortable and Wealthy freemen.

Bondsman or Servant

Requirements: Social Stigma (Second-class Citizen); Wealth (Poor).

Rights: Right to own property, except land. Right to stand trial for capital crimes.

Forms of Address: "Sirrah" or name.

Restrictions: May bear weapons only with landowner's permission. May leave employer only with his permission.

Serf or Slave

Requirements: Social Stigma (Expensible Property); Wealth (Dead Broke).

Rights: None.

Forms of Address: Usually addressed as "You, there," or perhaps by name. Owner may choose name.

**New Skill:
Area Knowledge
(Mental/Easy)**

This skill represents familiarity with a given area. If you have this skill, you know the area in question well — including its geography, landmarks, people, flora and fauna. The GM should not require an Area Knowledge roll in ordinary situations (finding your way home, avoiding the guardhouse, etc.). But a roll might be required to avoid guardsmen walking a regular beat, to know who in a small village reads Arabic, or to predict where along the road an ambush might be set up.

Area Knowledge can be bought for any sort of area. The larger the area, the less intimate the knowledge. Someone familiar with the lands within a half-mile of Sir Darrek's manor knows most of the trails, streams, fields, hiding and ambush places in the area, as well as the habits of the few dozen peasants and the wildlife that live there. Someone familiar with Harkwood Town knows all its streets, taverns, guildhalls, most businesses, and all important and many unimportant citizens. A person with knowledge of Caithness knows the country's major highways and waterways, the locations, rulers and general nature of the country's baronies and major lordings, and where to find a decent meal in each, and important persons in one's own profession (e.g., a mercenary will know soldiers, guard captains and other mercenaries; a wizard will know other conjurers, both legitimate and charlatan).

Area Knowledge defaults to IQ-4 only for characters who live within the area in question. Thus, a person visiting Harkwood for the first time gets no default roll for Area Knowledge (Harkwood Town).



most of Caithness — is very underpopulated. Fenmarc is actively trying to increase the population of his barony, offering land to freemen willing to locate in the area. This offer has attracted quite a few new residents to Harkwood.

An elven community is located in the Great Forest, south of Harkwood, and dwarves live in the mountains to the east. Harkwood acts as a trading center between these two communities. Elven and dwarven goods, as well as Harkwood's own wood and fur products and a small quantity of raw timber, are traded north through Simonton, on the Sidewind River, a tributary of the Smoke.

Fenmarc's Prize Tourney

Even more than its wood, fur and available land, Harkwood is known for its tourneys. Two are held every year — one at Shroftyde, in late February, and one at Summer's Day, in late June. Several competitions are held at each tourney — the traditional joust, the footmen's list, the archery competition, the crossbow competition, bardic contests in story, song and poetry, and the Grand Melee. All contests except the joust are open to freemen. Members of the nobility may participate in any or all contests, although they normally leave the footmen's and crossbow competitions to the common folk.

Prizes for the tourney are, by the standards of Caithness commoners, very rich, so the tourneys attract a huge number of contestants, as well as a wide variety of merchants and craftsmen. The event is also popular with the nobility. King Morill used to make the journey to Harkwood every Shroftyde Tourney, just to break up the long winters in Carrick. He fought in the Grand Melee three times, and won it on his third entry — then knighted his final opponent. Since Morill's death, the royal family has not been represented at Fenmarc's Tourney, due to the danger such a journey would have posed to Crown Prince Conall.

This adventure begins a few days before this year's Summer's Day Tourney.

