



Index

A		D	
An Example of NPC Creation	95	Damage Dice: A Life Points Option ...	63
Final Results	96	Different Ways of Disengaging from	
Step Five – Skills and Talents	96	Combat	36
Step Four – Choose a Race and		Disengaging While in Combat	36
Culture	95	H	
Step One – Purpose and		How to design an encounter	37
Personality	95	Party Level and Player Experience ...	37
Step Six – Equipment	96	Type of Encounter	37
Step Three – Generate Statistics	95	Ambush	37
Step Two – Choose a Profession ...	95	Duel	37
Armor	43	Rescue	37
Attitude and Outlook	12	How to Run an Ambush	34
B		Attack!	34
Battle Runes	13	Position, Position, Position... ..	34
Fumbling Battle Runes	15	K	
Inscribable Spells	15	Knockback	28
Being Unseated from a Mount	28	M	
C		Magic Items	78
Catching, Killing & Harvesting	47	Armor and Shields	79
Amount of Material Needed for		Cursed Items	81
Armor Construction	48	Magical Weapons	78
Creating the Armor	48	Miscellaneous Items	80
Recovery of Unusual Organic		Magical and Special Materials	45
Material	48	Adamantine	46
Creating & adding New Weapons	43	Arinyark	46
Creating a Warrior in HARP	7	Dragon Bone	47
Preparation Step: Decide on a		Dragon Horn	47
Personality	7	Dragonskin	47
Step Five: – Purchasing		Dwarvish Steel	46
Equipment	10	Elven Steel	46
Step Four: – Buy Skills & Talents	9	Eog	46
Step One: Choose a Profession	7	Heavy Monster Hide	47
Step Six: – Final Touches	10	Ithloss	46
Step Three: Choose a Race		Keron	46
& Culture	8	Laen	46
Step Two: Generate Statistics	7	Medium Monster Hide	47
Critical Tables	64	Monster Bone	47
Acid Critical Table	76	Rularon	46
Cold Critical Table	69	Shaalk	47
Crush Critical Table	64	Shell/Chitin/Horn	47
Electrical Critical Table	70	Spidersilk	47
Grapple Critical Table	67	Titusinium	47
Heat Critical Table	68	Trollskin	47
Huge Critical Table	75	N	
Impact Critical Table	71	New Training Packages	22
Large Critical Table	74	Learning Training Packages	22
Martial Arts Strikes Critical Table ...	72	Sample Training Packages	22
Martial Arts Sweeps/Unbalancing		Assassin	22
Critical Table	73	Dragon Hunter	22
Puncture Critical Table	65	Duelist	22
Slash Critical Table	66	Fyrdman	23
Culture	8	Heavy Cavalry	23
Customized Weapons and Armor	44		
		Huscarls	23
		Initiate of the Stone Fist	22
		Knight	23
		Non-Player Characters (NPCs)	83
		Step Five – Skills and Talents	85
		Step Four – Choose a Race and	
		Culture	84
		Step One – Purpose and	
		Personality	83
		Step Six: Equipment	94
		Step Three – Generate Statistics ...	84
		Step Two – Choose a Profession ...	84
		NPC Stat Blocks	85
		Chet Li	88
		Phredric	86
		Rick	89
		Terris	93
		Theone	91
		O	
		Orders & Organizations	52
		Another sort of Guild... ..	58
		Using the Friends of Otto in	
		your campaign	59
		Creating the Order	54
		Step 1: Name	54
		Step 2: Motto	54
		Step 3: Goal and Purpose	54
		Step 4: Candidate	
		Requirements	55
		Step 5: Acceptance into	
		the Group	55
		Step 6: Structure	55
		Step 7: Advancement	56
		Step 8: Expulsion	56
		Knowledge	54
		Sample Orders and	
		Organizations	57
		Order of the Iren-Fyrd	
		(Fyrdmen)	57
		Order of the Iren-Hirth	
		(Huscarls)	58
		The Friends of Otto	58
		The Orc Revolutionary	
		Committee	58
		The Temple of the	
		Dragon's Way	57
		Types of Orders and	
		Organizations	53
		Business	53
		Ideal	53
		Military	53
		Mission	53
		Political	53
		Racial	53
		Religious	53
		Other Weapons	40
		Crushing Weapons	41

