

One significant post per week is required and current players average a post every few days. No previous knowledge of Harnmaster or the Harn world is necessary.

We have a wide selection of pre-generated and only slightly used player characters to choose from or a character can be custom made to your specifications.

Player characters in the Kaldor in Flames campaign include:



Berina of Kyfa: brash, amazon sorceress who storms down stairs in a non-threatening manner, morningstar in hand, and is never one to avoid trouble.



Davas of Fainovirs: stout peasant hunter who has recently earned his freedom and married Berina.



Rikoro of Drelin, reserved sorcerer who is still considering all options long after the situation has been resolved.



Josrel of Aswain, cautious priest of Save K'nor (god of knowledge) who has also recently married his childhood sweetheart and fellow cleric.

This group is now traveling to the wool fair at Minarsas to investigate strange new taxes and laws.

Player characters in the Kaldor in Flames Harnmaster III campaign include:



Amyleryn of Odasart: gentlewoman, sorceress and trained spy, leader of the mission and supported by her great uncle.



Terias of Forniad: honorable priest of Larani, (goddess of nobility and feudalism) who sometimes sees things that no one else can see.



Zedeon of Jaheraka: loyal weponcrafter who is trying to design a metal lance that does not weigh too much to be carried.

This group is currently traveling through the sewers to capture an escaped gargun..



For more information:

Kaldor in Flames:

<http://duttond.topcities.com/Harn/Kaldor/index.html>

Kaldor in Flames Harnmaster III:

<http://duttond.topcities.com/Harn/index.html>

Gamemaster:

<mailto:duttond@duttond.topcities.com>

Application to join the campaign:

Kaldor in Flames:

<http://duttond.topcities.com/Harn/Kaldor/application.html>

Kaldor in Flames Harnmaster III:

<http://duttond.topcities.com/Harn/application.html>

And at the appointed time we shall rise from our secret places and throw down the towns and cities of Kaldor. Our brethren shall pour forth from the forests to slay and burn. Chaos will cover the land and we, the chosen servants, shall be exalted in His eyes. Hail to Ilvir, Prince of the Fatherless Multitude - Salutare Ingens Ilvir.

Excerpt from the Book of Transformation

INTRODUCTION

Kaldor, which many claim is the greatest kingdom on Hârn, is under attack. Not from enemy kingdoms, but from enemies within its very borders. Ever since the red moon appeared in the sky, the gargun have become more prolific and violent, many new monstrous creatures have appeared and an occasional dark knight in full armor has ravaged the countryside.

Dangerous as these threats are, the greatest threat comes from powerful and influential people within Kaldorian society, some even within the royal court. In some mysterious manner, they have been given strange and awful powers and they lust for even more. Since their associations are hidden in secrecy, they cannot usually be distinguished from ordinary citizens and they continue to work their awful deeds and worship their foul gods.

Many of the lesser cultists are fools that seek only to fulfill their most depraved desires and to achieve quick and easy riches. They are easily manipulated and, when destroyed, easily replaced. Their superiors are not so gullible but have decided that great costs are necessary for great gains. When the kingdom is torn down and their dark gods are victorious, these leaders will be the ruling power.

If these dark forces were united, they would

easily bring down civilized society. However, fighting among themselves keeps them weakened. Followers of Agrik fight followers of Morgath, followers of Naveh fight followers of Ilvir, etc. All this time the dark gods enjoy watching the conflict, getting more pleasure from the fighting than trying to win.

PEOPLE OF KALDOR

While having a healthy dislike of all the violence and debauchery, most citizens don't realize how far the dark forces have spread. They comfort themselves by believing that those things only happen to someone else. The authorities, who are not in league with evil, believe they have resolved the issue by an occasional trial and execution. If people knew the extent of the problem, they would give more support to the traveling heroes that fight the dark forces. As the dark minions build their strength, the nobles of Kaldor have their parties and glittering social events, while the merchants of the guilds maneuver to become one with the nobility. At the bottom of society are the peasants struggling to survive and praying to Peoni for a good harvest. But times are changing as more and more join the ranks of evil and more mutations appear as their rewards.

It is with this background that **Kaldor in Flames** begins.

Your character starts from very humble beginnings and, as the action builds, they will eventually save the Kingdom. From certain subtle clues, the characters will learn that Kaldor is in trouble but no one will listen to them. Eventually a civil war will break out with the forces of darkness trying to take over. So the characters must survive the conflicts to win out at the end.

But all of that is in the future. Now, the

characters are just starting their journeyman years looking for adventure, fame and fortune. This adventure is structured to allow the players to learn the Hârnmaster system and the world of Hârn. Further adventures will allow more freedom of action to the players.

GAME MASTER'S INTRODUCTION

I have game mastered Hârnmaster for many years and I have run this particular adventure, using Warhammer Fantasy Roleplay system, many times. The Kaldor in Flames campaign is my first attempt at a Play By Email adventure and it has been running almost continuously since the latter part of 1999. In December of 2006, we had enough players to start a second version of the campaign using recently published materials and rules. This is the Kaldor in Flames Harnmaster III version.

The only difficulty with PBeM is that combat gets a little tricky. On the other hand, combat in Hârnmaster is very deadly so the players are advised to avoid it whenever possible. To facilitate this form of roleplay, the GM handles anything that requires die rolls and the players are asked to only focus on their role.

So if you have an idea of a type of character you would like to play, if you care about the fate of the Kingdom and have the strength of character to save it, check out the story thus far, fill out an application form and submit it. I'll create the character and their background and you can spend the option points however you want. Don't be concerned if you're new to the Hârnmaster system since I'll try to keep the game mechanics to a minimum. If there's anything you don't know about Hârnworld and you think your character knows, just ask. What I'm looking for is strong character concepts, good roleplaying and mutual fun.