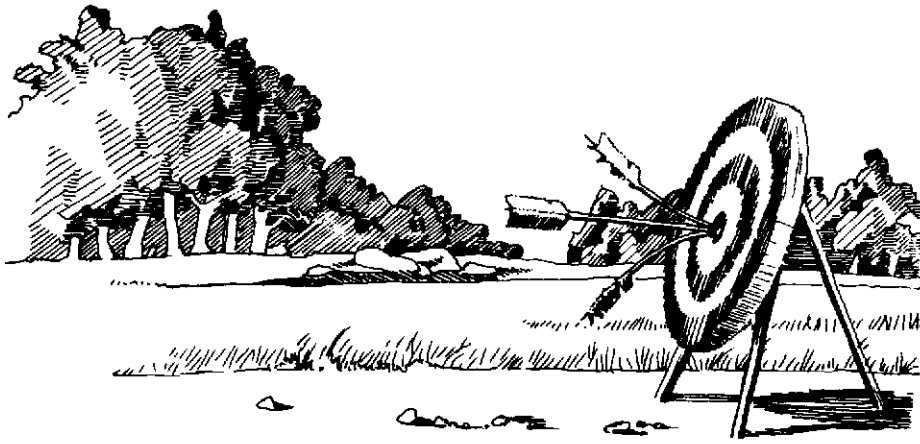
Character Creation

Characters for Harkwood should be created according to the normal *GURPS Basic Set* and *GURPS Fantasy* rules. Build them on 100 points, plus disadvantages. The GM should allow exceptions to the 40-point, 3-disadvantage guideline only for very good reason. One such reason is membership in any of the religious or chivalric orders common in Caithness; disadvantages required of knights and clerics by their orders (see sidebars, pp. 5 and 6) should *not* be counted against the normal limits on disadvantages.

Starting Wealth for *Harkwood* characters is \$1,000. Characters may increase their starting wealth in two ways — by taking a Wealth advantage, or by spending points for extra cash. Wealth and Poverty are discussed in the *GURPS Basic Set*. When spending points for extra starting cash, a character receives cash equivalent to one month's income for each point spent. Once spent, these points may never be recovered — although the PC may earn character points through adventure normally. It is not very cost-effective to put many points into starting cash, but doing so can make a warhorse or a suit of plate armor affordable to less-than-Wealthy characters.

PCs for *Harkwood* may be created with Status as low as -1 — bondsmen or servants — or as high as 3 — minor nobility. Characters who invest no points in Status are considered Status 0 freemen; each +1 Status costs 5 points, each -1 is a disadvantage worth -5 points. Islamic characters should take the disadvantage Social Stigma (Second-class Citizen), as should characters of Megalan birth. Pagans have Social Stigma (Minority Group). Natives of Sahud or the Nomad Territories should take Social Stigma (Outsider or Barbarian). Elves and half-ings are sufficiently familiar to Caithnessers that they suffer no stigma, but other races should take Social Stigma (Minority Group).

Literacy is an advantage in Caithness, costing 10 points. Most characters, including many nobles, are illiterate.



Character Roles

Harkwood provides opportunities for a variety of character types to showcase their talents. Parties which include characters with diverse talents and backgrounds will fare better than will groups composed of very similar characters. A few roles which players may design characters to fill:

Knights and Squires

The *Harkwood* adventure takes place in and around a medieval tourney, so members of the chivalry will have ample opportunity to use their many skills. There are three types of knights common in Caithness — secular knights, both landed and unlanded; Knights of the Order of the Stone, an order of knights-errant in direct service of the Crown; and Knights of the Order of St. George of the Dragon, a religious order based in the Archdiocese of Photius.

Secular knights swear an oath of fealty to a regional lord, whom they agree to serve and defend. In exchange for their fealty, they are supported by their lord — either as a household knight, living in the lord's keep, or as a landed knight, holding in fief a portion of his lord's land. Knights of the Stone swear their oath of fealty directly to the King, and spend their careers traveling about Caithness in service of Crown and Kingdom. The Dragons are a militant religious order, and are ordained monks as well as holy knights. The Order is small, though, and all but unknown outside of Caithness. For the most part, the Dragons serve the Archbishop of Photius as the Knights of the Stone serve the King of Caithness.

Female knights are becoming more common in Caithness. Perhaps one Knight of the Stone in five is a woman; female secular knights are somewhat less common, running about one in ten. The Dragons — a priesthood as well as a knighthood — are an exclusively male order.

For more information about each type of knight, see the sidebar.

Nobility

Players may also create characters from among the lesser nobility of Caithness. Such characters may be unlanded relatives of the ruling barons and lords; the holders of small, independent lordings around the kingdom; or mayors or governors, ruling towns or lands on behalf of regional lords. The exact position of a PC noble should be determined in consultation with the GM, who has information regarding the ruling houses of Caithness' major baronies and lordings.

It is recommended that the GM *not* allow a player to create a character who is a likely heir to a major lording or barony. Such position should be the result of good roleplaying — either by political intrigue, marriage into or service to a more prominent family, or by careful management and development of a small lording into a large one.

Soldiers and Mercenaries

Though none of the lords of Caithness maintain a standing army in the sense that their counterparts in Megalos do, there is still some market for swordsmen

Orders of Chivalry

Three types of knights are common in Caithness — secular knights, the king's Knights of the Stone, and the holy Knights of St. George of the Dragon. A PC may be a knight of any of these types, or a squire to such a knight. Though knighthood occasionally falls to the unworthy, PC knights of any type must have the following advantages, disadvantages, and skills:

Advantages: Status 2 (3 for Landed Knights; 10 or 15 points); Wealth (Comfortable, Wealthy, or Very Wealthy; 10, 20 or 30 points).

Disadvantage: Duty to Lord or Order (Demanded on 10 or less; -10 points).

Skills: Riding (DX+1; 4 points); Broadsword (DX+2; 8 points); Lance (DX; 4 points); Shield (DX; 1 point).

Knights of the Stone

For a complete discussion of the Order of the Stone, see p. F52. In addition to the requirements above, Knights of the Stone must have:

Advantages: Reputation: Champion of Justice (+2 reaction from Caithnessers; 10 points); Patron: Order of the Stone (Reasonably powerful organization, appears on 9 or less; 15 points).

The Dragons

The Dragons are a very small order, centered in Photius, and unofficially devoted to the Archbishop of Caithness. They are organized much like the Hospitallers, and swear a similar oath, though they do not disdain the use of magic as the Hospitallers do. As well as the above requirements, a Dragon must take:

Advantages: Literacy (10 points); Clerical Investment (5 points); Reputation: Defender of the Church in Caithness (+1 from Caithness Christians; 5 points); Patron: Order of St. George (Reasonably powerful organization, appears on 9 or less; 15 points).

Disadvantages: Vow: Chastity (-5 points).

Skills: Catholic Theology (IQ; 4 points); Latin (IQ-1; 1 point).

Squires

A squire to any type of knight must take the same Vows as his knight, though he may not yet have mastered all the skills of a knight. A squire must also take Status 1, and Wealth (Comfortable). In recent years, some squires have elected to stop training for the knighthood, retaining the status and title of Squire throughout their lives. Many such squires hold manors, serving as vassals to a regional lord. A landed squire has Status 2, and may take Wealth (Comfortable or Wealthy).

Men and Women of the Cloth

All PC clerics must take the following:

Advantages: Clerical Investment (5 points); Literacy (10 points).

Disadvantages: Vow: Chastity (-5 points); Duty to Church and Congregation or Order (Demanded on 10 or less, seldom hazardous; -5 points).

Skills: Catholic Theology (IQ; 4 points); Latin (IQ-1; 1 point).

Secular Priests

Secular priests minister to the layfolk. Chapels and cathedrals are operated by one or more priests, depending on the size of the congregation. Secular priests must take:

Advantages: Social Status 2 (10 points); Patron: Church of Caithness (Very powerful organization, appears on 6 or less; 10 points).

Benedictines

The followers of the rule of St. Benedict serve God through scholarship, both theological and, to a lesser degree, historical. Benedictines must take:

Advantages: Social Status 1 (5 points); Patron: Order of St. Benedict (Reasonably powerful organization, appears on 9 or less; 15 points).

Skills: Catholic Theology (IQ+2; +4 points); Latin (IQ+1; +3 points); Calligraphy (DX-1; 1 point).

Alycites

The Sisters of St. Alyce of Isolde are a healing order, who swear an oath to never refuse aid to the sick or injured. They are on fair terms with the Hospitallers, and a few have studied at the Hospital at New Jerusalem in Western Megalos. Though most Alycites are not mages, those that are study healing magic as well as conventional medicine. An Alycite must have:

Advantages: Social Status 1 (5 points); Patron: Order of St. Alyce (Small organization, appears on 9 or less; 10 points).

Disadvantages: Vow: To aid the sick without prejudice or payment (-5 points).

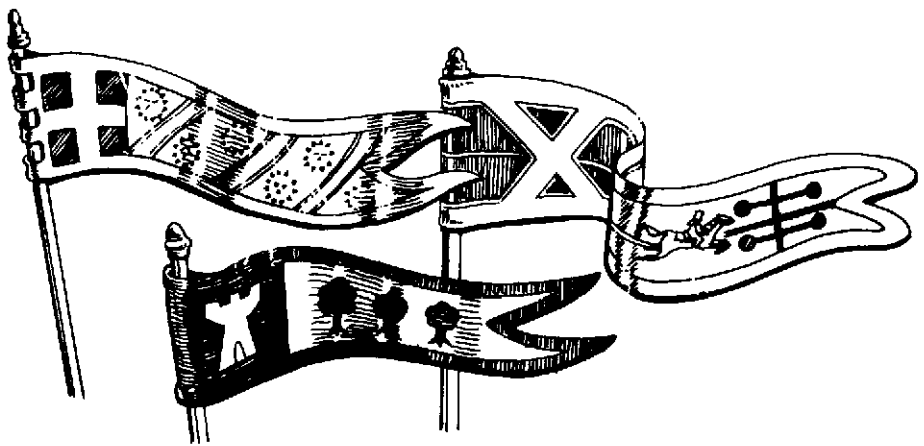
Skills: First Aid/TL3 (IQ+2; 4 points); Physician/TL3 (IQ-2; 2 points).

Franciscans and Claires

The Franciscans and the Poor Claires show little interest in politics, either ecclesiastic or secular, but are content to serve God through manual labor. Franciscan and Claire PCs begin play with nothing but a simple robe. They must take:

Advantages: Reputation: Poor Servants of God (+1 from Christians; 5 points); Patron (Small organization, appears on 6 or less; 5 points).

Disadvantages: Vow: To never own money or property (-15 points).



in the kingdom. Most nobles keep a personal guard of a dozen or so, and landed knights are expected to maintain a retinue — or *lance* — of roughly that many men-at-arms, to fight for their lord. Larger towns will have a city guard, responsible for manning the town's fortifications in peacetime, as well as keeping the peace within its walls. PCs could be attached to either Fenmarc's baronial guard or the city guard of Harkwood Town, or they might be part of the lance of a knight, local or visiting.

There is also an increasing demand for mercenaries in Caithness at this time. Lords in the north of the kingdom — including the Baron of Marshall and the King himself — are known to be hiring men-at-arms. Nearer to Harkwood, there is rumored to be a demand for sell-swords in Simonton and especially Denton, though neither Lord Walton nor Baron Cabble have openly called for mercenaries. Regardless of whom newly-created PC mercs intend to hire out to — if they have made up their minds at all — you can assume they have journeyed to Harkwood to participate in the rich Summer's Day Tourney, before signing on.

Priests and Other Clerics

Clerics are common in Caithness, though few are likely to pursue a life of adventure. Secular priests minister to the lay folk, while the members of various religious orders devote themselves to God in various other ways. In addition to the Dragons, other orders represented in Caithness include the Benedictines, an order of monks devoted to scholarly and theological pursuits, and the Alycites, an order of nuns devoted to the healing arts. Caithness also has a small number of Franciscans and Claires, an order of friars and an order of nuns, devoted to a life of poverty and service.

Mages

Wizards are very rare in Caithness, due to the kingdom's low mana level (remember — all magic in Caithness is cast at -5 on the skill roll!). Many of Caithness' citizens will go months or even years without ever witnessing a true magical spell. Most Caithnessers are quite credulous on the subject of magic; a convincing feat of sleight-of-hand is just as likely as a true spell to awe a provincial farmer. As a result, many of Caithness' self-professed wizards are actually charlatans, charging the simple folk large sums for bogus magical aid.

True wizards can easily find employ with the Caithness nobility, as entertainers, advisors, guards and companions. A PC wizard may have accompanied his noble employer to Fenmarc's Tourney, or he may have arrived on his own, seeking long- or short-term employment. Due to the frequency of injury among Tourney participants, many healing mages turn out for the event.

Freemen

Freemen at the tourney will be of two types: itinerant merchants, craftsmen, or entertainers, attending the tourney for profit; or local farmers, businessmen,

and artisans, enjoying their barony's semi-annual festival. They should have skills appropriate to their profession, and may have other, more adventure-oriented skills as well. Many of the contestants in the commoner's events at the tourney will be locals looking to distinguish themselves.

Traveling characters will have a general familiarity with the geography and political situation of Caithness as a whole; they should take Area Knowledge (Caithness or Southern Caithness). Locals will be familiar with the land and customs of Harkwood; they should take Area Knowledge (Barony of Harkwood or Harkwood Town). Both types will be helpful in the adventure, though the local's intimate knowledge of the setting will likely prove more valuable.

It is strongly recommended that the party include at least one knight or other noble, and at least one Harkwood local, as the adventure is especially suited for such characters.

Character roles other than those described are possible and are certainly encouraged.

Using Existing Characters

If *Harkwood* is being played in an already-running Yrth campaign, the GM should allow players to use their existing characters in the adventure. If the PCs have more than 20 or 30 experience points apiece, the GM will probably want to beef up the opposition a bit.

It is especially appropriate to run this adventure as a sequel to *Orcslayer*. Since *Orcslayer* is a *Man to Man* combat adventure, veterans of that expedition may need some conversion to get them ready for a full *GURPS* roleplaying adventure. *Man to Man* characters from *Orcslayer* should be allowed to keep the experience they earned on that adventure, but will probably need to take on new, non-combat advantages, disadvantages and skills. If, however, you want to run a PC with lots of non-combat skills, you are probably better off starting from scratch with a new character, rather than trying to shoehorn a *Man to Man* combat monster into a role he was never meant for.

Characters from an existing campaign will be attracted to Harkwood for the same reasons as new PCs with similar talents.

Goods and Services

All of the weapons from the *GURPS* Ancient/Medieval Hand Weapon Table (except Fencing weapons) and Ranged Weapon Table are available in Caithness, as are all the various types of armor on the Ancient/Medieval Armor Table and the adventuring gear on the Equipment List. PCs may begin play with whatever type of weapons or armor they need and can afford. Buying equipment after play begins can be more difficult, though.

Ordinarily, a fighter must commission a smith or armourer to make weapons or armor for him; the bazaar at Fenmarc's Tourney is one of the few places that one is likely to find weapons ready to buy "off the shelf." Any type of armor may be purchased at the tourney, with the exception of plate, though the armourer will need a day to customize it for the purchaser's physique.

Note, however, that it's not a good idea to immediately buy equipment for your character as if for an extended trip or siege, as none is in evidence. Buy what you want your character to have in his normal life, and keep the rest of your money in reserve.

Accommodations in the Harkwood area are generally quite reasonable. A room at a typical inn runs about \$4 a night. Classier accommodations — including a hot bath and clean sheets — cost twice that. The cost to stable a horse is \$2 per night; if the services of a groom are required, the cost is \$4.

New Advantage: Clerical Investment 5 points

In Caithness, any character who is a Christian cleric must take the Clerical Investment advantage. This advantage embodies a number of powers and perquisites held by Christian ministers, including the right to perform ceremonies such as baptism, confirmation, marriage, and the Last Rites. Clerics will be addressed by an appropriate title — Father for secular priests, Brother for Benedictines, Sister for Alycites and Claires, and Friar for Franciscans. Clerics receive a +1 reaction bonus from all Christians and most others in Yrth, out of respect for the cloth.

Nonhuman PCs

Nonhumans are relatively rare in Caithness, and especially so in the Harkwood area. Occasionally the barony is visited by elves from a community located in the Great Forest, a half-day's march due south of Harkwood Town. At least three times a year, a trading company of dwarves comes to Harkwood from their mines in the heavily forested mountains a week's march east of the barony. Oakdell, a farming community of roughly 200 halflings, is located five miles west of Harkwood Town.

The only goblins seen in Harkwood are Megalan merchants, who visit the barony during the Tourney with wares from distant lands. Despite their regular semi-annual appearances, the folk of Harkwood still think the green-skinned traders very odd. Orcs are known in Harkwood only during their very occasional raids across the Great Desert, and are regarded as purely legendary. A few bands of hobgoblins are said to roam the Great Forest, and stories of them are told to frighten small children. Reptile men have a reputation as vicious man-eaters in Harkwood, due to a raid on the barony by a saurian tribe several generations back. Even so, it is doubtful anyone alive in Harkwood today has ever seen a real reptile man.

No nonhuman will be able to move about the barony without being noticed. Only elves, halflings, and to a lesser degree, dwarves, will be welcomed by Harkwooders. Goblins are tolerated, but are always watched closely by townsfolk and guardsmen alike. Orcs, hobgoblins and reptile men are monsters to the folk of Harkwood. While a single townsman will no doubt give a wide, fearful berth to such a character, an angry mob might arise at any moment to drive the demon from the barony.

PLAYERS: STOP READING HERE!

STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.

- Free downloadable adventures for *GURPS*, *In Nomine*, and *Traveller*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Pelgrane Press, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com